

KILLSWITCH1968'S MASS EFFECT 2 GUIDE

v1.00

Freedom's Progress

Heavy Weapon Ammo
On dead mech outside Veetor's shack

POST NORMANDY

Shops

Omega

Kenn's Salvage
Heavy Weapon Ammo
Heavy Skin Weave
Shotgun Damage
Omega Market
Stimulator Conduits
Model – Cruiser Turian
Sniper Rifle Damage
Fornax
Harrot's Emporium
Visor
Model – Geth Ship
Hack Module
Capacitor Chest Plate

Citadel

Zakera Café
Ascension Novel
Revelations Novel
Sirta Foundation
Medi-Gel Capacity
Life Support Webbing
Saronis Application
Tech Damage
Damage Protection
Rodam Expeditions
Sniper Rifle Damage
Heavy Pistol Damage
Submachine Gun Damage
Off-Hand Ammo Pack
Aegis Vest
Citadel Souvenirs
Space Hamster
Illum Skald Fish
Model – Normandy SR1
Model – Destiny Ascension
Model – Sovereign (after Collector Ship)

Mordin's Recruitment

Assault Rifle Damage
Quarantine after 1st barricade of mercs.
Medigel Capacity
Inside Mordin's Clinic
M-451 Firestorm Pistol
Automatically given by Mordin
Missing Assistant
Before area with rocket snipers

Jack's Recruitment

Damage Protection
Dead YMIR Mech right after freeing Jack.
Shotgun Damage
Dead guard right after destroying YMIR mech

Garrus' Recruitment

Submachine Gun Damage
Bypass door close to the gunship, before assault
ITEM: Datapad
Located by Jaroth, for Archangel: Datapad Recovered

Tech Damage
Main Floor Garrus' Apartment
M-15a Battle Rifle
2nd Floor Garrus' Apartment

Grunt's Recruitment

Sniper Rifle Damage
Top of stairs after waves of Krogan.
Krogan Vitality
Computer by Warlord Okeer

Optional Missions

Omega

Struggling Quarian
Batarian Bartender
Archangel: Datapad Recovered
The Patriarch
After Garrus' and Mordin's Recruitment Only
Datapad Recovered

Normandy

Normandy: FBA Couplings
Normandy: Serrice Ice Brandy
Normandy: Special Ingredients

Citadel

Crime in Progress
Krogan Sushi

N7 Missions

Wrecked Merchant Freighter
Eagle Nebula → Amun → Neith
MSV Estavanico
Hourglass Nebula → Ploitari → Zanethu
Lost Operative
Omega Nebula → Fathar → Lorek
Explore Normandy Crash Site (DLC)
Omega Nebula → Amada → Alchera
Hahne Kedar Facility (after MSV Strontium Mule)
Titan Nebula → Haskins → Capek
Abandoned Research Station (Wrecked Merchant Freighter)
Eagle Nebula → Strabo → Jarrahe Station
Eclipse Smuggling Depot
Hourglass Nebula → Faryar → Daratar

Horizon

Heavy Skin Weave
On dead collector after first husks
Collector Particle Beam
On dead collector after seeing stasis people
Biotic Damage
On dead collector after first meeting Scion

POST HORIZON

Shops

Illum

Gateway Personal Defense
Submachine Gun Damage
Assault Rifle Damage
Heavy Skin Weave
Amplifier Plates
Damage Protection (after Collector Ship)
Serrice Technology
Biotic Damage
Medi-Gel Capacity

Bypass Module	<input type="checkbox"/>	Jack Loyalty	<input type="checkbox"/>
Tech Damage (after Collector Ship)	<input type="checkbox"/>	Biotic Damage	<input type="checkbox"/>
<u>Memories of Illium</u>		<i>On computer just before boss</i>	
Prejek Paddle Fish	<input type="checkbox"/>		
Model – Alliance Cruiser	<input type="checkbox"/>	Garrus Loyalty	
Model – Athabasca Class Freighter	<input type="checkbox"/>	Sniper Rifle Damage	<input type="checkbox"/>
Model – UT-47 Kodiak Shuttle (after Collector Ship)	<input type="checkbox"/>	<i>In same room with shutters</i>	
<u>Baria's Frontiers</u>		Forged IDs	<input type="checkbox"/>
Hades Nexus	<input type="checkbox"/>	<i>In same room with shutters</i>	
Minos Wasteland	<input type="checkbox"/>		
The Shrike Abyssal	<input type="checkbox"/>	Thane Loyalty	
Pylos Nebula	<input type="checkbox"/>	Heavy Pistol Damage	<input type="checkbox"/>
		<i>Immediately at the start of 800 Wards</i>	
Tuchanka			
<u>Ratch's Wares</u>		Samara Loyalty	
Heavy Weapon Ammo	<input type="checkbox"/>	Assault Rifle Damage	<input type="checkbox"/>
Stabilization Gauntlets	<input type="checkbox"/>	<i>In Morinth's apartment</i>	
Death Mask	<input type="checkbox"/>		
Asymmetric Defense Layer	<input type="checkbox"/>	Tali Loyalty	
Shield Harness		Geth Shield Strength	<input type="checkbox"/>
<u>Fortack's Database</u>		<i>Small room after first fight</i>	
Assault Rifle Damage	<input type="checkbox"/>	Tech Damage	<input type="checkbox"/>
Biotic Damage	<input type="checkbox"/>	<i>Awarded if Tali found innocent at trial</i>	
Heavy Pistol Damage	<input type="checkbox"/>	Model – Quarian Flotilla Vessel	
Shotgun Damage	<input type="checkbox"/>	<i>In same room as boss</i>	
Samara Recruitment		Grunt Loyalty	
ITEM: Shipping Details	<input type="checkbox"/>	Shotgun Damage	<input type="checkbox"/>
<i>Soon as you enter crime scene.</i>		<i>Awarded after mission completed</i>	
M-27 Scimitar Assault Shotgun	<input type="checkbox"/>		
<i>Right before Elnora</i>		Mordin Loyalty	
Biotic Damage	<input type="checkbox"/>	Combustion Manifold	<input type="checkbox"/>
<i>In same room as Elnora</i>		<i>Found right before entering hospital</i>	
ITEM: Data File	<input type="checkbox"/>	Krogan Vitality	<input type="checkbox"/>
<i>After seeing, but not killing, gunship, return to Anaya to complete.</i>		<i>In same room as dead female Krogan</i>	
ITEM: Shipping Evidence	<input type="checkbox"/>	Heavy Weapon Ammo	<input type="checkbox"/>
<i>Right after killing gunship, return to Anaya/Pitne For to complete</i>		<i>On computer just after boss fight</i>	
		Zaeed Loyalty (DLC only)	
Thane Recruitment		Heavy Weapon Ammo	<input type="checkbox"/>
Salarian Family Data	<input type="checkbox"/>	<i>By fire extinguisher controls (Paragon choice only)</i>	
<i>Same area as guard you can push out window</i>		Assault Rifle Damage	<input type="checkbox"/>
M-97 Viper Sniper Rifle	<input type="checkbox"/>	<i>On a computer inside facility (Renegade choice only)</i>	
<i>Right before Krogan mercenary</i>		M-451 Firestorm	<input type="checkbox"/>
Submachine Gun Damage	<input type="checkbox"/>	<i>Inside facility, before mech fight</i>	
<i>Right before crossing bridge</i>		Collector Ship Mission	
		Weapon Training	<input type="checkbox"/>
Tali Recruitment		Damage Protection	<input type="checkbox"/>
Heavy Pistol Damage	<input type="checkbox"/>	<i>Research terminal before any fights</i>	
<i>Bottom of staircase at first geth fight</i>		Tech Damage	<input type="checkbox"/>
M-9 Tempest Submachine Gun	<input type="checkbox"/>	<i>After fighting the Praetorian</i>	
<i>By talking radio</i>			
Assault Rifle Damage	<input type="checkbox"/>	Optional Missions	
<i>In small room after pillar destroyed</i>		Tuchanka	
Geth Pulse Rifle	<input type="checkbox"/>	Combustion Manifold	<input type="checkbox"/>
<i>Same room as Tali (Hardcore/Insanity difficulty only)</i>		Killing Pyjaks	<input type="checkbox"/>
		Old Blood: Missing Scout	<input type="checkbox"/>
Jacob Loyalty			
Heavy Pistol Damage	<input type="checkbox"/>	Illium	
<i>In area just after blowing up barricade</i>		Blue Rose of Illium	<input type="checkbox"/>
		Conrad Verner (imported ME character only)	<input type="checkbox"/>
Miranda Loyalty		Giana Parasini (imported ME character only)	<input type="checkbox"/>
Submachine Gun Damage	<input type="checkbox"/>	Indentured Service	<input type="checkbox"/>
<i>Shipping container after riding the first elevator</i>		The Assassin: Salarian Family Data	<input type="checkbox"/>
Medi-Gel Capacity	<input type="checkbox"/>	The Prodigal: Lost Locket Found	<input type="checkbox"/>
<i>Next area after SMG upgrade</i>		Hack Security Nodes	<input type="checkbox"/>
ITEM: Lost Locket	<input type="checkbox"/>	Find Data Fragments	<input type="checkbox"/>
<i>Found at very end next to elevator</i>			

Citadel

Forged IDs/ False Positives
*Only becomes active after Thane's loyalty mission,
regardless of whether you have the Forged IDs or not*

Omega

Packages for Ish
(quest persists if Paragon choice taken, known bug)

N7 Missions

Endangered Research Station
Caleston Rift → Solveig → Sinmara
Mining the Canyon
Caleston Rift → Talava → Taltus
Quarian Crash Site
Hades Nexus → Sheol → Gei Hinnom
Anomalous Weather Detected
Pylos Nebula → Dirada → Canalus
Damage Protection rewarded automatically
Imminent Ship Crash
Pylos Nebula → Nariph → MSV Broken Arrow
Blue Suns Base (after MSV Strontium Mule)
Sigurd's Cradle → Decoris → Sanctum
Javelin Missles Launched
Sigurd's Cradle → Skepsis → Franklin
Blood Pack Base
The Shrike Abyssal → Xe Cha → Zada Ban
Heavy Weapon Ammo awarded automatically
Blood Pack Communications Relay
Crescent Nebula → Lusarn → Tarith
Heavy Weapon Ammo awarded automatically
Captured Mining Facility
Crescent Nebula → Zelene → Helyme
Abandoned Mine
Minos Wasteland → Fortis → Aequitas
Archeological Dig Site
Rosetta Nebula → Enoch → Joab
MSV Strontium Mule (after Archeological Dig Site)
Heavy Skin Weave on computer at end of level
Omega Nebula → Arinlarkan

POST Collector Ship

Legion Recruitment/Derelict Reaper Vessel

*(warning! Must get his loyalty mission before using galaxy
map or will trigger kidnapping of crew)*

Sniper Rifle Damage
End of long catwalk, before first scion
Heavy Skin Weave
Same area as first scion
Shotgun Damage
In between scion+husk fights, before reaper core

Legion Loyalty

Geth Shield Strength
In room Legion talks about size of ship

I have tried to verify the accuracy of all the items in this checklist. If something is missing or awry I will correct and upload as soon as possible. More than willing to accept comments/criticism to killswitch1968@gmail.com. This guide may be freely distributed in its originally form