



Mass Effect Introduction

Mass Effect is arguably the most anticipated RPG since Bioware's last foray into the genre. The first game of a massive three game trilogy slated to be released over the next few years, Mass Effect provides gamers with choices that have become Bioware's special touch on their titles. Will you play as a good character -- a Paragon - - or a bad character, known as Renegades? Or better yet, will you play as a mixture of both? Will you be a Spacer, a Colonist, or an Earthborn? A Sole Survivor, a War Hero, or Ruthless? A Soldier, Engineer, Adept, Infiltrator, Sentinel, or Vanguard? You get the idea. And those are all choices you'll make in the first five minutes of the game! Just imagine the hundreds and hundreds of choices you'll end up making when the chips are actually on the table.

If you're confused, don't worry. Lots of gamers out there are. That's where IGN Guides comes into play. We outline what everything above means and a whole lot more. Our detailed Basics section breaks down the controls, combat system, and a whole lot more. Our Walkthrough covers the game in its entirety. And our Equipment and Codex appendices will blow your mind with their attention to detail. Everything you could possibly want to know about Mass Effect will be encompassed in this very guide.

So fear not, human. As you delve into space via the complex array of mass relays, just remember: IGN has your back.

In this Mass Effect strategy guide, you'll find:

- **BASICS** // Tons of info on in-game mechanics.
- **WALKTHROUGH** // Our complete walkthrough.
- **SIDEQUESTS** // What's an RPG without options?
- **EQUIPMENT** // Information galore.
- **CODEX** // All the game's knowledge in one place.

Basics, Walkthrough and Side Quests by: Colin Moriarty | **Equipment and Codex by:** Samuel Claiborn

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The image shows a promotional box for IGN Insider Extras. At the top, the text "IGN INSIDER EXTRAS" is displayed in a bold, blue font with a white outline. Below this is a screenshot of a character in a futuristic, industrial environment, likely from the game Mass Effect. The character is seen from behind, looking towards a large, metallic structure. The bottom of the box features a list of exclusive features for IGN Insiders, including downloadable PDF guides, PSP-formatted guides, and video tips. A "JOIN TODAY" button is located at the bottom right of the box.

Mass Effect Basics

The Fundamentals	Paragon & Renegade	Classes & Character Types
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Mass Effect seems like a complex game, and in many ways it is. Alternatively, though, Mass Effect is actually an easy-to-understand title that waters down many of its components so that the overall product is easily accessible. Melding two polar opposite genres -- the shooter and the RPG -- Mass Effect is a story-driven experience that requires a lot of know-how and experience to play. But it's *not only* for RPG enthusiasts or shooter-crazy gamers. It's for *everyone*.

Playing through Mass Effect first requires you to create your character. Your character will be named Commander Shepard no matter what combinations you choose. Your character could be male or female, of any class and type, and look however you want him or her to look, but the character will play the same and have the same name. There are deeper aspects to the game, of course. Will you play as a Paragon, a Renegade, or a mixture of both? How will you fight? Which weapons will you choose? Which skills will you hone?

This extensive Basics section of the guide aims to answer all of the questions gamers could possibly have about the game before they've even begun playing. Our [Paragon & Renegade](#) section describes both character types, and how to achieve both during gameplay. [Classes & Character Types](#) touch on the various combinations you can create with all of your options during character creation, and the character creation process in general. At the heart of any RPG are two things -- story and combat -- and the latter is covered in-depth in the [Combat & Survival](#) section. And finally, the [Ten Tips](#) section will give you ten hints on playing Mass Effect successfully.

So what are you waiting for? Get reading!

The dichotomy present in this game is inherently important to how things play out. Gamers familiar with other BioWare titles like Star Wars: Knights of the Old Republic (KOTOR) will be just as familiar with what BioWare throws at them this time in Mass Effect. In KOTOR, gamers could be good or evil, and the game would play out accordingly, along with the development of skills catered towards your allegiance. In Mass Effect, you're encouraged to play as Paragon (good) or Renegade (bad), but you can strike a balance between the two. Also, you'll want to notice with the screens below that only the main character has to worry about Paragon or Renegade. All of the other characters are decidedly neutral, though they will react to which way you're leaning as the game progresses.



The game, and the story within the game, is so deep that NPCs will react to you depending on how Paragon or Renegade you are. Certain things will be available to you only if you are leaning one way or another, but unlike KOTOR, you don't have to be *all the way* good or evil to truly affect the experience. This means that, in the end, there are many more combinations and layers to the Mass Effect experience than there was in KOTOR that necessitates at least two worthwhile play-through experiences. While the story remains identical, the way the story plays out can be very different depending on the choices you make in the game. And as you will quickly learn in Mass Effect, the choices you make mean *everything*.

Playing Paragon

In many ways, playing as the good guy is a lot more difficult than playing as a bad guy. It's not necessarily that the Paragon experience provides the gamer with a more difficult play-through in the literal sense. Rather, playing as a Paragon forces you to take the high road with people. Instead of being the cause of trouble, you must often be the rectifier of trouble.

A great example is near the beginning of the game on the Citadel. A character who is preaching about "God" is being warned to get off of governmental space, and to get a permit for his preaching activities. Here, your choices are very clear, and there is considerable deviation in them. While the Renegade might give the preacher a hard time and side with the government simply to get a rise out of the evangelist, the Paragon will act as intermediary between the governmental agent and the preacher, working out a resolution that means you, as Paragon, will have to spend your own hard-earned money to buy the preacher a permit and make sure no more trouble comes from his activities. This may seem lame, but it's all in a day's work for the underappreciated, good-natured, kind-hearted Paragon.

Playing Renegade

Playing Renegade is a lot easier than playing Paragon, simply because the choices you make will necessitate a lot more fighting and action than decisive problem solving. Indeed, those playing as Renegades will let their guns do the talking, pushing people around and having a general lack of respect for everything and everyone around them. There is a great difference in playing as a Renegade as opposed to the Paragon as a result of his gung-ho, careless attitude, but that's how a Renegade character is supposed to act -- by dangerous and ill-planned reaction.

One needn't look any further than Commander Shepard's interaction with his or her very own superiors. While talking to various characters who outrank you, you're given clear choices. You can either have respect for them and what they say, or you can completely disrespect them and disregard their opinions and feelings by blowing them off and acting rudely. Sometimes, this even results in altercations and fights that would otherwise have been completely avoided simply by showing due respect to your superiors. But due respect isn't what playing as a Renegade is all about. Renegades are the exact opposite of Paragons for a reason. They worry about themselves and what benefits them. Nothing else matters. Remember that if and when you choose to play as a Renegade.

Striking A Balance

In the end, the game isn't about the extremes. As mentioned earlier, games like 2003's KOTOR encouraged gamers not to strike a balance, but to go one way or another and stick with those choices. But the Milky Way galaxy in Mass Effect and the Galaxy Far Far Away in Star Wars are two different beasts entirely. In the galaxy of Star Wars, there is good and bad. There is the Jedi and the Sith. Powers are drawn from the light and dark energies, so the system in KOTOR made sense to a degree. In Mass Effect, powers are drawn by your character class and type -- choices made simply effect the outcome of conversations, events, and the game as a whole.

So making a good choice here and a bad choice there -- striking a balance, as it were -- is a great way to play the game *exactly* how you envision it being played. This guide's dual walkthroughs provide gamers with the "True Paragon" and "True Renegade" experiences, but don't think you're pigeonholed into doing just one or the other. The beauty of Mass Effect is in the plethora of choices you must make, and the overall, sometimes unpredictable affect these choices will have on the gaming experience as a whole.

The character creation options in Mass Effect leave you with a staggering amount of combinations available to you. In fact, there are *108 combinations* that can be created, making your character, in essence, completely unique. Our guide's walkthroughs cover both the "extreme" Paragon and "extreme" Renegade options, but those aren't necessarily the only options that exist. In case you're wondering how we played on our two play-throughs...

Paragon: Male | Spacer | War Hero | Soldier.

Renegade: Female | Earthborn | Ruthless | Soldier.



Below are three important lists. Aside from selecting your genre, you will make three other choices that will make your character's story unique. Your pre-service history, psychological profile, and military specialization must all be chosen. The text provided for each option is taken directly from the game, and should help you determine what character type you want before you even turn the game on.



Pre-Service History

Colonist - You were born and raised on Mindoir, a small border colony in the Attican Traverse. When you were sixteen slavers raided Mindoir, slaughtering your family and friends. You were saved by a passing Alliance patrol, and you enlisted with the military a few years later.

Earthborn - You were an orphan raised on the streets of the great megatropolises covering Earth. You escaped the life of petty crime and underworld gangs by enlisting with the Alliance military when you turned eighteen.

Spacer - Both of your parents were in the Alliance military. Your childhood was spent on ships and stations as they transferred from posting to posting, never staying in one location for more than a few years. Following in your parents' footsteps, you enlisted at the age of eighteen.

Psychological Profile

Ruthless - Throughout your military career, you have held fast to one basic rule: get the job done. You've been called cold, calculating, and brutal. Your reputation for ruthless efficiency makes your fellow soldiers wary of you. But when failure is not an option, the military always goes to you first.

Sole Survivor - During your service, a mission you were on went horribly wrong. Trapped in an extreme survival situation, you had to overcome physical torments and psychological stresses that would have broken most people. You survived while all those around you fell, and now you alone are left to tell the tale.

War Hero - Early in your military career you found yourself facing an overwhelming enemy force. You risked your own life to save your fellow soldiers and defeat the enemy despite impossible odds. Your bravery and heroism have earned you medals and recognition from the Alliance fleet.

Military Specialization

Adept - Adepts are biotic specialists. Through upgradeable implants they can use biotic powers to lift or throw objects, shield the squad and disable or destroy enemies. Adepts can only use light armor, and can only receive weapons training with pistols.

Engineer - Engineers are tech specialists. Using the holographic omni-tool, they can decrypt security systems, repair or modify technical equipment, disrupt enemy weapons or shields, and heal their squad. Engineers can only use light armor, and can only receive weapons training with pistols.

Infiltrator - Infiltrators combine combat and tech abilities to specialize in killing or disabling enemies at long range. Infiltrators are trained to use omni-tools, focusing on decryption and offensive abilities rather than healing. They can use pistols or sniper rifles and medium armor.

Sentinel - Sentinels combine biotic and tech abilities. Typically they use biotic abilities and advanced healing skills to defend allies, though they can also disrupt opponents with biotic or tech attacks. They are more efficient at tech and biotics than other classes, but at the expense of combat. Sentinels can only use light armor, and receive no advanced weapon training.

Soldier - Soldiers are combat specialists ideal for the front lines of a firefight. Soldiers get improved health, can train in the use of all weapon types, start with the ability to use medium armor, and can specialize in heavy armor.

Vanguard - Vandards are biotic warriors. They combine biotics and weapons to take down opponents, and are especially deadly at short range. They use pistols and shotguns, and can specialize in medium armor.

Mass Effect Walkthrough

Below is our walkthrough (which is still under construction). We played as a "True Paragon" during our quest, which will no doubt show, but the walkthrough is generally the same no matter how're you're playing the game (apart from some random choices). Click on a link below to get started.

What's available so far...

- [Prologue: On the Normandy](#)
- [Prologue: Find the Beacon](#)
- [Citadel: Expose Saren](#)
- [Citadel: Shadow Broker](#)
- [Citadel: Garrus](#)
- [Citadel: Wrex](#)
- [Citadel: Expose Saren \(the rest\)](#)
- [Citadel: Final Exploration](#)
- [Noveria: Geth Interest](#)
- [Noveria: Leave Port Hanshan](#)
- [Noveria: Lorik Qui'in](#)
- [Noveria: Peak 15](#)
- [Noveria: Reconnect Landlines](#)
- [Noveria: Reactor Repair](#)
- [Noveria: Contamination](#)
- [Noveria: Quarantine](#)
- [Noveria: Rift Station](#)
- [Noveria: Matriarch Benezia](#)
- [Noveria: Hot Labs](#)
- [Feros: Geth Attack](#)
- [Feros: The Thorian](#)
- [Find Liara T'Soni](#)
- [Virmire: Landing](#)
- [Virmire: Assault](#)
- [Race Against Time](#)
- [Ilos: Find the Conduit](#)
- [Race Against Time: Final Battle](#)

Prologue: On the Normandy

Before you even gain control of your character, you'll be forced to interact with some crew members aboard the ship you're traveling on, including Joker (voiced by none other than actor Seth Green). As will be the case throughout this extensive walkthrough, the screens accompanying the walkthrough will show you how you should answer any questions or comments directed at you to, in the case of *this* walkthrough, act as Paragon-like as humanly possible. Remember -- Paragons are supposed to be the ideal citizen, holding righteousness above all others. That means that to play a true Paragon, as this walkthrough instructs, you must be nice to people and do the right thing, always. Rudeness and stupidity will only net you Renegade points, and if you're reading this walkthrough, that's not what you'll want. Answering in the way illustrated in the screens below will net you **+2 Paragon Points**. See? It was all worth the niceness.



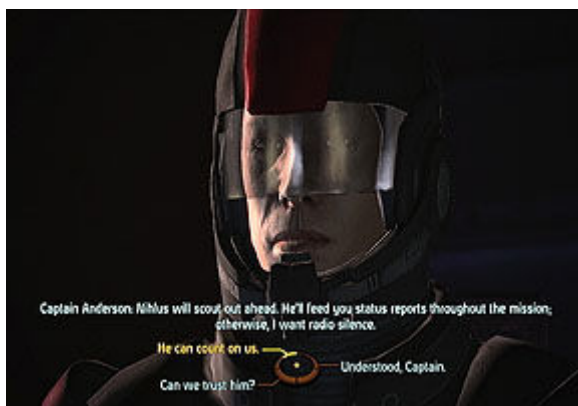
When you gain control of your character, run forward down the bridge towards the holographic galactic map hanging above a number of hard working grunts manning computer terminals. On the far right side of this area, you'll find the wise and experienced Doctor Chakwas and the overly-anxious and inexperienced Corporal Jenkins. Engage them in conversation to learn more about Eden Prime (your destination), as well as the the Spectres (you'll learn much more about them as the story progresses) and Nihlus (a Spectre amongst you). Answer your questions in the fashion illustrated below, and you will again acquire **+2 Paragon Points** (as well as some experience).



Backtrack to the other end of the galactic map thereafter, where you can speak with Navigator Pressly. Again, you can learn a bunch simply by speaking with him, and what's more, you'll generally be able to press him on a variety of issues without really threatening your Paragon points. Just don't expect to receive any positive points in return.



Finally, we can head to the bridge, where the captain is located. Well, he should be anyway. Instead of finding the captain there, you'll find Nihlus, the Spectre everyone is so skeptical of. Speak with him, and the captain will eventually show up, where everyone can talk. Remember, if you're playing as a Paragon, you're *not* skeptical of Nihlus, and you shouldn't act as such. You also shouldn't be a hardass to the captain. For answer suggestions, see the screenshots below, but remember... it's easy enough to gauge how you should or shouldn't be acting towards someone depending on which way you want to sway.



Prologue: Find the Beacon

Part One	Part Two	Part Three	Part Four	Part Five
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Please Note: Because you're given a 360 degree view of each and every environment, we won't often tell you to "head right" or "go left". Instead, we'll be using cardinal directions (north, west, south and east) based on the orientation of the map provided for most missions and locales. Please keep that in mind as you follow our walkthrough.

Finally - you are placed on Eden Prime. Loosen up and figure out your combat controls. Draw your weapons, practice firing them, maneuver around. In other words, get comfortable. Then head northward. You'll encounter balloon-like creatures that just float there. They can't damage you, and they won't move. They obviously exist for target practice, so do just that! Also remember to bear eastward to find the **Upgrade Kit** before heading westward and into higher ground.



Shortly after climbing towards the northwest, a short cutscene will ensue and your first enemy encounter of the game will occur. These slow-flying robotic craft (called Geth Recon Drones) are clumsy and shouldn't provide too many problems for you. However, keep your distance and make quick work of them if you can. Regrettably, one of your men will fall during battle. Be sure to examine his body before proceeding. Stating that he deserves a proper funeral will net you **+2 Paragon Points** and a small amount of experience.



As you continue northward along the rugged path, you'll run into another set of Geth Recon Drones. As was the case before, you should keep your distance and be ready for a fierce firefight. When they're downed, explore the northwest corner of the current path you're on before proceeding northeast. You'll find another **Upgrade Kit** here, so be sure you grab the goods out of it.



As you head northeast, yet another encounter with the Geth Recon Drones will ensue. There's plenty of cover to use here, though, so be sure to use it as you snipe away at them. Because this area opens up a little bit in comparison to the tighter quarters you were previously running through, you should do a little exploration, most notably along the northern part of the enlarged area, where a **Medical Kit** can be found. Then, head along the linear path into the next new area. This is where an important cutscene will take place.



Prologue: Find the Beacon (Continued)

Part One	Part Two	Part Three	Part Four	Part Five
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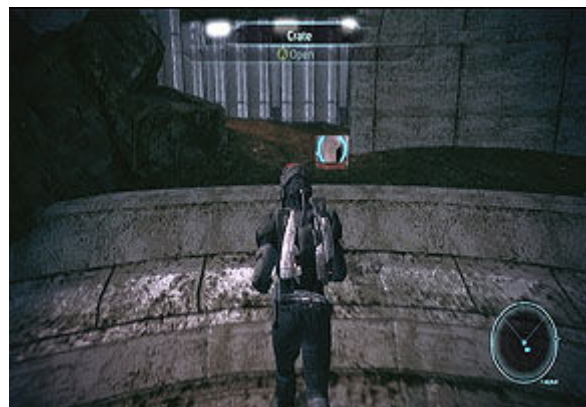
A female soldier is under attack from the Geth, and you have to help her. There's only two Geth soldiers to take out, so train your weapons on them and eliminate them. When the threat is eliminated, you can then speak with her. To gain **+4 Paragon Points**, be sure to be nice to her, making her feel welcome (you can mimic some of the answers in the screens below). Also be sure to investigate all of the issues she has some knowledge of, which will be helpful in grasping, overall, the nature of the situation. Then, head out, but not before grabbing the contents of the nearby **Upgrade Kit** and **Crate**.



Continue along your path. You'll be headed towards the dig site where the beacon we're seeking was first dug up and kept. It's missing now, though, and what's more, the Geth are heavily guarding the area. Four more Geth Troopers will have to be dealt with in and around the dig site. Keep strafing as you fight them, keeping your guns trained on one at a time. This will damage them and eliminate them in a more methodical manner.



When the enemy threat is felled, do some exploration. Most notably, you'll want to examine the dig site itself. This will begin a short conversation between your character and the female character that recently joined your party. Your answers here make very little difference as far as netting you Paragon points, but nonetheless, you'll want to be nice to her to stay on the safe side. Be sure to grab the contents of the nearby **Crate** as well.



As you run up to the small settlement above you on the hill, you'll run into some regenerated humans that have turned into Geth Husks. No wonder they're spending so much time running their victims through... they can use them for their own designs! These guys are aggressive and can take a decent amount of damage, so back up as you aim and shoot. When the enemy threat is eliminated, you can then search the west side of the area, where an **Upgrade Kit** can be recovered.



Head forward to the large structure in front of you now. Take the door on the left first. The door will open readily, granting you access to some **Crates** that both have some goods in them. Now is a good time to use all of the gear and equipment you've gathered so far in optimizing your equipment setup, as well as those of your fellow soldiers-in-arms. Don't forget to distribute your skill points, either! Those are integral activities that you should partake in often. So is saving, as you will soon find out.



Opening the door on the right is considerably trickier. We *highly recommend* that you save your game before attempting to break the simple lock, which will require three quick button strokes. Just remember to hold them in -- pressing them may not allow the game to read your strokes properly. If you fail, just reload your last save and try again. Within the room, you will find two traumatized doctors. Dr. Warren and her assistant Dr. Manuel were amongst the scientific team on-site, and saw everything unfold. Be nice to them for **+2 Paragon Points**, and be sure to investigate everything they have to say, since you can gain a lot of information simply by speaking with them.



Prologue: Find the Beacon (Continued)

Part One	Part Two	Part Three	Part One	Part Two
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When you're all done here, head northward up the path. You'll eventually be attacked by some more Geth Husks. They're on the low ground below you, but they can easily make their way towards you if given enough time. Try to use your height advantage from the get-go to eliminate them before they're even remotely a threat to you. Then, turn your attention to the structure on your right, which provides you with another locked door for you to open. Of course, you should again save here, just in case you fail in opening the door.



Grab the contents of the **Crate** next to the door, and then head to the locked door, unlocking it in the same way you did earlier. After successfully opening the lock, you will be greeted by a trio of farmers with something to hide. Don't be mean to them, though! Draw their answers out in a nice, calm way, and not only will you net a brand new weapon when all's said and done, but you will also get **+2 Paragon Points** for your calm approach.



You can investigate the west side of the area first, since there's little to find. There is one notable exception, though, which is the **Malfunctioning Object** on the peninsula on the west side of the map (see our map for more information if you're lost). Examine it to grab some items. It may be malfunctioning, but it still has plenty of items to offer. Then, head to the east side of the area and up some stairs to a raised platform.



Here, you will encounter Nihlus's dead body. It isn't long before a human witness to his murder comes out from hiding nearby. Speak to him, as any Paragon would, in a calm and collected manner. Our screens below show a few of our suggestions for questions and answers, but you probably won't score any points either way here, so there's nothing much to worry about. When he runs off, you'll regain control of your party, but be prepared for the biggest fight thusfar in your short time on Eden Prime.



The Geth are ahead of you, primarily stationing themselves on the train port to the far north section of the map. However, they're an aggressive species, and a few of them will come up to your platform in order to engage you directly. You'll need to battle through a few of them to reach the train port itself, though you may not want to risk running up and fighting them at close range. Your sniper rifle is extremely difficult to handle right now (it'll get easier once you are able to acquire skills related to that firearm), but you should stay far away and attempt to take a couple of the Geth out from a distance. This will make the fight ahead far more simple.

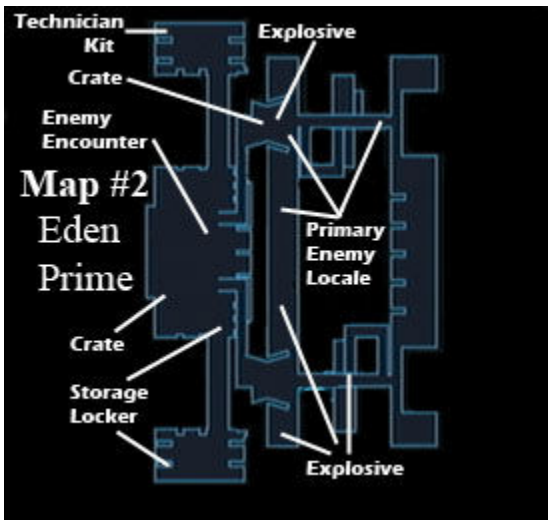


When you've gotten tired of the sniper rifle approach (which will happen sooner rather than later), you should begin moving up slowly, taking shots at enemies when you can. Remember that you can duck behind the cover on either side of the pathway as you head forward, so there should be no reason to be in any real danger. If you want to run forward rapidly and take them out quickly, that's an option too. Just remember to fall back and take cover if you start to take too much damage. You'll also be able to find a **Medical Kit** on the left side of the pathway as you head forward. When the enemy threat is eliminated, you should then run to the end of the passage, where a switch can be hit, bringing you to the next enemy-infested area of Eden Prime.



Prologue: Find the Beacon (Continued)

Part One	Part Two	Part Three	Part Four	Part Five
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As soon as you arrive in this next area, you'll have four minutes to disarm four bombs. This is easier said than done, of course, since there are a plethora of enemies in the area along with those three bombs. Regardless, four minutes is more than enough time to disarm all of the bombs (that's a minute a bomb), so let's get down to business. Immediately run to your right and disarm the first bomb you find there before running up the nearby ramp. Follow this ramp as it winds linearly to a more open area on the east side of the map. It's at this point that your radar will become jammed. So, you'll be going forward blind. Thank god you have our map above, huh!?



While there are two more bombs on the far side, the enemies at the northwest end of this area must first be eliminated if we are to have a fighting chance at disarming the explosives. Only after they are slain will you guarantee uninterrupted disarming. If you're shot during the five second disarming process, you'll have to start all over again. So trust us here - disarm the first bomb and then begin eliminating the rest of the enemies before going for the other three.



Run forward along the east side, heading north and using the pillars to block enemy shots from the opposite side. Your radar will pop in and out of functionality, so sometimes you'll be able to use it, and other times you won't. If you start to receive heavy damage, crouch down and rest awhile to regenerate your health. As was the case before, your sniper rifle is a viable option, but it's still really hard to control. Bursts from your machinegun will work a whole lot better. Eventually, you should eliminate the enemy threat completely here, and should have a minute or so to quickly run around and disarm the other three bombs.



Our map (above) is the best way to orient yourself via your own in-game map, in relation to where the other three explosives are. Three bombs are clustered together relatively close at the south end of the map (though you should have disarmed one of them right off the bat), so it actually makes most sense to rush to the northwest corner of the map. Here, you can disarm the isolated bomb before running southward along the westernmost corridor. The last two bombs can be found and detonated, enemy-free, before you proceed.



Head north towards the location of the isolated explosive. Nearby, you will find a **Crate** with some goods in it. After grabbing the goods from the crate, head westward into the next area. As you run down the ramp to the lower area, you'll be assailed by the last group of Geth Shock Troops in the entire area. Again, use what cover you have to guard you from their attacks, and peek out to hammer them with your own shots when the coast is clear. When they're felled, you'll then be free to explore the area and gather what goods are left over.



Begin by heading north. Tucked into the northwest corner of that platform is a **Technician Kit** with some goods within. Then, begin running southward, grabbing goods from the **Crate** before focusing your attention on the two **Storage Lockers** to the south. Save your game before examining them, since you'll need to do some basic decryption on them (just like on the doors in the previous area). If you fail, just reboot your game. Both have lots of goods in them, so it's important to successfully open them both. Thereafter, all you have to do is examine the Beacon near where the enemy encounter took place. That will wrap up this initial part of the game.



Prologue: Find the Beacon (Continued)

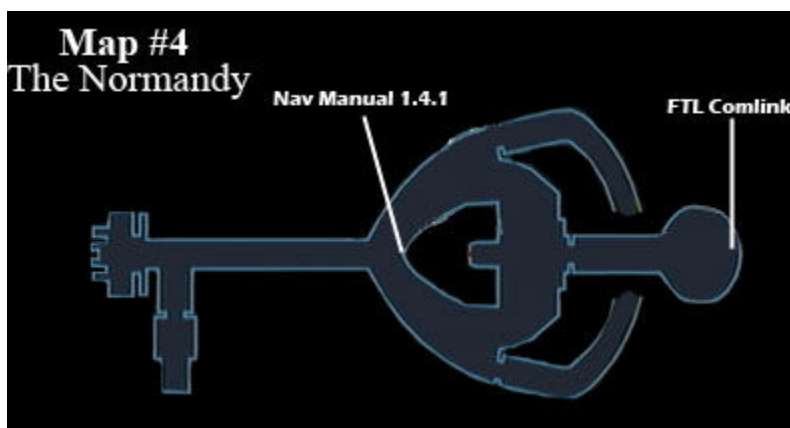
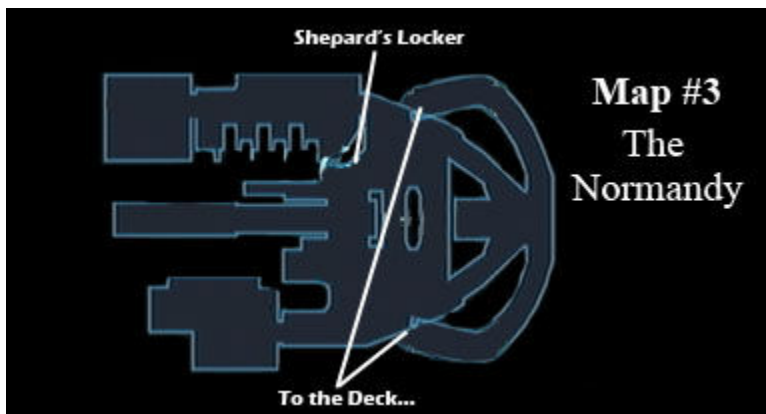
Part One

Part Two

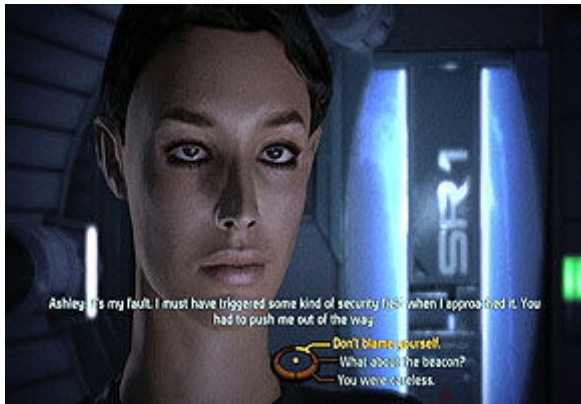
Part Three

Part Four

Part Five



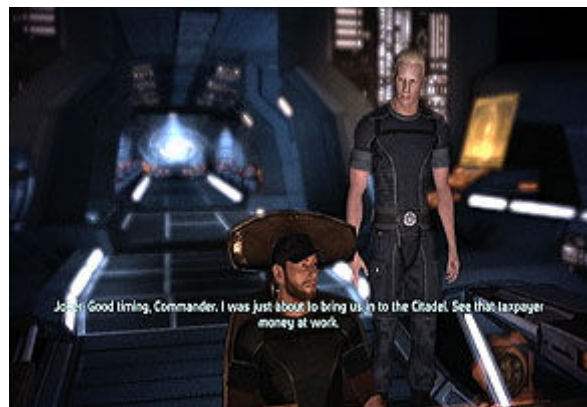
Shepard was knocked unconscious by the exploding Beacon, but you'll find him back on board the ship thereafter. You'll be talking to Dr. Chakwas, who has been taking care of you, as well as the Captain. The screens below will show you some of the choices you should make to "keep it Paragon", but remember that, as usual, the choices you should make in conversation are pretty obvious one way or another.



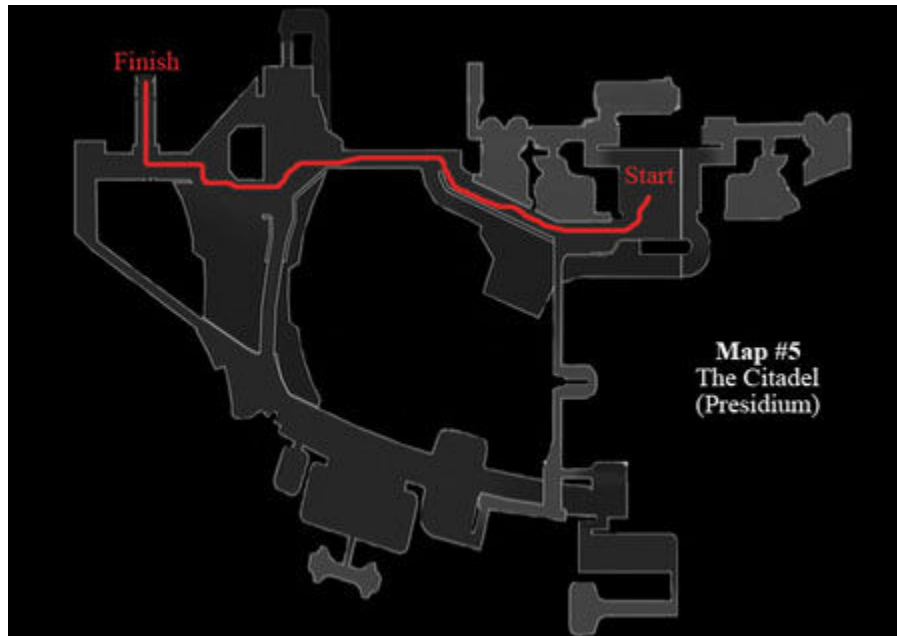
When the captain is done talking to you, you can explore the Normandy. The maps provided for will show you everything that is of actual interest to you. While your ultimate goal is to go talk to Joker to continue the actual story itself, you can search **Shepard's Locker** near where Dr. Chakwas is standing to find some extra gear. You can also talk to a few people here, but nothing of any real consequence will happen. On the following floor, there aren't any goods to find, but there are two computer terminals you should examine. By examining **Nav Manual 1.4.1** and the **FTL Comlink**, small amounts of experience can be netted.



Once you've satisfied your urge to explore the ship, head to the piloting area, where Joker can be found. Once you engage him in conversation, a cutscene lasting several minutes will ensue. Thereafter, you'll find yourself on a gigantic spacecraft known as the Citadel. The story's prologue is over -- the game has now begun.



Citadel: Expose Saren



After some cutscenes, you'll gain control of your team on the Citadel. There's a *lot* of side quests you could take care of first, but there's no point yet, since none of them can be followed through to fruition. Instead, we implore you to follow this walkthrough all the way through the initial Citadel section until you go after *any* side quests. At that point, you can then take them all on, one after the other. When you gain control, take a look at the room you find yourself in. Ignore the computer terminal for now (as it leads to a side quest) and head out of the room. Run leftward down the stairs, through the door, and down some more stairs.



Your ultimate goal, if you take a look at your map, is to head to the Citadel Tower, which is located off a junction at the far northwest end of the map. You can do all of the exploration you want (using our maps to find what you need), but we recommend for the time being heading straight to the Citadel Tower. The quicker you accomplish the tasks ahead, the quicker you'll become a Spectre. And *at that point*, the galaxy is your oyster.



Once you've reached the Citadel Tower, you'll find a pretty clear path to your next objective. Run forward and speak with Garrus and his associate. Since you should be playing as a Paragon (if you're using this walkthrough), be sure to take the high road with your answers, even though it's hard!



When that brief conversation ends, you can then continue northward until you run into Captain Anderson. He'll tell you that the meeting with the Council has already begun, and that you and he must make haste to make the proceedings. You'll automatically walk in on the meeting, where extensive dialogue and questioning occurs. The screens below will give you some idea of how you should answer for **+2 Paragon Points**, though it's your conversation with Captain Anderson *after* the proceedings that are truly interesting. Be sure to grill him on everything. You'll learn an incredible amount, fill in your Codex, and get not one *but two* options on how to proceed. Don't worry, though. You can do both.



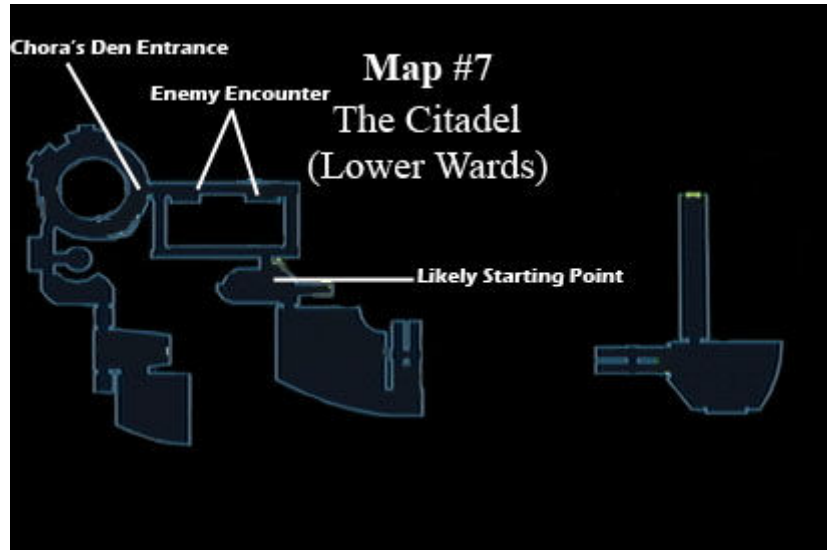


You can visit either the Shadow Broker, or the C-Sec officer, or you can visit both. We're going to help you do the latter. Use the map above to get to your destination easily. All it requires is a quick run southward along the west side of the Citadel Presidium. Once you leave the Tower, you should have absolutely no problems getting there.



Barla Von, who has connections to the infamous Shadow Broker, is located in his small bank. Oddly enough, though, he'll be open to giving you all of the information you could possibly want. He speaks with confident candor, so pick his brain to the fullest extent. You can use some of the screens below for some tips on how a Paragon might answer, but because of Barla Von's calm demeanor and impeccable connections, you likely won't gain Paragon or Renegade points no matter what you do.





If you're visiting Garrus in addition to Barla Von *after* already visiting the latter, then you really haven't too far to go to find him. Leave Barla Von's bank and head to the Rapid Transit system right next to his establishment. You can head to the Lower Wards via this system, going directly to Chora's Den, which is a trendy bar on the Citadel. If you're not seeing Barla Von or decide to visit Garrus first, then all you really have to do is travel around in order to find the aforementioned transit system, where you can access Chora's Den the same way.

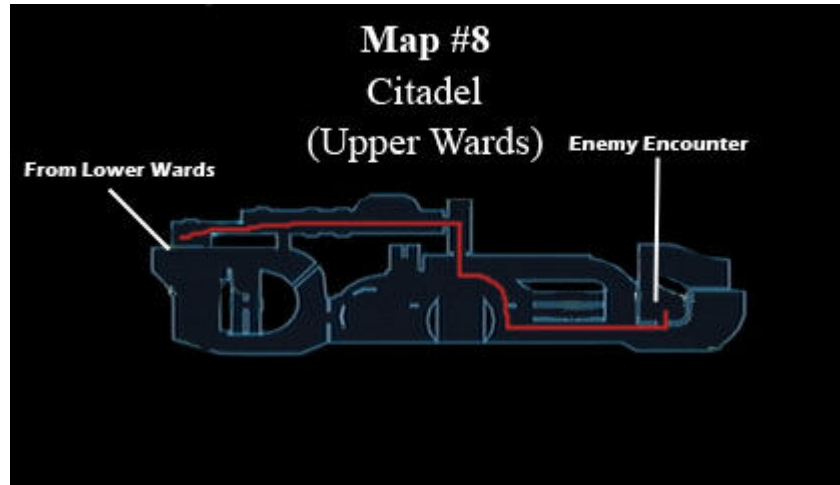


But as you head into the area surrounding Chora's Den, you'll have to be prepared to fight. Wield your weapons against the two Assassins that try to take you and your team out. Then come from the far end of a chasm separating two pathways. The pathways connect via vertical pathways on each side of the horizontal paths you and your enemies are initially on. You have choices here. You can either shoot them from across the chasm, taking your time as you seek cover. This is a meticulous -- but safe way -- to eliminate the threat. You can also head rightward, up the vertical pathway, and fight them in closer quarters. Either way, make sure they're felled before proceeding, following them via the red markers on your radar if necessary.



After felling the two Assassins, head leftward and enter Chora's Den. You can talk to some people here briefly, but the man you're looking for, Harkin, is the only one that will engage you in any drawn-out conversation. In fact, the conversation with him can be very drawn out, and you'll be happy to know that you can be a little rude and mean to Harkin and get away with it while still playing as a Paragon. Remember, a Paragon *isn't* always nice, but he *is* righteous. Keep that in mind as you talk to Harkin, and remember to pick his brain about everything he knows. The more you talk to him, the more experience you will receive.





The map above will show you the best route to take to the Med Clinic, which is your next destination if you're following this particular quest to its conclusion. Head out of Chora's Den and through the area where you fought the assassins. Then, head up some nearby steps to the Upper Wards, which is lit initially in a red hue. Follow the pathway eastward, swing down towards the Presidium, and then eastward again to the Med Clinic.



Once you're inside the Med Clinic, you have to be ready to fight. The Thugs that you'll encounter here are nothing compared to their assassin brethren, though, so you should have no trouble at all taking them all out. There's plenty of cover in the area if you need it, though. It's integral that these enemies are taken out, however. Once they are, you'll be able to talk to Garrus and Dr. Michel, which allows the story to be continued.



Garrus has a lot to say, and you can pick his brain to get all of the pertinent information you're in need of. You'll learn about Wrex (whom we'll recruit shortly), and about a villain named Fist, who we will soon be eliminating as well. If you're playing as a True Paragon, be sure you are nice to Garrus (using some of our suggestions in the screens below), since it will net you **+2 Paragon Points**. Otherwise, once the conversation has ended, you can speak with Dr. Michel, buy goods from her if you want, and then move on. It's time to go find Wrex.

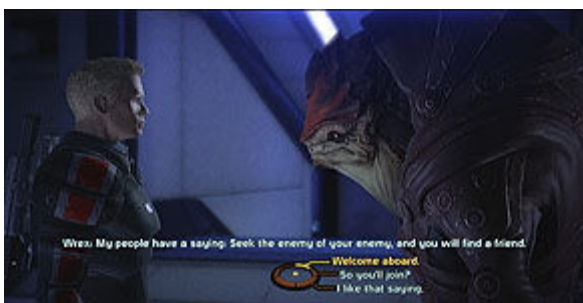


Citadel: Wrex

If you just finished speaking with Garrus and Dr. Michel, then you're really, really close to Wrex's location. In fact, you're stunning close. Leave the Med Clinic and head leftward. You'll see some stairs before long that lead down to C-Sec. Take the stairs down, and go through the door on your left. This will bring you to a long corridor that you can run down to a door on the other side. Once on the other side, Wrex will be on your left, being hassled by C-Sec. Don't worry -- he's hard to miss. Thankfully, he'll join your party, because you're such a nice guy!



Once Wrex joins your party, it's time to *assemble your crew* (Prince style) and head on out. We brought Wrex and Garrus along for the ride in lieu of our human underlings, but you can go with whomever you feel most comfortable with. Your destination is Chora's Den, ultimately, which is located in the Wards. You can get there rather easily by seeking out a nearby transport device and heading straight there. Be ready to fight, though... your engagement at Chora's Den will be an explosive one.



Citadel: Expose Saren (More)

Part One

Part Two

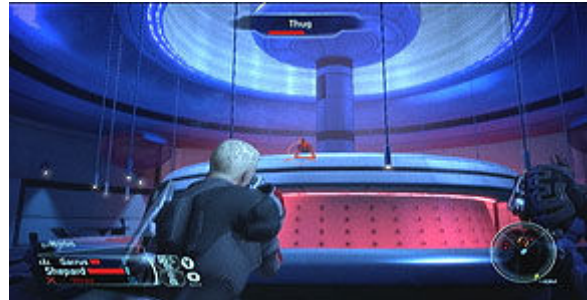
Part Three

Part Four

Are your guns drawn? Well, they should be. The upcoming fray is the most difficult you've encountered in your short journey thusfar, and you have to be ready to respond accordingly. As you run forward along the pathways leading up to Chora's Den, your team will reflect that it's unusually quiet. Fist and his friends know you're coming for him -- they're ready. Are you? Begin to show your mettle by staying adjacent to the door. Pick your first target and lean around to start shooting. Let the battle begin!



The fight in the main bar is a frantic one, and you'll need to be patient. If you run in there guns blazing, you'll be killed quickly, so be extremely careful as you fight these thugs and henchmen of varying strengths. There's plenty of cover right near the door, and that's where you and your team should set up initially, turning around to leave the bar if things get too crazy. Your character *should* be healing him or herself automatically, and you may even have skills to replenish your shields. Be sure to fall back and do both of those things if necessary, and as always, don't let your guns overheat!

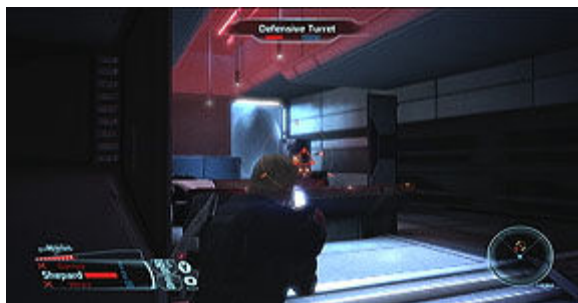
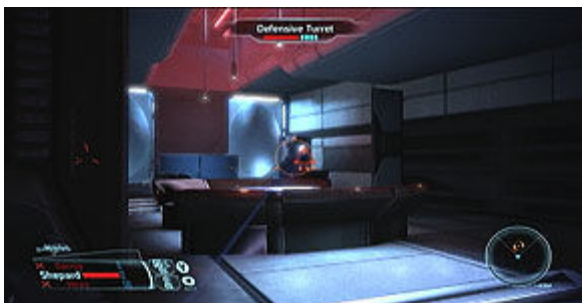


The red dots displayed prominently on the radar are representative of the enemies in your locale. Once the obvious enemies are slain all around you, be sure to look up above the bar in the center of the room, as well as towards the alcove on the left side of the bar (you may have encountered this alcove during your first visit here, though it was inaccessible at the time). Enemies must be eliminated there too in order for you to proceed. Be especially careful of any flanking possibilities as well, constantly checking your back and sides to make sure no remaining foes sneak up on you and your team.

Once the initial barrage is defeated, you can go through the door at the far end of the aforementioned alcove, where an unsuspecting dock worker can be quickly assailed by gunfire. Once he's down, there's no one standing in between you and Fist. It's time to take this guy down once and for all... but be warned! This is a tough battle.



Fist isn't alone. He's accompanied by two defensive gun turrets that are placed permanently on the far side of his room. They actually pose a more serious threat to your health and the health of your team than Fist himself, and since they stay in place, they actually make easy targets. Take them both out, as you also take shots at Fist when you can. Fist may actually fall before you've damaged him completely (since he'll be alive for a cutscene after the fight is over), though. Either way, keep your focus and see the battle through to the end, taking cover and fighting wisely. Then, watch the cutscenes ensue thereafter. We won't ruin it for you, but rest assured, things end with a real bang.



Citadel: Expose Saren (More) (Continued)

Part One

Part Two

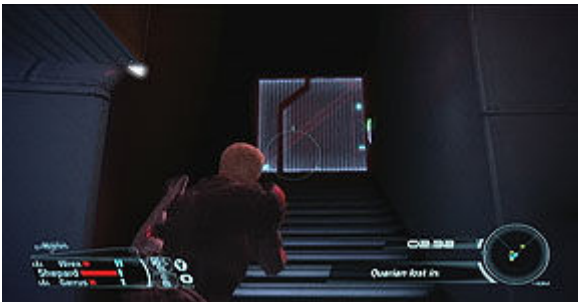
Part Three

Part Four

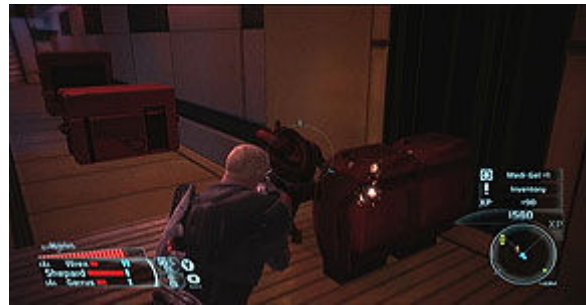
You have four minutes to quickly find and save a Quarian named Tali. But first, you'll have to fight your way *out* of Chora's Den. The resistance you meet is both thin and weak, but it's still a fight nonetheless. You won't encounter them until you've worked your way back to the actual bar. Staying in the alcove adjacent to the bar is actually a great way to use what cover is available and let the aggressive enemy come to you, where point blank shots will take them out easily. Once the enemies are all killed (referencing your radar to be sure no one is left), you can then leave the bar.



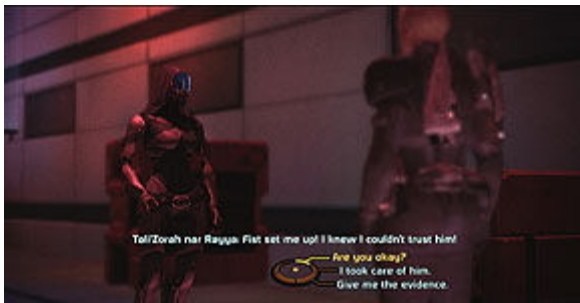
With Fist eliminated and the rest of his cronies felled, you may be unclear on what you should do next. Begin by heading out of Chora's Den, leaving your wake of destruction behind you. Head back along the square-shaped series of pathways outside of the den, and then back up the stairs to your left, just as we did earlier when we were searching for Garrus. You'll know that you're in the right area because the corridor you're in should be aglow with a severe red hue. Head down the corridor towards an "Assassin" to catalyze a cutscene. Thereafter, you'll be fighting.



The pair of Assassins are truly a pain in the ass, simply because they can disable your weapons with their abilities. Focus on one at a time, using the cover provided for you and trying to keep the high ground to keep them at a constant disadvantage. Keeping your distance is a really good idea, though if they are waning on energy, you'll want to rush them and pound them full of lead before they're able to replenish some of their health. Once one is downed, the other will be much easier to handle without his partner.



When both enemies are finally killed, you'll meet the creature you were asked to save, a female named Tali. Speak with her to learn about some all-important evidence she has linking Saren to the Geth. This is the evidence we need to show the council, but first, after the conversation is over, Shepard and company decide that the first people that should see this information is none other than the Captain and the Ambassador. Before long, you'll find yourself before these two men automatically. Speak with them, keeping your cool (if you're playing Paragon) and acting respectfully and righteously. It's time to show the Council what you've found.



Citadel: Expose Saren (More) (Continued)

Part One

Part Two

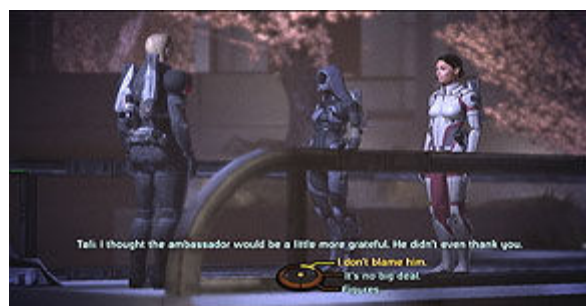
Part Three

Part Four

We're sure you're *quite* excited to confront the Council with your new evidence. It's time to do just that. You should be somewhat familiar with the Citadel at this point, so maps are unnecessary. Simply make your way out of the room you're in, head left and down the stairs, and out to the Presidium. Here, a rapid transit unit can be found. Use it to head to the Citadel Tower.



Once at the tower, you can find Captain Anderson raring to go. Speak with him, and you'll be brought to meet the Council with the Captain and the Ambassador. The scene is lengthy, and it's very important. All of our choices (for Paragons) are listed below - follow them, and you'll get **+2 Paragon Points**. Oh, and you'll also become a Spectre! Congratulations! You're well on your way now.



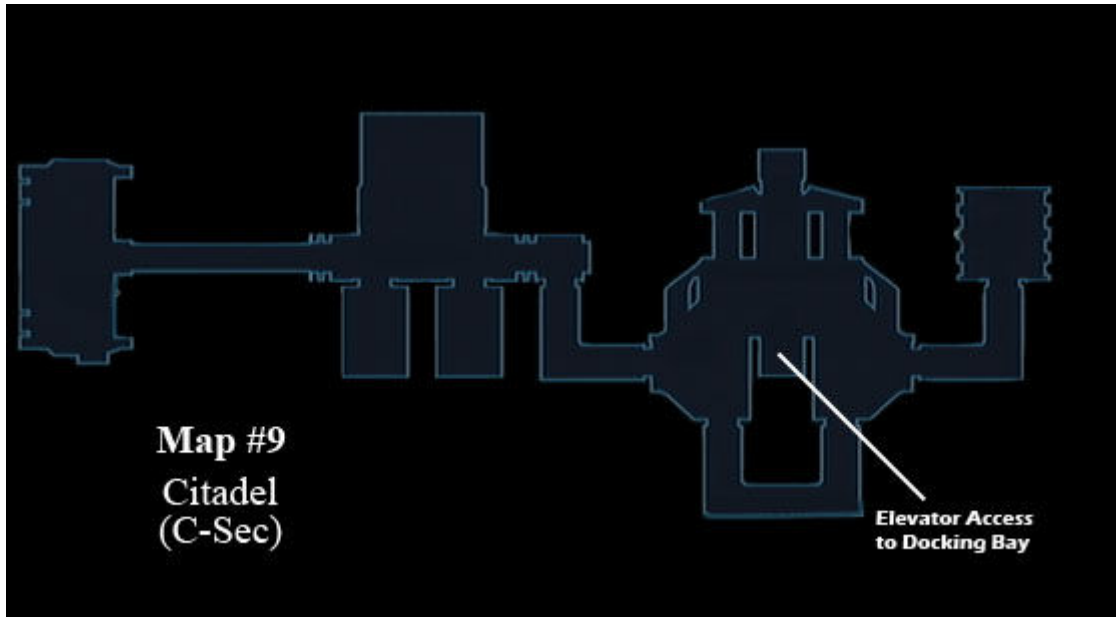
Citadel: Expose Saren (More) (Continued)

Part One

Part Two

Part Three

Part Four



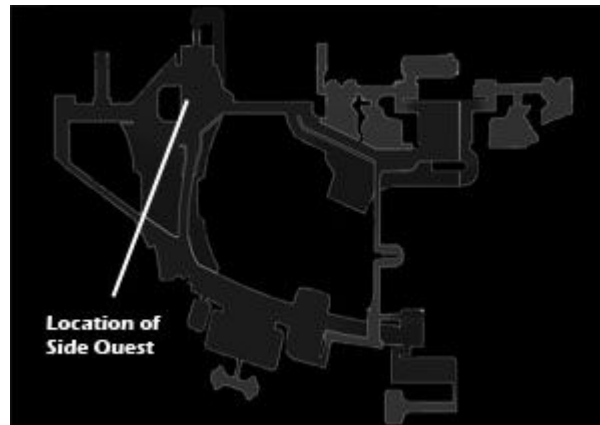
All that's left to do at this point is to talk to the Ambassador. He can be found down in C-Sec, where the Docking Bays section of the Citadel can be accessed for the very first time. It's actually quite simple to get there if you use Citadel Rapid Transport to bring you to Ward Locations, and then to C-Sec. Use the map above to locate the elevator that will then bring you down into the Docking Bays.



It's down here in the Docking Bays where the Ambassador and the Captain have some good news for you (albeit sad, in a way). Captain Anderson is no longer the captain of the Normandy. You are. And since you're now a Spectre, you don't even have to answer to them anymore. Only to the Council. Since you're playing Paragon most likely (if you're following this walkthrough), it's safe to assume that you'll want to take the high road with your answers, being nice and respectful to these two men. Be sure to pick both of their brains extensively, however -- especially the Captain's. Some of the answers we recommend trying can be found in the screenshots below.



Citadel: Presidium Prophet



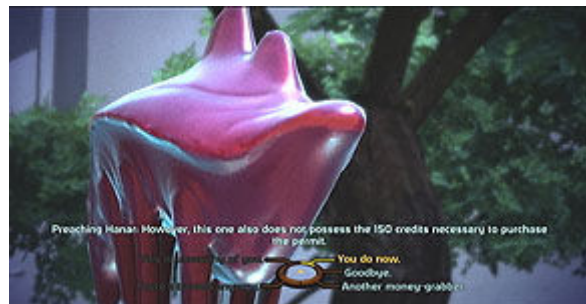
This interesting side quest takes place on the Presidium, and can be managed in any number of different ways. Since we were playing as a Paragon when we first encountered this quest, we handled it a specific way, but know that you can handle it however you want. The basic root of the problem is that a Hanar is preaching about the Enkindlers without a permit to do so. Even if the Hanar *did* have a permit, however, he would still have to go somewhere else, as preaching isn't allowed on the Presidium.



Engage the two creatures in conversation, and they'll quickly catch you up on the events that have them quarreling. With or without a permit, the Hanar must go. That's for certain. How you choose to handle the situation will allow you to play to your Paragon or Renegade tendencies. You could try to convince the C-Sec officer or the Hanar to back down, but the best way to handle the situation is actually neither of those... especially if you're a Paragon.

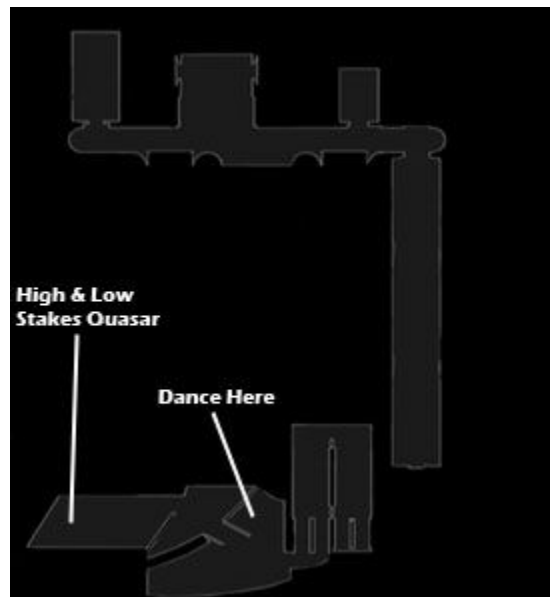
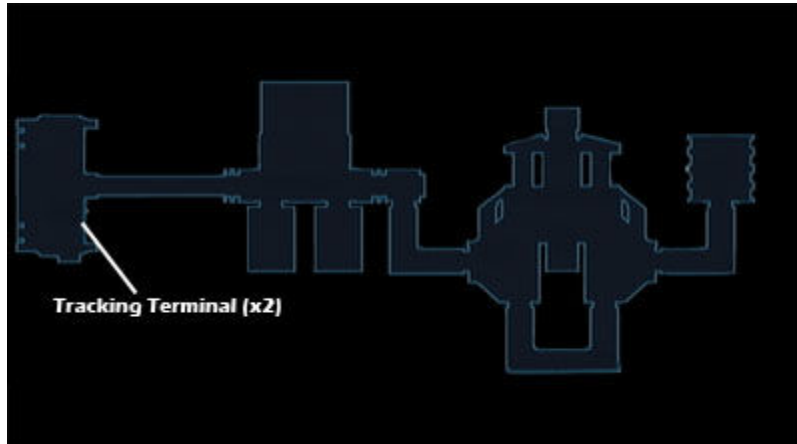


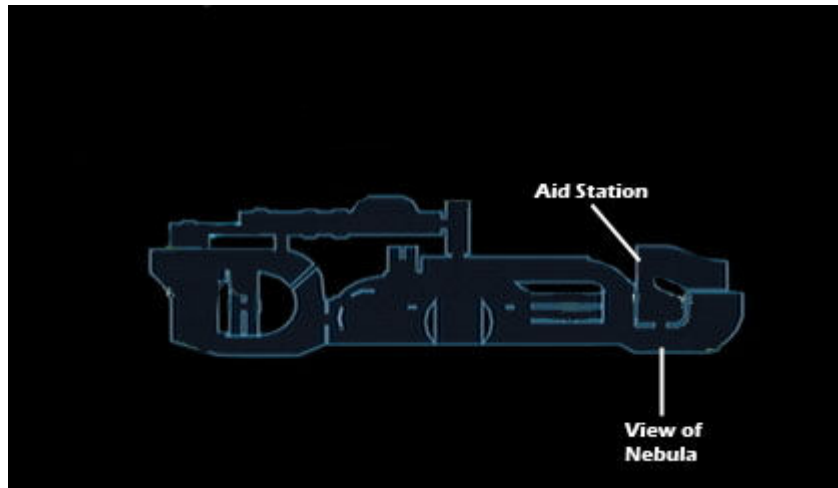
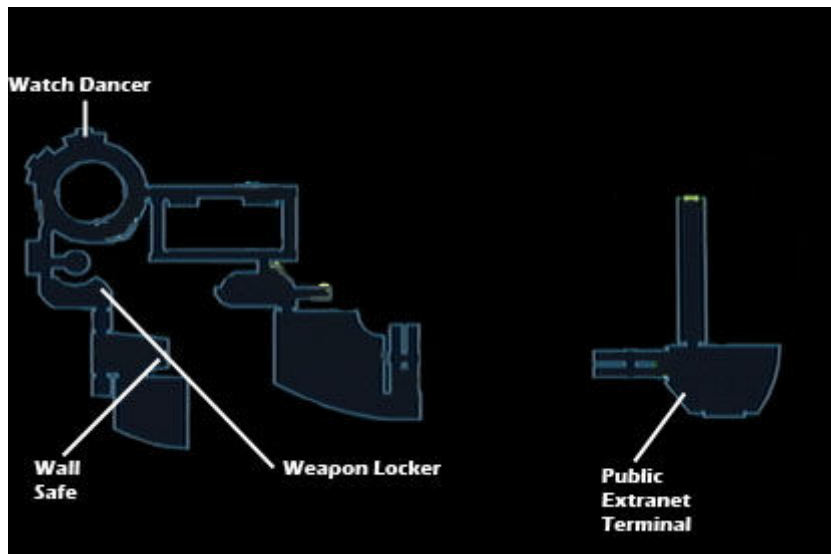
Talk to both characters until talk of a permit comes up. You'll learn that the Hanar hasn't the money to buy his own permit (which costs 150 Credits), but you'll soon be able to buy him one with Credits from your own pocket. This will make both the C-Sec officer back down *and* the Hanar move off of the Presidium, where he can take his permit elsewhere on the Citadel and preach legally. See? Everyone's happy.

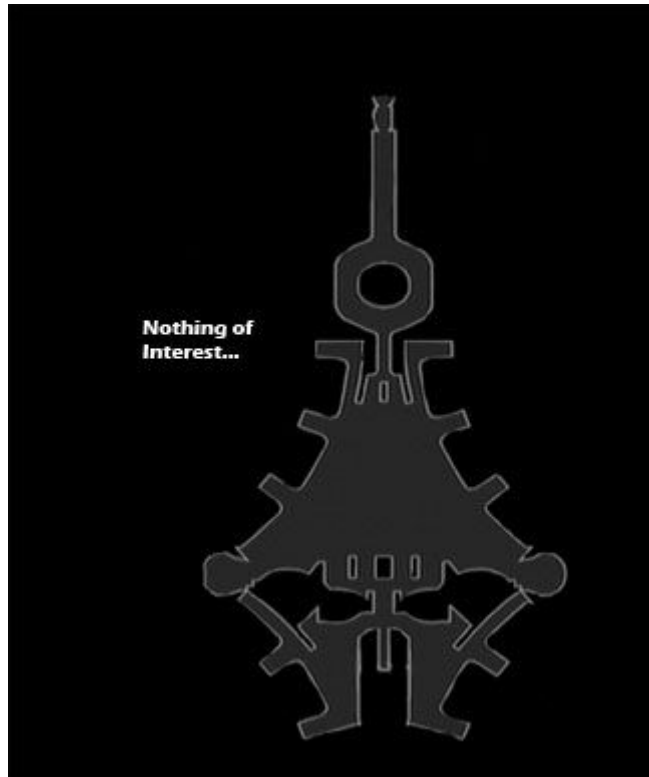
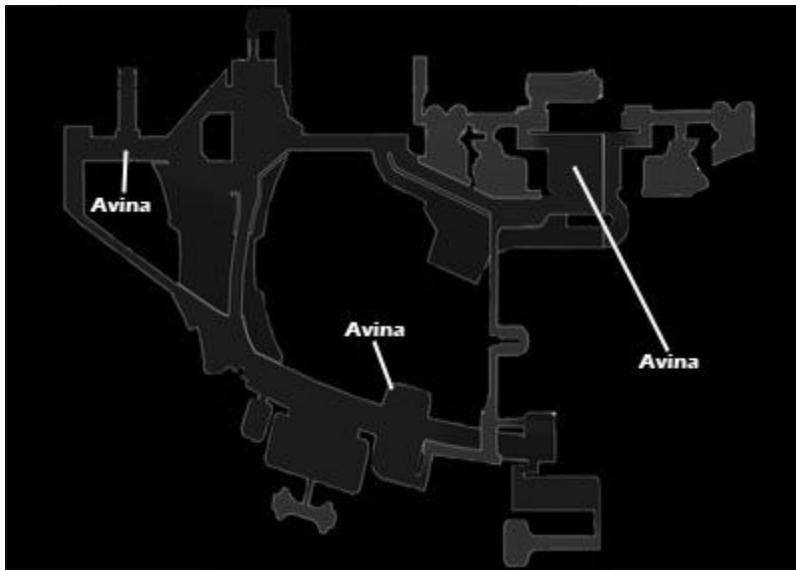


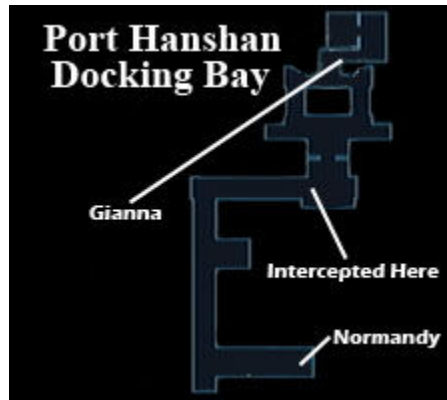
Citadel: Final Exploration

This section of the guide will cover everything else you should see and do on the Citadel before heading off to continue your mission. There are people to talk to, things to discover... all that jazz. In the course of playing, you may have already seen and done a lot of this, and what's more, this section isn't all-encompassing. If you're following our walkthrough to a tee, then everything on the maps below will be there for you to discover. Otherwise, the maps might be hit or miss, but they are still a great resource to take advantage of. We won't bog you down with text... the maps below say everything.

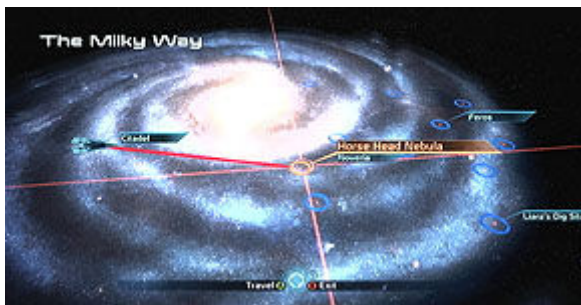




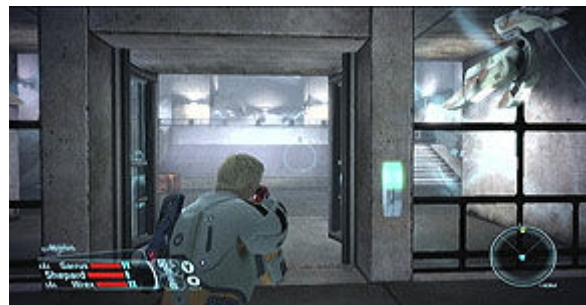


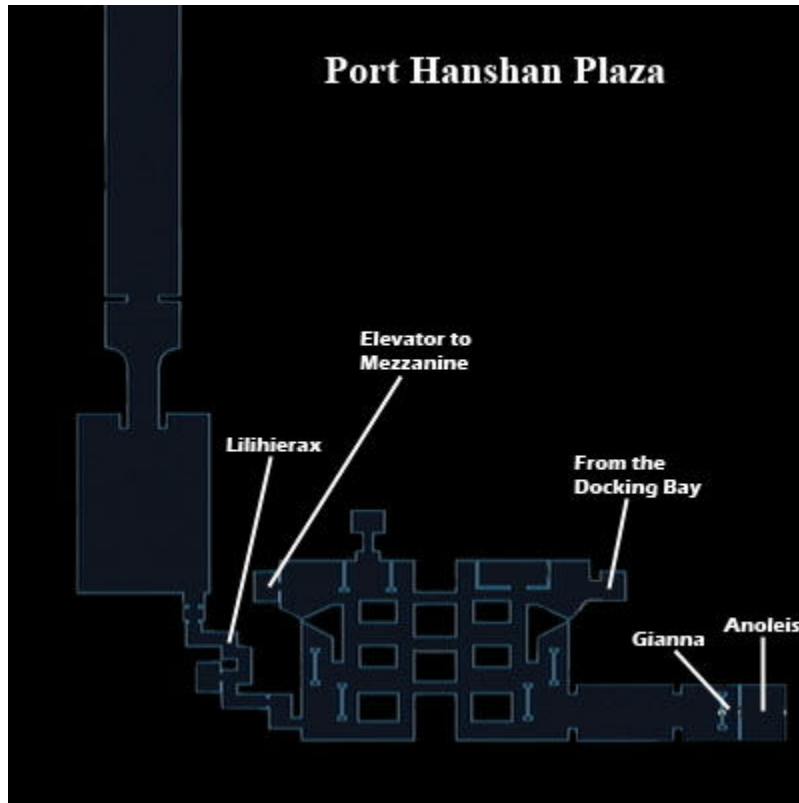


Noveria is an icy, harsh world that's inhabited by colonists out to make a quick buck. Though your galactic map should be labeled to send you to Noveria rather easily, we'll tell you exactly how to get there anyway. Head to the Horse Head Nebula, and then to a solar system simply called Pax. From there, the planet of Noveria is found easily. Land on the planet to begin this leg of your journey.



When you leave your ship, you'll soon find that you're not exactly welcome here. Walk along the linear pathway from the Normandy, and you'll soon run into a guard detail led by a female named Maeko Matsuo. Pleasantries won't be exchanged here regardless of how you're playing, and before you know it, both parties will have their guns drawn. If you're playing as a Paragon, be sure to take the high road here. You'll even get a chance to rectify the situation. Thankfully for you, however, as you're about to be stripped of your weapons, another female voice sounds on the intercom. You'll keep your weapons -- for now -- and be allowed to continue onward.





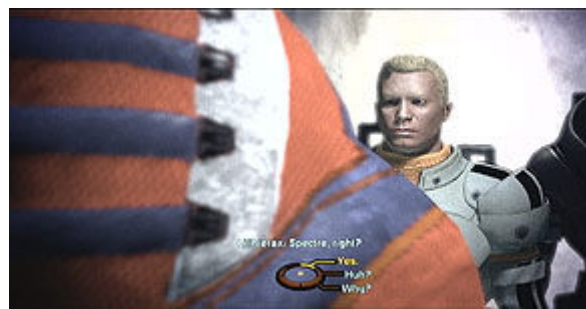
Once you find your way up to the plaza at Port Hanshan, there's more exploration to be done, but your journey should really only bring you in two directions. If you take a look at the map above, the east side of the plaza is where Gianna and Anoleis are located. On the west side, however, you can also find an inconsequential character named Lilhierax that will be able to help you out with some extra information. Start by going to Gianna, and speaking with her. She'll grant to access to see Anoleis. You'll need to speak with him first.



Bluntly put, Anoleis isn't a very nice guy, and he doesn't try to hide his disdain for you whatsoever. Regardless, you'll need to talk to him and pick his brain for as much information as you can. Make sure to talk to him about everything possible, taking the high road if you're a Paragon, or the low road if you're a Renegade. You won't get too far with him, but you will get some extra information for your Journal that you'll be able to utilize later.



With him out of the way, go ahead and try to leave the area where Gianna is. You'll be able to speak with her once more, though, and she'll tell you about someone else you need to speak with. We'll speak with him shortly, but first, book it to the west side now, towards Lilihierax near the Port Hanshan Garage. Begin a conversation with him to learn some more information.



After finishing your conversation with him, you can then try to gain access to a nearby area known as Synthetic Insights, though the guard there will turn you away rudely and coldly. You won't be able to get very far in this respect. Instead, you'll need to talk to the guy Gianna told you about after leaving your meeting with Anoleis. It appears to be our only option.



Noveria: Lorik Qui'in

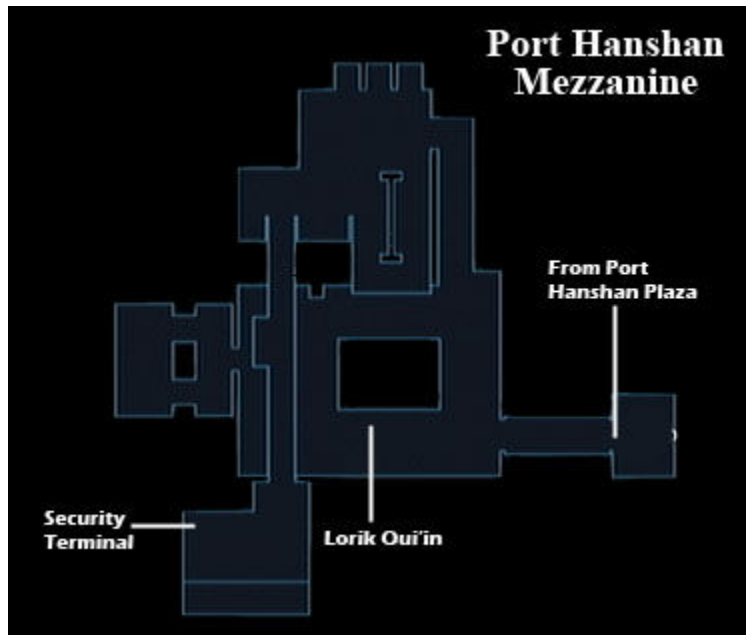
Part One

Part Two

Part Three

Part Four

Part Five



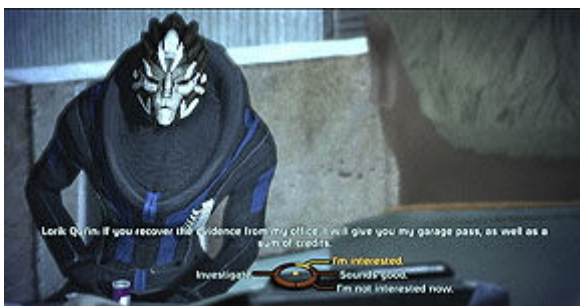
Your main goal here is to speak with Lorik Qui'in and figure out a way to get into the garage. Of course, there's some other stuff you'll want to do up here first. If you take a look at the map provided above, you'll see a Security Terminal located on the southwest end of the map. Head there first, and hack the terminal (or use Omni-Gel). Save before you do so in case you somehow fail -- otherwise, hack it and then move on. This will help you out later, by getting rid of a lot of Synthetic Insights' automated security. You'll thank us later.



Now, it's time to speak with Lorik Qui'in. Again, consult the map above to find his location, which is central on the map, towards the southern end. Once you reach him, engage him in conversation to access the next part of the story.

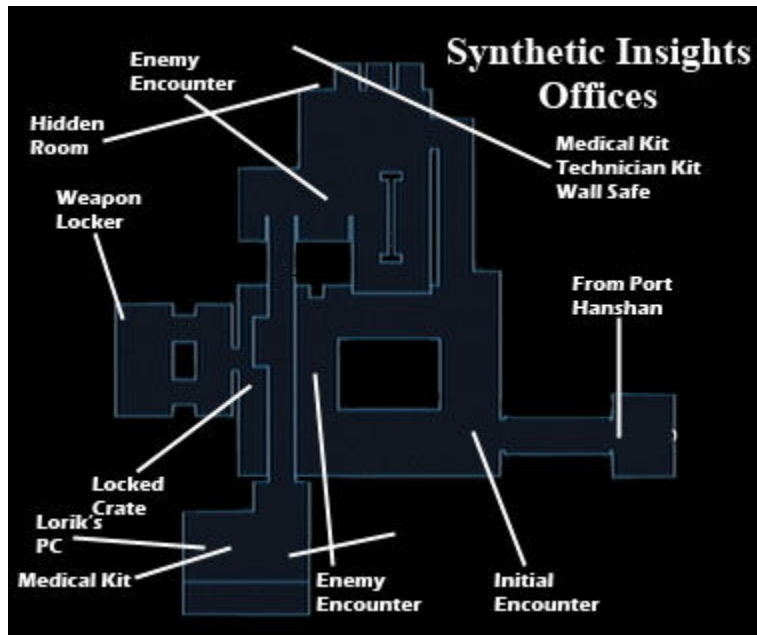


Lorik, unlike just about everyone else on this planet, is kind to you, and is willing to help you gain access to the garage at Port Hanshan almost immediately. There's a catch when talking to him, however... a fairly important one. You can handle this quest in a number of different ways, from refusing him outright to being encouraged by the massive amounts of deaths possible by breaking into his office... and everything in between. Naturally, we are playing as a Paragon this time around and chose to impartially accept his invitation to help him out in return for helping us out... being unexcited about any deaths that may possibly occur. With acceptance, he'll give you a keycard so you can use the elevator on the previous floor to access Synthetic Insights. Let's move out.



Noveria: Lorik Qui'in (Continued)

Part One	Part Two	Part Three	Part Four	Part Five
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With your card, you can access Synthetic Insights from the Mezzanine. Use our map above (which is quite busy -- we know) in order to find your way around. Almost immediately as you head forward from the elevator, you'll be intercepted by some guards. These guards mean business, but you can convince them to walk away. Play it how you want, but be prepared to fight them and kill them if you don't have what it takes to convince them to walk away quietly... for your good, and their own.



But the peace won't last long, for as you continue into the area, you'll be et by fierce enemy resistance. The resistance is somewhat stuttered, meaning that what you run into initially won't be the entire mass of the enemy force, so you need to be prepared to fight continuously here. Wield your gun, keep an eye on your health and shields (and those of your party, as well), and kill all those who stand in your way.

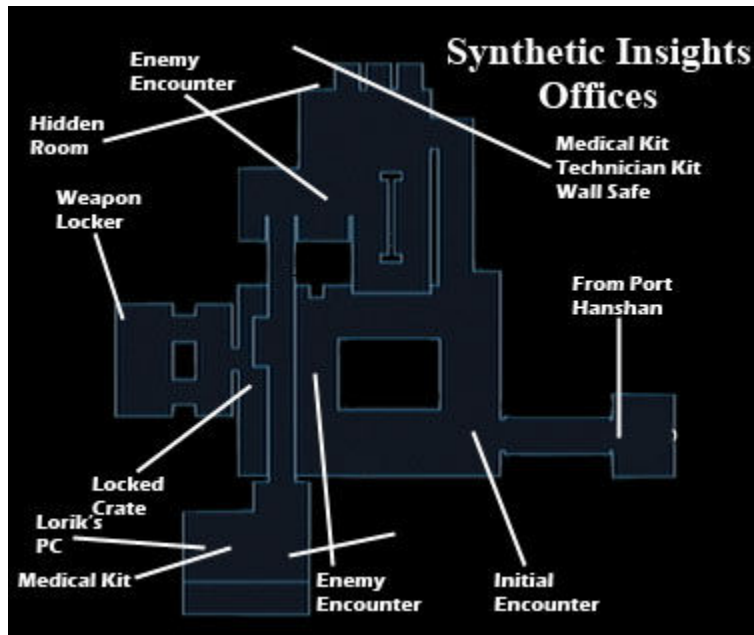


After the outset of initial hostilities has come to a conclusion, you can do some preliminary exploration. Use our map above to find what you need. You can head left from the initial area to find a **Weapon Locker**, and then go northward where more goods can be found. Be especially sure to grab the goods from the hidden room at the northwest corner of the map. It map appear like our pointers are pointing to rooms that don't exist, but they're very much there. A **Medical Kit**, **Technician Kit**, and a **Wall Safe** are all within.

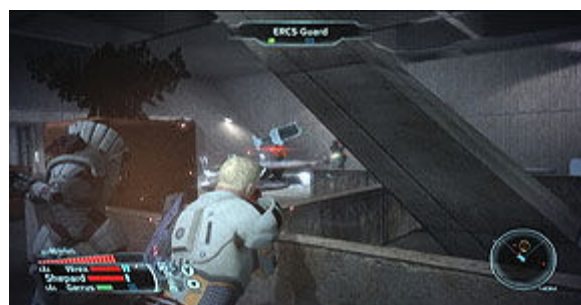


Noveria: Lorik Qui'in (Continued)

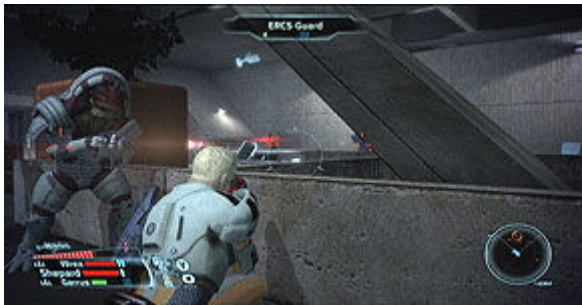
Part One	Part Two	Part Three	Part Four	Part Five
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More hostilities can be expected on the second floor. This fight will be more serious than the last, though, since you'll be fighting the ever-angry Kaira and her henchmen. After a conversation with her, you'll be thrust into battle. Try to focus on her first and foremost, since she packs a more powerful punch than those accompanying her. Run around the second floor seeking out red dots on your radar to make sure you've eradicated them all before continuing.



If you're having any difficulties with the fight, seek cover and recover your health and shields as quickly as you can. As usual, it's probably better to use the characters in your party as gun bait for the enemies as you focus on doing the real damage. This isn't necessary, however, considering another important fact -- your characters might very well be strong enough and well-equipped enough to realistically hold their own. Nonetheless, when the enemy threat is defeated entirely here, you can head back to the Mezzanine. Just make sure you grab the data from **Lorik's PC** before you head down there.



Noveria: Lorik Qui'in (Continued)

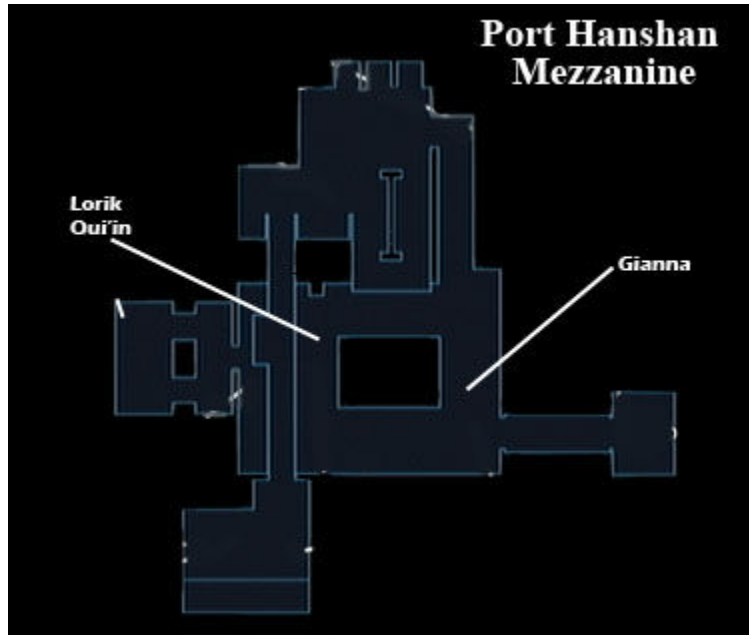
[Part One](#)

[Part Two](#)

[Part Three](#)

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When head back down to the Plaza (in order to get to the Mezzanine from there), you'll be intercepted by none other than Gianna. Interested in what you were doing up there, she implores you to talk to her at the Mezzanine before you speak with Lorik Qui'in. It appears she wants to spill her guts. This, of course, means that when you do head to the Mezzanine from the Plaza (via the elevator), seek her out first. Our map above will help you do so.



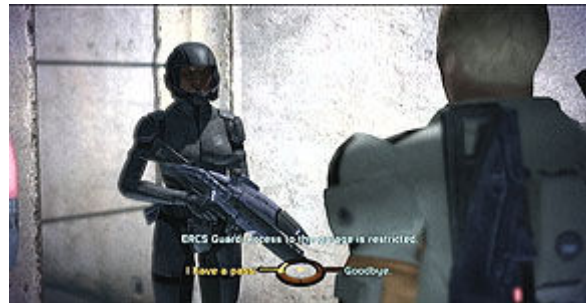
Once you reach the Mezzanine, use the map above to find Gianna waiting for you on the east side. Speak with her to find out that she's not exactly who she says she was. Ultimately, after telling you some of her quest and who she really is, she'll request your help in a rather simplistic way. Her boss, Anoleis, is doing illegal things, and with the evidence you just got from Lorik's office combined with his possible testimony, she has enough to try him and put him away for a long time. This opens the proverbial floodgates as to how many ways this part of the mission can end.



Head over and talk to Lorik Qui'in thereafter. Your choices here are essentially twofold. You can either hand over the evidence from Lorik's office computer to him, or you can convince him to testify. Doing the former will get you the Garage Pass you seek, but not the Paragon points you might be after. If you decide to screw him over, however, getting more money and the like, you could always score a Renegade bonus. We, playing the Paragon path, ended up convincing him to testify. That means that, for now, you'll hold onto the evidence from his computer.



Either way, you should now have the Garage Pass in hand, meaning you can access the garage located in the northwest corner of the Plaza (see the map above). Once you reach the entrance to the garage, flash your pass to the guard and head through the door. Finally - you can head to Peak 15! But, it shouldn't come as any surprise whatsoever that you'll have to do some fighting once inside the garage in order to proceed!



A couple of rather powerful Geth will come out and attack you. These guys move fast, have a lot of shielding, and some pretty powerful weapons, so you'll need to pay close attention in order to easily slay these guys. Take what cover you can and pound them with rounds as you keep an eye on your shields and health, and the shields and health of your party. It's only after these enemies are felled that Maeko Matsuo will appear near the garage's entrance.



Speak to Maeko Matsuo, responding how you want to her (in order to keep in line with how you're playing the game). After some confusion, you'll likely get her to believe that the Geth attacked you first, and that they snuck in to the area packed away in crates regardless of how well everything *appeared* to be checked by security. After speaking with her, you'll then have free reign over the garage, free of any danger.

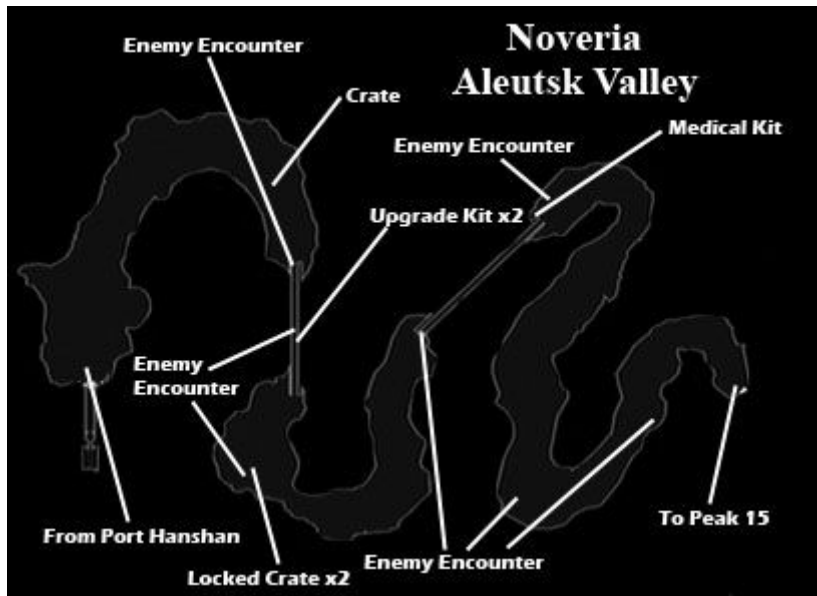


Other than the **Upgrade Kit** on the left side of the garage, there's little of interest here other than the Mako parked at the far end of the garage, to the north. This Mako will be your conduit to Peak 15, and since the weather outside is *quite* frightful, you'll need to stay in the Mako whenever possible. Once you jump in the vehicle, drive it northward, through the tunnel, and outside into the blizzard currently raging.



Noveria: Peak 15

Part One	Part Two	Part Three	Part Four	Part Five
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Once you're outside in the Mako, you'll quickly witness firsthand the terrible blizzard everyone's been talking about. Clearly, with a level one hazard (for coldness), you won't be able to venture outside of the Mako for too long, or venture away from the vehicle too far, but that's okay. The Mako provides the only reasonable way to make your way from point A (the garage) to point B (the *other* garage) on the map above.



Eventually, as you approach the first of two major tunnels on the passageway, you'll run into some Geth resistance (be sure to grab the **Crate** before heading towards them). Powerful gun turrets supplement the mobile fire of Geth troopers running around the terrain. Try to keep your distance, focusing first on the powerful gun turret, and then turning your attention to everyone else, remembering of course that your Mako takes damage just as you do... only, it can take a lot more of it. While rockets can hit the Mako without much happening, *eventually* your craft will really be hurting. So be careful.

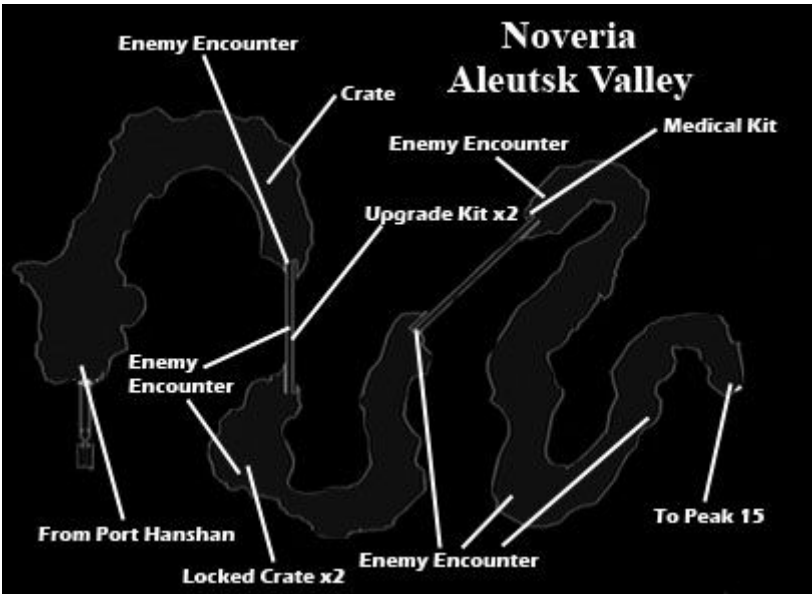


When the enemies outside of the tunnel are slain (along with the pesky shields that were guarding them), it's time to head into the tunnel. Because the tunnel leaves little room to maneuver, we recommend braving the cold, getting out of the Mako and gunning the enemies ahead the old-fashioned way. Keep an eye out for rockets coming from ahead, dodging them the best you can, and take out the Geth waiting for you there. Once they're killed, you can then backtrack to the Mako, jump in, and drive it through the rest of the tunnel, but not before grabbing the two **Upgrade Kits** from within.



Noveria: Peak 15 (Continued)

Part One	Part Two	Part Three	Part Four	Part Five
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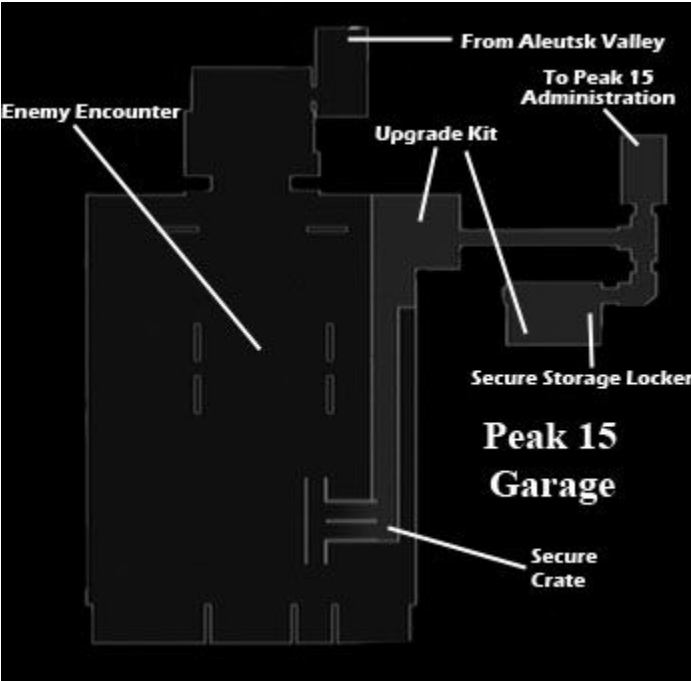
You should be pretty prepared for all the rest that's waiting for you. More enemies will be strewn around the landscape once outside of the first tunnel, so methodically and carefully eliminate them all before proceeding, using your radar to the best of your ability in order to make sure each and every last Geth enemy is slain. Two **Locked Crates** can also be found en route to the second tunnel where, again, more enemies will need to be killed at the entrance. Utilize the same techniques on this tunnel as we did on the last to otherwise get through it safely.



Once through the second tunnel, it's time to power your way down the rest of the path towards the entrance to Peak 15's Garage. Grab the contents of the **Medical Kit** on your left once out of the last tunnel, and then speed along the pathway. Use our map to identify stray enemies as you go, most of which being gun turrets nestled onto the rockface lining the snowy path. The last of the substantial enemy resistance will then be found guarding the entrance to the garage itself. Like you did so many times before, use the Mako's two guns to take them out in the way deemed best for you. Then, head into the garage. Finally -- we're at Peak 15.



Noveria: Peak 15 (Continued)				
Part One	Part Two	Part Three	Part Four	Part Five



Run down the initial pathway towards the actual garage itself, as seen in the map above. When you do, you will quickly become aware that you're not alone. Far from it. Not only are some lesser, weaker Geth roaming around the garage, but so too is a large Geth (called a Juggernaut, fittingly) that packs an extremely powerful punch. Taking out this foe should be your primary objective here, before you even think about doing anything else.



The Geth Juggernaut is not only powerful, but he's aggressive as well. This necessitates that you take him out quickly, because it only takes a couple of hits from his powerful arsenal to send you to the next life. There are explosives strewn throughout the area that you can use on him, but the most practical way of eliminating him is to simply aim all weapons on him and fire away. Just don't let those weapons overheat, and, of course, take proper cover to avoid being injured or killed.

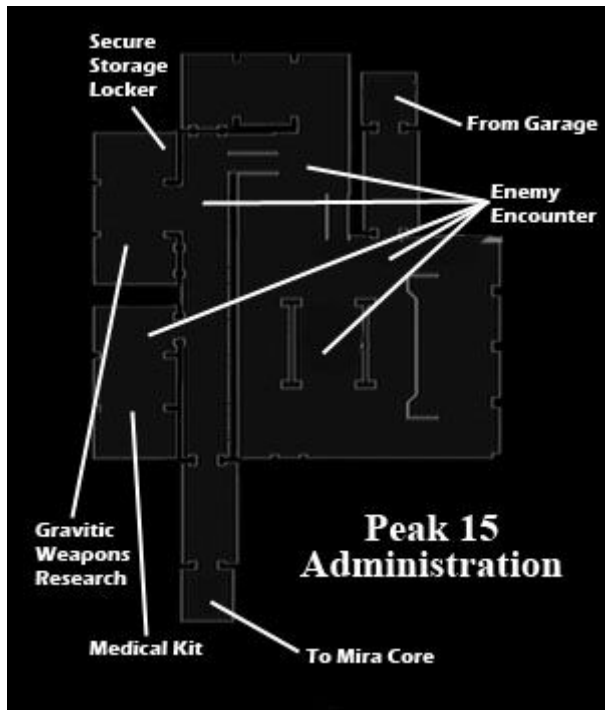


When the Juggernaut is downed, you can then run around and take out the rest of the smaller enemies. The aforementioned explosives are a great way to kill them as well. Keep an eye on your radar for red dots -- when they've disappeared, so too has the enemy threat. You can then use the map above to find item-holding features in the area, all of which are on the raised platform adjacent to the garage's main floor. Run up the stairs to reach this pathway, and explore it fully to find everything you need.



Eventually, you'll leave the garage area, but not before you can do some more item-hunting. Using the map above, be sure to locate not only the **Secure Crate** and **Upgrade Kit** from the pathway, but also the **Secure Storage Locker** and another **Upgrade Kit** from the room off of this pathway. Then, you can head up to the administration level of Peak 15. You better believe more fighting will be found up here.





It won't take long for hostilities to erupt as soon as you emerge from the corridor after the elevator brings you up. The Geth occupying this floor, however, are pretty weak (though the enemies you'll face shortly are much more powerful), and you shouldn't have any problems taking this initial onslaught.



On the lower floor where you begin, there's plenty of cover to use, including lots of overturned tables and other objects that you can hide behind. As you begin working your way up towards the second floor (where a majority of the items are found, according to our map above), the enemies will become much harder. You'll fight aggressive and powerful Rachni up here, and you'll need to be ready for them. You'll have to fight them in equally aggressive ways in order to fell them before they damage you. And when they damage you, they also poison you, so be extra careful.

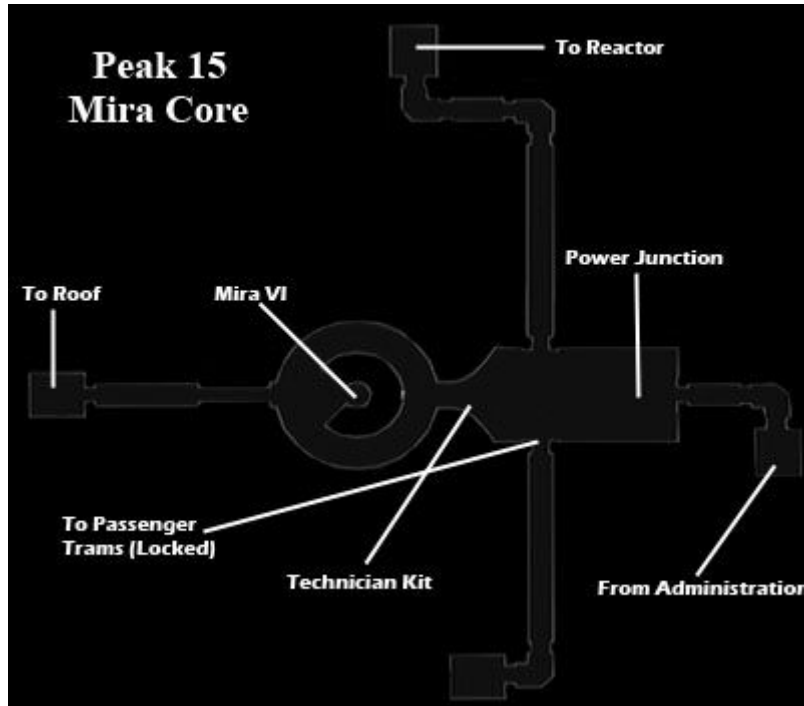


The second floor has some goods to grab, including those from a **Secure Weapons Locker** and a **Medical Kit**. A computer terminal can also be examined for some extra experience points, as well as a new Codex entry. Consider grabbing all of this loot as soon as you can, but you'll need to watch your back as you exit these rooms on the second floor.



Why watch your back? Well, the last of the Rachni on this floor will be waiting for you, angry and hungry. They're just as aggressive as the first time you met them in this room, and yes, their melee attacks will damage you *and* poison you, so gamer beware! When you've finally felled the last of the enemies, you can then make way to the next elevator that'll lead you even higher into Peak 15.





As you work your way into this small area, you'll be greeted almost immediately by Rachni Workers, small mechanical creatures that will explode when they get too close to you. Because of this, you'll need to make sure to kill them from afar. Though they are small, the red targeting system in Mass Effect will give away their location, as will the red dots on your radar. When they're eliminated, you can then go and investigate the VI unit on the far side of the corridor. You'll quickly realize, when you do, that there's more to this puzzle than you thought.



To activate the VI (which stands for Virtual Intelligence in this case, *not* the number six), you'll have to examine the Power Junction near the elevator. Once you do that, you can then work with the VI to activate it fully, though you should also grab the contents of the **Technician Kit** en route.



Once you've worked your way into the Memory Core of the Mira VI, you'll be presented with somewhat of a quandary. Will you squander a hundred Omni-Gels to activate the VI automatically? Or will you try to hack it yourself? Well, if you weren't using this guide to help you, the former would almost definitely be the solution. But since you have our guide, we can give you the hacking solution (which is extensive). Don't worry about how the process works. Just insert the following button sequences, pressing two and then waiting a second, then pressing two more, and so on and so forth. So, if it says X, Y, X, B, for instance, then press X, then Y, then wait a second, then press X, then B, and so on. Now, here's the solution:

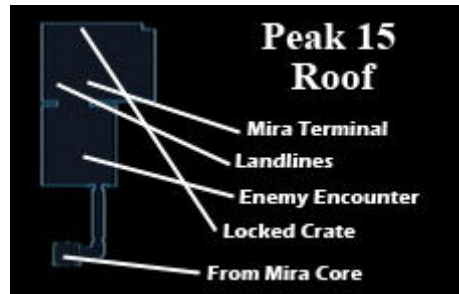
X, Y, X, B, Y, B, X, Y, B, X, B, Y, X, Y, X, B, Y, B, Y, X, B, X, Y, B, X, Y, X, B, Y, B



After putting in that sequence (or using your Omni-Gels), the Mira VI will be accessible from the core, and you'll actually be able to speak with "her" extensively as a result. Pick her brain about everything before moving onward. You have a choice here. You can either head to the roof or to the reactor. Both must be visited in order to get off of Peak 15. This walkthrough heads to the roof first, and then the reactor, but keep in mind you can do it in whichever order you choose.



Noveria: Reconnect Landlines



Work your way to the roof via the elevator from the Mira Core. Once up here, you can follow a corridor that'll lead you to the blinding blizzards raging outside. You'll be on the small roof of Peak 15 here, and you'll need reconnect the landlines out here in order to fulfill half of your repair duties. But it won't be quite that easy... at least, not with the Rachni enemies crawling all over the roof.



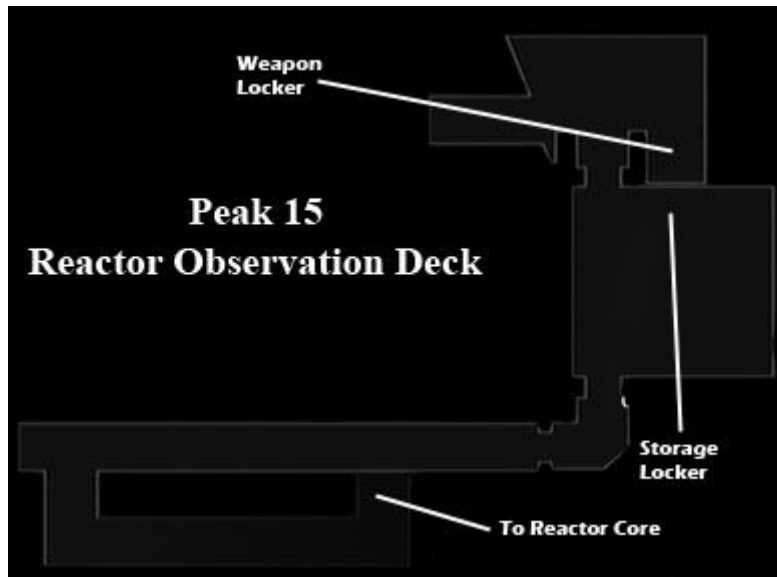
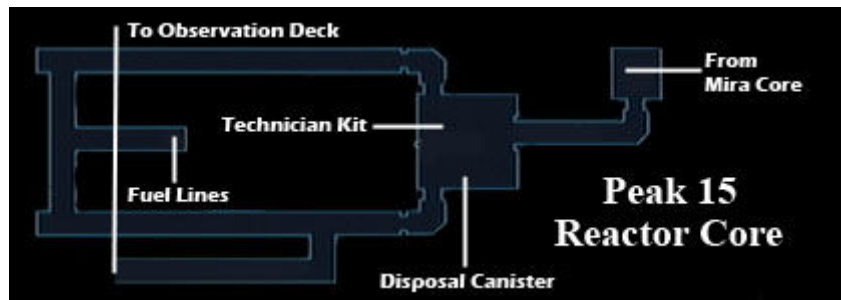
The best technique to employ here is to wait inside of the tunnel with your party members, waiting for the Rachni to come to you. This will force them to funnel together, where concentrated weapons fire will make short work of them. If things get really dire, shut the door and rest in the tunnel until you're ready to head back out again. Otherwise, keep your shields up and stay on the offensive to make quick work of these foes.



Once the enemy threat is eliminated, explore the roof. Obviously, the **Landlines** (on the map above) are your primary target, though you can also talk to Mira VI up here again. Be sure to grab the contents of the **Locked Crate** while you're up here, too, since its contents can help you on your way (couldn't help but place the SMB3 reference here).



Noveria: Reactor Repair



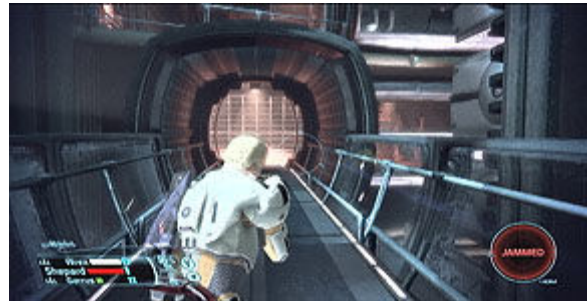
Now, it's time to go repair the reactor. Be prepared as you head back through the Mira Core that a lone Rachni enemy will come out of the wall and attack you as you return. This will happen even if you go to the reactor repair before going up to the roof (though we did it the opposite way around, as represented in this guide). Once within, explore your surroundings in the initial room to find a **Technician Kit** and a **Disposal Canister**. Then, head out of either hallway towards the reactor core.



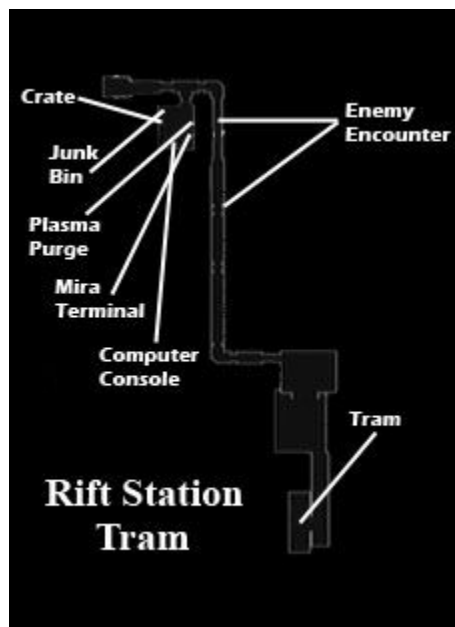
As soon as you leave the initial room, you'll be attacked by enemies, so be prepared. There are a variety of Rachni and Geth enemies here, some of which are harder than others. Thankfully, you should have fought all of the types at least once before, so you'll have a decent idea of what to do, how to kill them, and most importantly, how to survive. Believe it or not, the little critters are the most pesky enemies, since they move around a lot (including onto the ceiling) and require fast gun work to eliminate. Otherwise, you should have few problems.



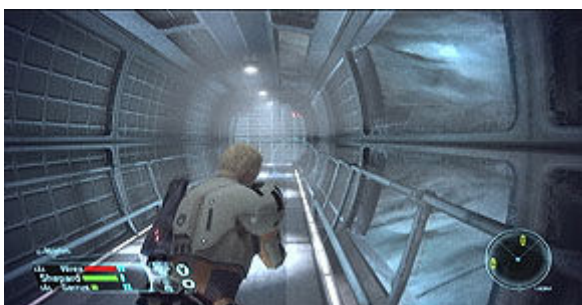
When the enemies are defeated, it's time to go to the core and repair it, which is easy enough to do (simply use our map above if you're lost or confused). Once that happens, the game should prompt you that all of your Peak 15 repairs are complete. If you don't get this message, you either went here before going to the roof, or missed something along the way, so make sure to cover all of your tracks again to figure out the problem. Then, run up to the second floor of the core reactor, where a whole new map is used (also shown above). A **Storage Locker** and a **Weapon Locker** can be found up here, both chock full of goods, so make sure to grab all of their contents before running back to the Mira Core.



Noveria: Contamination



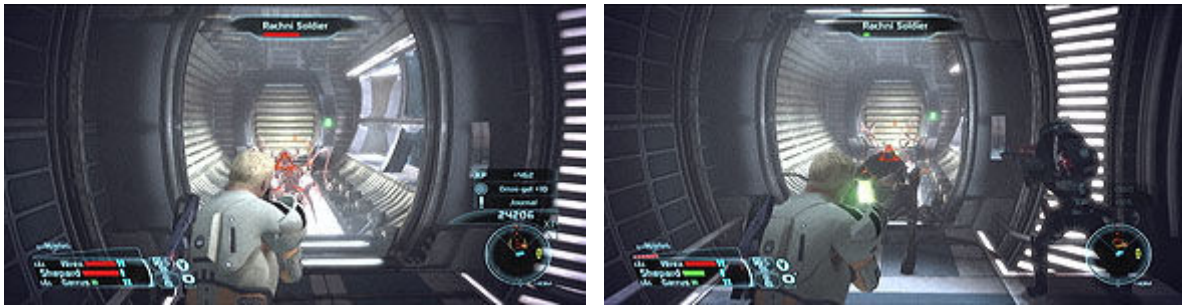
Back at the Mira Core, a whole new offshoot will be available to you that will lead to the Rift Station Tram. This area, as most areas here on Noveria, is full of hostile enemies, but the area must be traversed regardless in order to proceed. Thankfully, the enemies are all concentrated in one area, but it's a matter of working your way to the control room to get it all started.



Once in the control room, assess the situation. There's plenty to find, including a **Junk Bin** and a **Crate**, both of which are chock full of items to add to your inventory. You'll notice that there's hostile Rachni enemies on the other side of the bulletproof glass here. You can access them via a few methods, including hacking or talking to the Mira Console. We chose to hack the door manually (for extra experience), but you can feel free to do whichever method you want, as long as you have the know-how to do so (in the case of hacking).

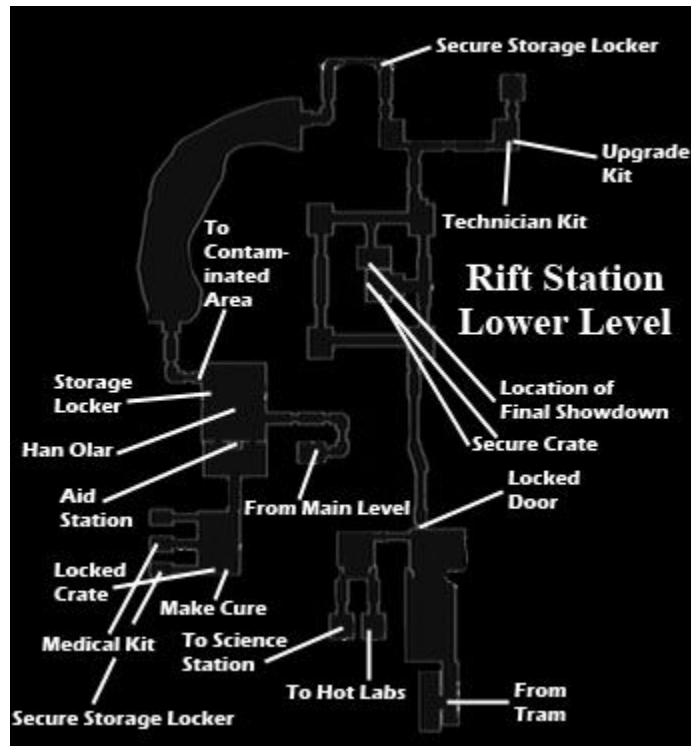


The Rachni enemies should be easy pickings for you. Since there's only one door in and out of their chamber, you should allow them to funnel towards you, where you and your team can take potshots at them. If they get too close and are going to do you harm, you can always close the door to re-isolate yourself from them and try again. Through the door beyond the initial threat, smaller Rachni enemies can be found. These pesky foes move fast and commit suicide in order to hurt you in the detonation they can create, so make sure to kill them from afar.



Beyond that, it's smooth sailing all the way to the tram. As long as all enemies were killed in the previous two rooms, the items grabbed from the control room, and the Mira Console spoken to (as well as the computer terminal), there's nothing else to do. Head to the tram and take it to the Rift Station. More Noveria antics are just around the corner.

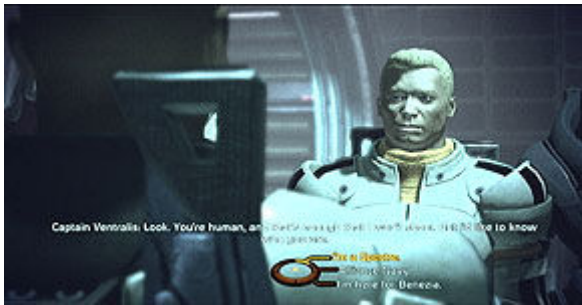
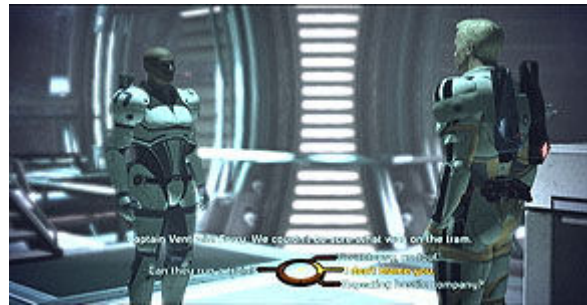




From the Tram, you can head forward, but not too far. You'll run into a locked door, and as the map above will show you, but there's other places to explore (the parts of the map inaccessible because of the locked door can be accessed via other means later on, so worry not.) From the locked door, head leftward to a series of elevators. One is locked down, but the other isn't. Take the elevator that isn't locked down, and it'll bring you up to the Rift Station's Main Level.



Go forward once on the next floor, and you'll run headlong into a character named Captain Ventralis. You can engage him in conversation and, of course, play the conversation the way your character is being played. We're playing Paragon, and thus took the high road with our answers, but you can play your character according to your wants. You may even be able to use some special answers if some of your statistics are high enough.



Your initial conversation with Captain Ventralis will end, and some action will follow it up shortly. The Rachni that Captain Ventralis and the remnants of his men have been fending off will make an appearance via an easily-accessible air duct. The enemies appear in close proximity to you, so fall back and take shots at them. Ventralis and his men (as well as your characters) will also take shots, so these Rachni shouldn't prove to be much of a problem. They *should* provide you with a bit of a Resident Evil-like scare, though.



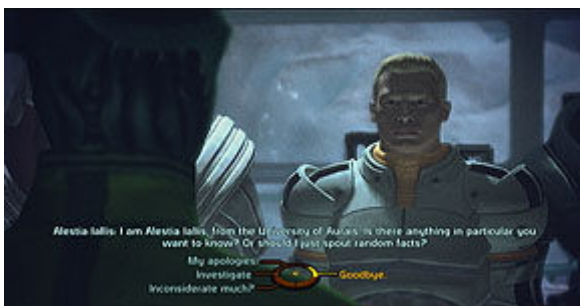
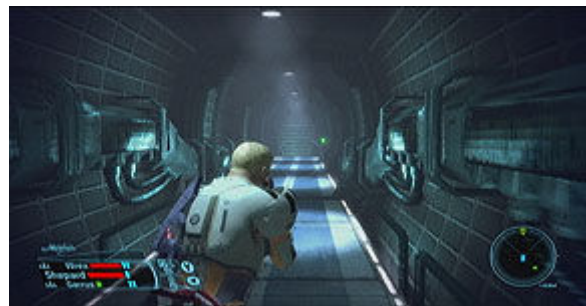
Noveria: Quarantine (Continued)

Part One

Part Two



With the Rachni slain, you're now able to head to the rest of the area, where more exploration can be done. The large rectangular room in the center of the map above is the primary locale of the points of interest. Characters you don't necessarily have to speak to, such as Alestia lallis and the merchant Petozi can be found here (the latter of which is selling equipment if you want to buy anything). Remember lallis for later, though. Her rudeness may be all you remember initially, but she'll be rather important for unrelated reasons shortly.

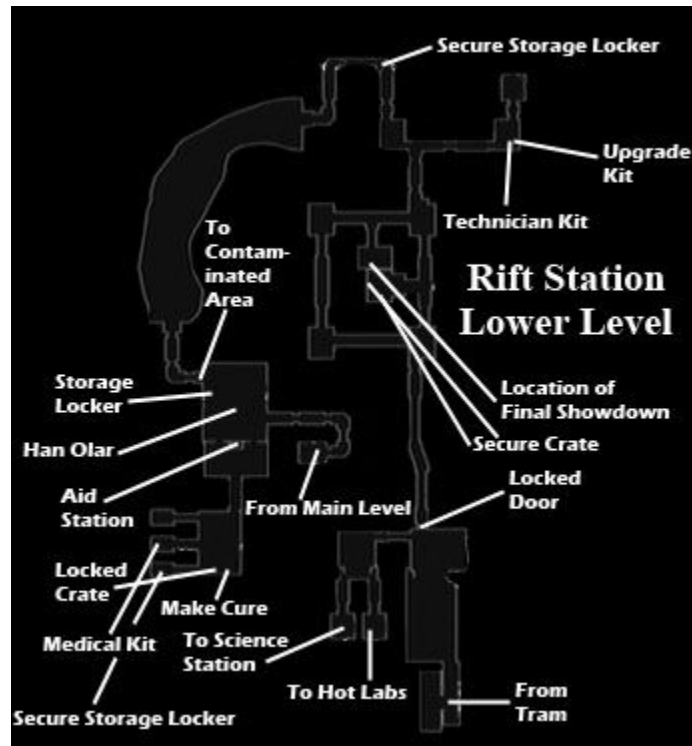


More exploration will reveal a bunch of offshoots to the main room, some of which can be explored and others of which cannot. Aside from lallis and Petozi in the rectangular room, you can also find a tired doctor named Dr. Palon who will speak to you as well. Near him is a **Medical Kit** if you care to explore its contents. Thereafter, it's time to advance the storyline some more.

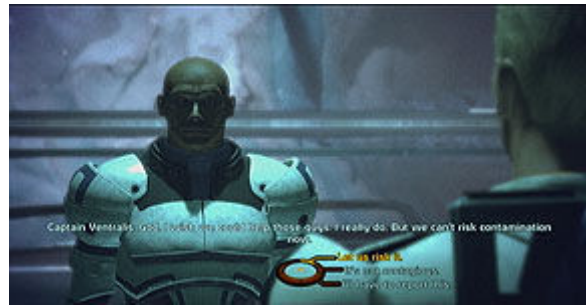


Use our map to find your way to the Med Bay, which is directly underneath the rectangular room we were earlier exploring. Dr. Zev Cohen, a fairly important character, can be found here. Speak with him to reveal the truth about what's going on in the Rift Station. Now, it's important for us to be clear here. The northernmost locked door on the main level of the station can be hacked, and you can advance that way. However, since we're playing Paragon, we spoke to Dr. Cohen and agreed to go back to speak with Ventralis, who will need to be convinced that you can grab the medical supplies needed to help everyone who has fallen ill.

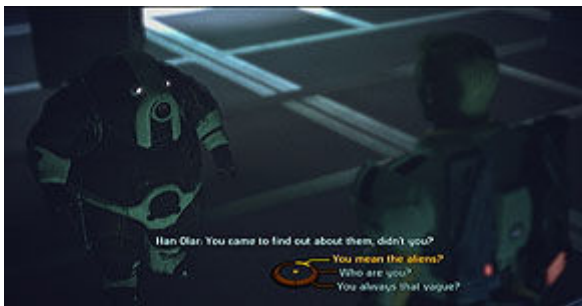




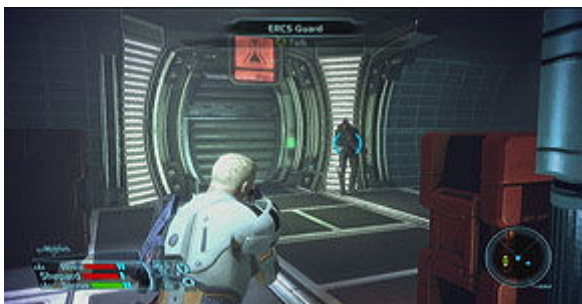
So, do just that. Speak with Dr. Cohen and explore all avenues of conversation, and then backtrack to Ventralis and speak with him. Though he's initially hesitant to let you go, he quickly realizes he really has no power over you (as a Spectre or otherwise), and gives you the necessary permission you need to head further into the station, into areas he and his men have locked off. To find this area, head back to the rectangular room and go to the "Secure Lab" elevator. This will bring you back downstairs to the lower level (hence our previous map will work here), and allow you to explore further.

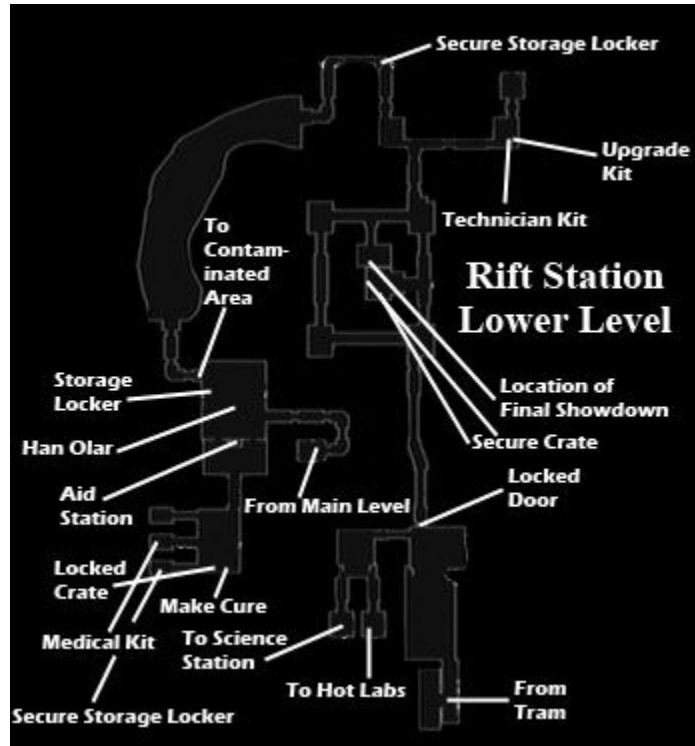


Run down the corridor from the elevator into the first big room you come across. Here, you will find a character named Han Olar that you should engage in conversation. He's a little snooty and bizarre, but speak with him to learn more information about what's going on around you, and more importantly, what to expect ahead. Explore all avenues of conversation with him before exploring the rest of the room, and be amused as he's rude to everyone around him.



After speaking with Han Olar, be sure to explore the rest of the room, where you can find an **Aid Station** and a **Storage Locker**. Your way northward is currently blocked off, but you can (and should) head towards the Quarantine Lab to the south. It's a small area, and it's guarded by a rude soldier, but after you speak with him and explain to him that you're making a cure for everyone, he'll reluctantly let you through.





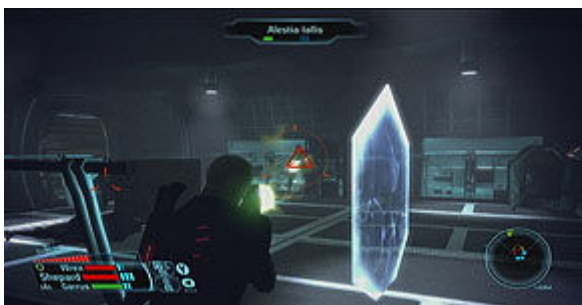
Once inside the Quarantine Lab, you'll instantly notice a few points of interest. Obviously, you can approach the desk at the far end of the lab to make a cure, but you should hold that off until last. Instead, do some more exploration. If you follow our map, you'll easily find the *other* three points of interest -- a **Locked Crate**, a **Medical Kit**, and a **Secure Storage Locker**.

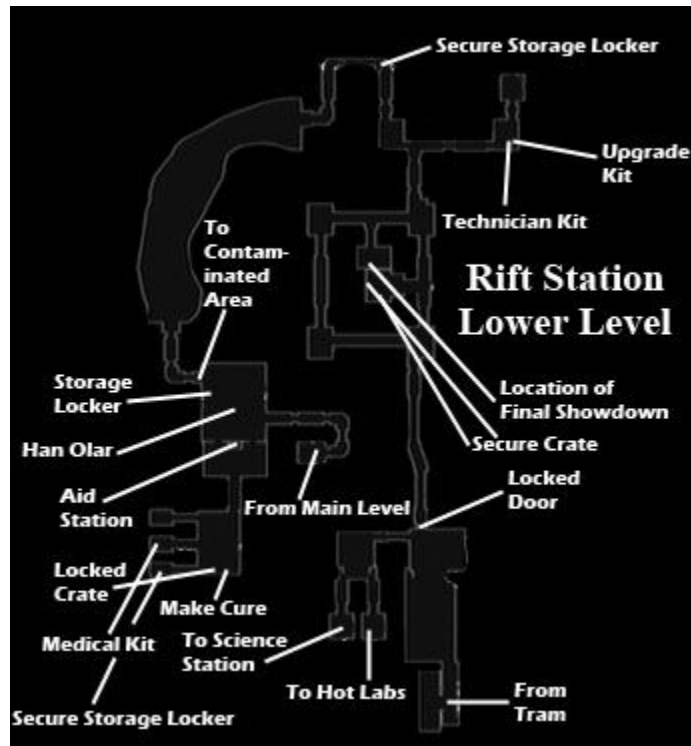


After grabbing the goods from the above three items, you can then make a cure. It's not just as easy as examining the laptop on the desk, however. You'll need to press a series of button combinations in certain sequences and at certain times in order to successfully create the cure. It's a little convoluted, but if you look at the bar that's filling up on-screen, you'll see two arrows. Hit the next button (*not* the cancel button) when the meter is in between the two arrows to continue the process. After four button pushes of a successful nature, you'll be good to go. But then, lallis shows up. Remember her?



We earlier told you to remember your first encounter with lallis, because she'll become important later on. Now's that time, because lallis is working for Benezia, and she's here in this isolated quarantine chamber to kill you and your party. After some brief words, you'll be able to take her and her Geth friends on. She's the most powerful foe, so you'll want to focus on her first, but be sure to take adequate cover and refill your shields constantly. Also, keep an eye on your health and that of your party, immediately using Unity if one of your men falls.





When Iallis and her friends are killed, you can then make your way back out of the Quarantine Lab, where you can speak with Han Olar once more. This time, you'll want to investigate anything you haven't already learned from him, though most of what he has to say has in fact been said already (if you spoke with him at length earlier). You'll then need to head back to Dr. Cohen in the Med Bay to give him the cure you just concocted.



When you reach Dr. Cohen, you can speak to him about what's been going on, tell him about your plight with the Asari you just killed, and all the rest. But the real point of interest here is in handing over the cure you've created for all those who are sick in the station. He'll be most impressed with your handling of the situation, and you'll be rewarded handsomely with **24 Paragon Points**. If you're not playing as a Paragon, this will be detrimental to you, of course, but if you are, then you should go up massively in your Paragon status. Oh, and the experience you earn from this entire expedition is well worth it, as well.



You'll now have access to the "contaminated area" outlined in our map. Taking this pathway will, initially at least, be pretty uneventful. You could really book it down most of this path, but be ready to fight the odd Rachni Soldier, especially as you get to the end of the snowy pathway and enter more conventional passageways to the north.

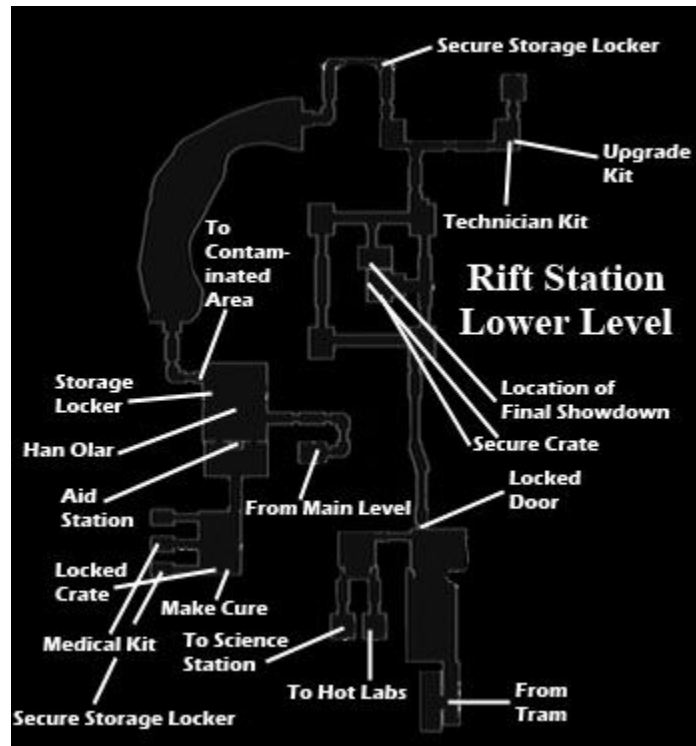


Noveria: Matriarch Benezia (Continued)

Part One

Part Two

Part Three



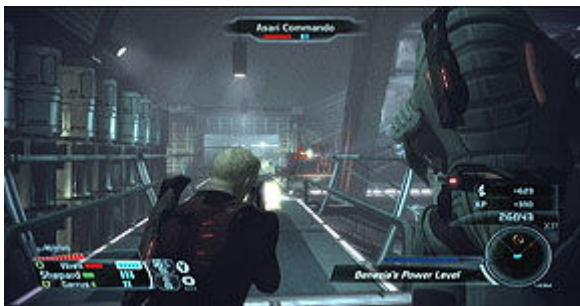
The final fight on Noveria is near, but be ready first to find some additional items. You can use our map above to find everything. Essentially, a **Secure Storage Locker** can be found along the linear route you first encounter after you get through the snowy corridor. From there, continue eastward (in lieu of going southward). You'll run into a dead end, but an **Upgrade Kit** and a **Technician Kit** can be found nearby.

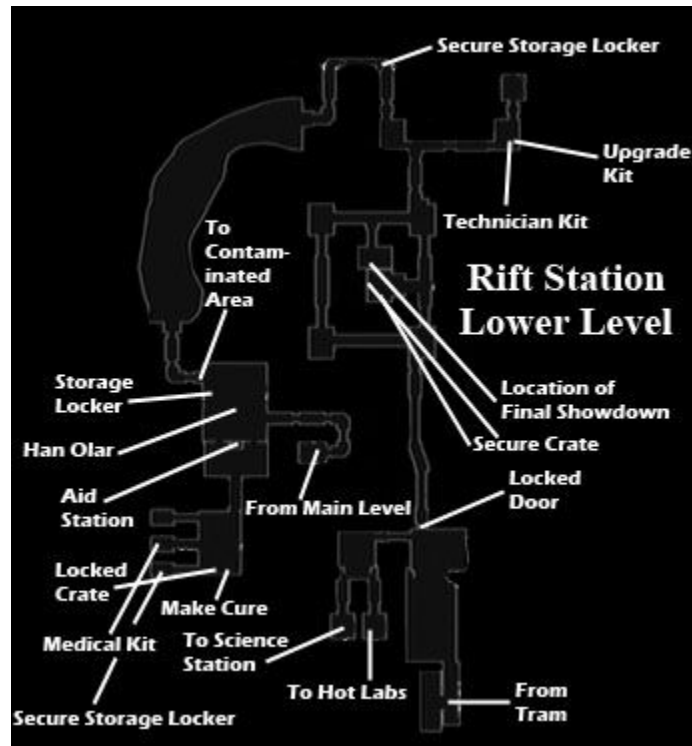


From here, it's time to head southward, into what is labeled on the map as the "Location of Final Showdown". It's here that the story will progress, and you will then be attacked by hordes and hordes of enemies. We won't outline each wave of enemy, since they are essentially the same, one after the other. We will, however, give you some tips on how to survive this lengthy fight, which could be one of the most difficult you've encountered in the game thusfar.

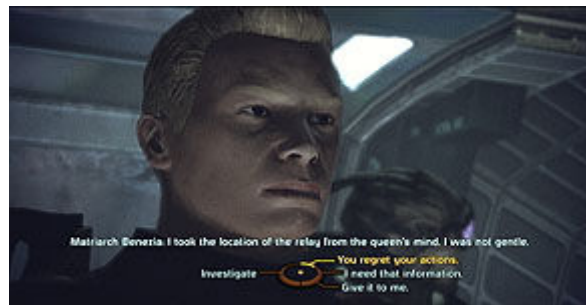
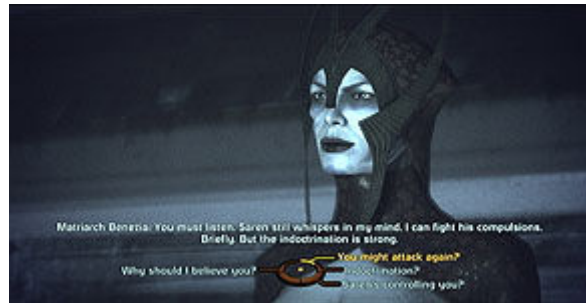


The battle is heated and continuous, but the layout of the area you're fighting in (which is essentially a square-shaped set of catwalks) is conducive to careful battle. Your radar will be jammed for the most part, so you'll have to rely on alternate means of finding your enemies. The most obvious is to simply scan the area and seek out the red markers that denote each enemy. Take them out from afar, hiding as best you can to avoid ranged biotic attacks. As long as you keep moving and keep the gunning heavy, you should have no problem with the initial waves.

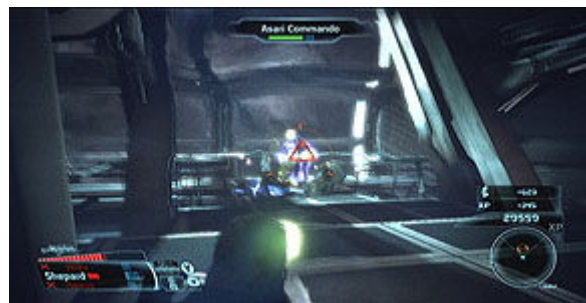


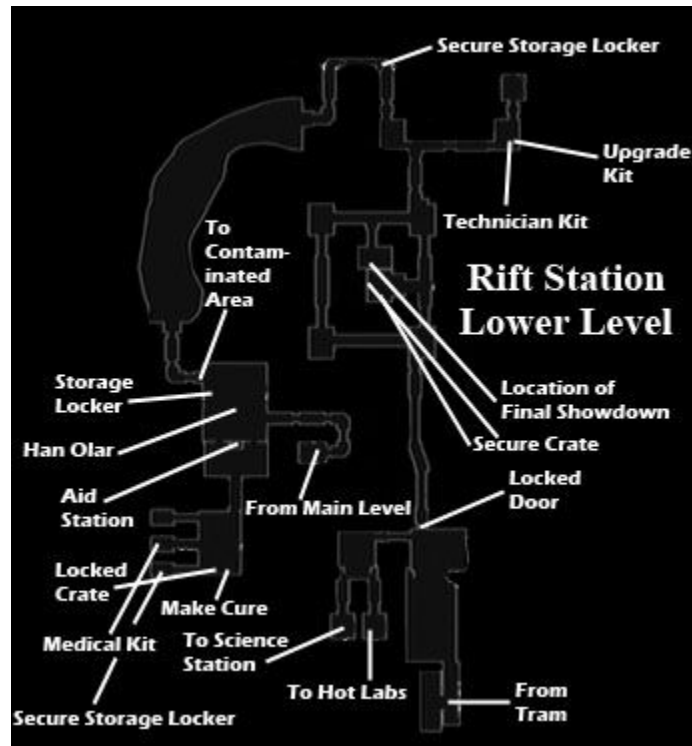


Finally, you'll kill enough waves of enemies that Benezia will seem to submit. To say she's submitting, however, is a bit premature, since you'll still have to fight her after your conversation. You do learn some fascinating plot points here, however, including the power of Saren's mind control. You also get some valuable data. But then, she'll turn on you for the last time, and you'll need to lay the killing blow.

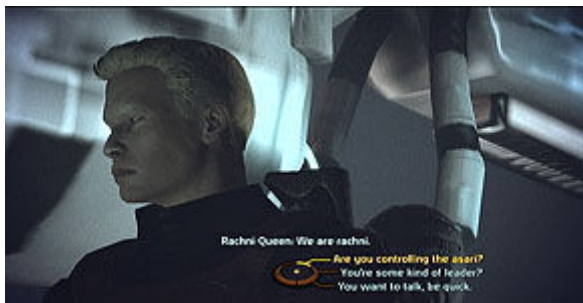


Benezia won't be by herself here. More reinforcements will pour in. Thankfully, there's a pretty good technique to employ here that will allow you to defeat her and her friends and survive another day. If you turn around and take her out first in her little upper floor alcove, you can then duck in to this area. Hide against one of the support beams at the corner of the platform to avoid being hit from below, and face the area where you started this battle. The enemies will run up to you, running into your gun fire and the gun fire of your party. This battle can be difficult, for sure, but if you stay healed, use your skills, keep your shields up, and use Unity to bring back characters in your party that may have fallen, you should be able to deal with all enemies, and get a load of experience to boot.



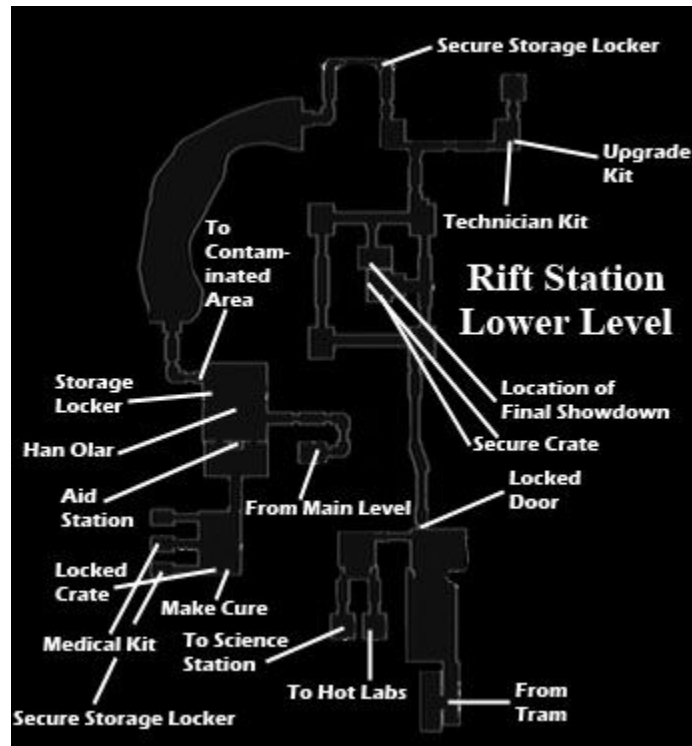


It's time for Benezia to die. Even though she's seen the light, she knows she can't escape Saren's mind control as long as he's still alive. Meanwhile, Shepard will also approach the Rachni Queen, and he will speak to her in... interesting ways. You'll have a choice here - let the Rachni Queen live (Paragon) or kill it (Renegade). The choice is yours, and the choice won't necessarily affect what's going to happen next. We're almost done here! Just a little bit more, and we'll be out of Noveria, clear from danger.



Before you work your way southward towards the elevators, you will want to search the chamber where all of the fighting occurred. When you do, you'll find three **Secure Crates**. Grab the contents of those, and then run southward, out of this room and back towards the pair of elevators at the far south end of the room. The one to the Science Station can be ignored -- you'll now need to explore the Hot Labs. Once in the Hot Labs, speak with the man you find there, Yaroslav Tartakovsky. He'll have plenty of disturbing information to give you, so listen closely.





Head into the northernmost room and speak with the Mira Console to learn some of what's going on here. When you finally press it on the neutron purge that Tartakovsky was talking about, you'll hit a wall... temporarily. You'll need a password. Head back and speak with Yaroslev. He'll go to give you the password when you ask for it, but then will be suddenly killed by a Rachni that you'll need to quickly take out. After the Rachni is slain, head back to the Mira Console, and call the program up once more.



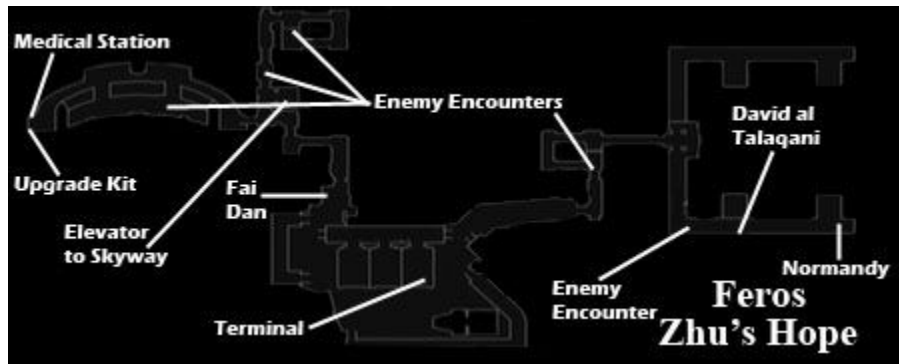
When you're satisfied you got all pertinent information from the Mira Console, offer her the code, and the neutron purge will initiate. This gives you two solid minutes to head all the way to the far south, where you can reconnect with the tram and seek safety. You'll need to run through the room where Yaroslev was before to get there, though, and it's literally *crawling* with Rachni. You can stay behind and try to take some out for the experience, but you'll almost definitely be overwhelmed, and time is of the essence. We recommend running straight through and down to the tram.



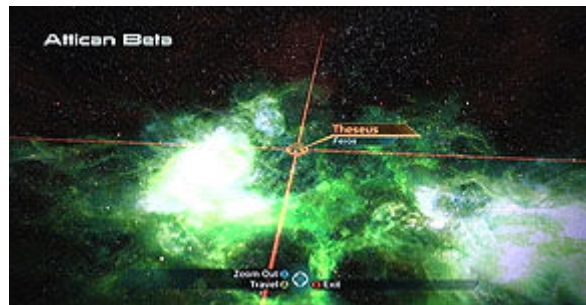
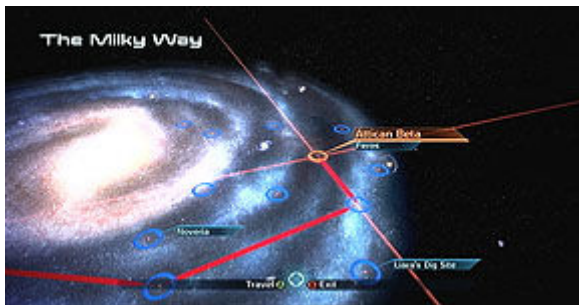
Initiating the tram's movement will effectively end this branch of the game. You'll find yourself back on Normandy, speaking with your crew. Answer the questions and make the choices that you feel your character would make (as usual), and then head off to your next point. Be sure to speak with your crew members, as well! You never know what you may learn from them, and what they say will differ depending on the many choices you've made thusfar.



Feros: Geth Attack				
Part One	Part Two	Part Three	Part Four	Part Five



When you're ready to head to Feros, getting there is relatively painless (what happens *on* the planet is another story entirely, however). Fly the Normandy to Attican Beta, and seek out the solar system known as Theseus. Once there, you'll find the planet Feros. All you need to do is land there and let the games begin.



As soon as you get off of the Normandy and enter Feros' port (called Zhu's Hope), you'll almost immediately run into a character named David al Talaqani. You'll engage him in conversation automatically when you stray close enough to him, but the conversation won't last long. Before he can say much, the Geth attack, taking him out and leaving you and your party to fend for yourself.



The Geth have attacked you, not surprisingly, but they can be easily taken out (especially if you have Tungsten rounds equipped on your rifles, which will rip the synthetic-type Geth to shred). At this point in the game, lesser Geth like the ones attacking you should certainly not give you too difficult a time. Like we said, having things equipped that will hurt synthetic enemies like the Geth certainly helps, but it's not necessary. The Geth attack in this area is somewhat muted compared to future encounters, anyway, so thank your lucky stars it doesn't get any more heated here than it is.



Feros: Geth Attack (Continued)

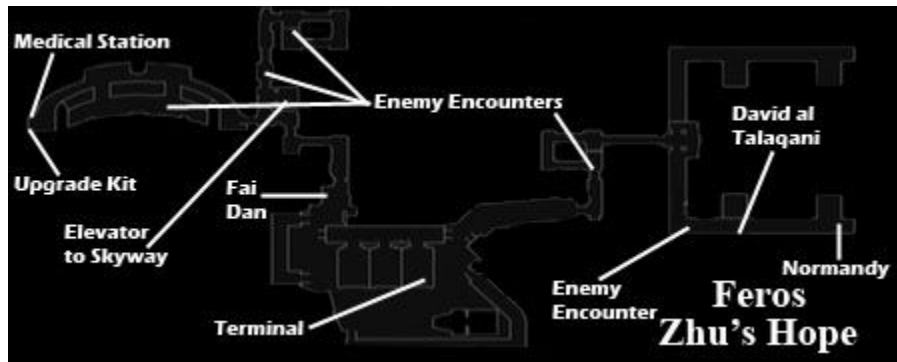
[Part One](#)

Part Two

[Part Three](#)

[Part Four](#)

[Part Five](#)



When the initial wave of enemies is eliminated, you can begin working your way westward from the docking bay. As we mentioned earlier, however, the Geth will be coming at you in droves right about now, so get ready to fight once more as you head towards the west. Geth enemies here will begin sticking to walls, flying at you, and putting up an overall stauncher resistance. So, be ready to battle.



After this second wave is eliminated, you'll run into the remaining human colony left on Feros. Everyone's armed and ready to go, but no one you run into will be willing to talk. You can explore the settlement area at your leisure, but who you're looking for primarily is a man named Fai Dan (see the map above for his specific location). He'll have very little to say right now, other than some brief introductions, relief that you're here to help, and evidence that the Geth are occupying the nearby tower on Zhu's Hope. And with that, you're thrust into the tower to deal with the enemy.

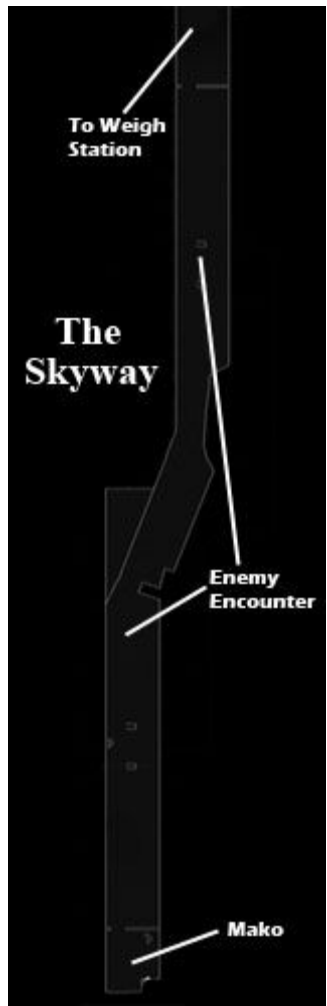
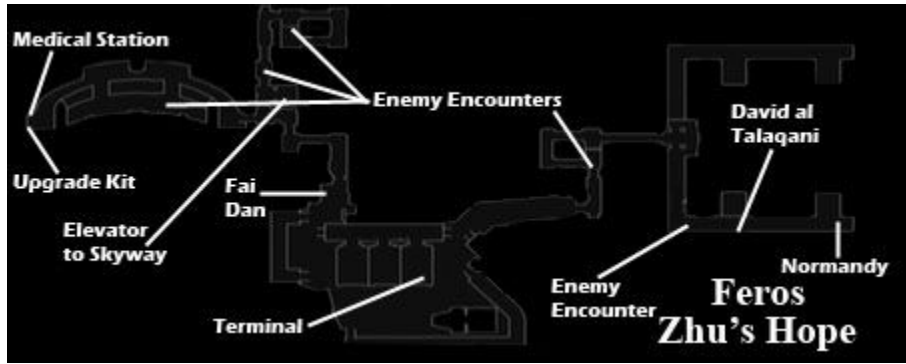


Dealing with the enemies here can be frustrating because you'll have to explore several alcoves and crevasses to clear them all. What's more (as you've already encountered), the Geth will also jam your radar, making it unusable for the most part (though this fluctuates depending on where you are and how many enemies you've thusfar killed). Climb the stairs of the tower, keeping a keen eye on the walls for crawling Geth, and to the air for flying drone Geth. Be sure to use our map to clear all enemy occupied areas, and at the far end of the last occupied area, you can also find a **Medical Station** and an **Upgrade Kit**. Not much, we know, but think about it... the Geth have practically picked this place apart!



Feros: Geth Attack (Continued)

Part One	Part Two	Part Three	Part Four	Part Five
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When you're confident the enemy threat has been completely eliminated, you can head back to Fai Dan (he should be in the same location he was earlier). Speak with him to learn more about ExoGeni, the company that supports and finances this small colony, and the possible reasons for the Geth exploration of the planetary surface. It seems there might be Prothean ruins or other valuables here, and the Geth have come to take it all for themselves. And with that, you're given your next mission - explore ExoGeni, getting there via the arduous Skyway. Oh, and keep in mind that it's easy to stray off course around here. You may run into tunnel areas or other locations that you don't need to visit yet. For more on those, you should see the Side Quest section of this guide. Otherwise, let's keep on keeping on.



Head to the location of the elevator on the map of Zhu's Hope. Once you've reached the elevator to the Skyway, take it on up. After getting out of the elevator, you'll be immediately met by more enemy resistance in the form of some Geth soldiers. Take them out, and then run down to the garage area below, where a Mako vehicle very similar to the one the Normandy uses can be found. Jump on in and drive through the automatically-opening garage door to reach the Skyway.



You won't be spending as much time here as you may have thought. Though the Geth enemies are powerful here, and the Skyway is expansive, there's little to worry about because you're in a fast-moving, powerful Mako. Your missiles will be your best friend here, since they can easily take enemies out from afar, and the Mako's armored plating will allow you to take quite a bit of damage as well (though if the craft starts smoking, be sure to repair it before proceeding).



Feros: Geth Attack (Continued)

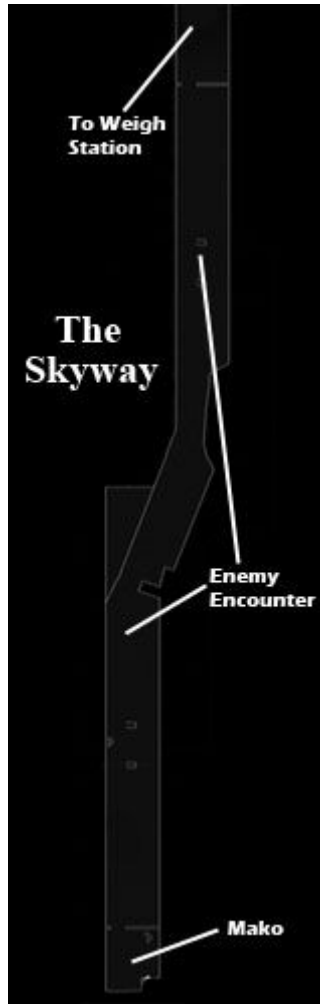
Part One

Part Two

Part Three

Part Four

Part Five





Enemies will be encountered in two primary waves, and both are pretty much the same as the other. Sadly, there are Geth enemies in both waves that can only be damaged with missiles, so be sure to train your missiles on them to deplete their health and shields simultaneously. When you've finally reached the end of the Skyway, you should then get out of the Mako and seek out a subtle pathway leading down into the concrete structure. You'll find some friends below.

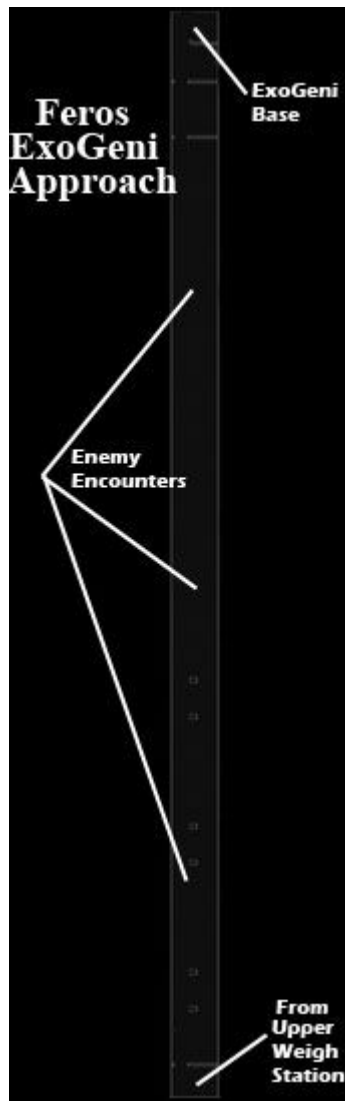


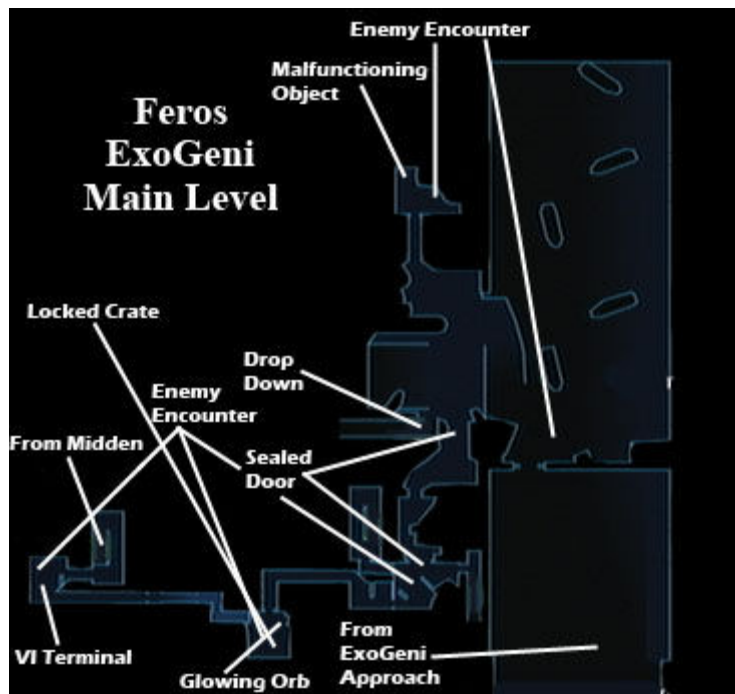
In this small refugee camp, there's little to do of interest except to look for an ExoGeni representative named Ethan Jeong, who will be speaking with a Feross worker of some rank named Juliana Baynham. As you speak with them, you'll find that Ethan is a bit of a coward while Juliana has the situation more under control. You'll learn that the Geth seem to be interested in the ExoGeni building, which you can traverse another Skyway to reach. And you'll also learn that these people thought all other humans on the planet had been killed (which isn't true). It's time to head to ExoGeni, to give these people some hope.



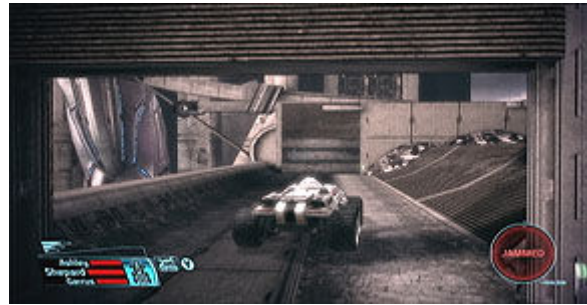
Head back to the Mako and continue to drive up the incline towards another garage door. This will lead to the Skyway-like corridor that will lead directly to the ExoGeni main building. Like last time, you'll have to fight plenty of Geth. But since you'll have your Mako, you shouldn't have too much of a hard time. Be sure to keep an eye on the structural integrity of the Mako, repairing it as needed, and don't for any reason get out of the vehicle while the Geth are firing at you. You stand a much higher survival rate when you stay inside the Mako, especially with all of these missiles flying around that would otherwise end you in a single hit, even with full health and shields.



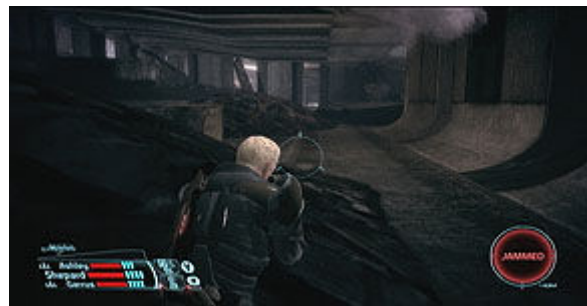




As was the case last time, you can also do some exploration along the sides of the corridor. You'll be able to walk into a few passageways parallel to the main Skyway that will have some items for you to grab within. While the items might be alluring, it's probably the stray red dots on your radar that will draw you in, since they otherwise seem to be non-existent.



When you reach the main level of ExoGeni (by driving through the garage with your Mako), it's time to explore on foot. The Geth have done a real number to the area, and much of it is destroyed. Unfortunately, you'll meet more enemies here, though they shouldn't be too difficult (even on foot!) In fact, you can take some of them out through the thin doorway with the Mako before even entering the room. Thereafter, walk around the large, mostly-destroyed room to lure out any Geth you haven't yet killed. This will ensure that you clear the entire room and, more importantly, get as much experience as possible.

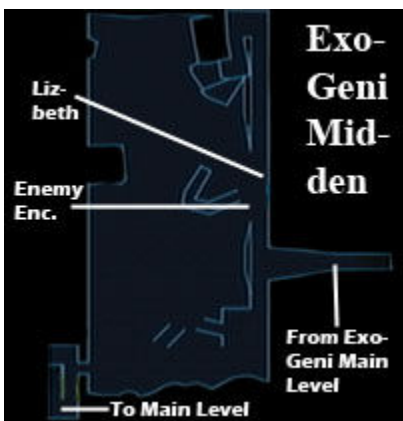
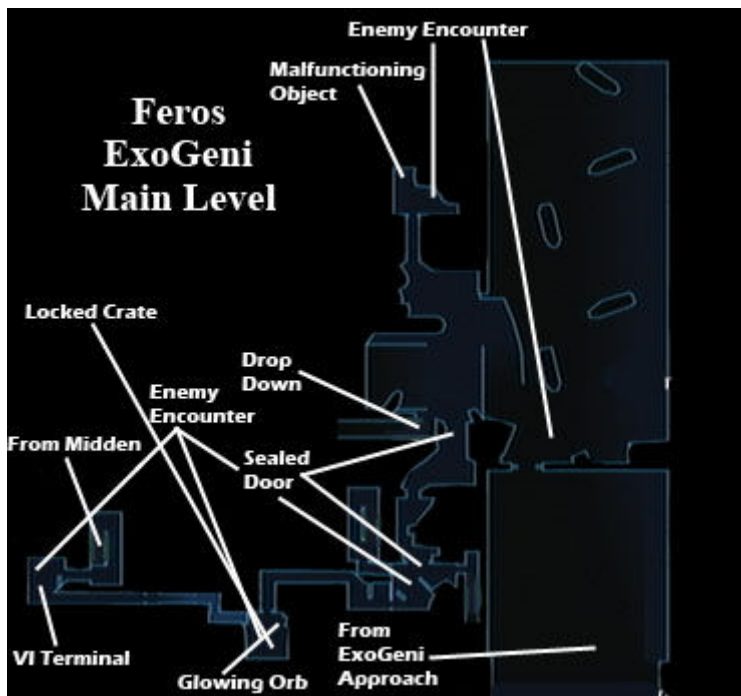


On the map above, you'll see marked a nearby room with a Malfunctioning Object inside of it. You'll also notice a deactivated Geth in the very same room. Shoot at it or try to muster up strength to move it as you may, it's not going to activate until the very second the Malfunctioning Object is opened. Once it is, jet out of the room as quickly as possible and lay into it as it pursues you. It'll almost certainly stay in the room you found it, in which case you'll have to run in and out to kill it without being killed yourself (it's worth the experience). Just be sure to be quick, because its shields regenerate if left idle for too long.

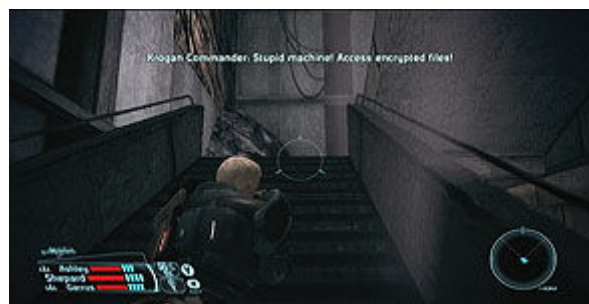
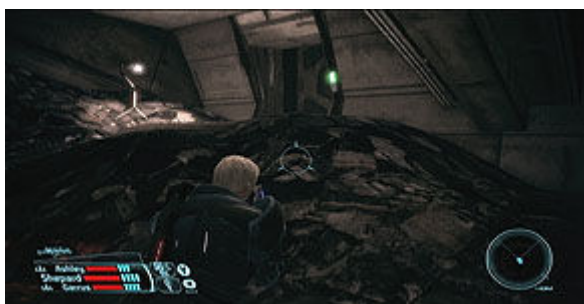


To the west of this location is a "drop down" noted on the map, because the door leading further into the research building is sealed by a mysterious force. Drop down into the hole and run forward down the corridor you find yourself in. As you walk into the wide open room at the end of the pathway, a cutscene with a character named Lizbeth takes place. Lizbeth, as you might remember, is the daughter of a woman we met earlier. She feared her daughter was dead, but she's not! Speak with her at length, and when she runs off (giving you her keycard in the process), you'll be attacked by dog-like foes. They can't take much damage and are easy to shrug off, however. Don't let their speed and ferocity fool you -- they don't pack a powerful punch whatsoever.





When the enemies are downed, we can continue on our lengthy quest through the rest of Feros and the ExoGeni complex. At the southwest edge of the ExoGeni Midden map above, you'll see a doorway that leads back to the main level. This will lead to a separate section of the main level that was otherwise inaccessible due to the barrier we encountered earlier. As you climb the stairs, you'll hear the voice of a Krogan talking to a VI (Virtual Intelligence) unit. As he gets angrier and angrier at it, the VI unintentionally tips him off to your presence, and he comes to attack you down the corridor. Luckily, he can be easily disposed of, granting you unlimited access to the VI yourself once he's eliminated.



The VI unit is surprisingly helpful in letting you know just what's going on here, and tipping you off to a Feros-native plantlife called Thorian. It seems that the Geth want to destroy the unique Thorian and are seemingly stopping at nothing in order to do so. We won't spoil the story for you here, but be absolutely certain you explore all paths of conversation with the VI unit. This will allow you to extrapolate as much information as possible about your current condition, and what you're expected to do next.

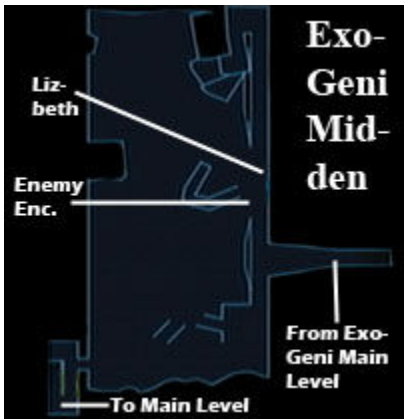
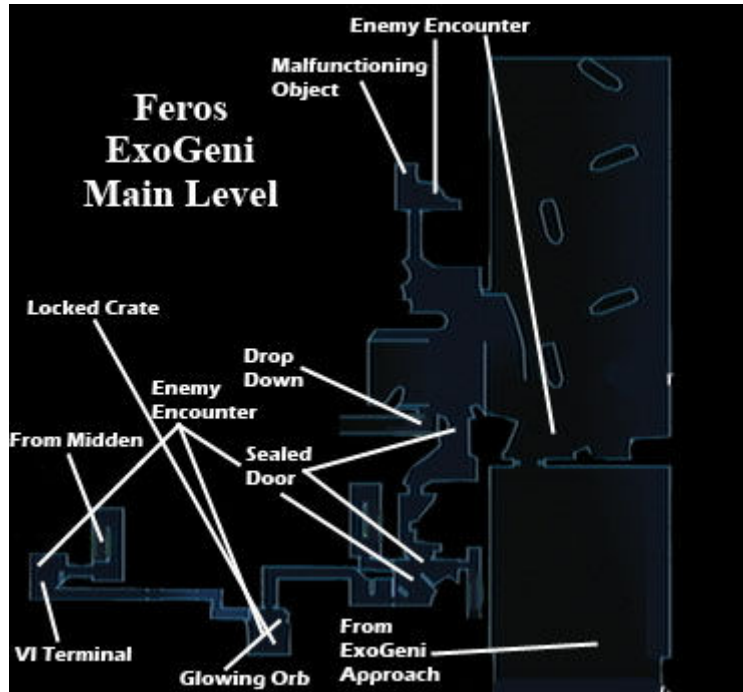


So what do you do after you've spoken with the VI and are satisfied with the information you've received? Well, there's a sort of quaint, hardly-lit passageway heading from the room with the VI that we've yet explore. Go down the corridor -- it's an uneventful trip for a moment or two, until suddenly, you stumble upon something very important.



Feros: The Thorian (Continued)

Part One	Part Two	Part Three	Part Four	Part Five	Part Six
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You'll see two Geth troopers below you, and as long as your discrete and quiet here, they won't see you until you fire upon them. It appears they're examining or repairing something. Regardless, you'll want to stay on the catwalk above them and get into a good position where you can kill them both. Then, aim at one and take him out. Your initial target shouldn't even be able to respond. Then, pick off the other one before heading down to where they are. The "Glowing Orb" there can be examined, but you don't know what else to do in this area. You gotta keep on trucking from here.



Head down the next corridor until you notice that your clear radar becomes jammed. This, of course, means that the enemy is in the area. As the corridor opens up into a room, be prepared to fight a variety of Geth types, though none of them will put up the most staunch resistance, so you have little to worry about. When the enemies are all felled, you'll know because the radar will clear up and won't be jammed anymore. You *will* notice, however, that there's another blue barrier blocking you from advancing. Getting rid of these barriers is key. Lowering them will allow you to access the last leg of our journey here on Feros.

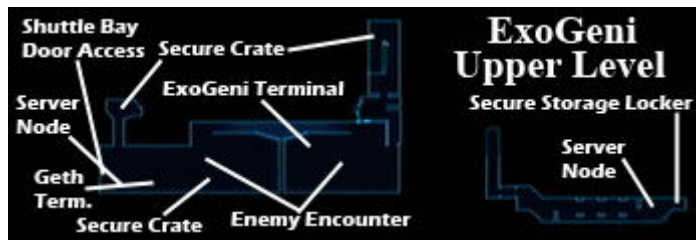
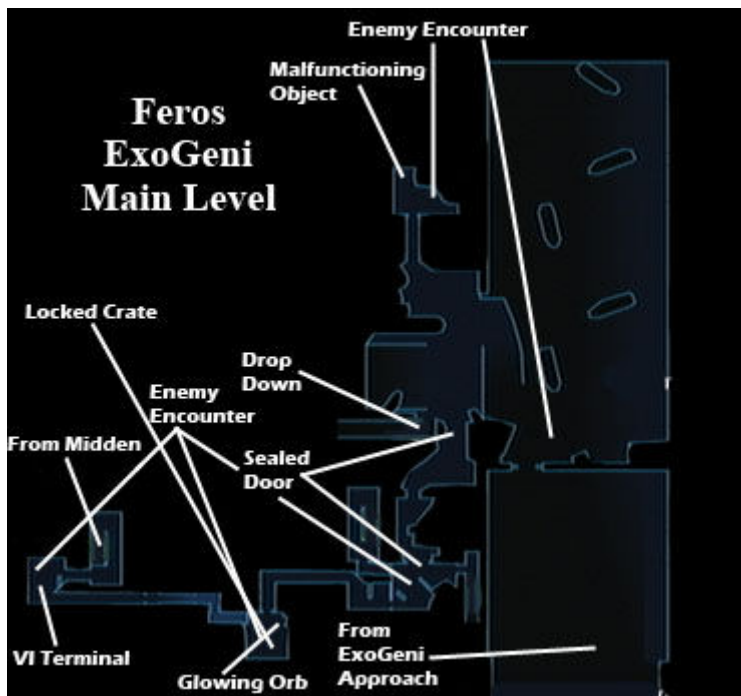


Look at the way you came once you're in the room we just fought in. You'll see a red-lit pathway that marks our primary passageway to the next location we have to visit. You can go in the other direction, which will lead you to an isolated area where some goods can be found (after you kill some powerful Krogan). We'll leave that up to your discretion. So for now, head in the direction we told you (which is leftward on the map). This will lead to a staircase, and to the upper level of the ExoGeni complex.

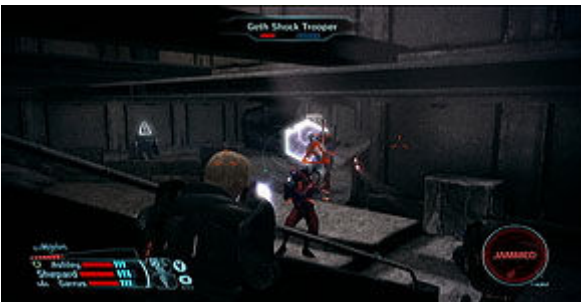


Feros: The Thorian (Continued)

Part One	Part Two	Part Three	Part Four	Part Five	Part Six
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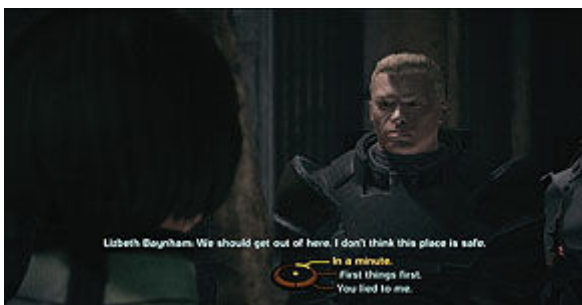
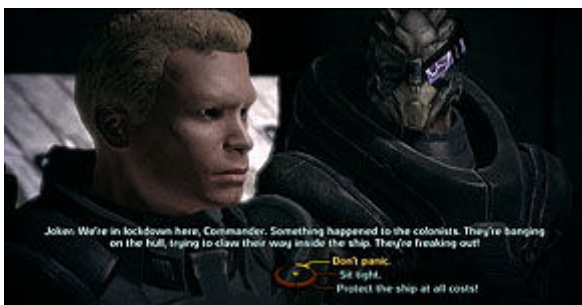
More Geth resistance will be met here. If you look at the map of the upper level, the huge main room is separated into two sections. You'll fight in the first section, then climb up the catwalk and access the second section, where more fighting will be done. As usual, you'll find nothing here that you haven't fought before, so you don't have to worry too much. Keep an eye on your radar (if it isn't jammed), hide and heal when necessary, and don't neglect your special skills. They can save you in a tight spot.



When the Geth are completely eliminated in the area, it's safe to explore the western side of the map. You'll find a computer terminal (called the Shuttle Bay Door Access) which is the key to lowering the force fields and granting you access back to Zhu's Hope, which is where the Feros quest will conclude. This may seem complicated or hard to understand, but it's not. You have to raise the number of the pressure for the door in between 31 and 35. You can raise the pressure with gauges of various numbers. What do you do, then? It's simple. Hit the gauges for 17, 11 (17 + 11 = 28), and 5 (28 + 5 = 33). This will fit you in between 31 and 35. Then, hit the primary button on the terminal, and after a sequence of events, the doors will be unlocked. We can make our escape.



After grabbing the contents of the three **Secure Crates** in the area, it's time to get the hell out of here. Head back to the room where the last sealed door was. That seal is now gone, granting you access to an area we've yet to explore. You won't travel long in this area before you run into Lizbeth again, however. Speak with her (being kind or mean, depending on how you're playing) and then continue to head out. Head all the way back to the garage and jump into the Mako. As evidenced by the comm. calls from Joker, we have to get back. Quick.



Feros: The Thorian (Continued)

Part One

Part Two

Part Three

Part Four

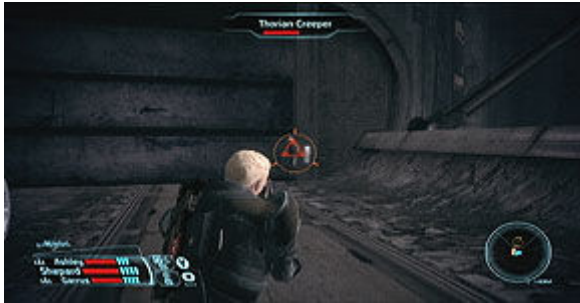
Part Five

Part Six

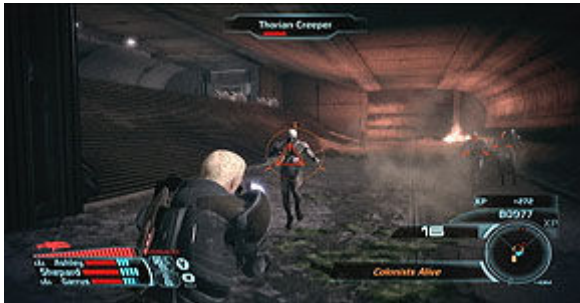
We're not gonna bore you with how to get back. If you got here from Zhu's Hope, you can certainly get back. You must cross the two Skyways, which have been repopulated with new Geth enemies, but it's of the same difficulty as it was earlier. There are some "interludes" that must be dealt with, however, as is the case after crossing the first skyway back. Lizbeth will hear her mom on the radio and run into their little hideout. Naturally, you should exit the Mako and follow her. Ethan has gone a little crazy, and it's up to you to take care of him. You can speak with him, but the outcome of this conversation alters greatly, so be sure to play carefully here. The grenade upgrade you get from here will be key in earning Paragon or Renegade points later, too, so keep that in the back of your mind.



After the events in the hideout, you can get back in the Mako and make your way across the second skyway, where another repopulation of Geth will be found. Again, nothing you can't handle, so don't worry too much (though you should save often, just to be on the safe side). When you reach the other side, another cutscene will take place, and the first Thorian will show up. Eliminate him to cause another cutscene. Seems things are gonna be tougher from here on out.



Your primary quest here is simple - traverse Zhu's Hope and eliminate all of the Creepers you find. You have to be careful here, though, especially if you're playing as a Paragon. There are innocent civilians caught in the severe mind control of the Thorian, and shooting them will lower the number of civilians saved at the end. There are sixteen civilians being controlled, total, so 28 Paragon points can be potentially earned. On the flipside, though, 28 Renegade points can be earned too. If you want to lull the civilians to sleep, use your grenades with the enhancement on them. Otherwise, kill, kill, kill.



Feros: The Thorian (Continued)

Part One

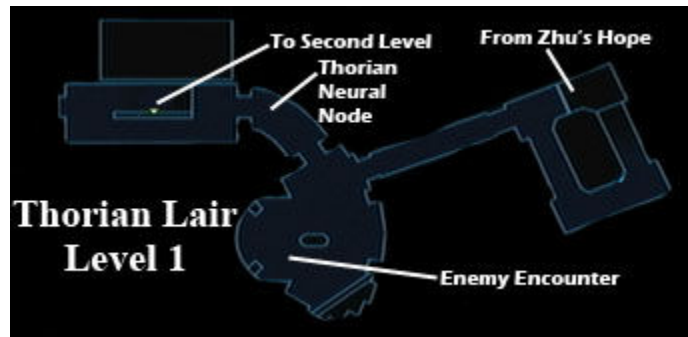
Part Two

Part Three

Part Four

Part Five

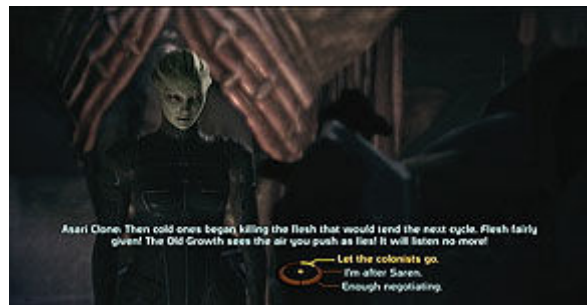
Part Six



Zhu's Hope is crawling with Creepers, but they aren't difficult at all to defeat (they're just a bit on the aggressive side, if anything). The path is linear, and most of this terrain should be familiar to you (hence no map), but rest assured both creepers and innocent civilians lie around every corner. When Zhu's Hope seems completely clear of enemies, you should then seek out the only computer terminal in the area called the Freighter Crane Controls (which was previously manned by a female human when we were here earlier). This will open a secret hatch that will lead into the area below Zhu's Hope, where the Thorian can be found as their very source.

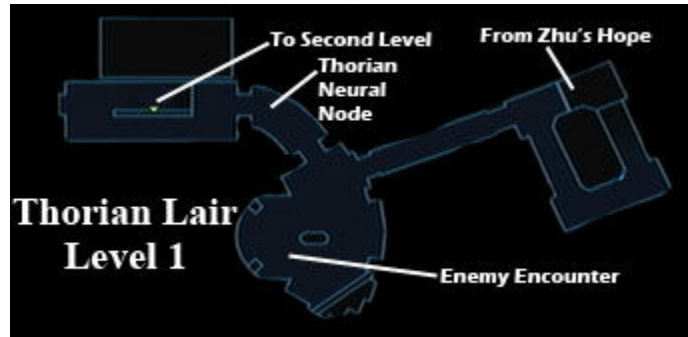


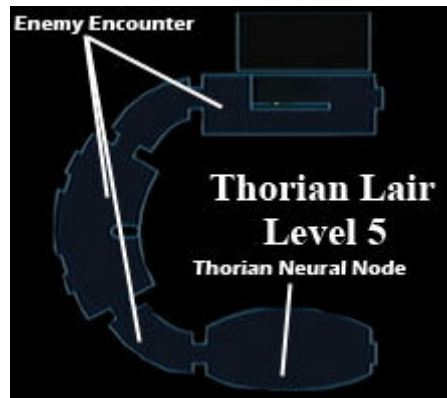
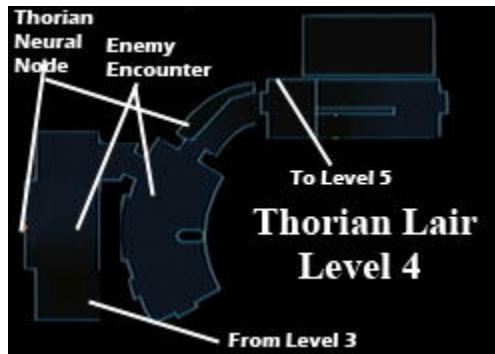
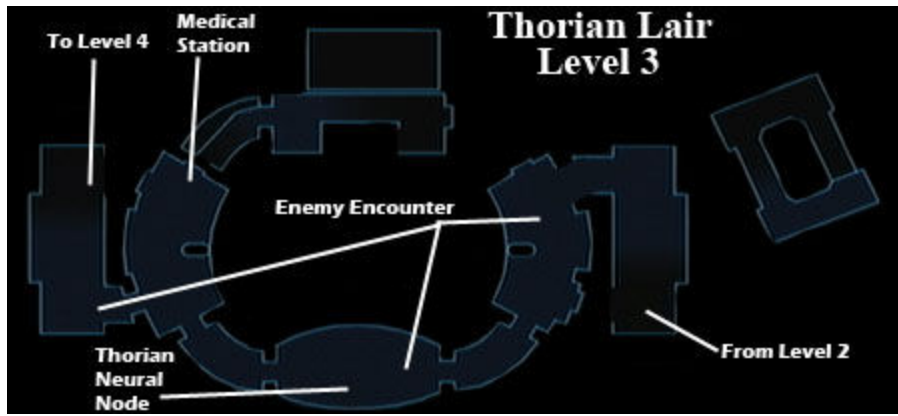
Head down the stairs revealed to you after using the Freighter Crane Controls, and traverse the linear, enemy-less corridors that follow. You'll eventually find yourself in a more wide open room, where a cutscene will take place. This appears to be the source of the Thorian creatures, but the mind-control has taken hold of an Asari that acts as a conduit between the queen and your party. Speak with her, responding how you'd like. Naturally, a fight is right around the corner.



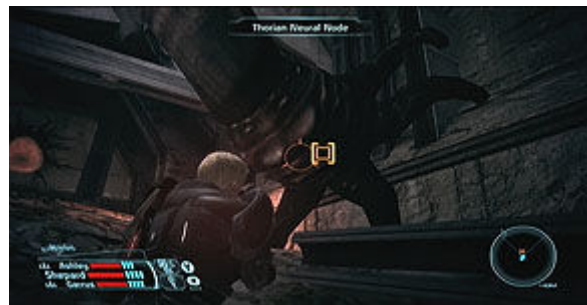
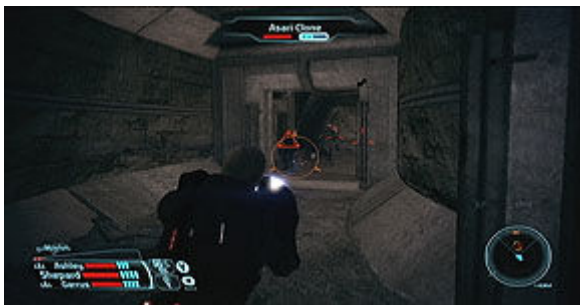
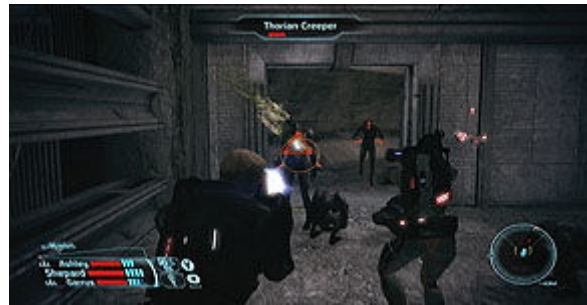
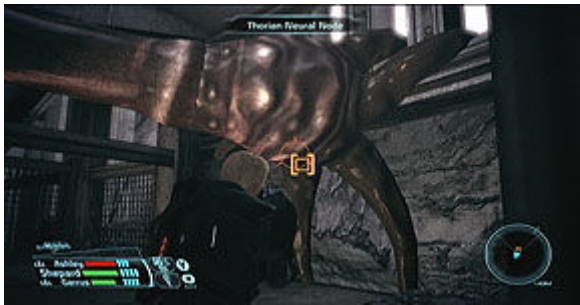
The Asari (called an Asari Clone) will attack you when the conversation is over, and she'll be helped by some regular Creepers that will show up before long. Thankfully, she's not difficult to defeat at all, and her Creeper friends are nothing more than cannon fodder for your advanced weaponry. Don't sweat this fight too much. Depending on how strong you are, of course, this may or may not be difficult for you, but this is a pretty limited battle. They get worse as you progress.







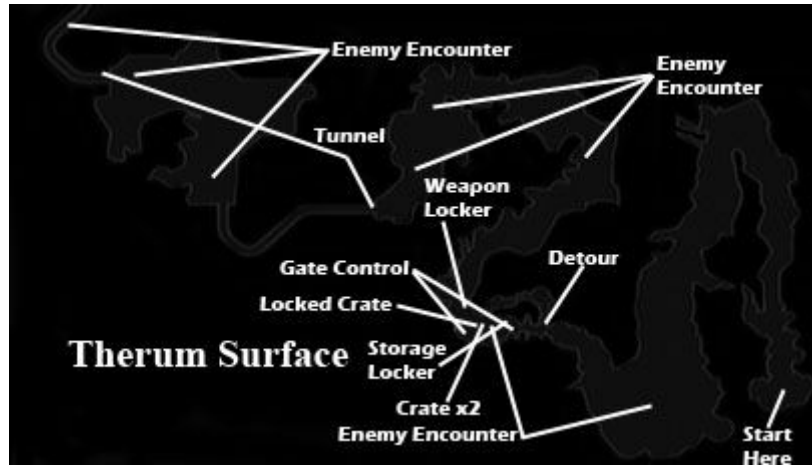
Proceed into the area yet explored on this level, where the first of the Thorian Neural Nodes can be found. Shoot at it until its energy depletes completely, at which point it will explode. Many of these throughout various levels must be destroyed, and it's your job to destroy them. Thankfully, very little occurs that's different from one level to the next, so all you have to do is use the maps above to find everything you need (keeping in mind, of course, that the maps appear in sequence). We don't want to bore you with the same details over and over again. The fight you just experienced is identical to the fights you will encounter. They're just on different levels of this subterranean location.



When you've reached the fifth level of the Thorian Lair and lay waste to the last part of it, a lengthy cutscene will ensue with a surviving Asari. She will tell you her story and you can respond as you'd like, either Paragon or Renegade. We don't want to spoil the story for you, but what ensues in this conversation is of extreme importance, so be sure to pay very close attention. Your (main) adventure on Feros is over after this conversation concludes, but don't forget the lessons you've learned here. Now that you understand Prothean knowledge so much better than you once did, don't you feel a lot better!?



Find Liara T'Soni					
Part One	Part Two	Part Three	Part Four	Part Five	Part Six



It's time we find Liara T'Soni. Her location is well-documented both in-game and on your galactic map, but in case you're a little lost, this is all you have to do. From the Milky Way map, head to Artemis Tau, and then to the solar system known as Knossos. From there, you're looking for a planet near the star named Therum. Land there and get ready to find Liara.



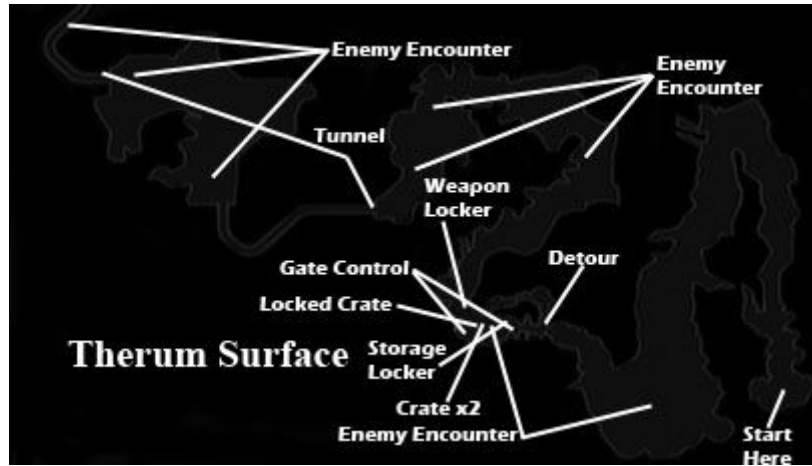
Your journey (in the Mako) will start off fairly unassuming. If you take a look at our map above, you'll see that the first fourth of the map or so is simply a drive. There are no items of interest, and no enemies to stand in your way. Enjoy this quiet time, though, because it's just about the only quiet time you'll experience on the rest of your journey through Therum.



As you get to the thicker part of the passageway leading back to the northwest, you'll see and hear a Geth ship fly in over your head. It will deposit some Geth soldiers that you'll have to deal with. Don't worry too much about them -- stay in the Mako and use your missiles, supplemented with machinegun fire, to eliminate these enemies before they become much of a threat. If you're unable to avoid being rocked by enemy projectiles, try to tuck the Mako into a corner against the mountains to eliminate most of the enemy target. And remember, if your Mako is getting destroyed, be sure to use some Omni-Gel to repair it before moving on.



Find Liara T'Soni (Continued)					
Part One	Part Two	Part Three	Part Four	Part Five	Part Six



After the initial onslaught of enemies is destroyed, begin driving northwest. It won't be long before you run into more enemy threats, but if you look at the map, there's a detour that you can take which will bring you around the enemy base, effectively allowing you to flank their position. Going in the other way is essentially suicide, though it can be done. We recommend against it, though.



Flanking them on the detour will allow you to make your life a hell of a lot easier. In the enemy compound, you'll be dealing with a variety of mobile Geth units and gun turrets alike, so it's smartest to take them all out from afar before heading into the base camp. Now, there are two buildings that can be breached here, and both of them should be. Each has a lone Geth soldier and a gate switch. Hit both switches, kill both Geth enemies, and collect all of the goods in the area. There's plenty to find - a **Locked Crate**, a **Weapon Locker**, a **Storage Locker**, and two **Crates** all have plenty for you to add to your inventory.



We recommended opening both gates for a simple reason. While only the back gate needed to be open, the front gate (which was the "real" entrance to the compound) has gun turrets guarding it. Destroying all of them will net you some more experience (which is always in short supply) before you move forward. After destroying those turrets, you can then drive out of the back gate, where, for a while anyway, things will be quiet.



Find Liara T'Soni (Continued)					
Part One	Part Two	Part Three	Part Four	Part Five	Part Six



Your drive will be uneventful for a little bit more, but as the map shows, you'll end up running into a few pockets of Geth enemies en route to the tunnel on the west side of the map. The enemy encounters before the tunnel will come in three distinct waves, but all are similar and are easy to combat as long as you stay in the Mako. We mentioned it earlier, but it can't be mentioned enough. When fighting with the Mako, be sure to use Omni-Gel if it gets badly damaged. If it's destroyed with you in it, you'll be out of luck.



When you hit the tunnel, drive on through. It'll be all quiet in the tunnel, but when you reach the far end of it, you'll have to deal with even more enemies. Since the tunnel ends on high ground, much higher than the enemies below you, try to kill them from afar. As has always been the case in warfare, even futuristic warfare on a video game, the high ground gives you a distinct (and inherent) advantage.



The rest of the drive to the tunnel at the northwest end of the map is just about the same as the rest of the drive on this lengthy map. You'll meet more pockets of Geth resistance, the staunchest and most difficult of which will be guarding the far tunnel. There's a large Geth enemy that's especially annoying to combat, but be patient, take cover, and pummel him with missiles to eliminate him. Thereafter, taking the final tunnel will lead to an all-new part of Therum -- the Ruins.



Find Liara T'Soni (Continued)					
Part One	Part Two	Part Three	Part Four	Part Five	Part Six



You'll emerge from the initial map to find yourself in the Therum Ruins. As soon as you reach the end of the tunnel, head on down the incline and do battle with the weak Geth waiting for you there. Then, drive the Mako until you can't seem to drive it anymore. The rocks are blocking your path, so the Mako is no longer an option, but conveniently, there's a hole big enough for you and your party to fit through. Head on through the hole to continue.



It's at this point, when you're on foot, that things start to get a little bit crazy. You'll be assaulted by enemy wave after enemy wave as you begin to head along the linear path towards the next section of the ruins. The Geth aren't necessarily difficult to defeat here, it's just that there's a lack of cover, and they have that aforementioned distinct advantage since they initially control the high ground. But it's this deadly assault that's all together dwarfed by what occurs after it's quelled.



As you reach the northernmost part of the path, a cutscene will take place. You'll see a bunch of Geth, of varying strengths and styles, take their positions and assault you all at once. You are most certainly at a disadvantage here, both in terms of numbers and firepower. However, with consistent, smart fighting, defensive maneuvering, and smart use of skills, this is a battle you will survive. Be absolutely sure you aren't flanked by any enemies (the best way to do this is to simply keep an eye on your radar), and be especially wary of missile projectiles that will eliminate you in one hit. See? Not having that Mako hurts more than you could possibly imagine.



Find Liara T'Soni (Continued)

Part One

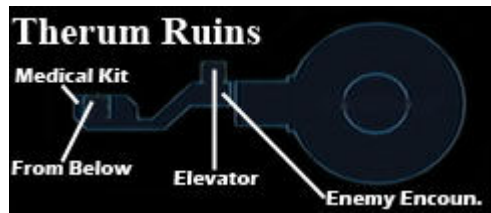
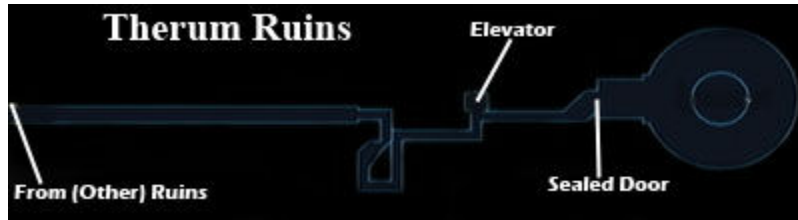
Part Two

Part Three

Part Four

Part Five

Part Six



As you see above, the ruins start getting smaller and smaller, and four maps cover the span of one. We won't bore you with the mundane details of most of the grindwork getting through these tunnels; for instance, the first tunnel is relatively void of enemies, except for a few Geth you can kill from above (you'll see what we mean). On the second tunnel (which is accessed from the elevator you'll find), you'll meet more enemies, and yet another elevator. For now, it's all easy.



Eventually, you'll reach what seems to be the bottom of this tunnel area. Things are destroyed, and the situation seems dire. Liara, who you're here to rescue, will appear in a short cutscene. Then, you'll be left to your own devices. You'll have to free her, but you'll no doubt notice that, like on the other floors of the ruins, there's a blue barrier blocking you from accessing half of the ruins. This is where Liara is being kept, and your job is to get beyond the barrier. Make sure to save your game before proceeding, though. The fighting gets tough ahead.



Find Liara T'Soni (Continued)

Part One

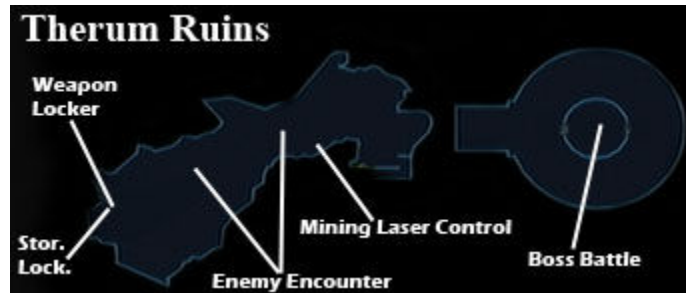
Part Two

Part Three

Part Four

Part Five

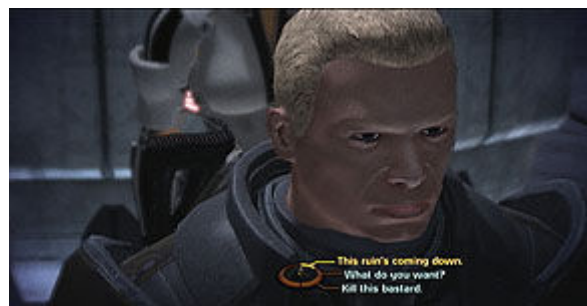
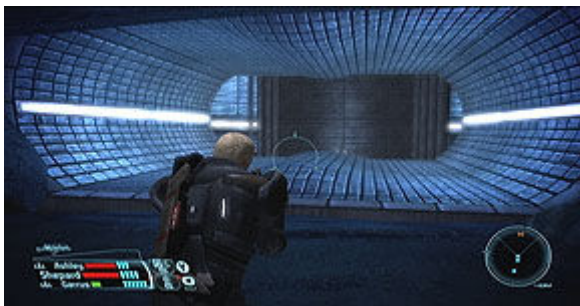
Part Six



You'll be ambushed by the Geth on the ground level, and there's little cover around to use, so being aggressive is your best bet to survive here. When you've downed the Geth threat, grab the goods from the various containers on the west side of the map, and then look for a computer console called the Mining Laser Controls. You'll need to insert a special code here, that code being: **A, X, B, Y** (insert the code slowly). Once you've done that, a mining laser will shoot a hole in the ground above, allowing you to effectively circumvent the blue barrier. Liara can be saved shortly.



Head on down into the hole created by the laser, and seek out Liara, who will continue to talk to you (as she did earlier) as if you were a hallucination, and nothing more. As you speak with her, be mindful of how you're answering her, since your responses can potentially affect your Paragon or Renegade status. You'll be able to free her from her Prothean confines, thankfully, but you won't be able to just leave. Of course you won't. A boss fight awaits.



A Krogan, accompanied by some of his Geth friends, want to eliminate the party. In fact, while they want Liara alive, preferably, they're so hell-bent on ending this mission posthaste that even killing her would be acceptable at this point. The Krogan, being by far the most powerful enemy in the entire enemy party, should be concentrated on, since killing him will automatically end the mission (though you'll miss out on acquiring some possible experience from his Geth friends). The only things to remember her, other than the obvious (such as using skills, finding cover, and healing when needed) is to run away and find cover immediately as the battle begins. Since you start the battle in such close proximity to the Krogan and his Geth friends, you're asking for trouble if you don't run away and gun from afar. Regardless, when he's felled, you'll soon find yourself back on the Normandy, safe and sound, and with a new character in your party.

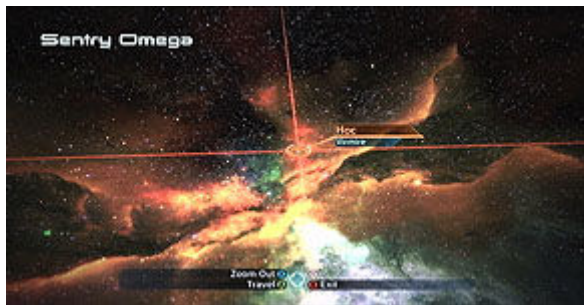
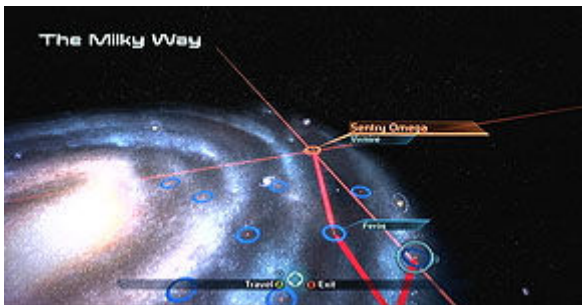


Virmire: Landing

Part One	Part Two	Part Three	Part Four
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When you're ready to head off to Virmire, here's what you do. Head to the Galactic Map on board the Normandy and seek out Sentry Omega (it's already marked with Virmire, so you really shouldn't get lost). Then, head to the Hoc system (also labeled), and finally, land on the Earth-like planet of Virmire itself. You'll land with the Mako into a hostile territory, so be ready to fight almost immediately. Examine the map above to get a grasp on where you're going and what you're doing.



When you gain control of your team, make way for the Mako and get inside of it. Then, drive along the linear pathway in front of you. Things will be quiet initially, so you can get used to your surroundings and take a look at the beautiful environment surrounding you. Who knew a place so beautiful could be so lethal, though? As you turn the corner on the path and begin heading north, this is when you will run into the first of a plethora of waves of Geth enemies.



The Geth come in various varieties this time around. Floating drones make up a majority of the initial combatants, though as you drive forward through the next few waves, more and more ground troops will be involved in taking you on. A lot of these enemies are equipped with rockets and missiles, which can be disastrous to your Mako if you get hit too many times. Unfortunately, this also means that getting out of the Mako and fighting the old-fashioned way is pretty much completely impractical. One hit with one of those missiles or rockets, and you'll be done for.





Continue along the pathway as it stops going north and begins heading west (with a slight southern slope). More and more enemies will step in your way, but they are nothing compared to the firepower of the Mako. You must be patient, however, because dodging as much enemy fire with the Mako as possible is a must. Don't worry if you take too much damage, though -- there's plenty of places where you can temporarily hide out and use Omni-Gel to repair your vehicle before proceeding.



Eventually, you'll reach a guard station in your linear path. This station will have the staunchest resistance you've yet met on Vormire, and what's more, you'll have to get out of the Mako to take every enemy out. But before you do that, take out what you can (which should be a majority of the enemies) with the Mako's machinegun and missile launcher. Enemies will be on the ground and high above on the guard station itself, and with your radar jammed, it may be hard to pinpoint everyone. Regardless, be patient here, and only get out of the Mako when the coast is clear.



The coast is clear, you say? Well then, get out of the Mako and run up towards the station. If you're taking any fire from above, be quick about moving here. As you climb the stairs up into the guard tower on the left side, be ready for some melee action. Kill any foes you see and be sure to explore the entirety of the small structure in order to grab the gear from the **Hardened Weapon Locker** and the **Weapon Locker**. Then, when the items are added to your inventory and all of the enemies are slain, you can then head back down to the Mako and continue on your way.



You'll find much the same on the other side of this guard tower as you did on the first side. There are a lot of enemies, but the enemies are actually getting a lot stronger. Stand-alone Geth units that pack an incredible punch will now be commonly found along the path, starting with the second you get back into the Mako and begin driving. Take out the initial enemy you find, being sure to dodge its missiles and rockets. Remember -- Omni-Gel is your friend if you are taking a beating.





If you take a look at the map we've included in the walkthrough, you'll undoubtedly notice that towards the middle of the map (where we're now approaching), you'll encounter a "circle" in the road. It appears that by taking the western-most path, you'll reach a dead end, but this isn't so. The circle can be completed by driving in the Mako, and while you can skip part of it entirely, we recommend going around the entire circle, killing all of the Geth enemies. This will give you more experience than you'd otherwise acquire. Just be careful and tread softly; the aforementioned stand-alone enemies are everywhere, and they mean business.



When you've completed the circle and are ready to continue westward, do just that. You'll reach a second guard tower as you do, and just like before, the staunchest resistance can be found on the outside and in the catwalks above. Most of these enemies can be killed from the safety of the Mako, so also as before, be sure to take all enemies out from the Mako before getting out of the vehicle to clear the guard tower.



The first guard tower we encountered was somewhat optional in that we didn't really *have* to get out of the Mako and explore it. Well, this time, we have to, because the gate at the guard tower is slammed shut. We simply won't be able to proceed unless we find the controls to open the gate mechanism. Get out of the Mako and run up the stairs on the right side to breach the guard tower. Take out any remaining enemies, and then explore until you find two sets of computer controls. One will open up the gates, while the other will shut down the AA guns, allowing Joker to land the Normandy. Then, grab the goods from **Secure Weapon Locker** and **Crate** before heading back to the Mako and, once more, proceeding on your way.



Once you're back in the Mako, it won't be too long before you run into yet another obstruction in your path that you'll have to clear in the very same way you cleared the others on this route thusfar. The good thing is that this is the final one you'll reach in this area, so once the enemies within and around it are eliminated, you'll be in the clear as far as resistance is concerned until you reach the Salarian camp and go beyond it.



As was the case before, clear the foes from the ground first, taking out everyone you can with the Mako's heavy weaponry. After you've done that successfully, you can then concentrate on getting out of the vehicle and eliminating all other enemies around the structure, and within it. There will be another gate switch you'll have to hit within the building in order to clear the way for the Mako, but you've done this several times already, so there's no real need for us to hold your hand beyond this point.

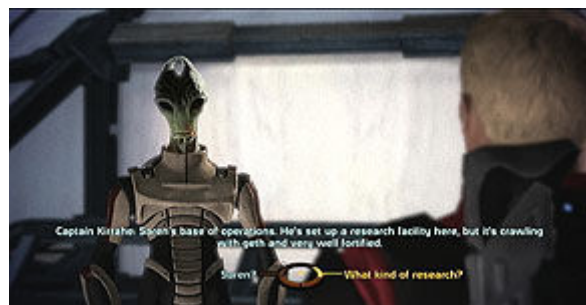




Once the gate's open, head back to the Mako and drive through the guard tower, where any stray enemies will be located. You'll then start your approach towards the Salarian camp. Take your time, enjoy the scenery, and get ready for some conversation, because as soon as you approach the Salarian camp, you'll be intercepted automatically, and a cutscene will take place.



Speak with the Salarian named Captain Kirrahe. He'll inform you of the current situation and let you know what's going on. Seems like you can approach the Geth-occupied base on the other side of the basin ahead of you, but the captain is a little disappointed that only you and your team were sent, when he feels he needs a lot more help. Regardless, you'll have a chance to walk around after speaking with him, speak with your team, and even undertake a side quest with the very volatile Wrex.



When you're all set, seek out Captain Kirrahe and talk with him once more. This will essentially bring you down a path that will ultimately bring you to the next area, approaching Saren's location. There's something that happens here, however, that's a major spoiler, but it's a huge decision and we feel the need to tell you about it, so **if you don't want spoilers, don't read the rest of this paragraph**. Kirrahe will ask you to give him one of your team members. You'll have to choose between Kaidan and Ashley. Send whoever you want. We are playing as a soldier, so we sent Ashley, since Kaidan is different than our main character and hence serves a different purpose. But whomever you want to send is up to you.



Virmire: Assault						
Part One	Part Two	Part Three	Part Four	Part Five	Part Six	Part Seven



First thing's first -- you no longer have the Mako, so you're on foot from here on out. Be more cautious in fighting, since you can't take nearly as much damage as your vehicle could, and practice patience as you storm enemy installations. As you head northward from your starting position, it won't be long until you run into some enemy resistance. Take out these Geth as you did any other, and take cover behind rocks and other debris as enemies shoot at you from the installation to the north. Before heading west, you *must* head north towards the Geth position, so take out what you can from afar before approaching their location.



Please Note: There's a side quest called Virmire: Assisting Kirrahe's Team. This part of the walkthrough covers it. If you're visiting via a link from our side quest section, welcome. Basically, this side quest can only be undertaken as you're headed towards Saren's location, and since it's so easy to miss, we're throwing it right in the walkthrough. You *don't have to* disrupt Geth communications, destroy their satellites and other stuff on this walkthrough, but you should, especially if you're playing Paragon and want experience points.

The Geth should be almost completely eliminated from afar before you approach the building they're occupying. Within this building is a computer terminal that must be hit, since it will disrupt the Geth's communication, buying everyone more time. You can also find goods in a **Weapon Locker** near the terminal, if you care to investigate it. Take out all Geth enemies in the location, hit the terminal, grab the goods if you want, and then run back to the path heading westward.



You'll reach the westward path, but it won't take long for you to notice that the path ahead splits, and meets up in a circle, sort of like an area on the last map. As we recommended before, and we'll recommend once more, take *both* paths as you go forward, backtracking to the one you didn't take before continuing to head west. This will allow you to gain experience from killing otherwise-missed enemies, and what's more, you'll be able to avoid being possibly flanked by any enemies you missed later on.



Virmire: Assault (Continued)

Part One	Part Two	Part Three	Part Four	Part Five	Part Six	Part Seven
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The enemies you meet on the trail are your basic Geth enemies; nothing you shouldn't be able to handle by this point in the game. The second part of the aforementioned side quest mingling with the walkthrough here is to take careful aim at the satellite tower on top of the building you reach, with the thin passageway heading westward. By destroying it, you further help Kirrahe's cause, and gain yourself even more experience. There's nothing wrong with that!



As you get to the building itself, Krogan enemies will start to intermingle with Geth enemies, and naturally, they are far more resilient, so expect the fighting to be kicked up a notch. There's a nearby **Aid Station** you can visit if need be, but otherwise, there's very little of interest here. Kill or be killed -- that's all you need to keep in your head as you continue your trek westward towards Saren's location.



Cross the western bridge, and you'll get to a bit of a hazy area. As the map above shows, there's all sorts of passages, bridges and the like crisscrossing every which way. Your ultimate goal is to get to the western area, where you can begin breaching Saren's base. And of course, if that's all that's important to you, you can go ahead and begin doing that now. But for those who are interested in full exploration, and especially for those who want to fulfill all of the requirements of the Virmire: Assisting Kirrahe's Team side quest, keep reading.

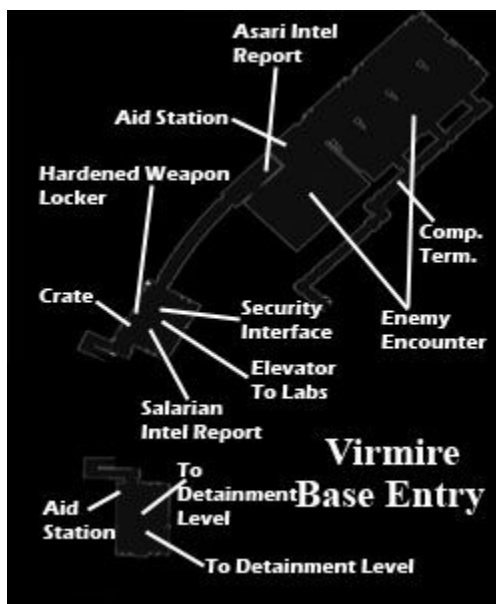


A major point of interest should be the flying Geth enemies which are marked on your map, towards the north half of the western side. They're flying around some fuel tanks, and you can (and should) detonate those fuel tanks to take a great deal of them with you before picking off any remaining airborne enemies. This is another requirement of the Kirrahe side quest, so make sure to get that en route to your next destination if you're a completion nut.



Virmire: Assault (Continued)

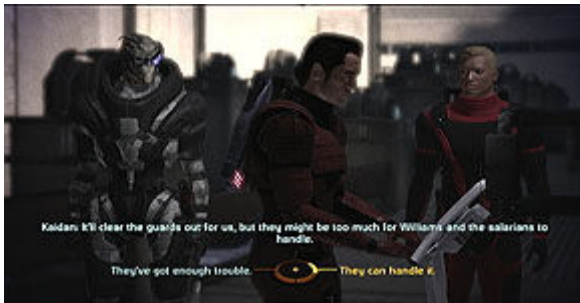
Part One	Part Two	Part Three	Part Four	Part Five	Part Six	Part Seven
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Eventually, after you take care of all of the business you need to, you won't have much of a choice but to head towards the west end, where more strong Krogan enemies are waiting for you. Take them out posthaste, seeking cover when and where you can, and then head through the nearby doorway. This will lead to a corridor (and a new map, seen above). The allure of this area? The computer terminal, naturally!



Examine the computer terminal and a character in your party will examine it, setting it off. This is a key decision to make here, especially in respect to future events *and* the aforementioned side quest, so think carefully, friend, and make the choice you deem the one to make. Then, head through any of the three nearby doors that are now open (only after you've examined the computer terminal). Within this area, you'll be met by some weak "indoctrinated" enemies -- nothing you should even remotely be worrying about.



When those enemies are downed, head west once more. You'll run into a powerful Geth enemy that will likely send you fleeing. Pelt it with shots when you can, doing your best to stay healed. Also, keep your shields up, because this enemy will launch missiles and rockets at you, which can kill you in one quick hit without the protection of full shields. When that enemy is downed, take a breather. You deserve it.

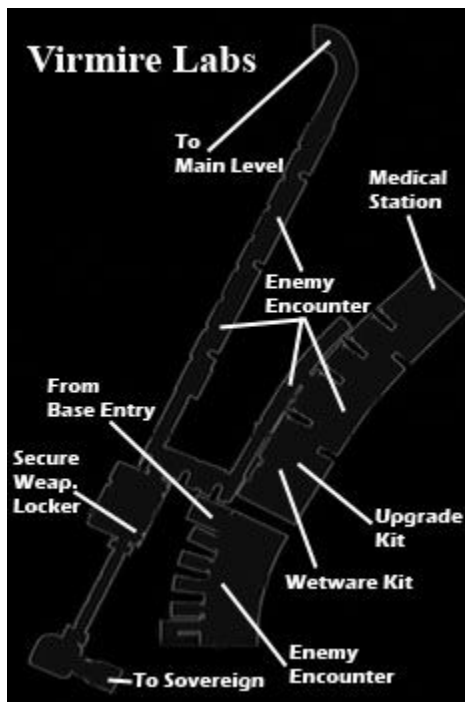
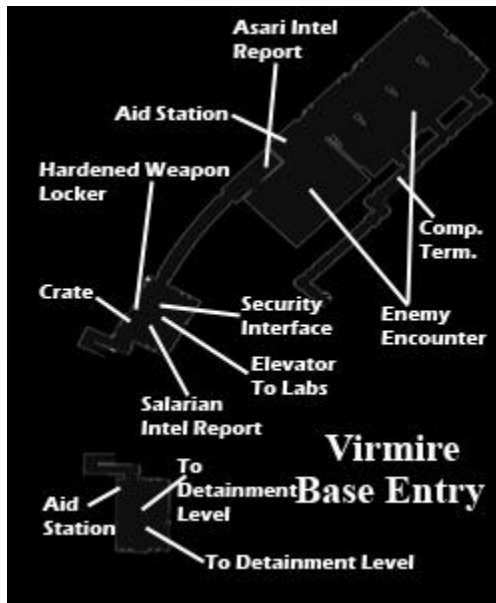


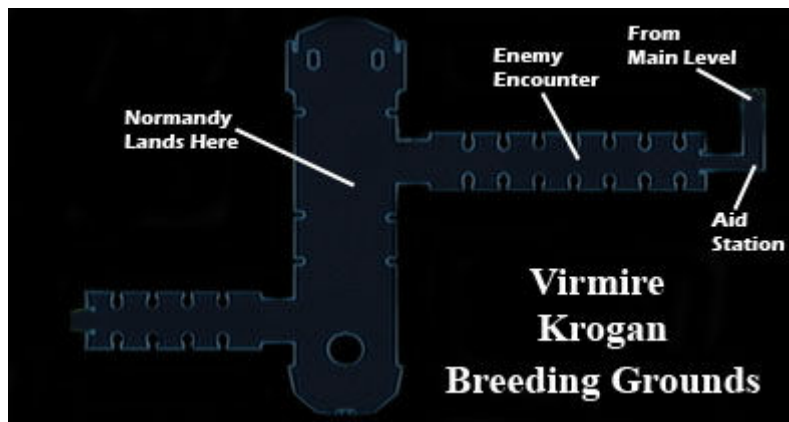
Head through the door that the big Geth enemy was guarding. Within, you can examine a computer terminal there (the **Asari Intel Report**) before heading into the adjacent area. You'll cross a bridge with some holding cells below you. You'll get there soon enough, but first, head through the door on the other side of the bridge. More indoctrinated fellows will come at you, so fell them before doing anything else.



Virmire: Assault (Continued)

Part One	Part Two	Part Three	Part Four	Part Five	Part Six	Part Seven
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After you kill the enemies, hit up all of the goods in the room. You'll find a **Crate** and a **Hardened Weapons Locker** to explore, as well as a **Salarian Intel Report** and, most importantly, the **Security Interface**. Examining the latter article will allow you to head downstairs and speak with the various prisoners being kept by Saren and his friends. You can even release them -- letting them go or killing them (or anything in between) will net you obvious bonuses, depending on how you're playing your character.



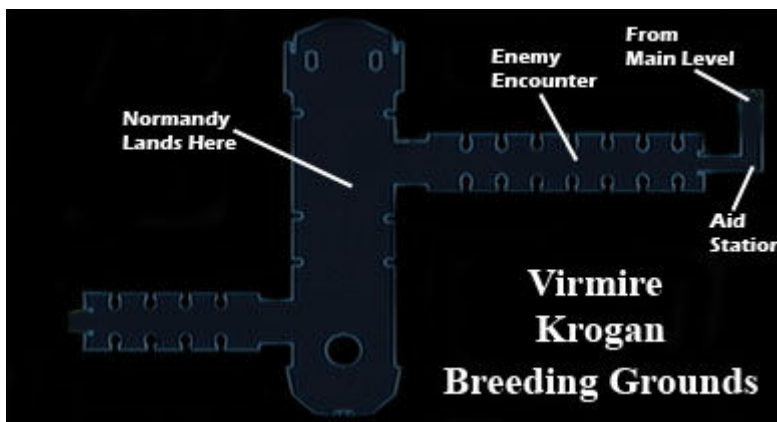
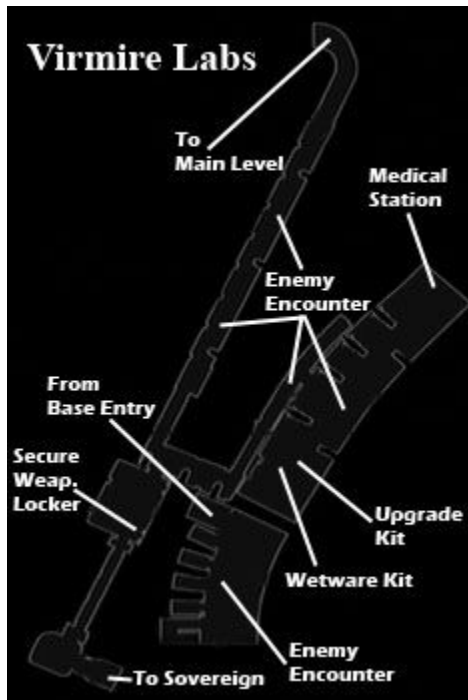
There's more you can do here, depending on how completely you want to explore the area. You can free more prisoners (though they'll be hostile to you when you do), grab more items (see our maps to see what you're missing), and do a bunch more exploration into a few areas that you would otherwise be unable to view. But we're here for a reason, and our walkthrough covers those reasons succinctly, so if you're in the mood to explore, please do... but rest assured we're gonna bring you to the end of the Virmire campaign at this point.



Remember the room with the Security Interface? Well, you're gonna wanna take the elevator in that room down to the Virmire Labs. It's here that you'll run into the Krogan facility where the Genophage cure is being actively worked on, and it's here that you'll find substantial enemy resistance.



Virmire: Assault (Continued)						
Part One	Part Two	Part Three	Part Four	Part Five	Part Six	Part Seven



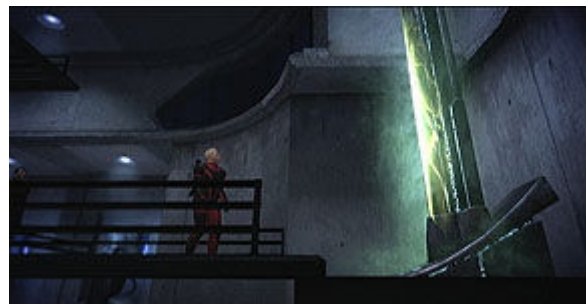
Once down here, immediately explore to find the **Upgrade Kit** and the **Wetware Kit**, and then get ready to fight a mix of Krogan enemies and Geth enemies. When the room is cleared, head to the far end to grab the goods from the **Medical Station**, and then take the door out of the room westward, to an adjoining catwalk. Here, you'll be able to run along the linear pathway and back into a new building, fighting a new crop of enemies en route. Keep this place in mind -- you'll be returning here, with a new route to take, before very long.



As you stumble into this room, you'll be automatically intercepted by a character who appears to yet be under Saren's control. She'll act desperately, giving you access to Saren's area of the facility (via the elevator ahead of you) before running off to save herself from the upcoming nuclear explosion. Naturally, you can play this however you want when speaking with her, but remember, the true important objective is getting to the elevator she opens for you.

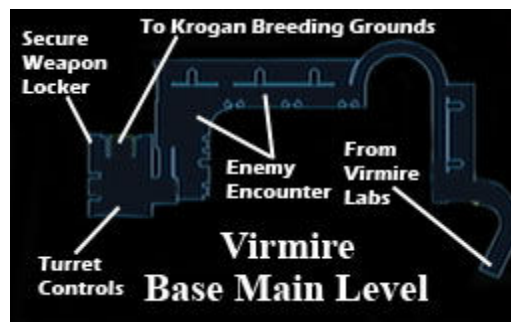
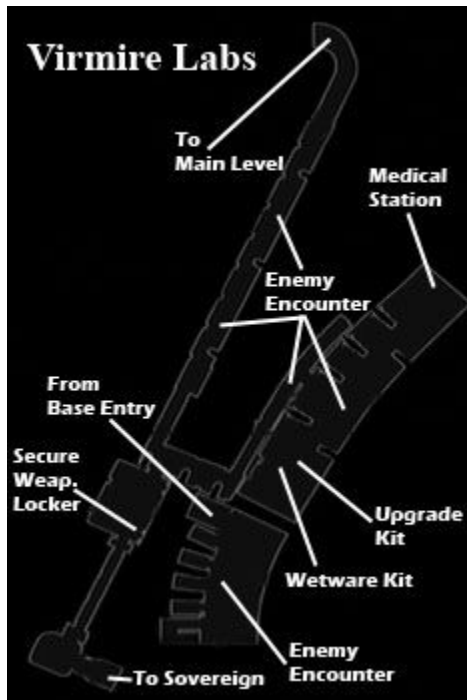


The corridors beyond the elevator lead directly to Sovereign. Isn't that Saren's ship? That's the question you may be asking yourself. Well, it is Saren's ship, but as it turns out, it's a hell of a lot more than that. This is where the story *really* takes off, so be prepared to be absolutely floored by what you encounter down here. In order to encounter the conversation in the first place (which is necessary, obviously, to continue the rest of the story), examine the mechanism very similar to the one you found on Eden Prime at the beginning of the game. Then, enjoy what results, answering in the conversation however you choose.

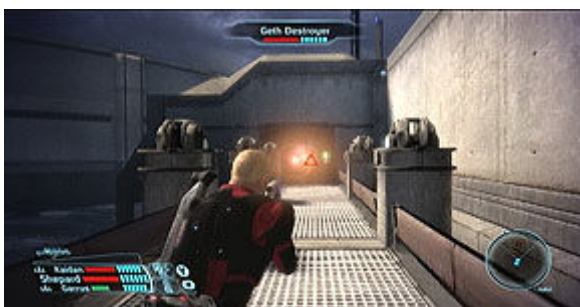


Virmire: Assault (Continued)

Part One	Part Two	Part Three	Part Four	Part Five	Part Six	Part Seven
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Are you completely and utterly floored? Well, you should be. The story just got a hell of a lot better (and that's saying something). With all of the new information you now have, it's time to now backtrack. Remember a few paragraphs ago, when we told you to "remember" a certain area, since you'll return there, being forced to take a new route? Well, it's time to remember that area. Head *all the way back* to where you met with the woman who gave you access to the Sovereign. She's gone now, but as you proceed forward through the room and back outside, you'll meet new enemy resistance guarding a new way through the Virmire Labs.



The mixture of Geth and Krogan enemies as you run forward down the new pathway open to you will be fierce, but it's nothing you can't handle. There's little to take cover behind, and the enemies are well-equipped, so all you must remember here is to keep your shields up, and to stay healthy in any way possible. Then, work on bursting through enemy after enemy as you head up the western side of the lab map (seen above).

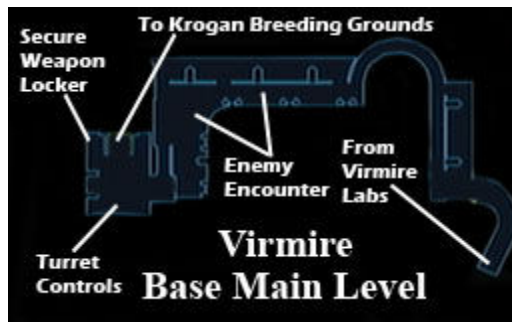
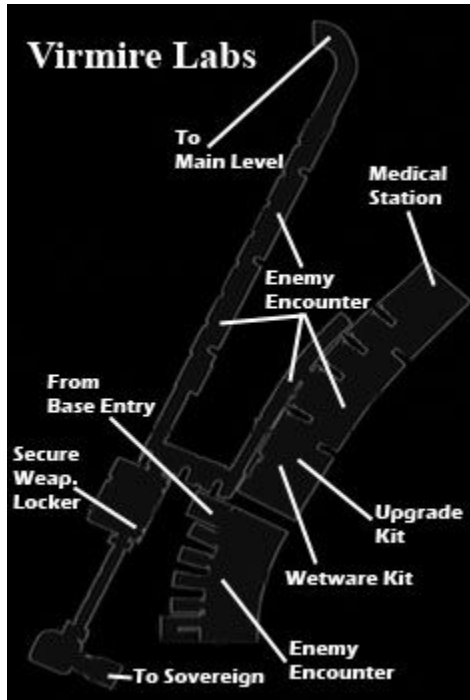


You'll eventually reach a new map (seen above) called the Virmire Base Main Level. Here, you can follow a fairly linear pathway, resting assured that you'll meet a couple of clusters of enemies en route, more powerful than most you've encountered thusfar. It's the turret controls at the end of the passageway that are of the utmost importance, however, because shutting down the AA turret will not only allow Joker to land the Normandy safely nearby, but it will also advance the story. Remember -- there's another team going after the other AA gun, and one of your party members is with them.

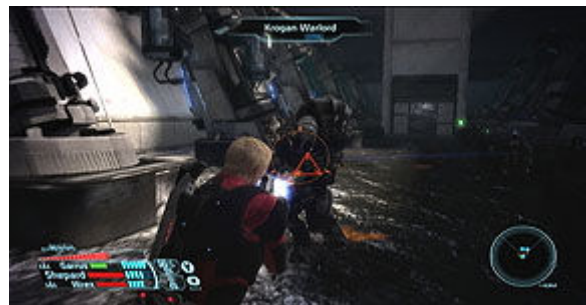
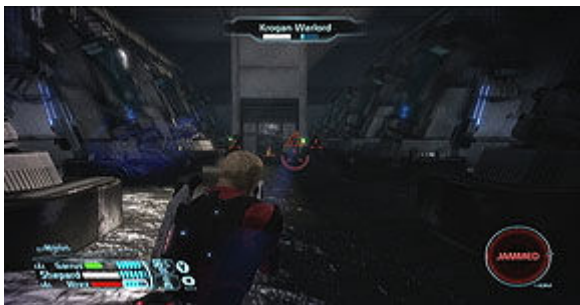


Virmire: Assault (Continued)

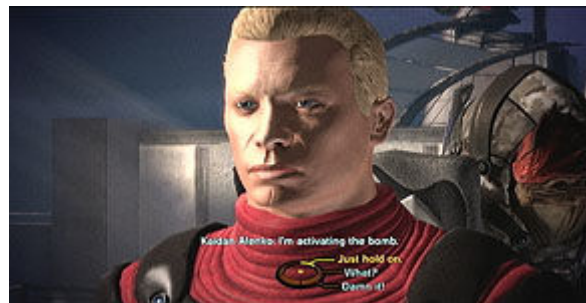
Part One	Part Two	Part Three	Part Four	Part Five	Part Six	Part Seven
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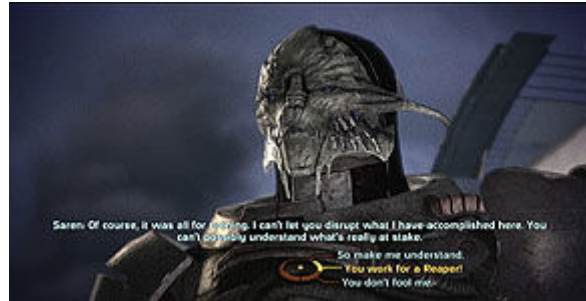
After hitting the controls, backtrack to the outside. You will see the Normandy landing overhead and automatically take place in a conversation where you'll have to make a decision, ultimately. **Do not read on if you don't want spoilers**, we're warning you now. Okay... still reading I see. Well, you need to decide if Ashley will die, or if Kaidan will die. We were playing as a Soldier during our playthrough and hence opted to keep Kaidan, since he compliments our party better than just another soldier. You'll need to reassess the situation according to your own needs. Basically, you can go storm the other AA tower yourself, saving the character you sent there, or simply go forward, only to turn around and head back to the ship's location to save your other character. We chose the latter (Kaidan), but if you advance forward, you're on your own. We don't cover it in our walkthrough.



The bomb is armed, and it's time to head back to the Normandy's location. When you arrive there, though, you'll find it crawling not with Krogans, but with Geth. These enemies, in such a wide-open space, should be no challenge for you to kill, but be sure to keep an eye on health and shields anyway, just to be on the safe side. When they are felled, it's time for another important cutscene.

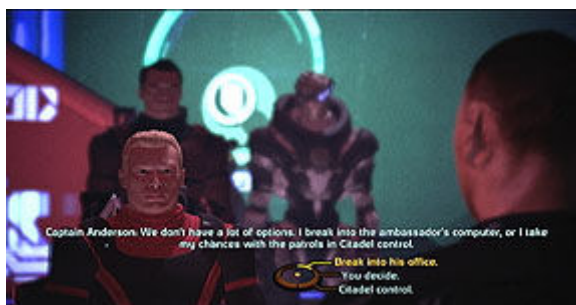


Pardon our vagueness at the end of the Virmire walkthrough here -- we just don't want to spoil what is, in fact, one of the most important sequences in the entire game. The last few paragraphs haven't given much information, but you'll be thankful when you experience it for yourself, because the story truly gets turned on its head. Regardless, the events on Virmire will end when you confront Saren in an actual battle. Worry not, though; this battle isn't even remotely difficult, and when he takes enough damage, he'll simply skip off to safety back on the Sovereign anyway. But with a whole new slew of information and a feeling that you're getting close to uncovering the secrets of the Protheans, Reapers, Sovereign, and of Saren himself, you'll head back to the Normandy, where a subsequent series of lengthy story-driven cutscenes will ensue.

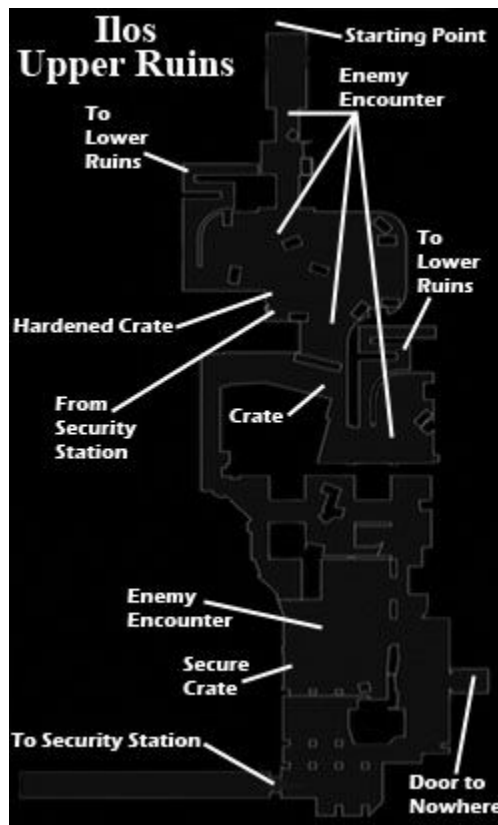


Race Against Time

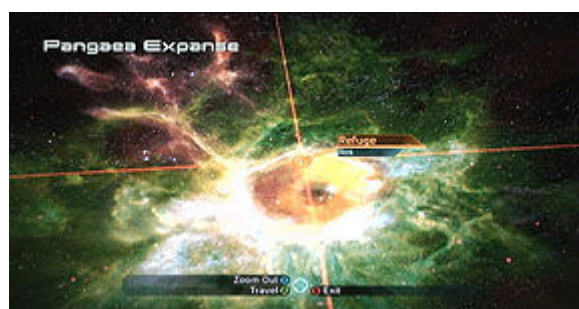
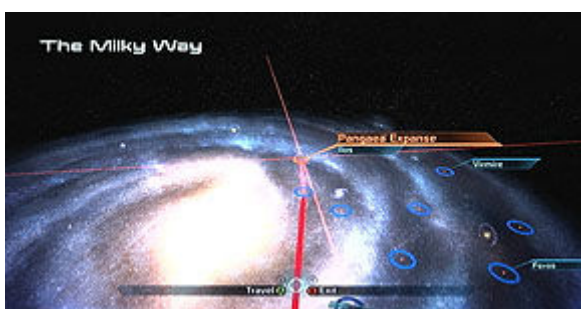
There's never been a time we've been so brief in the entire epic walkthrough for Mass Effect here at IGN Guides, but now is the time for brevity, even this late in the game. After some lengthy cutscenes that we won't discuss (so as to not ruin the game for you), you'll find yourself stranded on the Citadel. The Normandy can't leave, and other than a few side quests, there's nothing new to do here. You'll have to head to Flux (see the location on the map above) and speak with the renegade Captain Anderson. He's had enough, and he's willing to help you get the Normandy off of the Citadel, even if the council and the Ambassador don't want it. The upcoming cutscenes, after you finish speaking with him, are quite intriguing, so enjoy!



Ilos: Find the Conduit			
Part One	Part Two	Part Three	Part Four



Ready to head to Ilos and finish your quest for good? Well then, once in the Normandy, here's what you should do. Head to the Pangaea Expanse, which is only open to your exploration once you've taken off from Normandy via Captain Anderson's help. From there, head to the solar system known as Refuge. It's in this solar system that Ilos can be found, so land on the planet to begin this final mission. Watch the cutscenes (which you will have interaction in), and then get ready to go to work.



You start out in the Mako, but the Mako was really just a safe way to land on the planet for you and your team. Otherwise, you won't be able to do much with it whatsoever, so you might as well get out of it from the outset, and draw your weapons immediately thereafter. Enemies are near. While you can take out nearby enemies immediately with the Mako's powerful weapons, you might as well get out immediately. The Mako can barely be budged from its current position.



Take a look at our map above of the Ilos Upper Ruins. You'll want to head forward from the start point, where you'll almost immediately run into enemies sniping at you from close-up and afar. Take care of what you can as you head forward, keeping an eye on your radar as you move forward (though it will sometimes become jammed, letting you know *for sure* that enemies are nearby). As you continue to head south, the area will open up. You can find a **Hardened Crate** as well as a pathway to the Lower Ruins to the west. We'll get there eventually; but first, let's clear the Upper Ruins of all of its enemies.



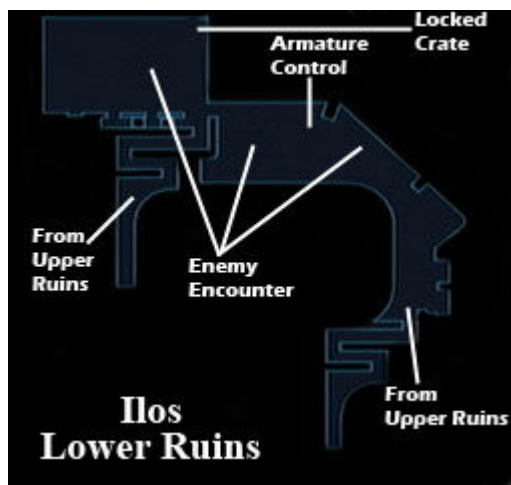
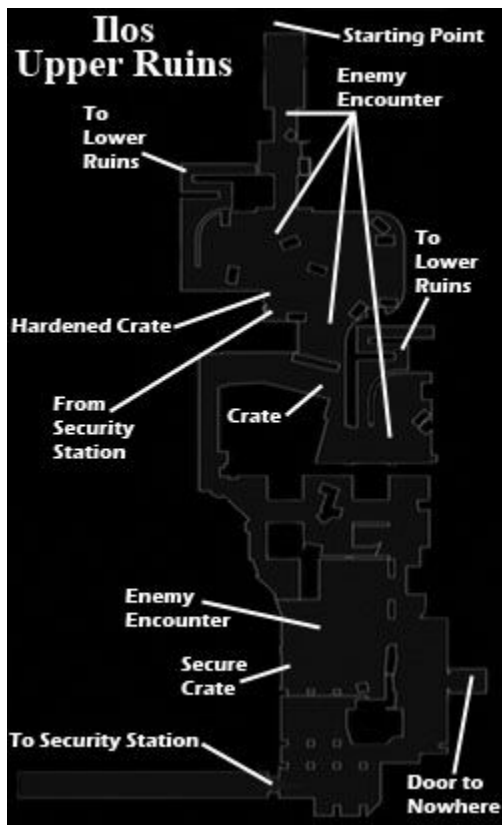
Ilos: Find the Conduit (Continued)

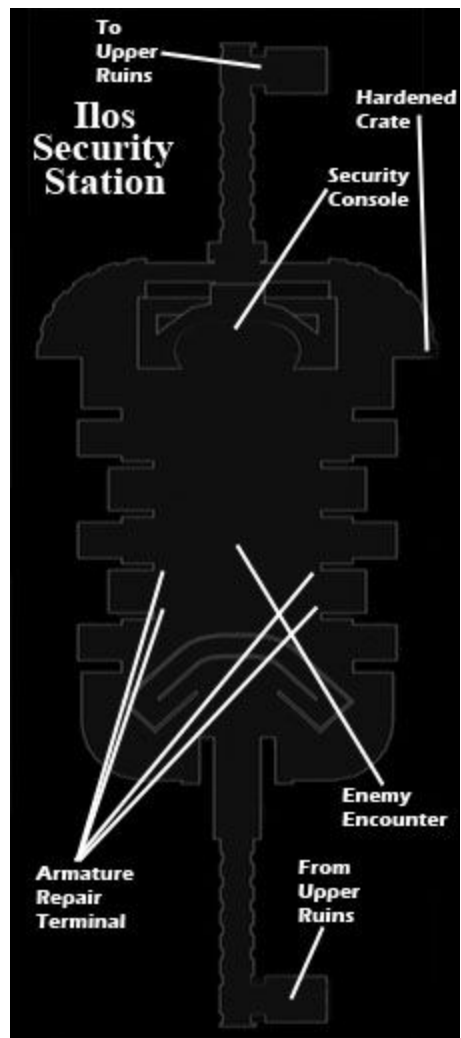
Part One

Part Two

Part Three

Part Four





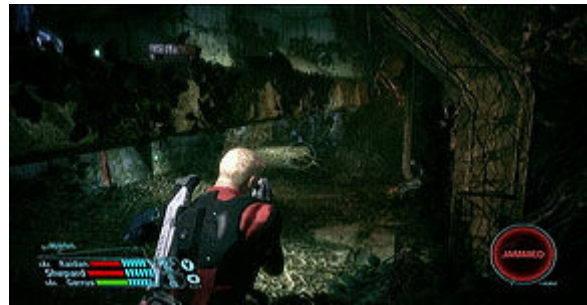
You'll run into a variety of enemies on the Upper Ruins as you run around, north-to-south. You'll run into at least four concentrated waves on the northern half, while things will calm down substantially on the southern half. Be especially wary of the more powerful Geth enemies that will force you to heal yourself, keep your shields up, and take cover from their powerful weapons (amongst which are rockets and missiles, which can eliminate you in one hit). When you approach the southernmost area, however, you'll run into one final wave of enemies that you can actually flank via the westernmost path heading into their area. From here, you can snipe away at them before they even knew what hit them, taking the nearby **Secure Crate** before continuing with your mission.



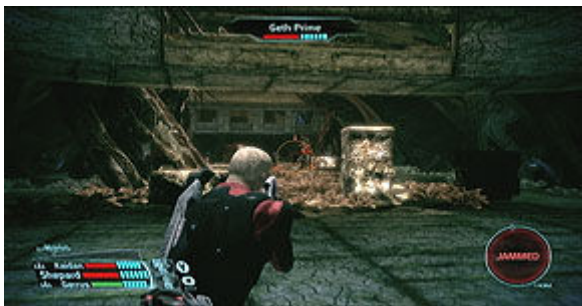
With the Upper Ruins cleared of enemies, you're now free to explore the Lower Ruins with relative immunity from enemies on the aforementioned map. Enemies *will* appear in the Lower Ruins, however, so be prepared. The maps show that there are two ways to breach the Lower Ruins from the Upper Ruins, but since we took you in a north-south direction, you'll likely want to take the southernmost route that you'll have to backtrack to. Again, just take a look at the map above. Once you're down there, you'll want to make your way towards the **Armature Control** in the center of the area.



Head towards the control, killing waves of enemies en route. If you're approaching from the south, the enemy resistance is relatively light before the control, as opposed to heading northward from there after the controls have been activated. Be sure to search the **Locked Crate** at the northern end of the Lower Ruins, and kill all enemies there before heading back to the Upper Ruins. Once back at the Upper Ruins, things should be quiet everywhere, with all enemies defeated. Head to the south end of the map.



At the southern end of the Upper Ruins, you'll find an elevator. Take this elevator down to the area below. This is the Ilos Security Center. As you run northward up the initial corridor, you'll be almost immediately attacked. The enemies here are extremely fierce, and they are aggressive, so take this area slowly. Make sure to keep yourself healed, keep your shields up, use immunity, and use unity if your team members fall. Every ounce of firepower will count towards your ultimate success here.



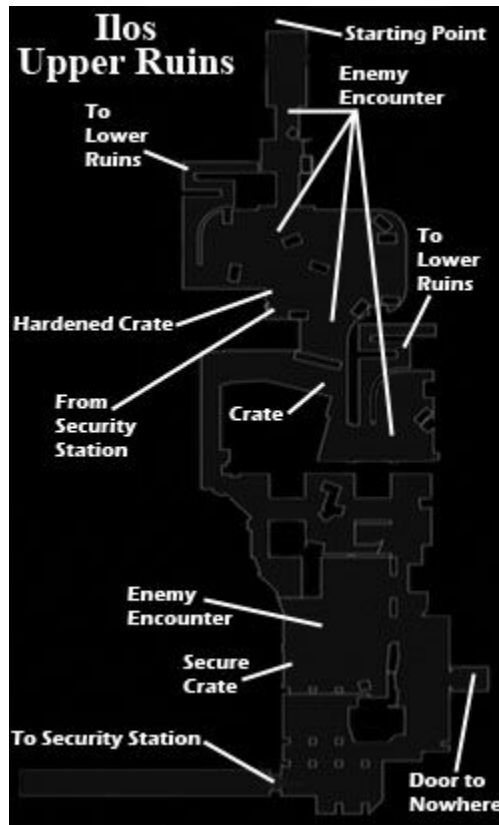
Ilos: Find the Conduit (Continued)

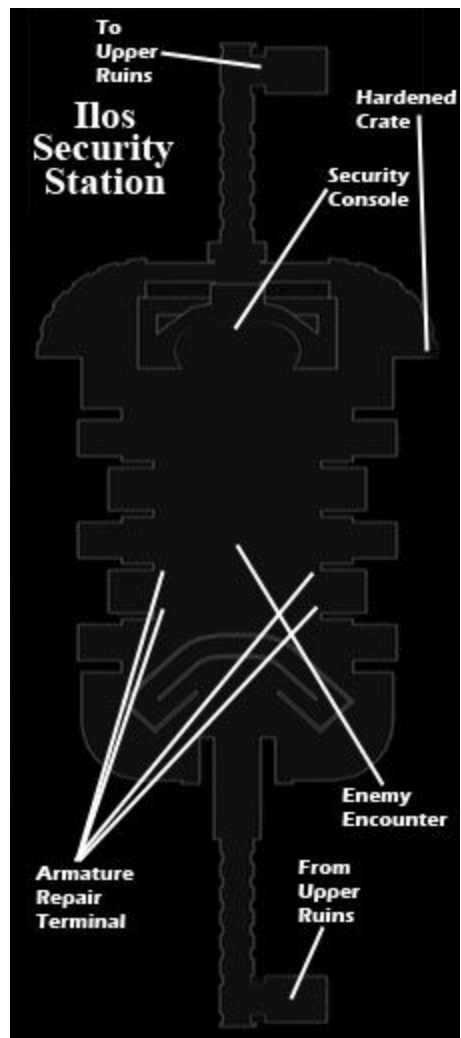
Part One

Part Two

Part Three

Part Four

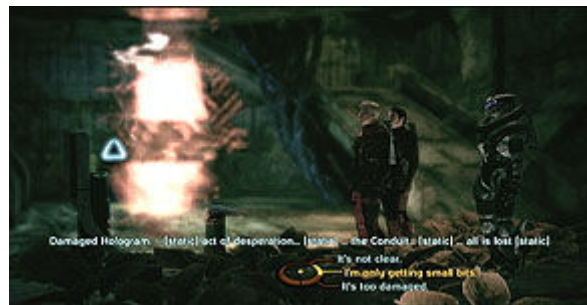




Take a look at your radar and be sure you've cleared the entirety of the enemy threat in the area before proceeding into the middle of the wide open room, where proper cover and places to run are at a bare minimum. It's here that, as the map above shows, you'll encounter four mysterious computer terminals called **Armature Repair Terminals**. These would have been great during the battle that just ensued, but if you have no more enemies to take care of here, these are more of a novelty. Armatures are called forward to help you fight if you activate any of the terminals (activating all four will give you four of them), but if there are no enemies, they just stand there. C'est la vie.



Run to the north end of the Security Console. Grab the **Hardened Crate's** contents on your right before ascending the winding corridors that will lead you up to an area overlooking the entire room. Here, you'll find something else of great interest -- a Security Terminal. Watch the ensuing cutscene, interacting as you can. It appears the Protheans have left even more clues in their ancient ruins of what happened to them. And while your party members can't understand their language, Shepard, mysteriously, is able to. With all of this new information, make way to the far north end of the map, where an elevator can be found. This elevator will lead you back to the Upper Ruins.



Once you're back in the Upper Ruins, run northward to where you began the area. Here, you'll find the Mako. Jump into the Mako and maneuver it ever-so-subtly so that it faces north. The gate that was once closed there (where Saren earlier made his escape) is now open, since we examined and turned on the security terminal at the Security Station. With this new area to explore, it's time to drive northward. But this time, we have the protection and firepower the Mako provides.



We won't give you a map of the corridor you're going to drive through. There's really no reason to, because it's one huge straight line with next-to-no enemies on it whatsoever. What you *will* experience, however, is the strange gravity of Ilos. The Mako simply won't drive well (perhaps the gravity is a programmer's way to make sure you don't book it down an otherwise straight pathway), so take it slow, steer the best you can, and get ready for an enemy encounter at the end of the passageway, when you run into a white-colored barrier you can't yet pass. Take out the enemies, who are helpless when Mako's guns are trained on them, and keep on firing until they're no more.



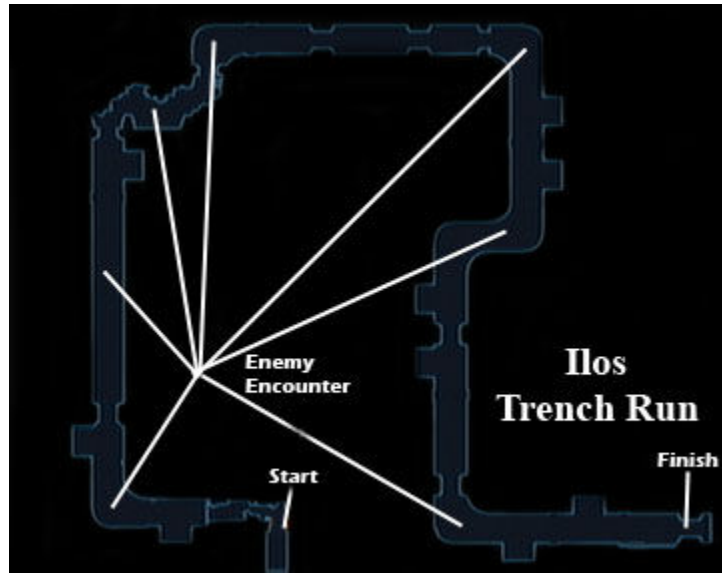
Ilos: Find the Conduit (Continued)

Part One

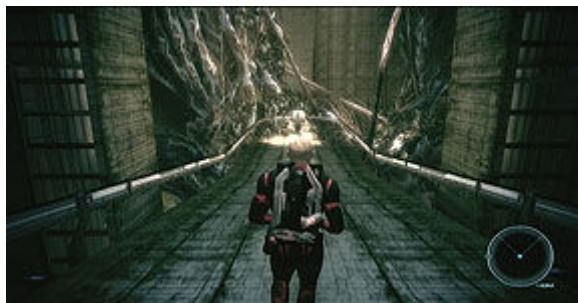
Part Two

Part Three

Part Four



When the enemies are defeated and you can't continue northward up the passage anymore (due to the aforementioned white-colored barrier), get out of the vehicle and take a look around. If you're facing the barrier, look to your right to find a discrete doorway that leads to a small corridor (after you take an elevator ride, of course). Run down the linear pathway to a computer terminal, and let the games begin.



The cutscene that ensues is, by far, the best cutscene in the game up to this point. The story once more gets turned on its head, as you learn more than you could imagine about the Protheans, the Reapers, and the situation at hand in regards to the Reaper's motives and techniques. It appears things are much more dire than they seemed (as if that was possible), which will force you to act quickly. Pick the VI's "brain" about everything you can, and then book it back to the Mako. It's time to act.



Once you're back in the Mako, you'll notice that speaking with the VI before has lowered the barrier that was here earlier. So, you'll be able to drive forward onto a new map (as seen above), though you should again be weary of the gravity issues. You can't drive too fast, or you'll lose control of the Mako. Hell, even if you *don't* drive too fast, you'll probably *still* lose control of the Mako. Them's the breaks!



As the map above shows, the drive is completely linear, though it is littered with enemies all over the place. A lot of these enemies pack a powerful punch, and while they won't be able to stand up to the Mako, over time they can damage it enough where you may need to use Omni-Gels on it to repair it. Just take your time, take cover, and dodge whatever enemy missiles and rockets you can to keep damage to a minimum. Eventually, you'll get to the second map above, which is a straight drive towards the conduit. From the time you spot the conduit, you have forty seconds to get to it, so you have to be quick. Ignore the enemies around you and drive towards it. It's this part, though, that necessitates the Mako has taken as little damage as possible up to this point, because it *will* take a beating as you drive by enemies, heading towards the conduit.



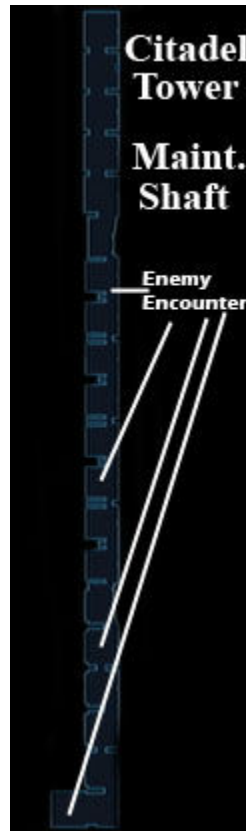
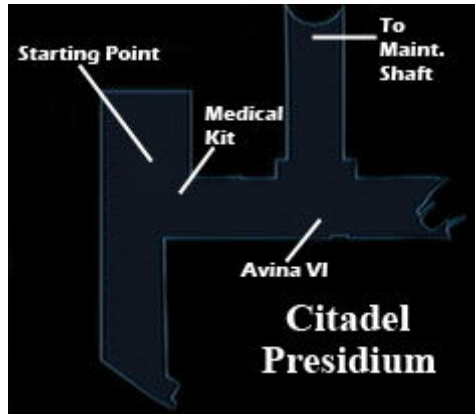
Race Against Time: Final Battle

Part One

Part Two

Part Three

Part Four



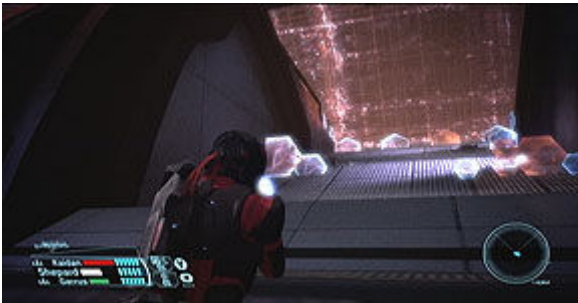
After a glamorous cutscene, you'll be thrust back into the action, this time on the Citadel. The Citadel is under attack by the Reapers, and most of it is destroyed (or in the process of being destroyed). Run forward from your current location and approach the damaged Avina VI unit. As you do, some weak Geth enemies will pop out. Kill them, and then speak to the VI to learn as much as you can (it's kind of cool how "broken" the programmers made it, no?) Then, run to the elevator, where another cutscene will ensue.



After the cutscene has concluded, you'll find yourself in the maintenance tunnel of the Citadel, a place you've never seen before. Remember -- much of the Citadel is unknown even to the people most intimately involved in it, so all of these areas will be new to you (hence the new maps accompanying the text!) The corridor is completely straight (other than some dips and debris hills to traverse), but rest assured, there's plenty of enemies waiting to take you out.



The Geth enemies here vary in strength and number, but they are all fairly aggressive and well-armed. Many of them will be toting not regular firearms but the Geth trademark rocket and missile launchers that can wreak devastation on an unprepared, uncovered party. There's little cover to use here, but do the best you can. As you reach the final ramp at the southern end of the map, begin climbing, destroying the Geth enemies and their shields as you go. Then, when the ground levels out, turn 360 degrees and kill all enemies in sight. Then, take a breather before heading onto the next area, which takes you through the Citadel Tower's exhaust plain.



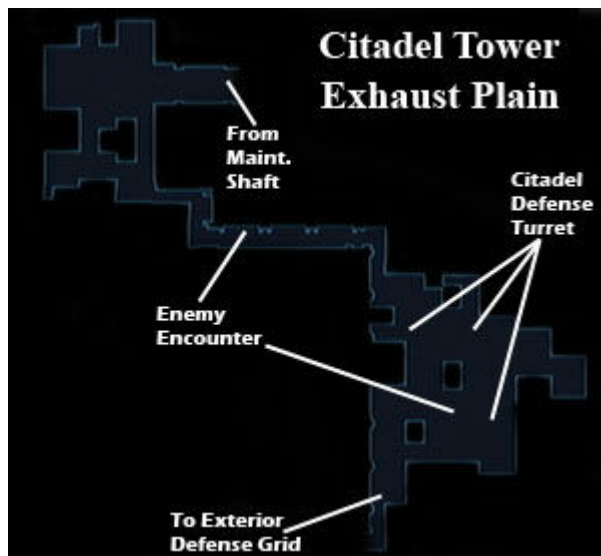
Race Against Time: Final Battle (Continued)

Part One

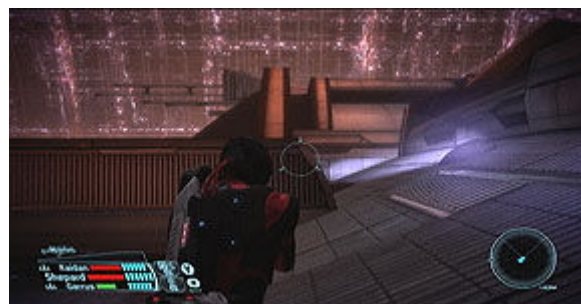
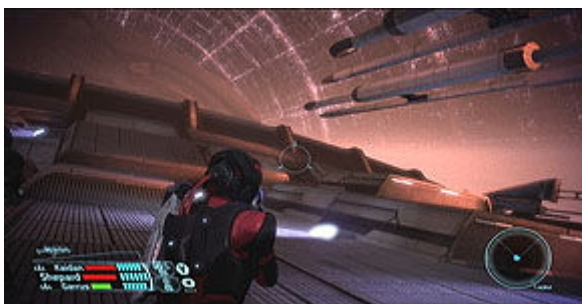
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Part Three

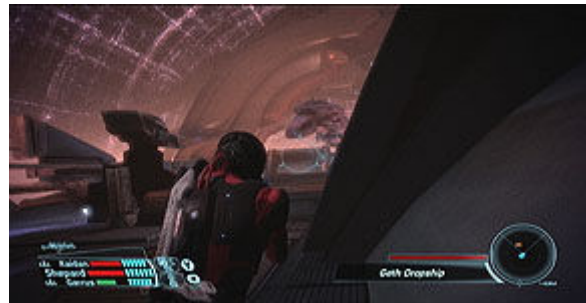
Part Four



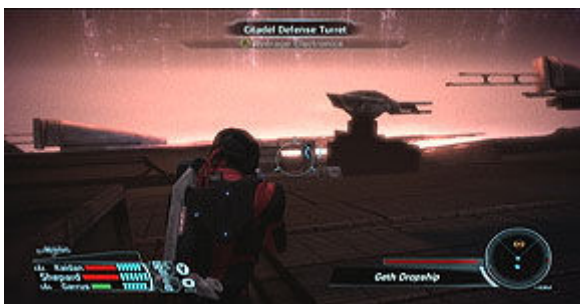
Traversing this new area, the exhaust plain, can be a little bit confusing simply because of the weird alignment of what you're stepping on. The gravity of the Citadel itself will keep you strapped to it no matter what, but you'll be running over various plains that you would assume would otherwise cause you fall. It isn't the case here, however. So, get your bearings in the early going, because there are no enemies to deal with immediately.



That will all change as you approach the first bridge, however. Krogan and Geth alike will be coming at you from here, and they want to eliminate you before you go any further. Take them out from afar, dodging their projectiles as best you can. As always, keep an eye on your radar to make sure you have a location on all nearby enemies, and of course, keep your shields up, immunity on, and your party as a whole as healthy as possible.



When you reach the southern end of the map, things get interesting. A Geth ship will appear in front of you, firing on you and your party and dropping Geth enemies that will frustrate your advance. How do you take the ship out? Well, you have to activate the three Citadel Defense Turrets in the area. Make sure to activate all three, as this will make this part as easy and quick as it could possibly be. As the turrets slowly chip away at the ship's "health" meter (you can see it on-screen), you can deal with the Geth the ship drops. When the ship is finally destroyed, you can then advance into the next area, the Exterior Defense Grid. We're almost to Saren!



The bridge at the north end of the map will show you that you will almost immediately be assailed by powerful enemies, Krogan and Geth alike. They're aggressive (as all enemies seem to be here at the end of the game), so take them out from afar before they get too close to you and your party, where they'll be able to do some massive amounts of damage.



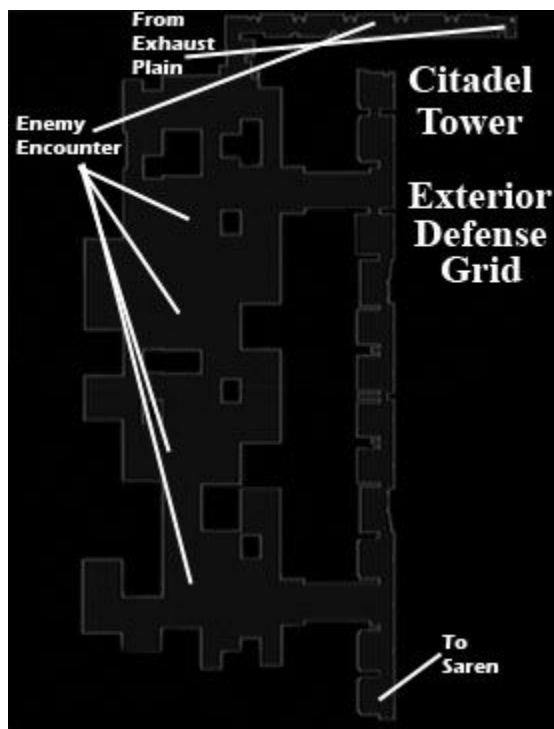
Race Against Time: Final Battle (Continued)

Part One

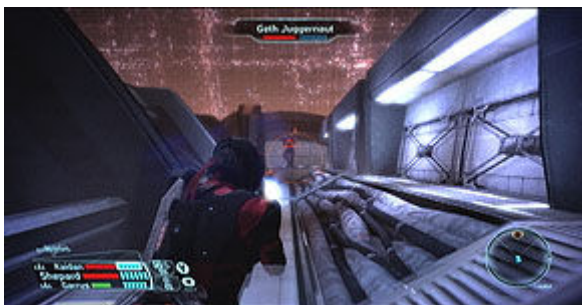
Part Two

Part Three

Part Four



This is it -- we're almost there. This wide expanse is manned not only by an outrageous number of Geth and Krogan soldiers, but also a number of gun and missile turrets. This battle is, by far, the hardest in the game, even harder than the upcoming final battle(s) that you'll soon be dealing with. It's of the utmost importance here, more than ever and at any other time, that you keep an extremely close eye on your health and the health of your party. Keep your shields up, take good cover, and take your time.



The biggest challenge here, of course, are the missile launchers and gun turrets. They can track you down and hit you from far away, long before you can lock onto them to return any damage. What's more, they do massive amounts of damage to you. If you don't have full shields when a missile hits you, you might die immediately. Because of that, we can't stress enough to keep your shields up, and supplement your shields with immunity if you can.



When you've finally worked your way through this violent area, you're almost home free. Whatever remaining enemies should be picked off (just keep an eye on that radar), and make the gun turrets and missile launchers your primary target, of course, since they can deal the most damage. It's strange that the very strong and the very weak are mixed up so much in this final area, but regardless, that's what it is. At the top of the area, head west down the ramp (covered in Geth shields, which you can destroy or bypass), and then go to the hatch at the end of the thin corridor, which will lead you to the Citadel Tower.



No map of the Citadel Tower is really necessary, because you've been here so many times before. Weak Geth enemies will be everywhere as you head to the north, so take them out as you go forward. Keep an eye on your radar to make sure no enemies are flanking you, though this shouldn't be a problem simply because they are so weak, and your party will automatically take care of any strays as you head forward. And, as you head forward, the epic beginning of the end ensues.



Race Against Time: Final Battle (Continued)

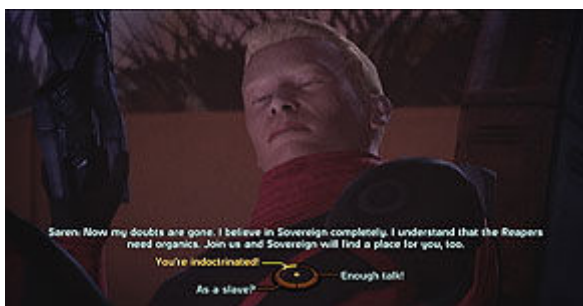
Part One

Part Two

Part Three

Part Four

You'll meet Saren here, and while there's a possibility you'll fight him briefly here, you shouldn't worry, because chances are you won't be fighting him at all. Instead, you'll get to speak with him, and can actually persuade him that what he's doing is wrong (though the ultimate end to Saren may surprise you regardless). If you do end up fighting him, stress not -- it's not even his final form. But if you end up convincing him that the fight is unnecessary, don't get too comfortable, because after epic amounts of cutscenes (that require you to make quite a few decisions), you'll have to fight Saren's final form. Keep in mind that no matter what, this fight will occur.



Saren's final form, thankfully, is somewhat of a pushover. He's not the traditional badass final boss that will kill you a couple of times. This is a fight that's more symbolic than truly difficult. He fights like a mixture of a ground-based Geth with one of those Geth enemies that jump all over the place, on walls and ceilings. Except he has a lot more firepower, strong shields, and plenty of health.



We were lucky enough to have an assault rifle that was so-equipped that we could fire it continuously, with its upgrades, so that it would never overheat. This gave us a great edge, but many of you won't have access to such an assault rifle and will have to fight him differently. Since the battle is so fast moving, the best bet is to keep an eye on your radar to orient yourself to Saren's location (he moves too fast to watch at times), and keep on firing. Also, keep your team healthy so that they can be fodder for his attacks and add some supplemental fire to the storm.

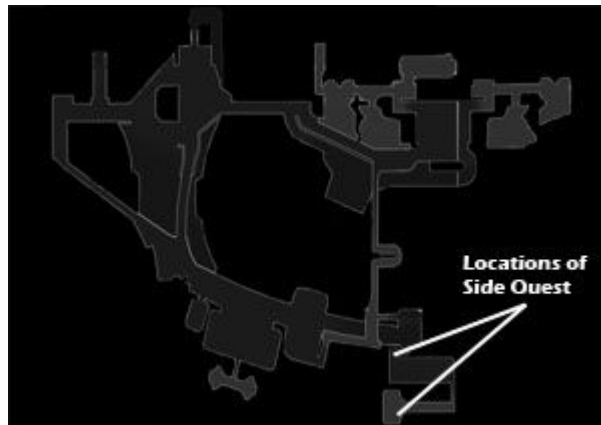


Mass Effect Side Quests

This section of the guide, using links below, covers the game's side quests. You can find the name of any given side quest once you've encountered it in the Assignments section of your Journal. They are listed in alphabetical order below.

- [Citadel: Asari Consort](#)
- [Citadel: Doctor Michel](#)
- [Citadel: Family Matter](#)
- [Citadel: Homecoming](#)
- [Citadel: Jahleed's Fears](#)
- [Citadel: Negotiator's Request](#)
- [Citadel: Old, Unhappy, Far-Off Things](#)
- [Citadel: Our Own Worst Enemy](#)
- [Citadel: Planting A Bug](#)
- [Citadel: Presidium Prophet](#)
- [Citadel: Reporter's Request](#)
- [Citadel: Rita's Sister](#)
- [Citadel: Scan the Keepers](#)
- [Citadel: Schells the Gambler](#)
- [Citadel: Signal Tracking](#)
- [Citadel: The Fan](#)
- [Citadel: The Fourth Estate](#)
- [Citadel: Xeltan's Complaint](#)
- [Feros: Geth in the Tunnels](#)
- [Feros: Power Cells](#)
- [Feros: Varren Meat](#)
- [Feros: Water Restoration](#)
- [Garrus: Find Dr. Saleon](#)
- [Noveria: Espionage](#)
- [Noveria: Smuggling](#)
- [Tali: Pilgrimage](#)
- [UNC: Asari Diplomacy](#)
- [UNC: Asari Writings](#)
- [UNC: Besieged Base](#)
- [UNC: Cerberus](#)
- [UNC: Colony of the Dead](#) (known originally as "Investigate Samples")
- [UNC: Dead Scientist](#) (known originally as "Doctor at Risk")
- [UNC: Depot Sigma-23](#)
- [UNC: Derelict Freighter](#)
- [UNC: Distress Call](#) (known originally as "Distress Call")
- [UNC: Espionage Probe](#) (known originally as "Investigate Shipments")
- [UNC: ExoGeni Facility](#) (known originally as "Investigate Facility")
- [UNC: Geth Incursions](#)
- [UNC: Hades' Dog](#)
- [UNC: Hostage](#)
- [UNC: Hostile Takeover](#)
- [UNC: Listening Post Alpha](#)
- [UNC: Listening Post Theta](#)
- [UNC: Locate the Signs of Battle](#)
- [UNC: Lost Freighter](#)
- [UNC: Lost Module](#)
- [UNC: Major Kyle](#) (known originally as "Strange Transmission")
- [UNC: Missing Marines](#)
- [UNC: Missing Survey Team](#)
- [UNC: Privateers](#)
- [UNC: Prothean Data Discs](#)
- [UNC: Rogue VI](#)
- [UNC: Turian Insignias](#)
- [UNC: Valuable Minerals](#)
- [Virmire: Assisting Kirrahe's Team](#) (linked directly to walkthrough)
- [Virmire: The Genophage](#)
- [Wrex: Family Armor](#)

Citadel: Asari Consort



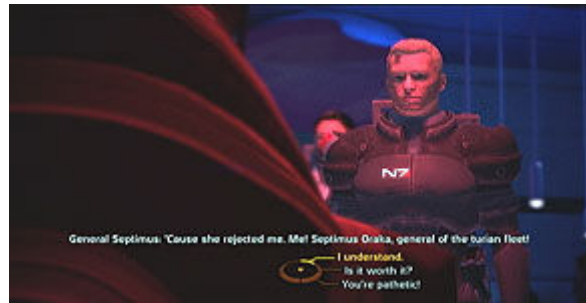
Use the map above to make your way to the Asari Consort, where a side quest can be uncovered. To reach the consort, however, you'll have to first speak to her assistant (hence the dual "locations" of the side quest on the map). Talk to her at length to learn as much as you can -- when the conversation begins to wind down, the consort will tell her assistant that she wishes to see you, regardless of the usual several month wait that is required to visit her.



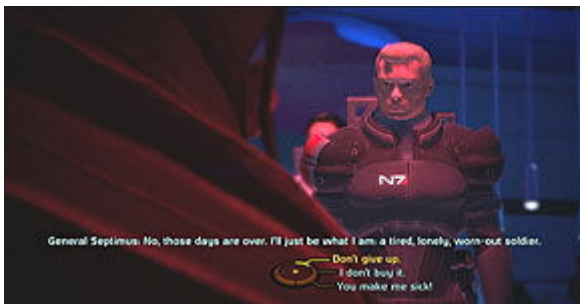
Head through her building to the very end, where you can reach a second floor, and the location of the consort. Not surprisingly, she has ulterior motives for the immediate visit. She wants you to go to Chora's Den in the Wards and visit a friend of hers, a military general. This general, disenchanted with his rebuffed advances, has been spreading lies and rumors about her. It's up to you to put an end to the chatter and put this matter to rest.



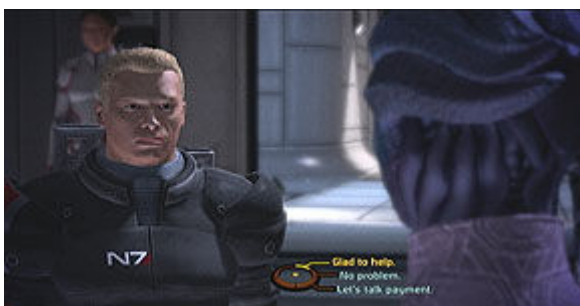
Accept your quest and make your way out of the consort's chambers. Once back on the Presidium, make your way to the closest rapid transport device, and head to Chora's Den directly (you should have done this multiple times in the main quest by now, so you'll be fine finding your way around). It's here that you can find the general in question, General Septimus. Begin speaking with him to get things moving.



As usual, you can act however you want towards him. When we encountered him, we took the high road (as we were playing as a True Paragon), but you can do whatever you'd like. You'll generally want to be respectful, though you can convince him one way or another that spreading lies about someone isn't something that's too general-like. He'll eventually agree, and you'll be sent back to speak with the consort, but not before the general offers you another, unrelated side-quest. See "Citadel: Xeltan's Complaint" for more on that.



Now, backtrack out of the Wards, back to the Presidium, and back to the consort's chamber. You can wrap up the side quest simply by speaking with her. There are a number of ways to make it end, but you can gain **+2 Paragon Points** by finishing out the conversation using some of our suggestions in the screens below.



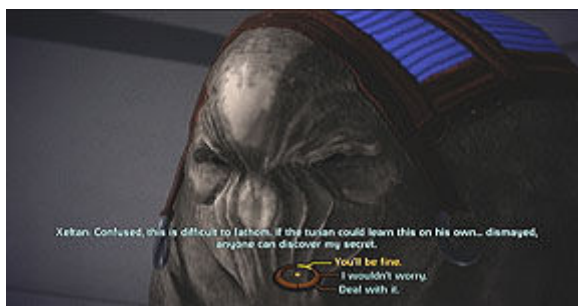
Citadel: Xeltan's Complaint



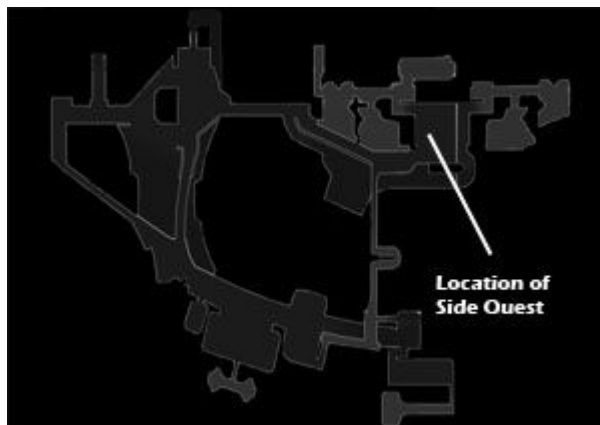
Strangely enough, this side quest begins during another side quest, the one known as **Citadel: Asari Consort**. If you choose to accept the mission when speaking with General Septimus on the consort's behalf, then let the games begin. After speaking with Septimus, you must head to the Presidium. At the northeast corner of the Presidium, you will find the embassies, where Xeltan is located.



Don't be fooled by Xeltan's strange, slow speech. He's a keen guy, but you can easily convince him that it wasn't the Asari that gave away his secrets, but rather the General himself. After he sees the evidence that General Septimus gave to you, it won't take long for him to believe you and head off to see the consort himself. What's more, if use some of the choices outlined in the screens below, you might even be lucky enough to score **+2 Paragon Points**. Go you!



Citadel: Homecoming



Homecoming is a simplistic little adventure that will make a widowed man very, very happy. You can find this guy, a man named Samesh, near the embassies at the northeast corner of the Citadel Presidium. Once you speak with him, his want will become clear to you. His wife died on Eden Prime, and all he wants to do is give her a proper burial. But for some reason, the Alliance won't give him her body. Being in the position that you are, you can certainly help this man.



You'll need to speak with a clerk named Bosker who works for the Alliance. He can be found in the embassy area. Just go left from where Samesh is, through a door, left again, and through another door. He'll be standing in this room near the entrance. Speak with him and rationalize with him. We were playing Paragon when we encountered him, and by taking the high road, we scored an amazing **+8 Paragon Points**. You could, of course, take the Renegade route if you so desire. Either way, after convincing him to release the body (even though he had a sound reason why he was doing so), go back and tell Samesh of your success. The short side quest will then come to an end.



Citadel: Scan the Keepers

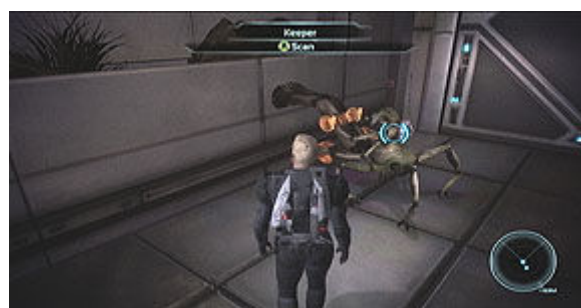
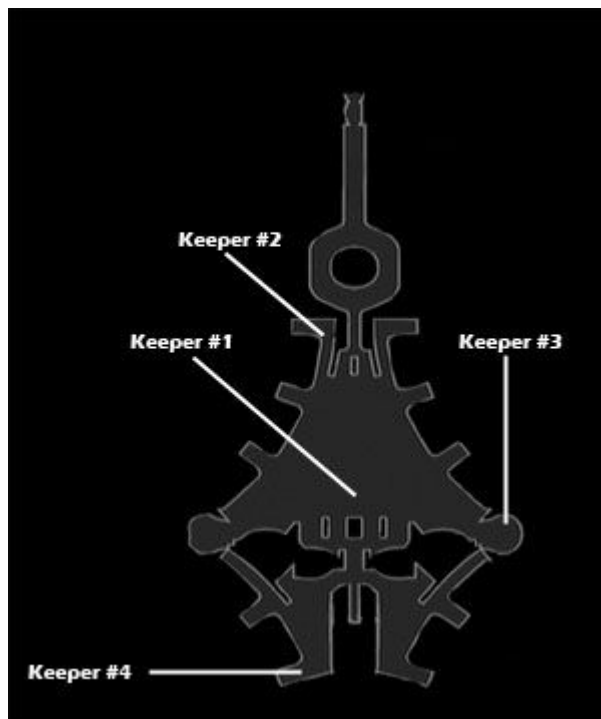
Part One

Part Two

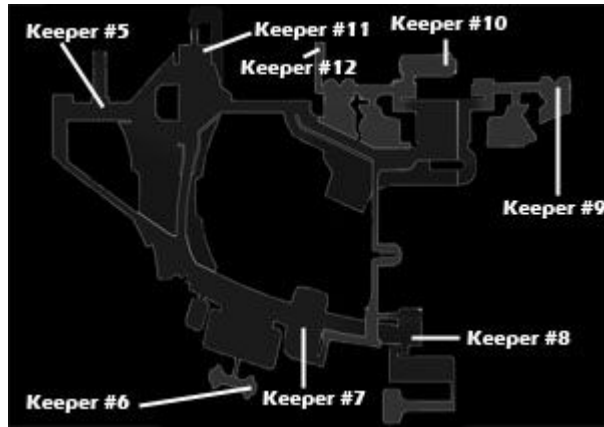
Head to the Citadel Tower. You likely would have encountered the following earlier in the game, but you can begin the side quest at just about any time. A creature named Chorban is busy examining the weird mechanical devices known as Keepers at the location outlined in the map above. By speaking with him, you can learn more about what he's doing and agree to undertake a side quest helping him scan the Keepers around the Citadel with a special device he's created. They can be a pain to find, but the maps below will help you.

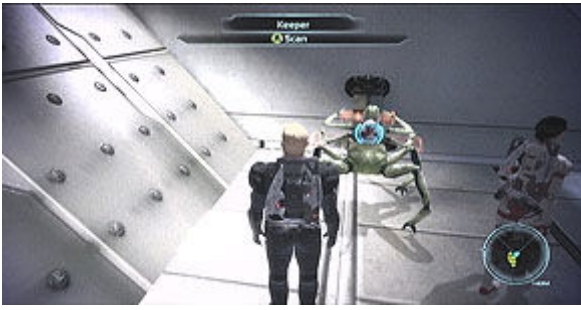


Citadel Tower...

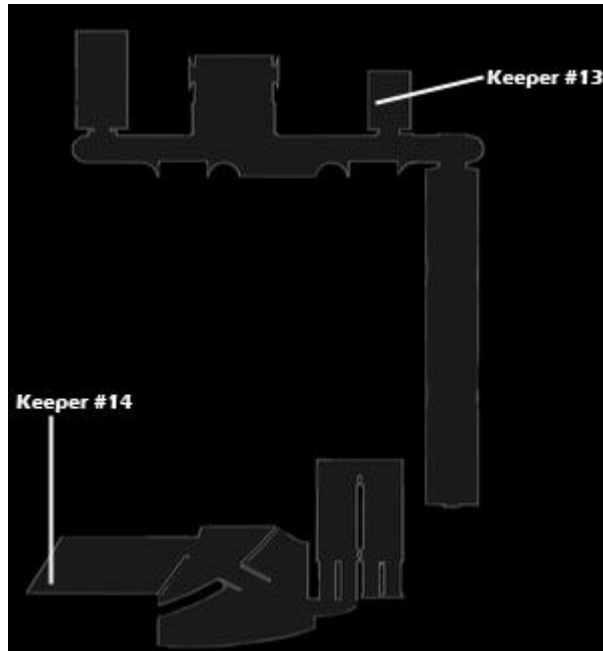


Presidium...





Flux and Wards Access...

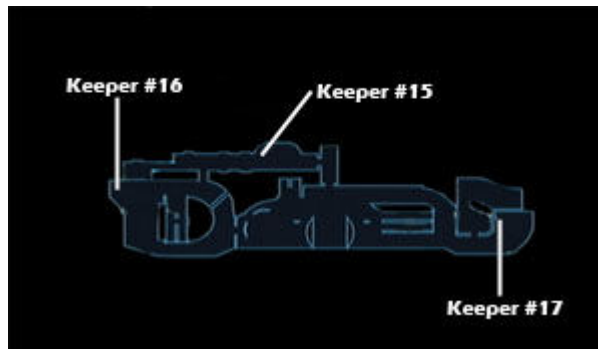


Citadel: Scan the Keepers (Continued)

Part One

Part Two

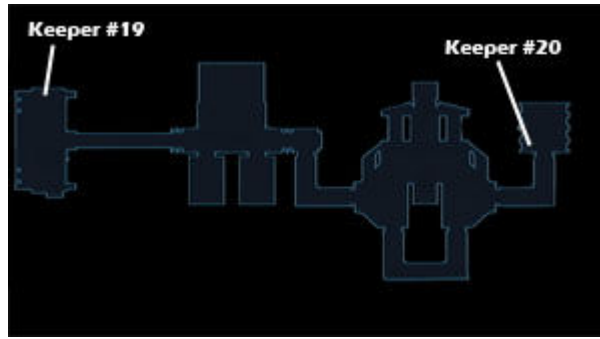
Upper Wards...



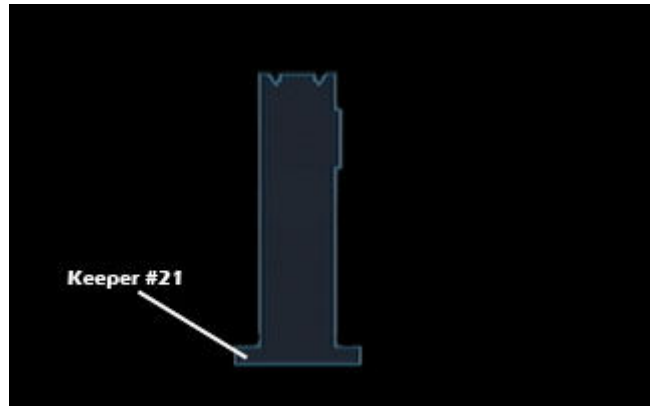
Lower Wards...



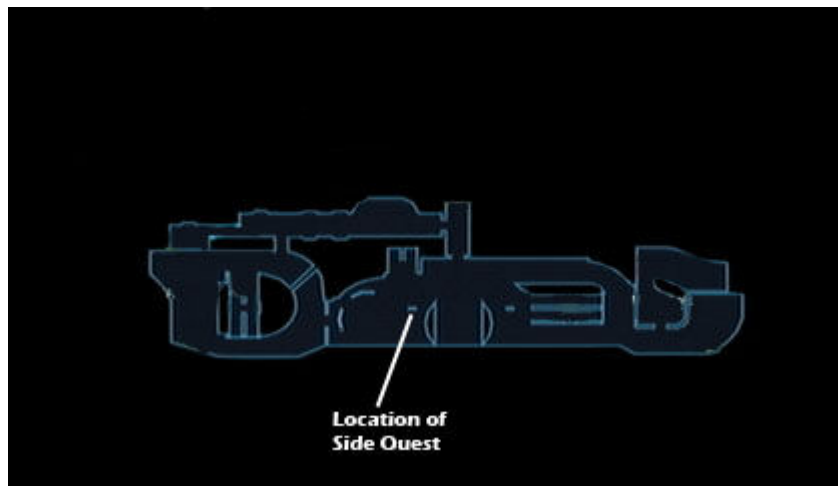
C-Sec...



Docking Bay...



Citadel: Reporter's Request



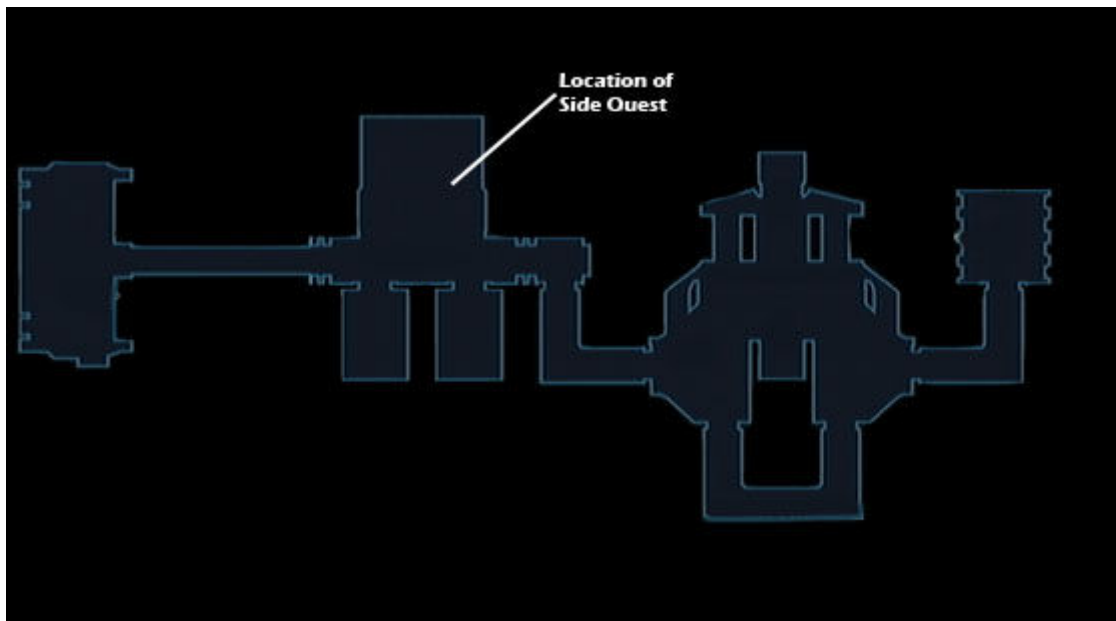
This side quest can be started in a few ways. The way we did it during our True Paragon run through the game was by heading to Chora's Den *after* the fiasco with Fist on the main quest had already gone down. Here, you can find an **Optical Storage Disc** in Fist's office. Grab it, and then leave Chora's Den and head to the Upper Wards. This is where a reporter, Emily Wong, can be found. Keep in mind that you may have to speak with her first, then go grab the disc, and then return, depending on how you're playing the game and when you first encountered her. If you head to the Upper Wards and you can't find her, then you know you have to go to Chora's Den to grab the disc first.



When you finally run into and encounter Emily Wong with the disc in hand, you can hand them off to her rather easily. You *could* try to hold off to get more money and experience out of her, but that's really up to you. Either way, once the discs and information on Fist are handed over to her, this short, simplistic side quest is finished.



Citadel: Jahleed's Fears



Head to C-Sec, to the location shown in the map above. Here, you will meet an interesting and skittish creature named Jahleed... and boy is he scared. He has a connection to a creature you may or may not have already dealt with, a creature named Chorban. If that name is familiar, and it probably is, it's because you've already done the "Scan the Keepers" side quest. Chorban asked you to scan the keepers, and Jahleed was his partner. Now, he's scared for his life and asks you to go speak with his former friend. Accept his request.



You can find Chorbán not in his previous location in the Tower, but rather in the Lower Wards. He'll be standing on the lower of two floors in the market on the east side of the main part of the Lower Wards. He'll be with an armed escort, but chances are, if you've already met Chorbán and began scanning for him, they won't attack. In fact, they'll be immediately dismissed from the area as you speak with him.



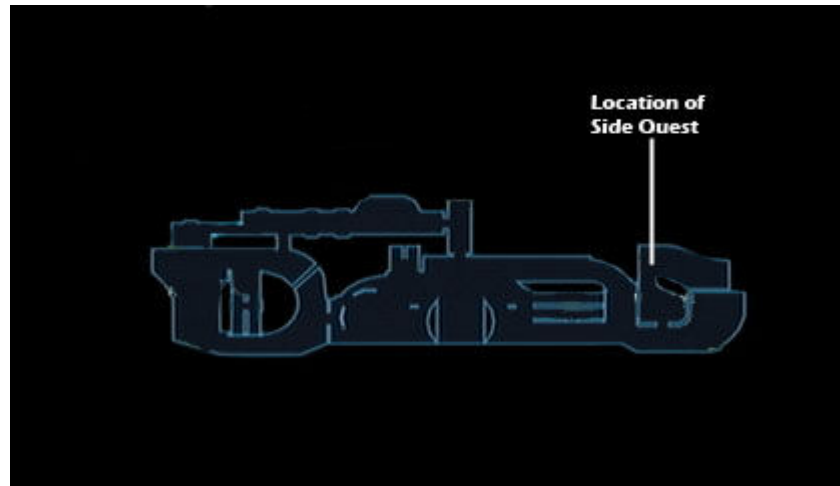
It's at this point that you can take the hard line with him. You'll want to play this out differently depending on if you're going for Paragon or Renegade points. We were playing Paragon when we encountered this mission, and as a result, we declined Chorbán's offer to keep scanning Keepers for him (even though we had already scanned all twenty-one of them!) This netted us **+8 Paragon Points**. After speaking with him, you can then head back to find Jahleed.



Jahleed will be back at C-Sec in the same place you left him. Confront him on how he lied to you about the nature of the data and about Chorbán's role in their feud. From here, you'll be given several options, albeit obvious ones. Essentially, how you answer questions, especially after the C-Sec officer interjects into your conversation, will allow Jahleed to be arrested for his deeds or set free. Whatever happens to him is your decision, but remember... your Paragon or Renegade status will be affected as a result.



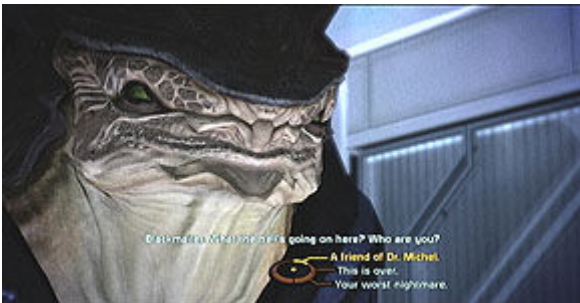
Citadel: Dr. Michel



You probably remember Doctor Michel, as she not only sells medicinal supplies, but also plays a pivotal role in some main story events that take place when you arrive at the Citadel. Anytime after you've encountered her during the main quest, you can speak with her again. You'll learn that she's being extorted, running supplies to a merchant in the Lower Wards in order to avoid a "secret" of hers getting out. Naturally, it's up to you to solve her problem for her, but be weary, since you'll have plenty of choices to make upcoming.



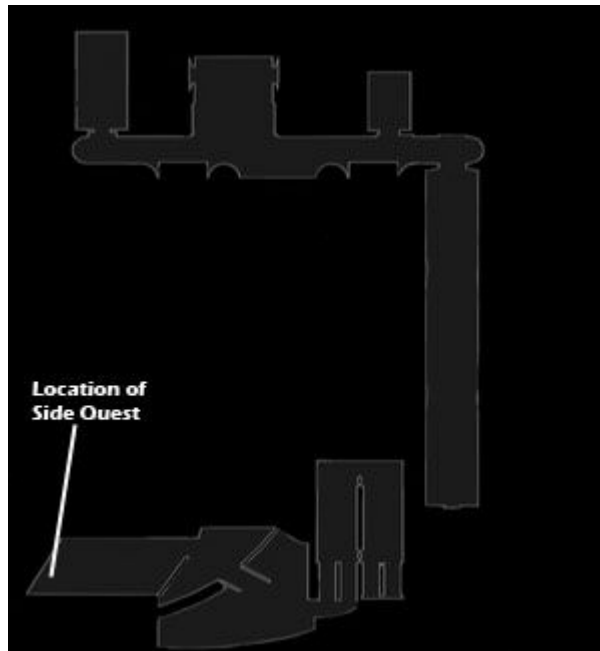
After accepting the quest from her, grab the medical supplies and run them to the Lower Wards yourself. You'll find a merchant named Morlan behind a counter on the lower levels of shops there. Speak with him, and another creature approaches. *This* is the guy with the information. Depending on where you stand, you'll be able to convince him to stop what he's doing, or, if push comes to shove, you'll simply have to kill him. When he's downed (he'll take little damage before being slain, if you're forced to fight him at all), speak with Morlan again. He seems as relieved as Dr. Michel is going to be. Speaking of which, you should head back to tell her the good news.



When you arrive, she'll be incredibly thankful. Not only will this simplistic and short side quest then come to an end, but Dr. Michel also offers you a permanent discount on goods in her store. And as you'll find out when you go to purchase more items from her later on, she's true to her word.



Citadel: Signal Tracking



Signal Tracking will pit you not against a human or another creature, but rather an AI program that is funneling money from the gambling casino at Flux into a private bank account. In order to begin this mission, head to the location at Flux shown in the map above. You'll find a "suspicious" gambling device here that, once examined, will reveal itself to be something worth investigating. From here, all you have to do is follow the cues on your in-game map in order to know where to go next.



The first place you need to head to is the Wards Access, which can be easily done by way of the Citadel Rapid Transit. Once down there, take a look at your map, looking for the exclamation point in a room at the north end. You'll want to examine the electronic device on the wall to find out where to look next. You'll need to head up to the Presidium in order to continue your investigation thereafter, going to Barla Von's in the Financial District (you should remember him from the main quest). Investigate the large computer terminal behind his desk to find yet another relay. Suspicious that his computers would be in on it though, eh?



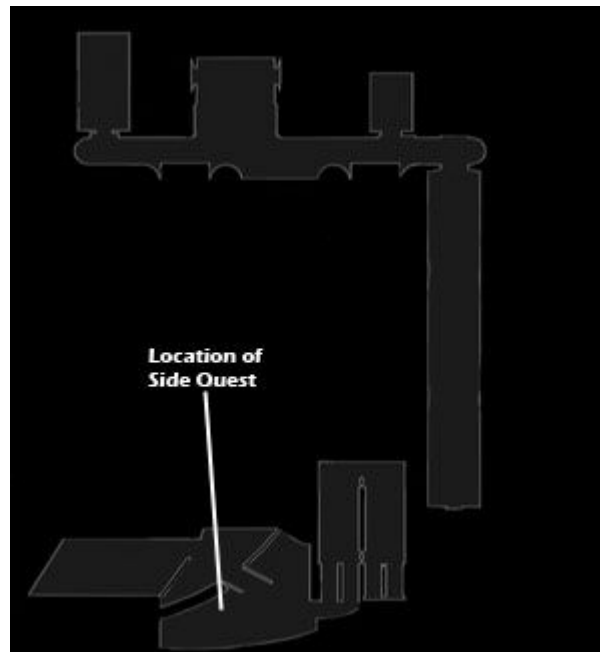
You needn't go far to find the source of all of the signals. If you take a look at your map of the Presidium, the final signal is coming from a location near Barla Von's, to the east. Head there posthaste and examine the computer terminal to get into a rather strange conversation with it. Pick its "brain" all you want, but there's no avoiding the inevitable - this computer intends to blow you sky high, taking any evidence of its money laundering with it. The idea here is to figure out, slowly, the code that must be input in order for the computer to abort its self-destruct and shut down. While you can figure this out naturally, you've likely consulted this section of the guide for an answer, so here it is. The code is: Y, X, Y, A, X, A, A. Do this as quickly as possible, since speed equals money here. Literally.



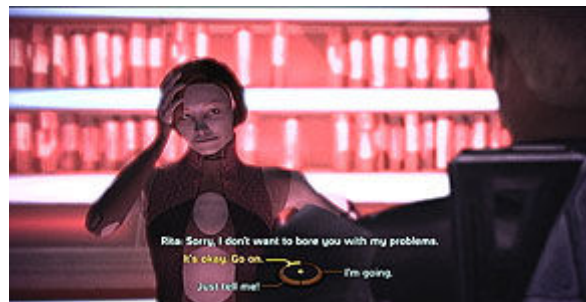
Citadel: Rita's Sister

Part One

Part Two



Head to Flux, the nightclub on the Citadel. At the location outlined in the map above, you can find a woman named Rita. Rita is a waitress at Flux, but she has a problem involving her sister. Her sister's name is Jenna. You can speak with Rita as much as you want, picking her brain on a variety of topics. But ultimately, to continue the side quest, you'll need to head to Chora's Den, where Rita's sister Jenna can be found.



Jenna is tending bar at Chora's Den, and you won't get a hell of a lot out of her if you speak with her. Even taking the high road with your conversations almost certainly won't change her tone with you, and before long, your conversation will come to an end. She won't even speak with you at length if you attempt to talk to her again! It's what occurs as you go to leave Chora's Den that's of true importance, however. You'll run into a creature named Chellick, who will tell you to meet him down at C-Sec. This sounds like an interesting lead, so consult your map to see where in C-Sec he can be met, and then head down there to speak with him.



Citadel: Rita's Sister (Continued)

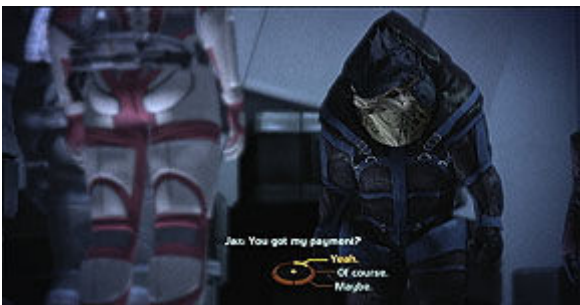
Part One

Part Two

Chellick wasn't kidding. You can meet him down at C-Sec, and he appears to be a pretty important guy, to boot. He'll scold you for nearly breaking one of his agent's cover (that agent being Jenna), but it won't take him long to forget his animosity and offer to enlist you in his scheme to bring down an illegal weapons dealer. Speak with him all you want. When you're done speaking with him, you'll then have to head to the markets Lower Wards. As usual, consult your maps, seeking out an exclamation point to see exactly where you're supposed to go.



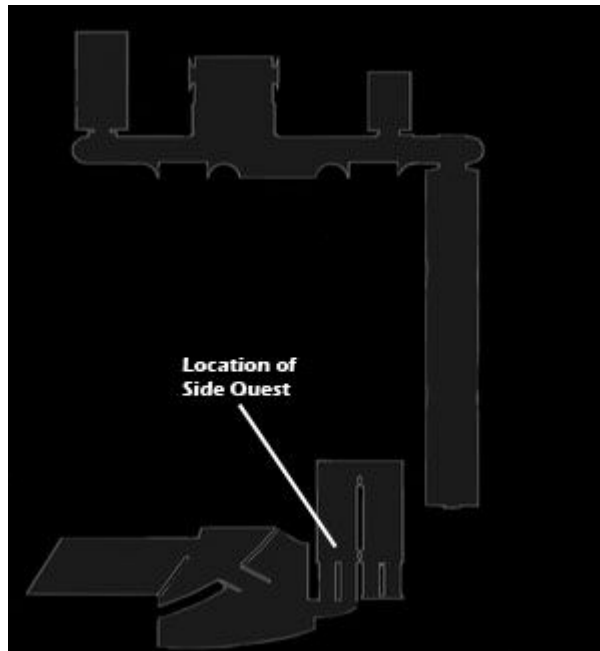
Once in the Lower Wards, seek out the creature named Jax. He's accompanied by two armed guards, likely giving you a heads-up that this altercation could end in violence (though it doesn't have to, especially if you want to complete the mission in the "proper" manner). Speak with him, keeping calm if you want to do this properly. If you don't, you can fly off the handle, speak belligerently to him, and end up in a gunfight. The latter is certainly an option, especially if you're taking the Renegade route, but if you're going for Paragon points, give him the money when he asks for it, don't threaten to arrest or hurt him, and walk away when everything's done.



Head back to C-Sec and speak with Chellick again. Depending on what you did when you encountered Jax, he may or may not be happy with you. If you managed to let the deal go through as he requested, with no violence of any kind, you get a **+8 Paragon Points** bonus. Otherwise, you will get a hodgepodge of items, experience points, credits and the like. As usual in Mass Effect, the choices you make are yours and yours alone.



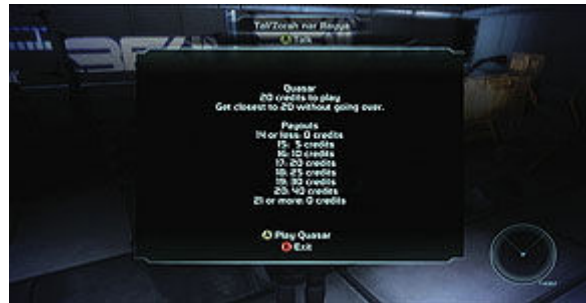
Citadel: Schells the Gambler



This side quest can only be done once you've done the Citadel: Rita's Sister side quest. After that's finished, the very next time you return to Flux, you will automatically encounter this side quest. You'll see a creature named Schells thrown out from Flux. When you talk to him, you realize it was over an alleged cheating incident. However, he's not actually cheating, he's just creating a device that will help others cheat. Sounds like cheating to me!



Nonetheless, you can agree to take Schells' device and go play some Quasar games in Flux. He needs you to win five times in order for the algorithm to be complete. Now, you may feel like you're in a quandary, especially if you're playing as a Paragon. Worry not. The *only* way this side quest can occur is if you accept his device and go into Flux. Then, try your hand at the game of Quasar. High stakes or low stakes... it's up to you. The game is confusing, but is easy enough to win.



If you're playing as Paragon, you can avoid all of the Renegade activities by simply approaching a creature named Doran in the Flux casino. He runs the place, and will be most pleased with you if you hand over the device given to you instead of using it and returning it to its owner. You may not want to screw over Schells, since you just saw him get hit in the back of the head with a rifle and thrown down a flight of stairs. But if you're playing Paragon and want to do this side quest, then turning over the device to Doran is your only choice. Otherwise, play with the device to your heart's content, returning it to Schells after five victories on Quasar.



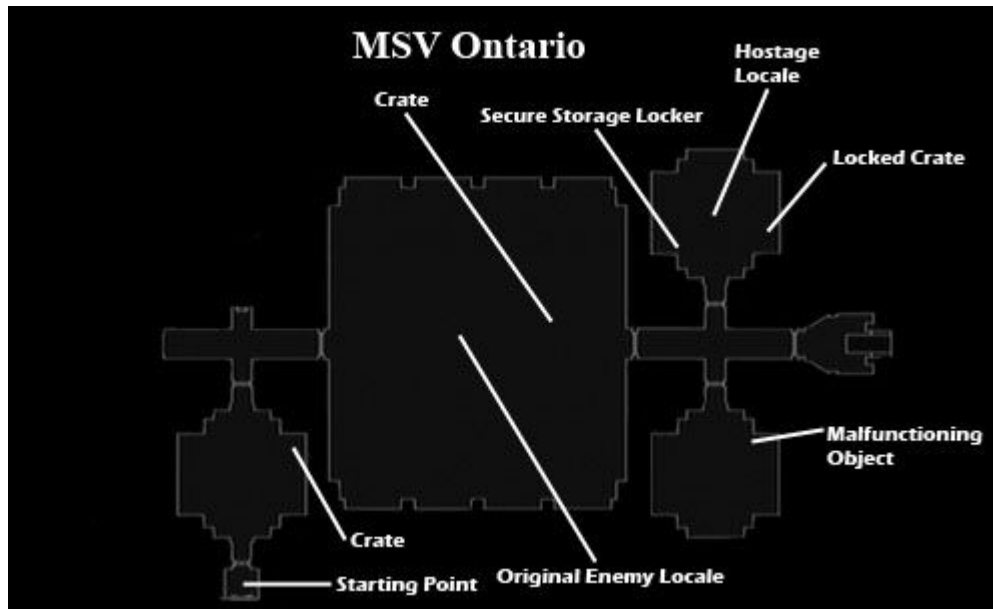
No matter which path you take, the side quest will end only when you speak to Schells back outside of Flux. If you handed over the device to Doran, you're gonna feel a little guilty when Schells lays it on you. But, if you went Renegade, you and Schells can bask in your cheating device, and all is well. Which path will you take?



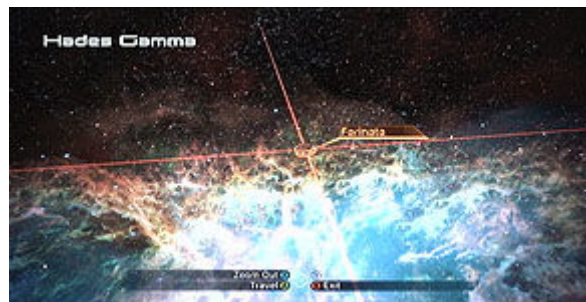
UNC: Hostage

Part One

Part Two



This mission will only become available to you randomly. You'll acquire it after hearing a news story on one of the Citadel's elevators, but the story is broadcast randomly, so if you don't have this offer yet in your journal, keep riding the elevators until you do (if you have that kind of patience). You'll need to do some traveling with the Normandy to get to your ultimate location -- the MSV Ontario. Take a look at the Galaxy Map once on the Normandy. Pan out, and head to Hades Gamma. Then, head to Farinata. From there, you'll be able to board the MSV Ontario.



After you board the ship, be sure your characters have their skill points well-distributed and their equipment is at the best it possibly can. You should also activate any skills you may want your characters to utilize. There's a **Crate** in the first room you encounter, where you might be able to find some good items. Otherwise, head forward, and then rightward into the main room of the ship. This storage area is littered with gear, boxes, crates and the like. Since you'll be dealing with powerful biotic enemies, you'll want to have them to come to you, *not* go to them. The best way to do this is to make a racket in the main storage room, and then fall back to the previous corridor. You'll have three minutes to kill the enemies and get to the hostage, so you must work quickly and efficiently.



As you fall back, be absolutely certain you hit the door switch to close it behind you. This, combined with keeping a keen eye on your radar, will let you know exactly when the enemies are coming your way. Then, you can take them out as they come through the door after you. Remember - there's no shame in falling back even further after taking out a few enemies. Their biotic attacks are powerful, and can disable your movement and your weaponry. We recommend having your shields reinforced for this battle. Also keep an eye on weapon heat... this is *not* the time to have your assault rifle overheating.



UNC: Hostage (Continued)

Part One

Part Two

When the main fray of enemies are taken out, you're not quite in the clear yet, but you're doing pretty well. While keeping an eye on your radar, go into the main cargo hold, where one lone enemy will be waiting for you. Take him out, and then quickly proceed to the hostage (using the map included, or your in-game map -- whichever). It's at this point that your courage will be truly tested. If you're of a high enough level in intimate or persuade, then you'll be able to get out of this one without anymore fighting. If you're not of a high enough level, however, the terrorists will off their hostage and the three remaining foes will fight you. Because of the close proximity of the fight, and because of the fact that you lack a place to really hide, this one could be tough. Just keep moving, seek cover, and take shots when you can to remove the remaining biotic terrorist threat.



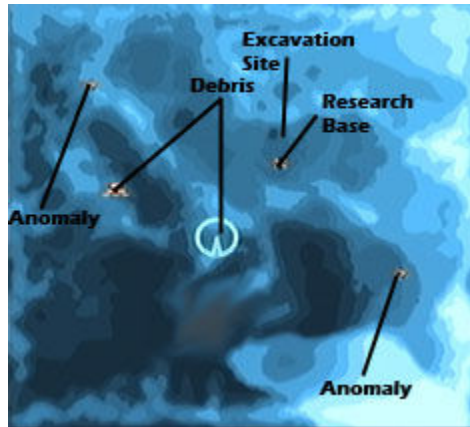
After the last enemies are felled, you can then finish exploring the rest of the ship for any items or weapons you may have missed. The map included with this side quest (on the previous page) will guide you in the direction of any crates or lockers that will have goods for you to grab. Be weary with some of them, though, since you'll need to decrypt them before gaining any access. After grabbing your loot, you're then free to head back to the Normandy.



UNC: Missing Survey Team

Part One

Part Two



This mission will only become available to you randomly. You'll acquire it after hearing a news story on one of the Citadel's elevators, but the story is broadcast randomly, so if you don't have this offer yet in your journal, keep riding the elevators until you do (if you have that kind of patience). You'll need to do some traveling with the Normandy to get to your ultimate location -- a planet known as Trebin. Take a look at the Galaxy Map once on the Normandy. Pan out, and head to Hades Gamma. Then, head to Antaeus. From there, you'll be able to land on the planet known as Trebin.

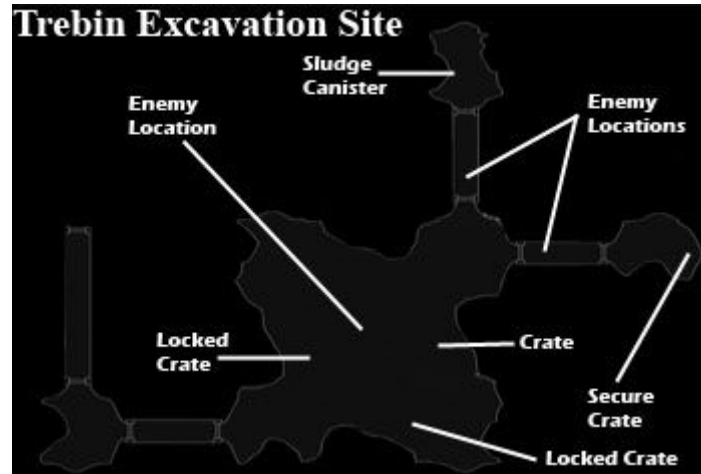


You'll find yourself in a motorized landing vehicle named the Mako. This thing can take a real beating and climb almost any terrain, so don't be afraid to use it to the most of its ability. You can explore the entire surface of the known planet (using our map above), but none of that is covered here other than the necessities related to this mission. You can excavate some precious ore, find some artifacts, and even fight some exotic monsters. But you can do all of that on your own time! Now, back to the mission.



Head to the Research Base. The Excavation Site to the north is our primary target, but first, you should explore the Research Base. There are three small, trailer-like structures to investigate. You'll find four things to grab goods out of - a **Medical Kit**, a **Malfunctioning Object** (which you must hack or use Omni-Gel on), a **Computer Console** (which must be investigated in order to continue the side quest, since it has relevant information on it), and a **Storage Locker**. After exploring all of those, head due north from the Research Base to reach the Excavation Site. Head on inside, guns ready.





Essentially, once you enter the excavation site, it won't be long until you reach the main chamber, where a plethora of Geth will attack you. These enemies aren't difficult to fight, but they can overwhelm you and your team, so keep your distance. In fact, keep moving as much as you can in order to draw their fire and attention in many different directions. There are all sorts of explosives strewn around the large chamber where the initial attack occurs, so use them if you can, but be sure to concentrate on the primary threat at hand. If they get too close, their special electrical explosion attacks can do your party in rapidly.



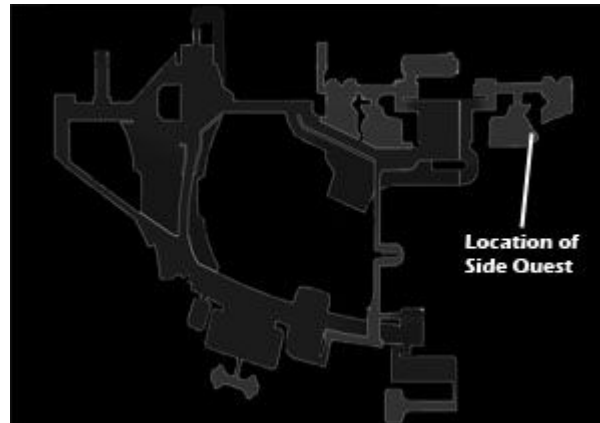
If you look at the map above, you'll see that the initial Geth attack isn't the only Geth attack you have to worry about. Both passageways in the northeast corner of the map have more Geth waiting for you. You can actually lure them out of their hiding places by shooting around the doors into the passageways, detonating nearby explosives, and things of that nature. This will make them funnel out of the doors and into the large chamber where there's plenty of room to maneuver. When they're felled, you'll automatically defeat the side quest (since the Geth you felled used to be the excavation team you were looking for), but be sure to explore the rest of the area for crates and other objects that hold plenty of goods for your inventory. The map above will, once again, help you to find each one of them before you leave.



UNC: Distress Call

Part One

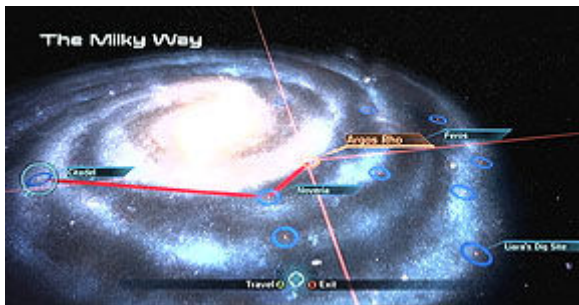
Part Two



If you're a rabid explorer of your environs, then chances are this side quest would have been the first one you would have encountered in the entire game. As soon as you get to the Citadel, you'll be in a room in the human embassy where a computer terminal is sitting. By successfully hacking the computer terminal, you can learn about a distress call emanating from a certain planet. You can go investigate this distress call thereafter at your leisure. Keep in mind that the quest will be known only as "Distress Call" until you resolve to fly to the planet in question to see for yourself, at which point it takes on the UNC banner.



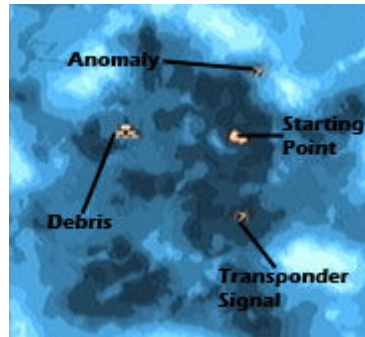
To get to your destination, head to the galactic map and go to Argos Rho. From there, head to the solar system known as Hydra, and finally to a planet called Metgos. This is the planet where the distress signal is coming from, and upon examining the planet, you'll hear the distress call for yourself. After hearing it, you can then land the Mako vehicle on the planet's surface and investigate for yourself.



UNC: Distress Call (Continued)

Part One

Part Two

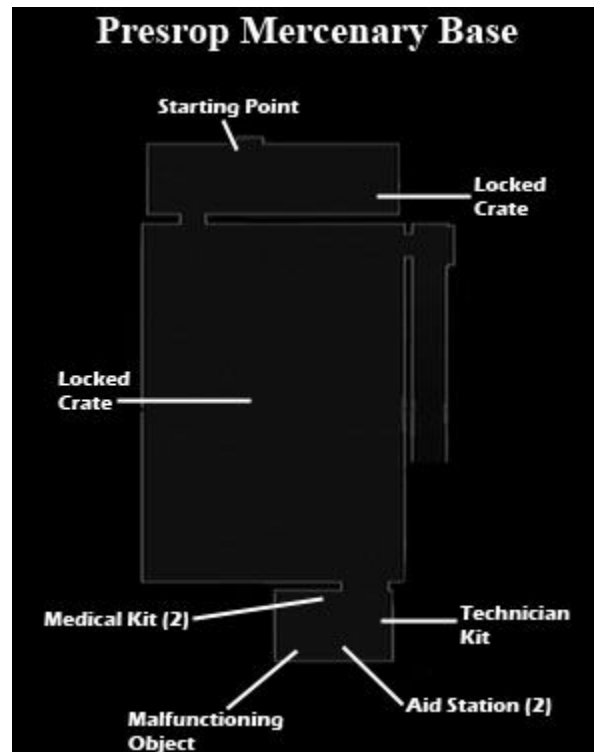
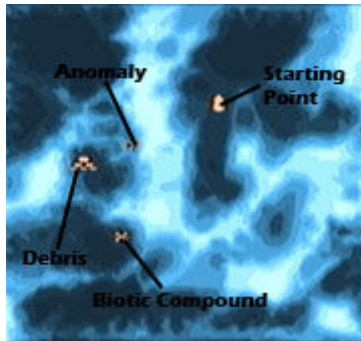


As the map above shows, there's other stuff to investigate on the surface of Metgos, but you'll have to deal with that another time (other parts of the guide cover those things). Instead, drive towards the distress signal on the map from your starting point, which is to the south. The drive will be relatively uneventful for you... that is, until, you reach the distress signal's source only to realize there's more going on here than you otherwise thought.

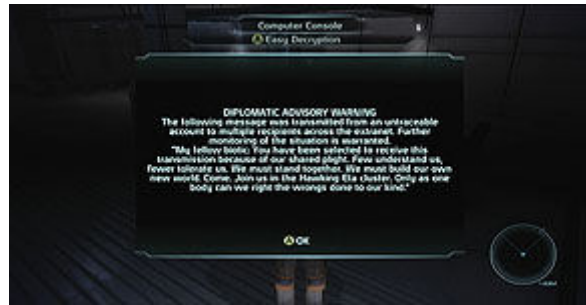


The Geth have set up an ambush here, and you'll have to deal with them in order to successfully complete this side quest. There's a catch, though. The Mako (your vehicle) simply can't take that much damage, so fighting in it isn't really an option. Its cannon packs a powerful punch, but if it's destroyed by the Geth, the mission will end in failure. But if you get out of the vehicle to fight, you only have a finite amount of time before the toxic atmosphere of the planet starts to injure you and your team. You must do the latter in order to draw the Geth fire away from the rover, though you need to get back in it every 30 seconds or so to replenish the meter which indicates how much time you have left until you start becoming poisoned by the atmosphere. Regardless, this is a rather simplistic mission, and the Geth should put up very little resistance. When they're all slain, the mission is over. Easy, eh?

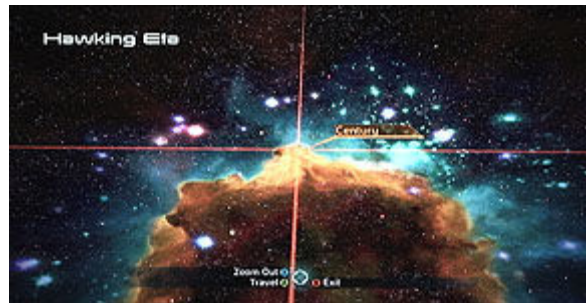
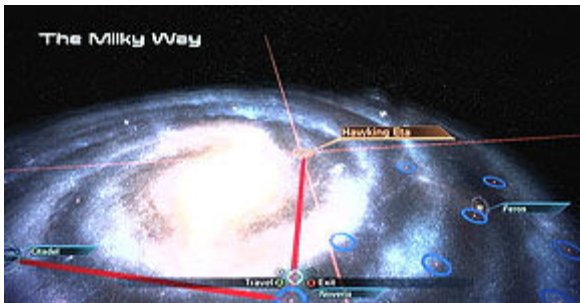




Just as a quick note to the reader -- this mission is originally known as Strange Transmission, but will be renamed as soon as you begin undertaking the mission. Hopefully, that will clear up any confusion. As the map above shows, you'll need to head to the Presidium to undertake this mission. Go to the embassies and head to the C-Sec representative's office. You'll find a computer there (shown in the screen below) that will grant you a hidden message once the computer is hacked. And with the hacking of the computer comes the following side quest.



To get to where you need to go, head to the Normandy and go to your galactic map. Zoom all the way out and locate Hawking Eta. Head there, looking thereafter for Century (it should be the only option for you). Once you've arrived at the Century solar system, you'll need to locate Presrop. It's not a planet, but rather a small moon orbiting another planet, so look carefully. In between traveling to the solar system and locating the moon, you'll be filled in on the details of the side quest. Answer according to your alignment (or whatever otherwise suits your fancy) and then head to the moon to begin your mission.



Once you've landed the Mako on the surface of the moon, take a look at the map above. You'll need to head in a southwesterly direction in order to find the so-called Biotic Compound.

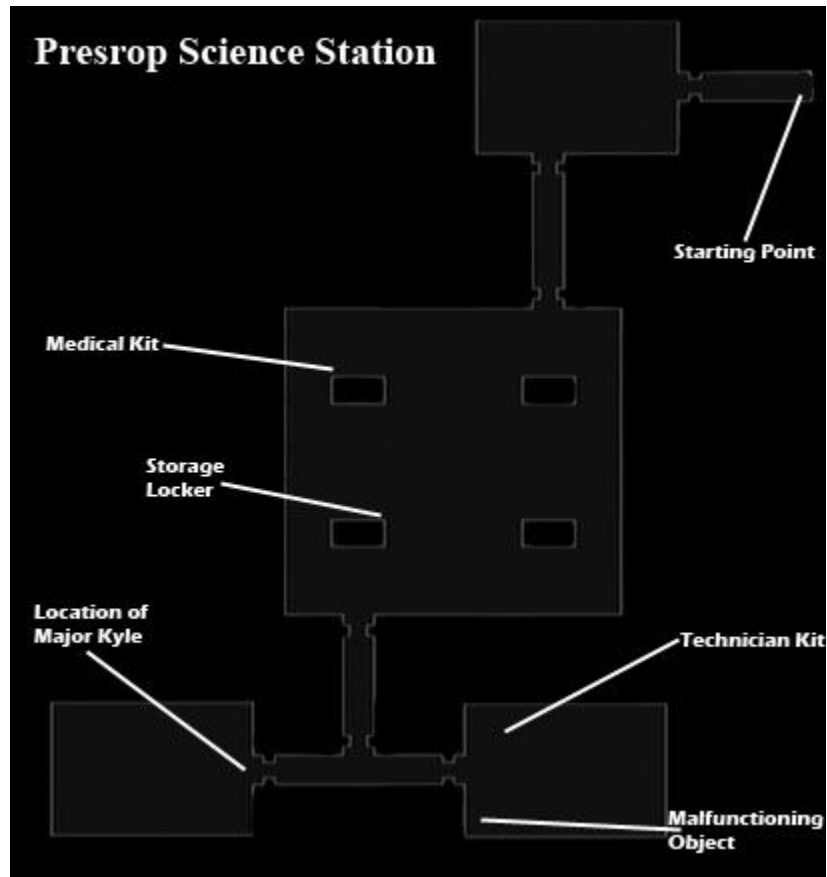


Getting into the compound isn't as easy as you might think. There's a number of ways that the base can be breached in order to give you access. As you talk to an anonymous voice at the door to the base, you'll eventually be given blue and red-colored options that will allow you to take Paragon or Renegade routes. You can enter with guns blazing, but we don't recommend it, since the enemies inside are fairly powerful Biotics that will give the party a hard time. Try to find a peaceful way into the compound. This way, you can raid what items they have without having to worry about fighting. If you have a change of heart when the side quest comes to an end, you can always come back and take out the foes later.

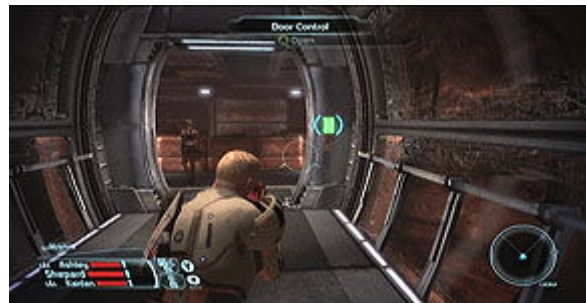
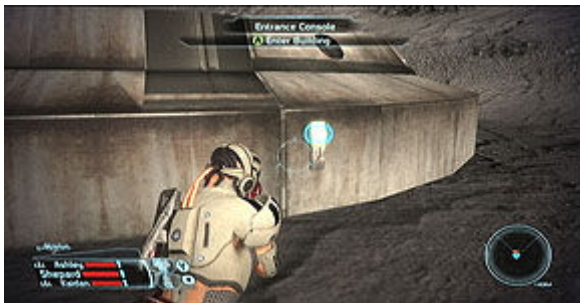


The compound has two floors with identical layouts. The items found on the various levels, however, are different. Start on the first floor, using our map above to find everything there. Since the layouts are the same on the two floors, we've used the same maps, simply putting a (2) next to anything that's found not on the first floor, but on the second floor. Remember - if you came in here guns blazing, you'll need to kill the biotics within. If not, keep your gun holstered and don't get yourself into any trouble. This is a fight you might not be able to survive (depending on when you tackle this side quest, of course).





Head back outside and to the adjacent circular building. This building doesn't seem too substantial on the outside, but if you are able to breach the door into the building, you'll find an underground scientific research facility. This is where the rest of the biotic enemies are hanging out, as well as Major Kyle himself. Naturally, whether or not you'll need to fight your way through this building rests upon if you blasted up the last compound or not. If you did, expect to fight here right away. If not, then you're in the clear, and can walk through and explore at your leisure.

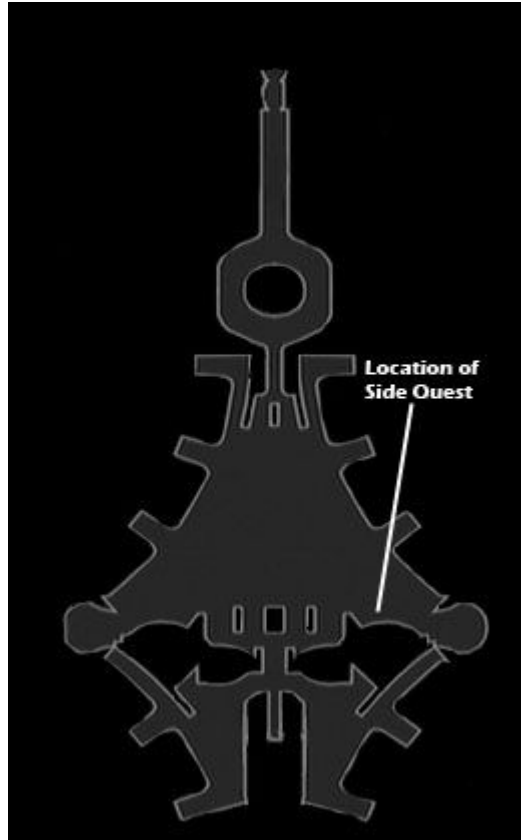


The map above shows the location of all sorts of objects to explore in order to get any items you might want. As usual, the items are randomized, but you should be able to get some pretty good gear and other items here, so be sure to investigate. Enemy locations are randomized, since all of the characters are roving around the facility, so if you're coming in here expecting a fight, expect the fight from the get-go. Otherwise, as we mentioned earlier, you should be able to head on through with little difficulty otherwise.



When you've finally arrived at Major Kyle's room, which is the southwestern-most room on the map above, you'll automatically engage him in conversation. Even if you came through here with guns blazing and killed every last one of his biotic compatriots, you'll still talk to him, and you may even be able to get out of this without having to fight. However, if you have no choice but to fight (which is probable), then Shepard will kill Major Kyle automatically, and you'll have to deal with his two powerful bodyguards thereafter. Eliminate them, using what little cover the room provides you with, and then head back to the Normandy to file your report, ending this mission. Whether you saved Kyle or not doesn't really matter. What does is that you get back to the Normandy alive after things go down at the scientific research station.





Head to the location on the map above, which is located on the Citadel Tower. Here, you'll meet one of your own kind, an Admiral named Kahoku. Speak with him to learn about a missing unit of marines out on a planet far away. The council refuses to help him locate his missing soldiers, and naturally, he asks for your help. Whether or not you "accept" his request, it will still be added to your journal, so after speaking with him, you can be on your way.



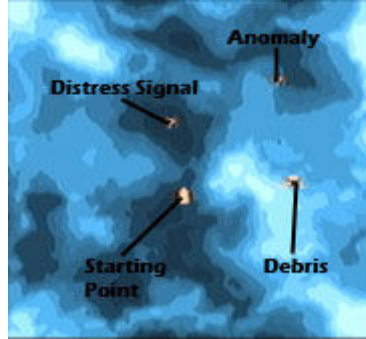
Head to your ship, the Normandy, and go to your galactic map. Search for Artemis Tau (after scaling your map all the way back to the galactic level), and go to the Sparta System. There's a planet revolving around the star in this system called Edolus. Land on this planet. It's an extremely hostile place, as you will soon find out, but we must land here in order to find what happened to Admiral Kahoku's missing Marine detachment.



UNC: Missing Marines (Continued)

Part One

Part Two



Once you land, use the map above of the surface to get your bearings. You'll need to head due north to run into the missing Marine detachment, though what's set for you here is actually a trap. And before long, as you approach the source of the stray signal and see some signs of the Marines, the enemy in the area reveals himself.



As the Thresher Maw (a worm-like space creature) reveals itself, things become perfectly clear. The Marine detachment sent to investigate the source of the signal has been slain, and the Thresher Maw is what stands in between you and examining the dead Marines strewn about their landing craft. This fight might seem daunting, but it really isn't. Remember that you can fire your Mako's machinegun with the right trigger, but using the right bumper will allow you to shoot the Mako's powerful heavy artillery. This gun can only be used about once every five seconds, but it's the key to success in beating an enemy with as much health as a Thresher Maw. *Don't* leave your vehicle, never stop driving around (so as to avoid being underneath the Thresher Maw when he comes through the ground) and get as many shots off on him as you can. Supplement your high-powered shots with incessant machinegun fire, as that will fell this creature before long, but if you keep dying, don't give up. This fight is about practice, and the Mako can admittedly be difficult to control when you're shooting simultaneously.



When the Thresher Maw dies, drive towards the Marine's Mako, where you'll see some corpses lying about. Get out of your Mako and investigate the scene until your journal tells you to head back to the Citadel, where you can speak to the Admiral and tell him what happened. You should do just that when you can, heading back to the Normandy and flying back to the Citadel. Admiral Kahoku is in the same place you found him in before, in the Citadel Tower, and you can tell him what happened however you'd like. It won't affect the ultimate outcome of this side quest, which is now over.



UNC: Hostile Takeover

Part One

Part Two

Part Three

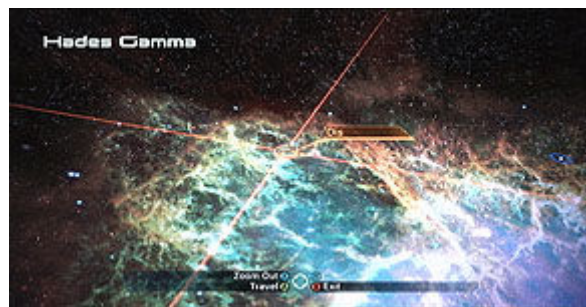
Part Four



This is a lengthy and difficult side quest that gives you many options. It could ultimately turn out any number of ways, though you'll likely be playing this side quest to fit harmoniously with how your character is otherwise being played in the greater game. The map above shows the Presidium of the Citadel, and that is where a character named Helena Blake can be found. Upon speaking with Helena, you'll realize that you have a lot of information to gather from her, and there are a number of ways the situation can be handled in general. Ultimately, she'll inform you of two rival crime bosses, and how they must both be eliminated. No matter how you end the conversation (even if you "refuse" to go through with it), you'll get the coordinates to the crime bosses' two bases strewn throughout the galaxy, and the option to go after them. Remember -- how you answer here will net you Paragon or Renegade bonuses, so be sure to answer in the most desirable way.



Head back to the Normandy. We'll be heading to a planet called Klensal first (Mavigon being the other planet of interest). Once at your galactic map on board your ship, locate Hades Gamma. Within that locale, you can then find a solar system called Dis. In this system, the planet Klensal can be found. Land on this planet to begin the first leg of our side quest adventure.



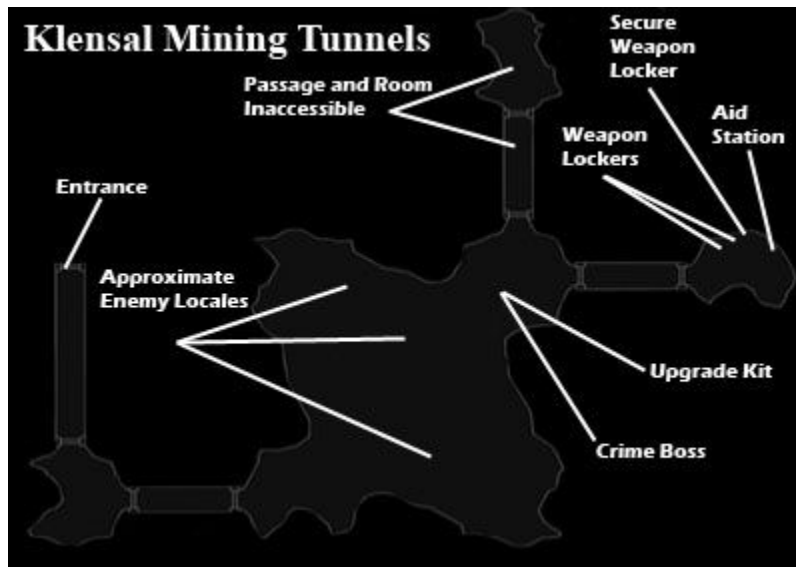
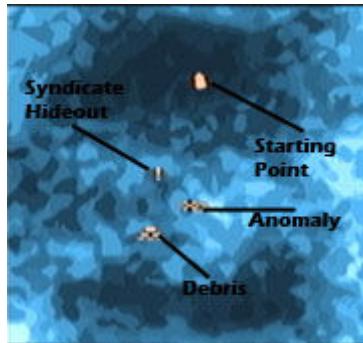
UNC: Hostile Takeover (Continued)

Part One

Part Two

Part Three

Part Four



The map above, which shows the surface of the planet, is easy enough to navigate. There are other distractions that you will explore at another time, but for now, concentrate on driving the Mako southwest towards the location of the crime syndicate. The land is icy, and you can explore it at your leisure, but trust us... you'll want to head straight towards the target on the map.



When you arrive, you'll notice that the outside of the base is well-guarded by some human and humanoid guards. A few of them are located in sniper tower with some heavy guns, while others are running around willy-nilly and are rather easy to pick off. Remember that while you can get out of the Mako safely here without any hazards to make you nervous, the Mako provides you with an incredible amount of defense that is unmatched otherwise. Use the guns on your craft to take out all of the foes, and when the coast is clear, run into the Klensal Mining Tunnels, where this half of the crime syndicate will put up its last fight.



After heading inside, begin taking a look at the map above. You'll see that you're safe until you enter the main chamber of the mining tunnels, where the rest of the crime syndicate is waiting for you. When you're ready, head into the chamber and get ready to fight. Your best bet is to stay in the safety of the little nook you find yourself in when you first enter the room. Let the enemies come towards you, since they'll need to funnel together in order to get to you, making them easy targets. Some of the others will holdout rather effectively, though, forcing you to run around and take them out individually. Keep in mind, though, that this crime syndicate means business, and they won't roll over easily.



When the coast seems clear, it *almost* is. The Crime Boss himself will be hiding behind a substantial series of crates on the far end of the main chamber (see the map above for a more precise location). The Crime Boss will take some know-how and patience to kill, especially if you've lost any members of your team. He has several layers of shields and regenerating health, which requires you to continuously hurt him in order for him not to regenerate. Be patient here, taking cover and making sure to recover lost health before opening yourself up to fire again. When he's finally killed, you can then explore. There are a plethora of Weapon Lockers in one of the rooms off of the east side of the main chamber, but don't be confused by the other path on the east side. You can't access the room, even though the map shows it to exist.



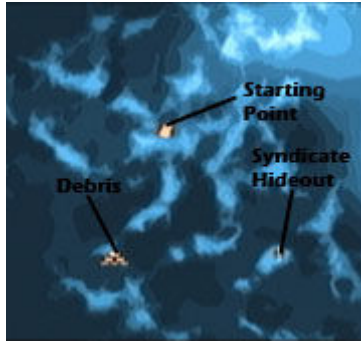
UNC: Hostile Takeover (Continued)

Part One

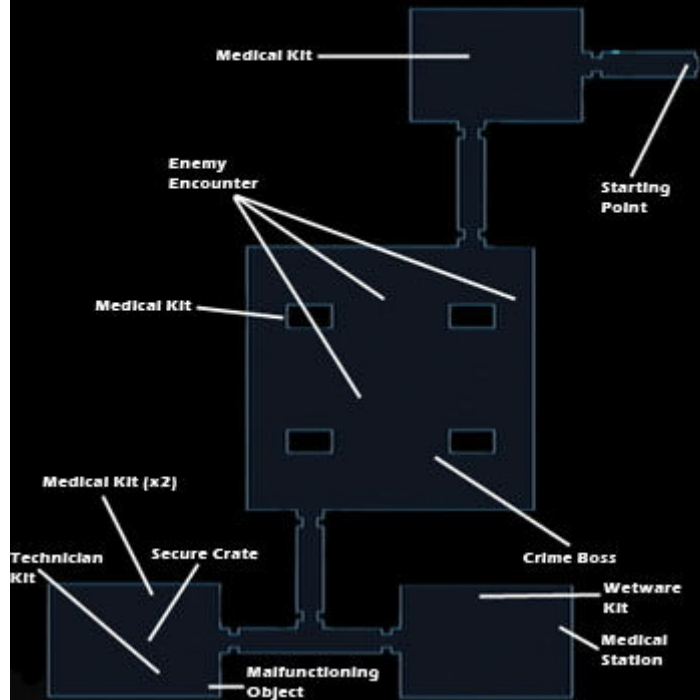
Part Two

Part Three

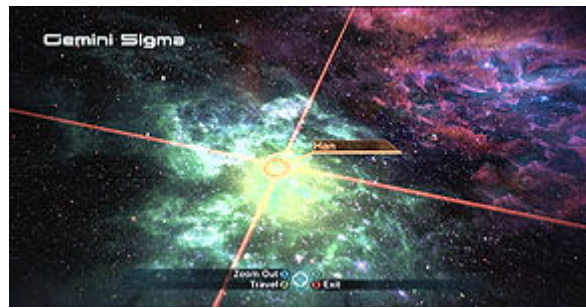
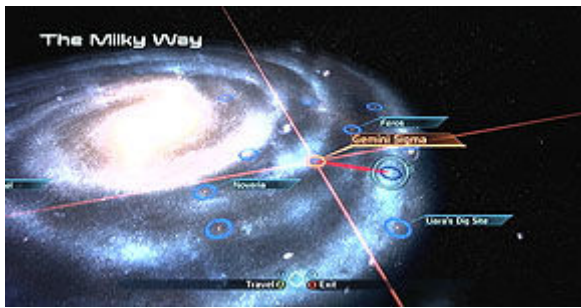
Part Four



Mavigon Science Station



When you've killed everyone and gathered everything, head back outside, and then "beam back up" to the Mako. You'll need to zoom all the way back out on the galactic map and search for Gemini Sigma. Once you've done that, you'll then want to head to the solar system named Han, and to the inner planet surrounding it named Mavigon.



Once you've landed on the planet, you'll be ready to go. *Don't* exit your craft here -- there's a level two cold hazard that will do massive damage if you aren't careful. Trust us when we tell you that you want no part of that. Instead, you'll need to head southeast towards the location of the syndicate base. The terrain here is *rough*, and the bad weather makes it easy to get turned around. Because of this, keep consulting your map to make sure you're headed in the right direction. In a nebulous environment like this, your map is your best friend.



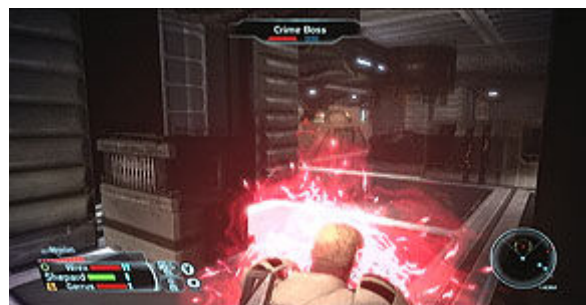
When you locate the base on your radar (as a huge red blotch), you may be mystified as to how to reach it. The base is located atop a huge mountain, and it's only reasonably accessible from one side. Once you've gotten to the mountain's apex, you can easily locate the base. You'll need to take out three automated machinegun turrets outside of the base. Staying in your Mako is a necessity here, not only because of the harsh weather, but because these guns can do your party in easily if you're not behind the armor of your landing craft. When all three guns are destroyed, you should then approach the facility, get out of the Mako right in front of the entrance, and run inside of the research facility quickly, before you take any cold weather damage.



The map above of the facility will help you navigate the area easily. The main center chamber is the only location where you will face the enemy, and you will face *all* of the enemies here, so be prepared to fight. Unlike our experience at Klensal, our experience on Mavigon will pit us against enemies who lack the same aggressive nature as our foes on the previous planet, but ones who pack a much more powerful punch. As we did earlier, try to let them come to you when you can, keeping your party stationary and waiting for an enemy to reveal himself. When he does, unload all you have on him and wait for the next to arrive. Lather, rinse, repeat.



The major difference between this planet and the other planet where the crime syndicate was is that the earlier Crime Boss hid and waited for his team to be defeated before showing himself. Here, the Crime Boss is much more indiscriminate with his own well-being, joining the fray as soon as he can. Because this is the case, you might actually kill the Crime Boss before you kill all of his henchmen. If this happens, you must still make sure everyone is killed, until you get an on-screen prompt that tells you the Crime Boss is defeated. Otherwise, you'll end up wasting time leaving this place, when you'll just have to come back to eliminate any left stranded.



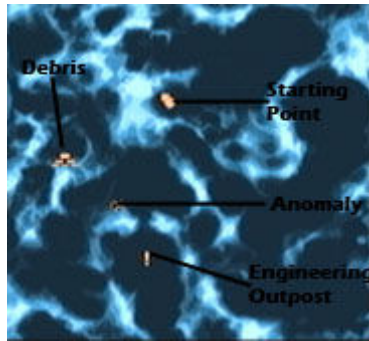
UNC: Hostile Takeover (Continued)

Part One

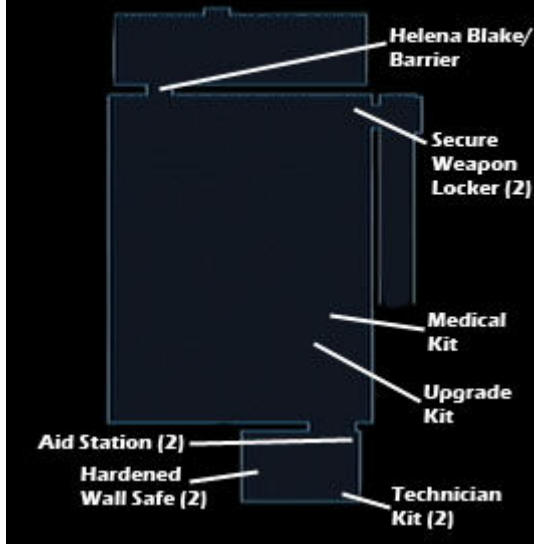
Part Two

Part Three

Part Four



Amaranthine Mercenary Base



With the enemies defeated, use our map above to explore the entire facility, grabbing all of the items you can. Then, head back to the Mako and then back up to Normandy, peacefully orbiting the planet. Travel to the Horse Head Nebula, where you can find a solar system called Fortuna. An outer planet in this system, Amaranthine, is where Helena Blake can be found.



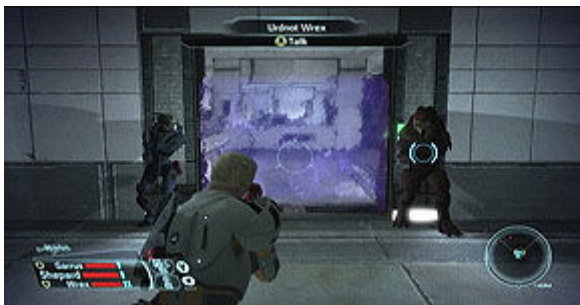
Land on the planet and use our map above to work your way to the Mercenary Base. It's really that simple.

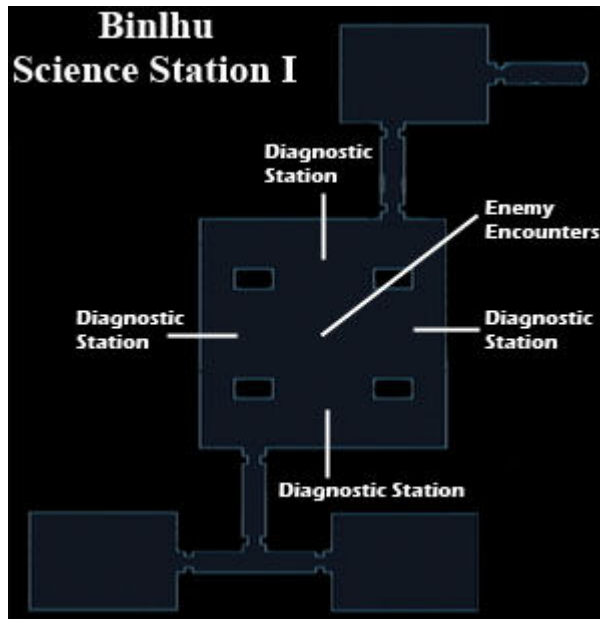
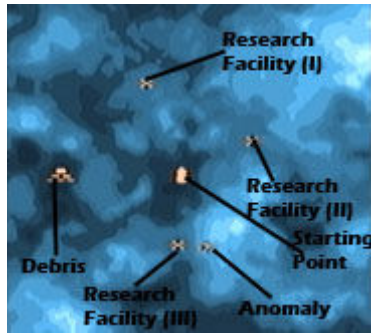


When you enter the facility, you won't have much time before you run headlong into Helena. Here, you can speak with her. This is where the mission will end in any number of ways. If your character is persuasive (or evil) enough, you'll be able to convince her to keep going with her operation or stop it entirely simply by telling her to. Otherwise, you can let her go, or you can attempt to arrest her. We chose to do the latter (since we were playing Paragon at the time), but however you want to go about it is up to you.

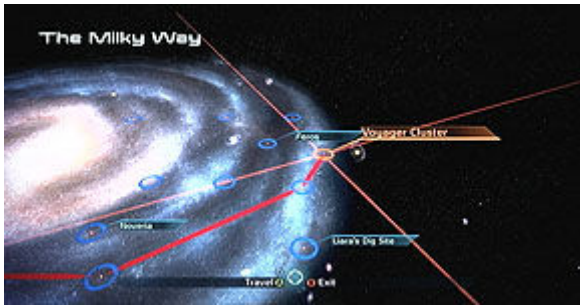


If you do decide to fight, your best bet is to stay in the first room and let the enemies come to you. You can find safety on either side of the door, and what's more, the door can be shut, isolating your party from the enemies (at least temporarily) if you need to rest, heal, or let any of your skills regenerate. Helena herself proves to be the most annoying foe, but remember that all enemies must be killed here in order to continue -- not just Helena. Regardless of how this side quest ends, be sure to investigate the mercenary base when you're done to find items. The map above shows where everything of interest is, and since the first and second floors have identical map layouts, we use the same map for both. A "(2)" simply means the item in question is on the second floor, not the first.





This mission becomes available after you complete the side quest UNC: Missing Marines in full. Once that's done, the next time you travel to any system via the Normandy, you'll get a transmission from Admiral Kahoku giving you the 411 on what you're supposed to do. Essentially, you'll need to look for Voyager, and head to the solar system called Yangtze within. Then, travel to and land on the planet Binthu, where the side quest will begin.



As the map of Binthu above shows, there's a lot to see on the planet's surface. The real concern for this particular side quest are the three "Research Facilities" on the planet. We've named them Research Facility (I), (II), and (III), and while they can be visited in any order, we're visiting them chronologically, starting with I, then II, and finally III. If you want to do them in a different order, feel free, but keep in mind you'll need to skip around our walkthrough for this side quest in order to follow along under those circumstances.



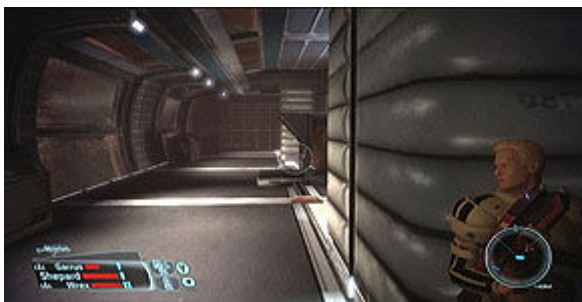
Driving towards the first northernmost marker, you'll eventually see the structure you're to investigate on the horizon. Of course, it's not as simple as just getting out of the vehicle and running inside. There are powerful gun turrets guarding the structure that must first be dealt with in order for you to proceed. Stay in the Mako and use its powerful guns to take them out from a distance, but be sure not to take too much damage, as the Mako has a threshold for punishment that, when crossed, will result in the untimely death of your entire party.

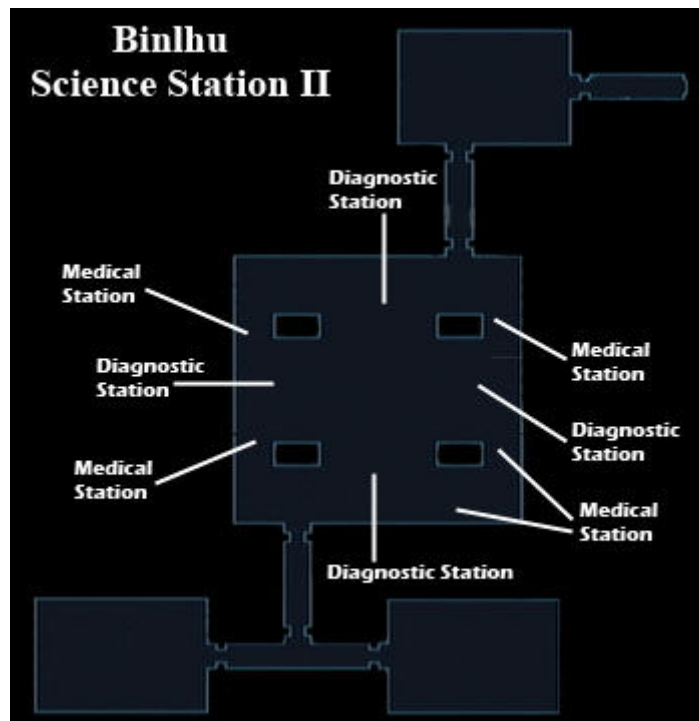


After breaching the building, utilize our map above to find your way around. The main room in the center of the map is where you will do a majority of your fighting, though you can try to run into the room and lure enemies back into the previous corridors. This will allow you to pick them off from a more comfortable and stable position, but it's time-consuming and also somewhat unnecessary, since you're not exactly dealing with the most astute and powerful enemies here.



After the enemy resistance appears to be felled, you should go up to one of the four Diagnostic Stations strewn around the room. By examining one, the force field you no doubt noticed in the center of the room will disappear. There are fast-moving robotic enemies behind the force field that must be eliminated posthaste once the force field is downed, since they are essentially suicide robots that will get as close to you as possible before exploding into fire and shrapnel.





When you're done exploring this first station, head to the station on the east side of the planetary map, dubbed Research Facility (II). Make sure to consult your in-game map to be sure you're headed in the right direction, and as was the case before, be prepared to fight when you approach the installation. Gun turrets will again attempt to stymie your advance, but they can be eliminated rather easily with the Mako's heavy guns. After the turrets are destroyed, you are then free to enter the facility.

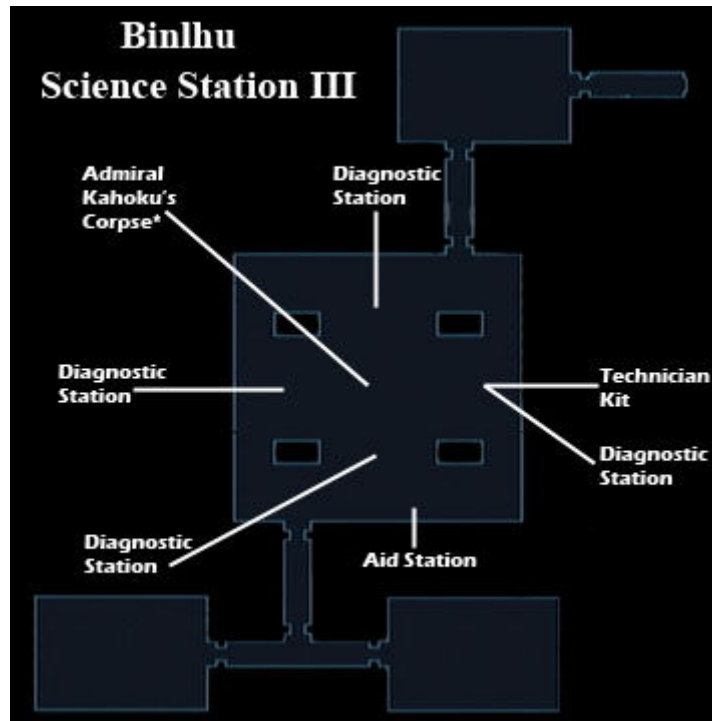


As the map above shows, the layout of this facility (as well as the next) is identical to the layout of the last, and what you're expected to do here is also identical to what you did the last time around. There will be a blue barrier isolating the enemies in the middle of the main room in the facility while you deal with everyone else around it. And, as before, the rooms on the far side of the facility are on your map, but sadly, there's no way to access them.



Keep your guns blazing on the enemies, taking cover to recover lost health (and shields) when necessary. When you've finally slain all of the enemies in the area, you can then use one of the Diagnostic Stations to lower the blue force field, revealing more enemies in the middle of the room. As before, take them out before proceeding to the final research facility.





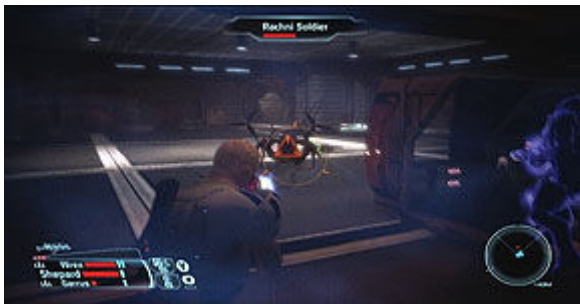
The "(III)" research facility is located at the far south of the planetary map. Use our map and/or your in-game map to find out exactly where you are to go, and once there, again get ready to fight protective turrets on the façade of the facility with the Mako's dueling guns. When the coast is clear, you'll once again want to head inside to eliminate the last of the threats on this side quest.

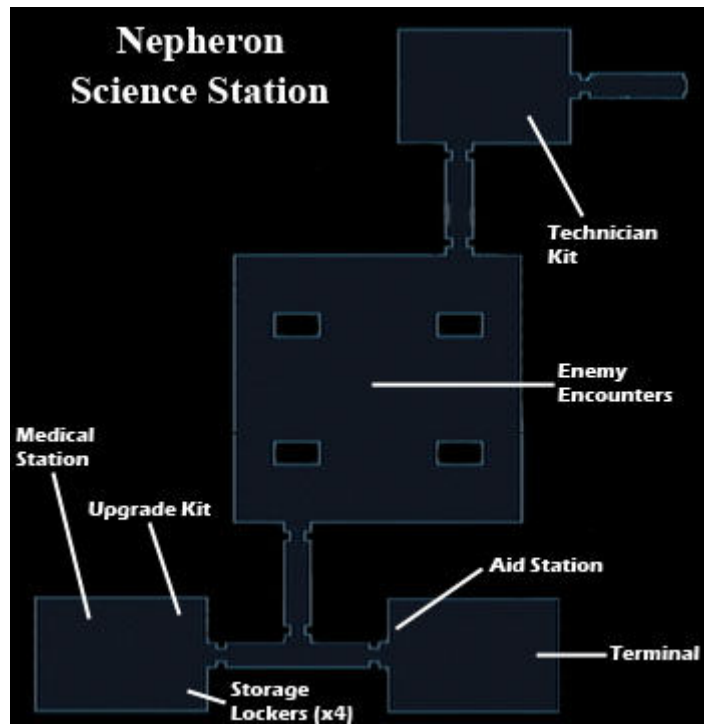
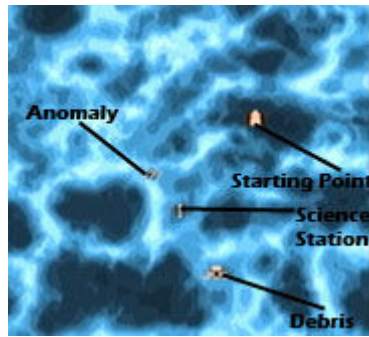


Big surprise: the map will be the same, and the enemy resistance will be identical to the other two facilities we've already cleared. And, as before, the rooms on the south end of the map are there on your in-game map (as well as in ours), but can't be accessed in the game itself. Go figure.

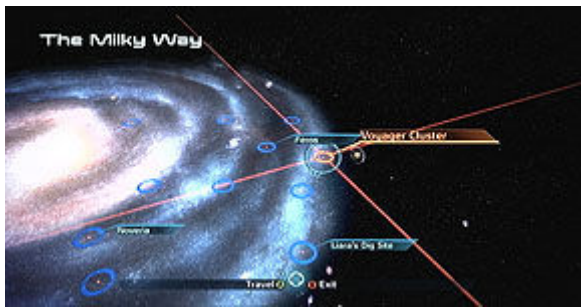


Eliminate the enemies as you did twice already, and then again lower the shield in the middle to reveal the last lone enemy. When he's fallen, your attention will be drawn to the human corpse in the middle of the floor that the barrier was earlier guarding. This, sadly, is the body of Admiral Kahoku. He's dead, and there was no way to save him. There's good news, though -- this side quest is a done deal. Head back to the Normandy and go about your business!





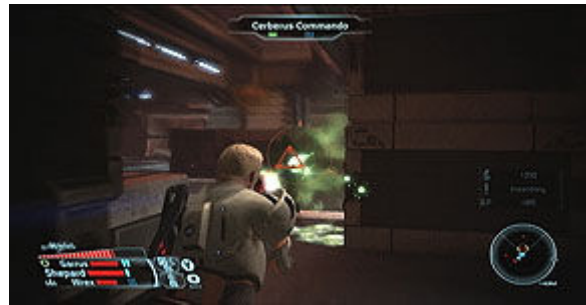
This side quest will *only* become available once the UNC: Cerberus side quest is completed in its entirety. When that time comes, look for Voyager, then head to the solar system called Columbia. There's a planet in this system called Nephron. That planet is the locale of this side quest.



Take a look at the map above, and locate the Science Station, which is to the south of where you begin in your customized Mako. There's little that happens here of interest, though you should be ready and prepared to fight some armed soldiers guarding the outside of the station. You won't be able to run them over, and then can take decent damage, but they won't be able to inflict any meaningful damage on the Mako as long as you work reasonably quickly.



Once inside, you'll see a pretty standard layout that you should be used to. There's lots of items to grab, so be sure to grab them as you go (and after the enemies within are defeated), but the first thing you'll need to worry about are the enemies in the main chamber itself. These enemies shouldn't provide too much trouble for you, and there's plenty of cover all around, so make good use of it. Try your best to keep your friends alive so they draw some of the enemy fire away from you as you run around and eliminate any lasting enemy resistance. As always, keep an eye on your radar and look for any red dots. When they're all gone, so too are the enemies they represent.



After the enemies are slain, you can investigate the southern end of the science station. Both rooms have plenty of gear and other items for you to grab, but your main concern should be to hit up the Terminal on the east side. This terminal has all of the information you need, and once you grab it, you can head back to the Normandy at will. Make sure you've collected everything in the facility (using our map to make sure) so that you don't have to return. Then, head back to the Normandy once outside, ending this side quest. Almost.



When you head back to the Normandy, the side quest will come to a true end. As you go to navigate using the galactic map, you will be contacted by an agent of the Shadow Broker, who will want you to sell him the information you got from the Terminal back on the planet. You can handle this situation however you want -- just remember that the decisions you make here will give you Paragon or Renegade points (or neither), and that the decision you make here has a more overarching affect on the game.



Noveria: Smuggling



The interesting part about this brief side quest is that there are several ways in which it can be completed. But first, you have to initiate what this side quest is all about. Head to Noveria, and go to the Port Hanshan Plaza (seen above in the map). You'll find an alien merchant named Opold here. He'll have an enticing offer for you that will net you a sum of credits simply for smuggling an unknown item from the docking bay into the plaza. Since you are of an elite status and are allowed to enter Port Hanshan with weapons, which is basically unheard of, he figures no one will give you a hard time if you have a package with you.



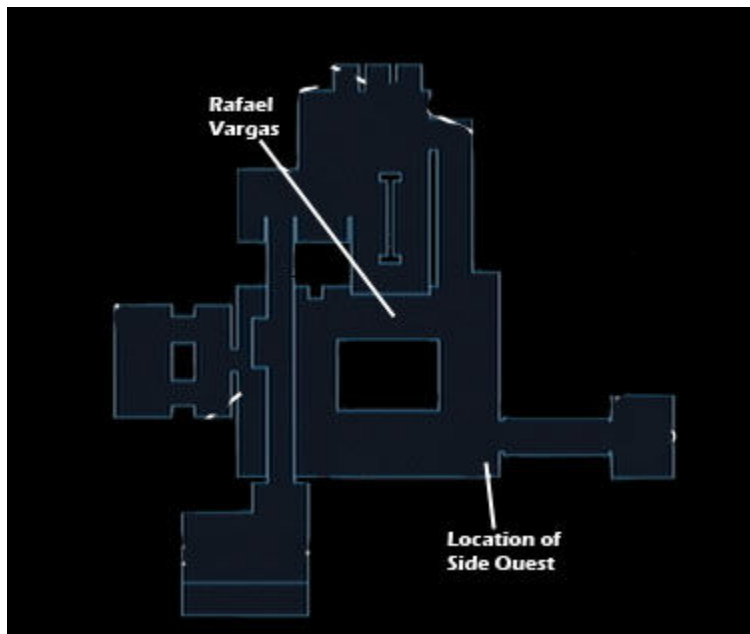
After speaking with Opold and accepting the quest (if you so desire), all you really have to do is head back towards your ship. Near the entrance of the ship, you'll notice a package -- **Opold's Package** -- and you should grab its contents before running back into Port Hanshan from the docking bay. Run back to Opold and speak with him since you now have the package and can wrap up this brief side quest at your convenience.



Now this is where it gets interesting. You can be a nice guy and hand over the package, getting some credits in return (the latter of which you can talk up if you are able to). You could also keep the package for yourself, refusing to hand over the package to Opold. You can even cut out the middle man (Opold himself) and go straight to the guy who wants the package in the first place (a character you can find on the Mezzanine). The choice is yours, but remember -- Paragon or Renegade points will result.



Noveria: Espionage



Take a look at the map above. At the location of the side quest outlined above, you will find a woman named Mallene Calis. Talk to her to begin this side quest that, like many others, has many different ways of panning out, depending wholly on how you choose to play the scenarios presented. Calis is interested in spying on Binary Helix, and more specifically a human named Rafael Vargas (whose location is also outlined on the map above). You can decline her invitation outright for Paragon points, but you won't get any experience, so we recommend accepting her offer to spy even if you're playing as a True Paragon. You can still turn it around in your favor later.



With the hacking device given to you by Calis, head to Rafael Vargas' location, which isn't too far away at all. Begin speaking with him. This is when a whole new series of choices are presented to you. While we played through the side quest, we were playing as a Paragon, so we gave up Calis to Vargas immediately. We also handed over the hacking device, and Vargas went on his way. But you can spy on him, keeping the conversation going and getting as much information out of him as possible. If you do the latter, you can then report back to Calis that you successfully handed over the hacking device. Even if you don't hand it over and give her away, you can still lie to her. Renegades, be warned!



Since we gave up Calis immediately, when we went back to talk to her, she wasn't happy. She decides to get off world rapidly, but we got a Paragon bonus and a slew of experience points. On the other hand, you can lie to her if you gave her up, or you can do the dirty spying deeds she sent you on and conclude the side quest that way. The choice, as always, is yours, and yours alone!



UNC: Dead Scientists

Part One

Part Two

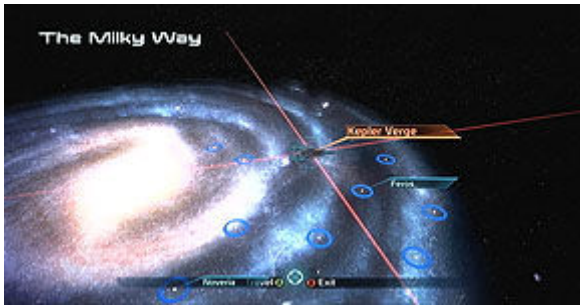
Part Three



If you're in Noveria, you're in good shape, because this side quest is catalyzed from that planet. If you're not on Noveria, however, you should head there now. There's a computer terminal on the second floor of the Mezzanine at Port Hanshan that has the assignment on it. Once the computer is examined, the "Doctor at Risk" side quest will be added to your journal, and you'll be able to head off-world on a mission.



As soon as you're in your ship, head back out to the galactic map and go towards the Kepler Verge. From there, you're searching for the solar system known as Newton. The planet Ontarom in this system is our destination, and the destination of the Dead Scientists. Keep in mind that while you traverse the galaxy getting to your destination, you will get a message from the Alliance on the mission at hand. This will *only* happen if you examined the aforementioned computer terminal on Noveria. If this conversation doesn't happen, go back and try again.

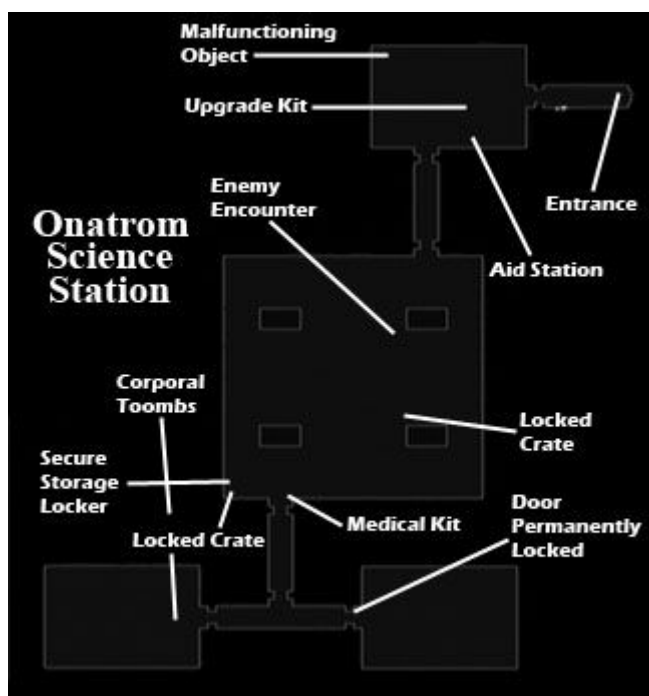
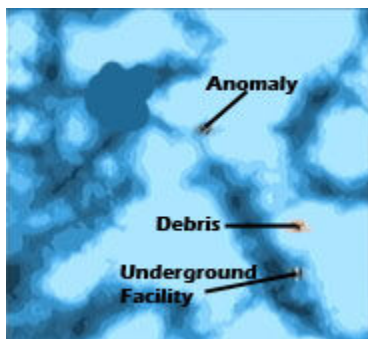


UNC: Dead Scientists (Continued)

Part One

Part Two

Part Three



When you land on the surface, you can use our map above to give you an idea of where you need to go. The Underground Facility we need to breach is located at the southeast end of the map. Getting there is a bit of a nuisance, too, since you'll need to go straight south, and then eastward, since there's a rather large range of daunting mountains cutting the surface in half.



When you begin to climb the mountain up towards the Underground Facility, you'll be fired on. Your best bet is to climb up the mountain with the Mako, park it right next to the facility's entrance, and get out, guns blazing. There should be five enemies to deal with, and if you strategically place your Mako, you can actually hide behind it while firing away at them. When the enemies are felled, you can then enter the facility and get down to the nitty-gritty.



Progress forward through the first room of the facility, grabbing gear from the **Aid Station**, **Upgrade Kit**, and **Malfunctioning Object** en route. Then, head out of the other door and into the next primary room, where the only enemy encounter will occur throughout the entire side quest. The fighting here will be fierce, so we highly recommend you and your party stay tucked in the tunnel leading into the room, letting the foes come to you and cutting them down as they show themselves.

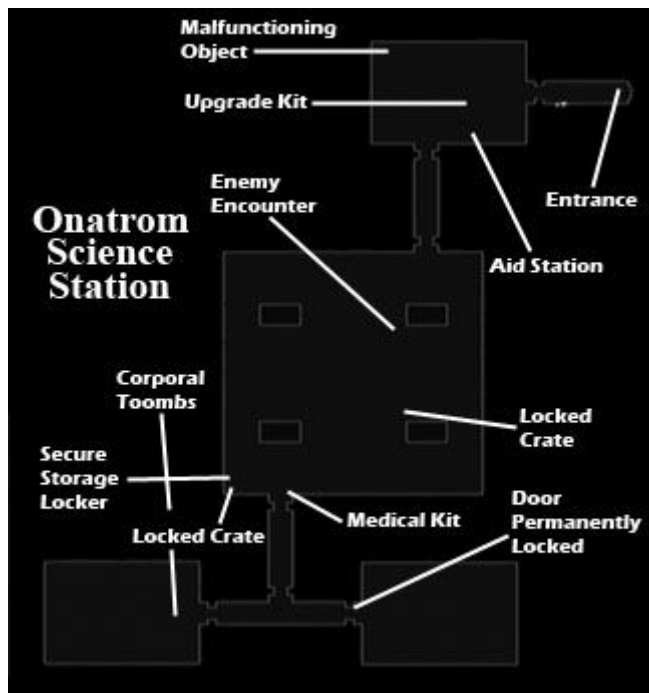


UNC: Dead Scientists (Continued)

Part One

Part Two

Part Three



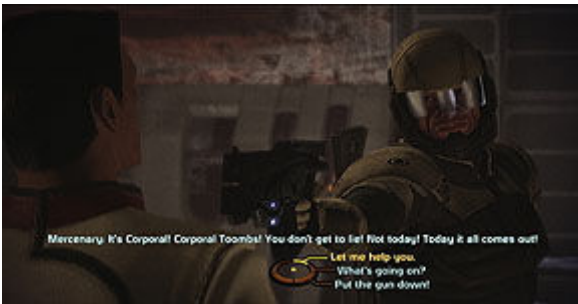
This fight can pose a substantial challenge if you rush headlong into it. Stay back and be reserved here, 'cause the enemies are powerful. Make sure to keep using your special skills, keeping your shields up and your health high. When enemies show themselves, take 'em out. You can even run into the room to pursue an injured foe every so often, but be sure to fall back into the corridor, where you can heal and rest as needed. When the enemy threat is finally eliminated, scour the room for two **Locked Crates**, a **Medical Kit**, and a **Secure Storage Locker**. Then, head into the southernmost corridor.



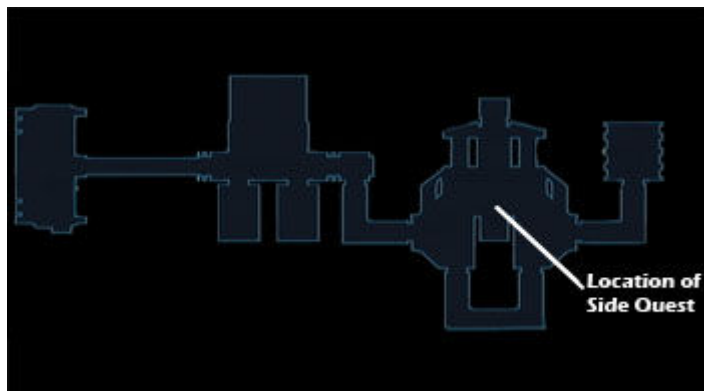
The room at the southeast end of the map, even though it appears on the in-game map, is permanently sealed off, and you won't be able to access it. Instead, head to the west. It's here that you'll run into a character named Corporal Coombs, and the last surviving scientist in the entire station. This is the end of the mission, but how the conversation ends up will determine how the mission concludes.



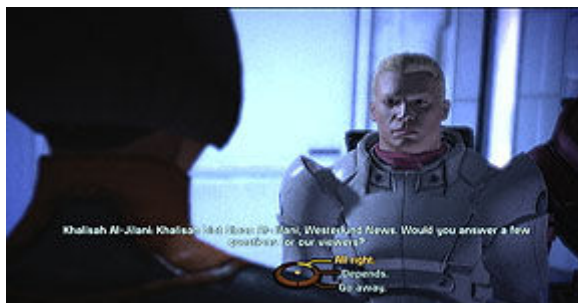
We were playing Paragon and tried to stop Coombs from doing anything stupid, but he ended up offing the scientist before killing himself. There are ways to stop this from happening, but you'll need to explore the various on-screen options and choices to find out what may happen. Our best recommendation is to save the game before entering the room, and then playing through the conversation that ensues in accordance with how you're playing your character. If you don't like the results, all you then must do is restart from your last save and try something different.



Citadel: The Fourth Estate



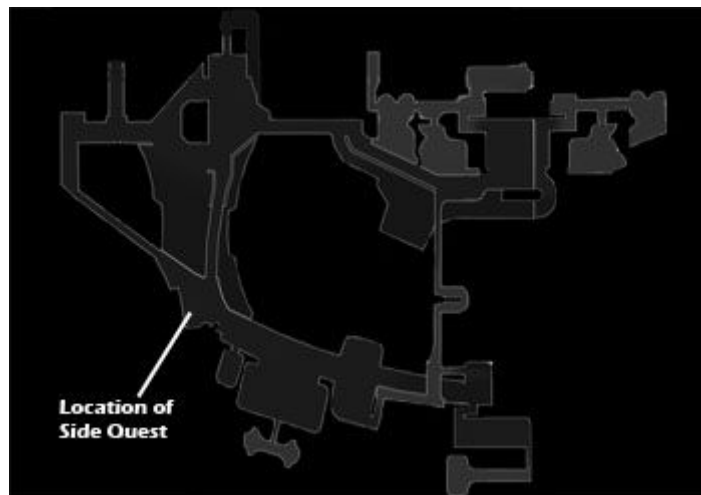
This is, to say the very least, an extremely simplistic and straight-forward side quest to undertake. It'll become available as soon as you complete any post-world operation (so, for instance, we went to Noveria, completed our mission there, and then it became unlocked). You'll be approached by a female reporter in C-Sec who will want to interview you. You can of course decline the interview, but if you speak with her, you'll be able to explore the entirety of this brief side quest rather easily.



You can answer her however you want, and your answers will of course determine how long the interview goes on for. If you have high ratings in charm and persuasion, answers that will open up the conversation and make it last longer will become available to you. Try to use these answers, whether you're Paragon or Renegade, since you'll net the most out of conversations that last the longest. Otherwise, play this one as you will. Just be careful at the end. Answering her leading questions can get you in trouble later.



Citadel: Family Matter



This is a brief and easy-to-complete side quest that occurs on the Citadel. Once you complete any post-Citadel world (such as Noveria), you can return to find this side quest waiting for you. Use our map above to find the location of two people quarreling on the Citadel Presidium. Approach them to speak with them, and you'll find out that Rebekah, the female, is the widow of Michael's brother. And Rebekah is pregnant with her deceased husband's child.



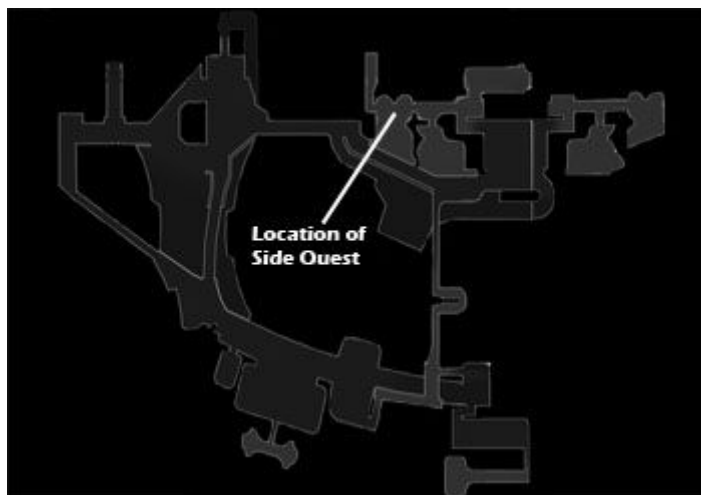
Michael wants the child to undergo a procedure which will ensure its survival, but Rebekah is against it. This is actually a completely inconsequential side quest in many ways, since it's an obvious ploy to net you Paragon or Renegade points. And with the slew of "red" and "blue" options available (only available if you have a high enough Persuasion or Charm, respectively), you'll need to use those to steer the conversation. If you manage to conclude the conversation using these techniques, you'll then net a Paragon or Renegade bonus. Play it how you want, but be sure to play in cohesion with how you want your character to grow.



UNC: Asari Diplomacy

Part One

Part Two



This mission starts out a little strangely. You'll need to initiate a communication link by traveling to the Artemis Tau cluster. Once there, head to the solar system named Macedon. When you arrive there, you'll automatically receive a transmission from an Asari named Nassana. She's a diplomat on the Citadel, and she needs your help. At this point, head all the way back to the Citadel to find her.

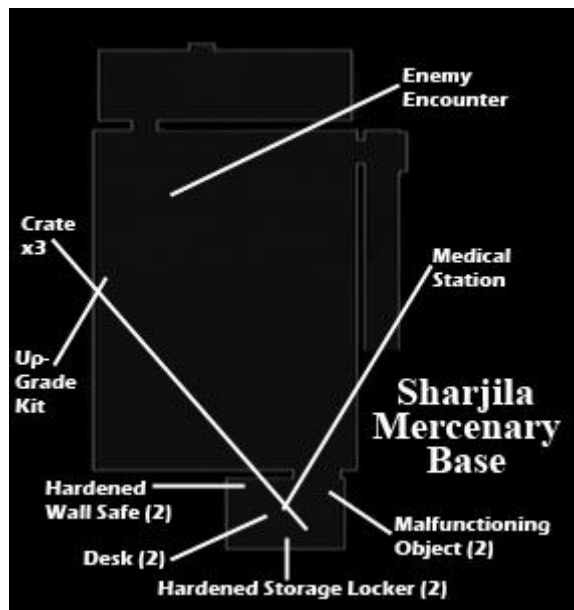
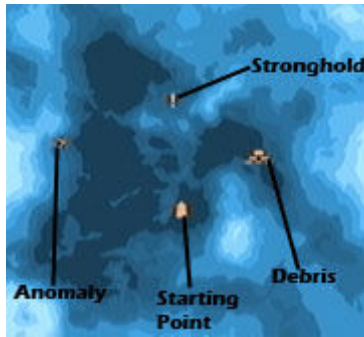


If you use the map above, you'll see that Nassana is on the Citadel Presidium, hanging out where all of the diplomats and statesmen hang out at the northern end of the structure. When you speak to her, she'll give you the 411 on what's happening. Her sister has been kidnapped, but she's in a bit of a catch-22. She's a diplomat, so her responsibility is to report this kind of crime (such as the bribe they've asked her to give in return for her sister's safety) was bypassed. She's in trouble, and she needs your help. Accept the mission, and then head all the way back to your ship at the C-Sec docking bay. We're heading back to the Artemis Tau cluster.



Once you're back at your ship and have taken to space, seek out the same cluster, Artemis Tau, that you visited earlier when you catalyzed the events that allowed this side quest to be undertaken. And, once more, head to the Macedon system. You're looking for a planet named Sharjila, which is an uninhabitable planet (for humans) with a crushing atmosphere nearly 40 times that of Earth's. You'll need to land here, though... just be weary of the pressure hazard!





Getting to your location is surprisingly easy (if you simply take a look at our map above). Your starting point is located on the map, and to your north is the "Stronghold" we are to breach. Drive northward towards the location and you'll soon see the structure in the distance. It's guarded outside by a plethora of enemies, including sharpshooters on towers that have incredible accuracy. *Don't* get out of your craft while fighting (since there's a pressure hazard). Instead, use the heavy weapons of the Mako to take these enemies out, driving around and eliminating them one after the other. When the enemies are felled, park the Mako in front of the Stronghold's entrance and exit, quickly working your way into the structure before the pressure hazard eliminates you and your party.



When you've entered the structure, go forward into the adjoining room from the entrance. It's here that the enemies will make their last stand. None of them are especially powerful, and this should certainly not be a difficult battle for you whatsoever. Take cover as needed, make sure your gun doesn't overheat, and use any skills (and healing) if you find that they are necessary. When the enemies are eliminated on the first floor, you'll then have open access, enemy-free, to the rest of the building.



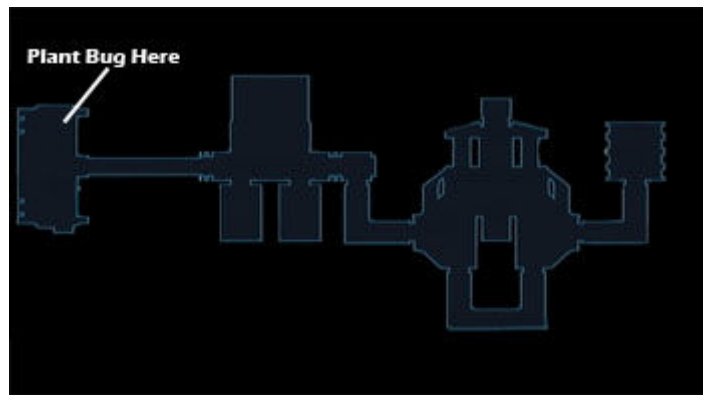
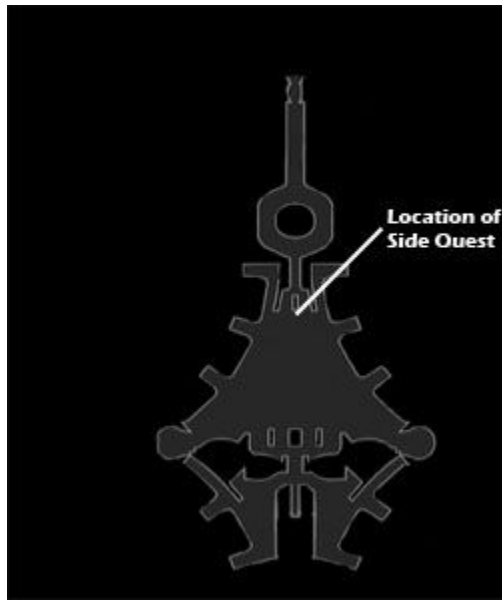
First thing's first -- after grabbing the items from the **Upgrade Kit** on the west side of the first floor, work your way up to the second floor (items on the map above, remember, have a (2) next to them if they are on the second floor). In the only room off of the corridor on the second floor, not only can you find gear galore in the **Malfunctioning Object**, **Hardened Wall Safe**, and **Hardened Storage Locker**, but you will also find the **Desk**. Examine the latter to find the evidence you need on Nassana's sister. You can then head back to the Normandy, and then to the Citadel, but not before examining the storage room on the first floor. You'll find a **Medical Station** and three **Crates** chock full of more gear and items.



Head back to the embassies on the Presidium and seek on Nassana in the same location you found her earlier. As you explain to her what you found, she'll explain she knew all along. She kind of used you... but the cool thing about this whole endeavor is that, if you have persuasion of any kind, you can get cool things out of this. Play the ending in conjunction with how you want your character played, and explore the various opportunities!



Citadel: Planting A Bug



Remember Emily Wong? Well, in the beginning of the game you ran into her during another side quest. But after you finish the first leg of your planetary missions (meaning Noveria and other places like it), you can find Emily Wong in the Citadel Tower, seemingly waiting for you to arrive (for her exact location, see the map above). Speak with her to learn about her new breaking story about traffic control for the Citadel. Agree to help her find information by planting a bug down in C-Sec, and take the bug from her before exiting the conversation.



Take Rapid Transport down to the Wards, where you can go to C-Sec. The second map above will show you C-Sec, and where you'll need to plant the bug Emily Wong handed over to you. An "Inconspicuous Area" will show up when you examine that area of the traffic control room, revealing immediately a way to plant the bug. Once it's planted, all you need to do is head back to Emily's location at the Citadel Tower.



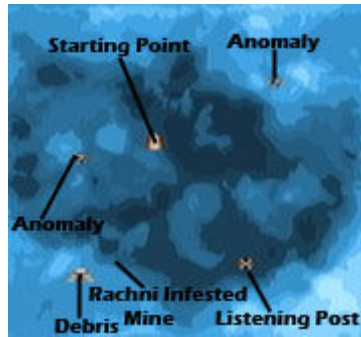
Emily will be extremely thankful that you helped her out, and the conversation will remain brief. You can get a minor Paragon or Renegade bonus here depending on how you answer, so be conscious of that. Also, keep in mind that you don't have to plant the bug. You can refuse to do it, take the bug and never plant it, and more! Feel free to explore this brief side quest for all possible outcomes.



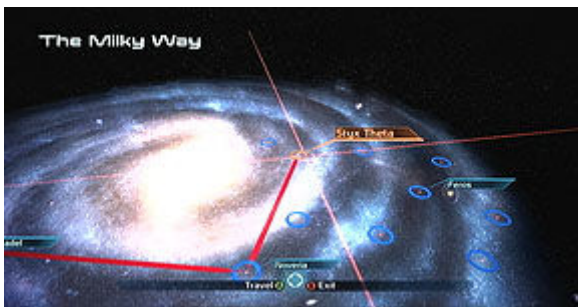
UNC: Listening Post Alpha

Part One

Part Two



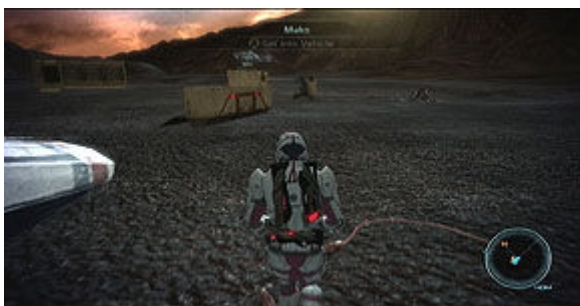
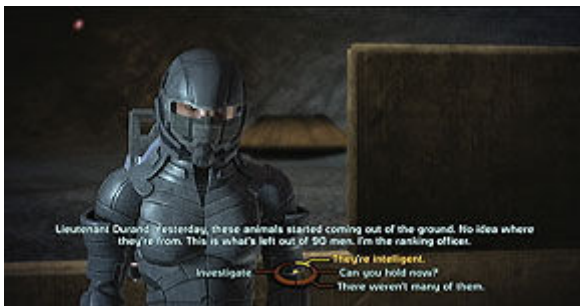
Anytime after you complete your mission on Noveria, you can unlock this side quest and undertake its challenges. All you have to do is fly the Normandy to Styx Theta, and from there, seek out the solar system named Erebus. It's at this point that you'll receive a distress signal, giving you this side quest. Thereafter, land on the hostile planet known as Nepmos, and we'll begin our quest.

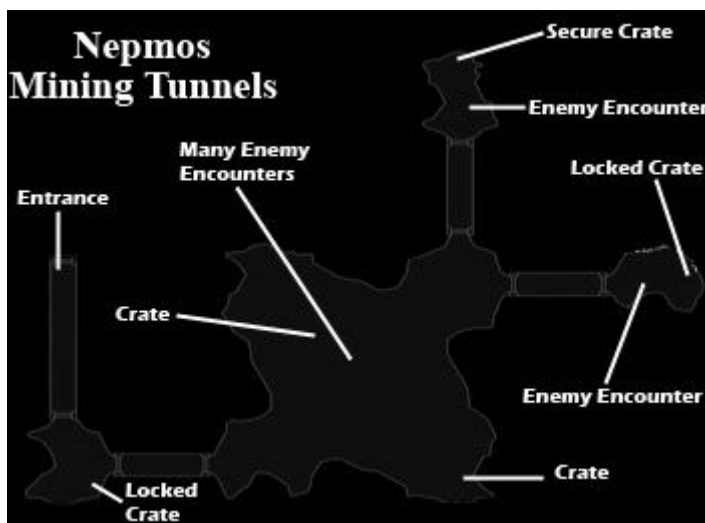


The location of the Listening Post is southeast from the starting point. Though the description of the planet refers to this place as inhospitable and geologically erratic, you won't really have to deal with any of this. Just drive towards the Listening Post, where you will find the stranded Alliance soldiers, in need of considerable assistance.



Upon your arrival, you'll only see three soldiers at the post. Talk to the centermost one, a female named Lieutenant Durand. She'll engage you in conversation and you can speak with her however you want, but you should definitely offer to help her out, since this is worth a fair bit of experience. You'll have to fight Rachni shortly (in droves, nonetheless), but you'll have some other options, including exploring the trailers at the listening post for various gear and items, and a generator that you can hook up the Mako to. If you do this, the gun turrets in the area will help you in the upcoming fight, but we recommend staying in the Mako and using it as your primary weapon.





The Rachni will come in three waves, but if you stay in the Mako, you should have no issue defeating all three waves with ease. Don't expect much help from the stranded Marines, but you should certainly make sure none of them are harmed by the Rachni. Drive around in the Mako, using machinegun fire and missiles to kill the enemies as they come. The timer that appears on-screen will represent the time until the next wave arrives, so be sure to kill each wave before the next shows up. Then, speak with the lieutenant to learn about where the Rachni are nesting, which is located due west of the listening post. Head there and enter the building for more action.

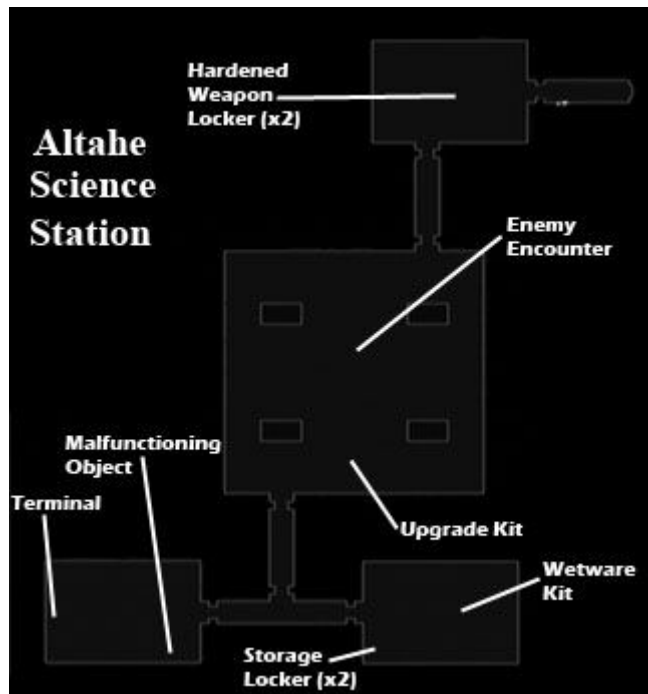
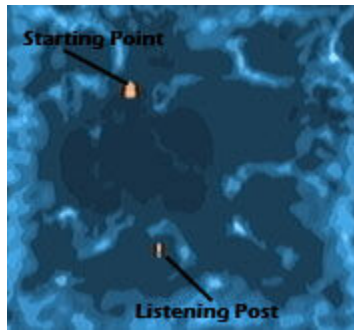


In the first room, you will find nothing of interest, save for a **Locked Crate**. But in the second room, the main chamber of this enclave, you'll find Rachni. A lot of them. They might not be immediately available to fight, but as you run around the chamber, more and more will reveal themselves. Be sure to run around the entirety of the chamber to make them all show up, hence maximizing the experience gained here. Also, be sure to kill the foes as they appear, so that you're not running around and becoming inundated with more foes to kill than you could reasonably handle.



When the Rachni foes in the main chamber are slain, you can then explore the other smaller rooms found at the northeast part of the map above. In each room, more lesser Rachni will appear, along with their stronger brethren that will show up when things get really dire. However, they should be easily slain. You can then grab the goods from the **Secure Crate** and **Locked Crate** in the two rooms you just explored before heading back to the surface, back to the Mako, and finally, back to the Normandy.





This side quest is unlocked after finishing UNC: Listening Post Alpha. The two missions are very similar to one another, and provide about the same amount of challenge. Thankfully, however, UNC: Listening Post Theta is slightly easier, so if you got through the earlier mission, you'll surely get through this one. Just like the "Alpha" Mission, this listening post is located in Styx Theta, in the Acheron solar system, on a planet called Altahe.



Once you've landed on the planet, you'll need to head southward to the listening post. There's little in between you and the post, and you shouldn't have many issues getting there. When you arrive to the listening post, however, you won't find stranded Alliance soldiers like you did on the other planet. Instead, you'll find Rachni, who will come out of various holes surrounding the listening station. Like you did during "Alpha", drive around and kill the Rachni from the relative safety of the Mako. When the enemy threat is eliminated, you can then enter the station itself.

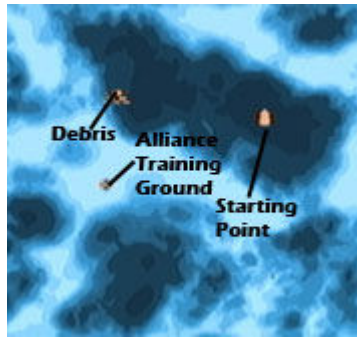


Once inside the listening post, things will be initially uneventful. Head forward into the first room, where two **Hardened Weapons Lockers** can be found. If you're able to crack them open, do so before proceeding into the listening post's main room, where a plethora of Rachni enemies can be found. Slaughter these simple enemies as you have done so many times before, and when they're killed, be sure to scour the room for an **Upgrade Kit** with some gear in it. Then, head through the southern corridor, where two more rooms await exploration.



The southeast room is the less important room, and therefore is the first room that should be explored. Within, you'll find a **Wetware Kit**, useful to biotics-using characters. In the southwest room, you'll find something far more interesting, however. At the **Terminal**, you will find more evidence that will lead you to some interesting conclusions, as well as items in the **Malfunctioning Object**. Grab the gear and the information, and then head back outside to the Mako, where you can go back to the safety of the Normandy.





Ready to head closer to home? Well, if you undertake this side quest (which is offered to you as soon as you travel to various clusters and systems in the 20-levels), you'll head *really* close to home... to the Earth's moon, in fact. Head to the Local Cluster, and then to the Sol system (that's our solar system). From there, go to Earth, circling our Sun, and go to Luna, our moon. Land there to begin this lengthy and engaging (yet very important) side quest.



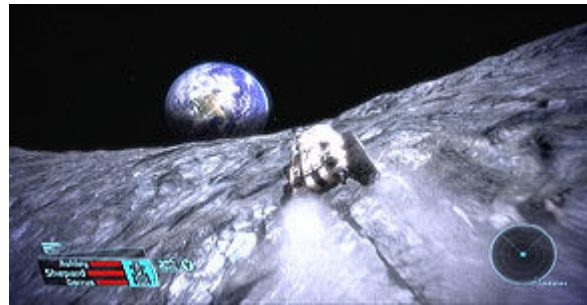
Luna

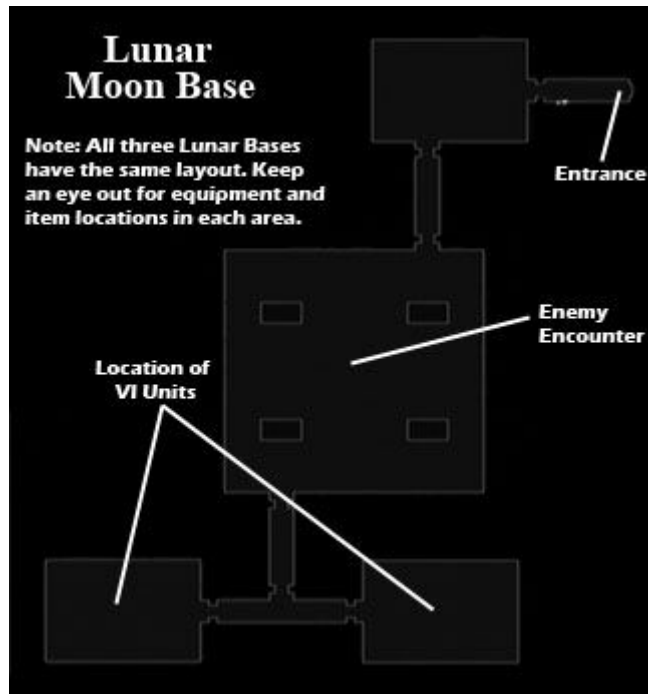
An early source of Helium-3, Luna is now mined for materials used in space habitat construction. Two dozen major stations have been constructed at Earth's L4 and L5 Lagrange points, all from lunar resources.

Colony Founded: 2069
 Population: 43 million
 Capital: Armstrong

Planet: Earth (Sun) 384,400 km Moon: Earth Sol

The training center is made up of three individual buildings, and we'll have to infiltrate them all. Thankfully, they're all lumped together so that they're easy enough to find. You'll have to head to the southwest end of the map (see above) to find the base. Once you do, stay in the Mako and keep driving around. There are two gun turrets that have a bit of power behind their attacks, and they all must be eliminated. Doing this on foot is suicide, so stay in the Mako, *keep moving*, and fire away with both missiles and machineguns. When all are eliminated, you can then exit the Mako safely.





Now, you'll see one map above, which may confuse you since there are three moon bases. You'll be happy to know that all three of them are relatively the same, with the same layout, and the same enemy locations, types and layouts. The robotic enemies, which are admittedly a nuisance, are located in the centermost room of each base. Save before fighting in each base, because these battles can be difficult. You'll understand why after the mission is completed, however.

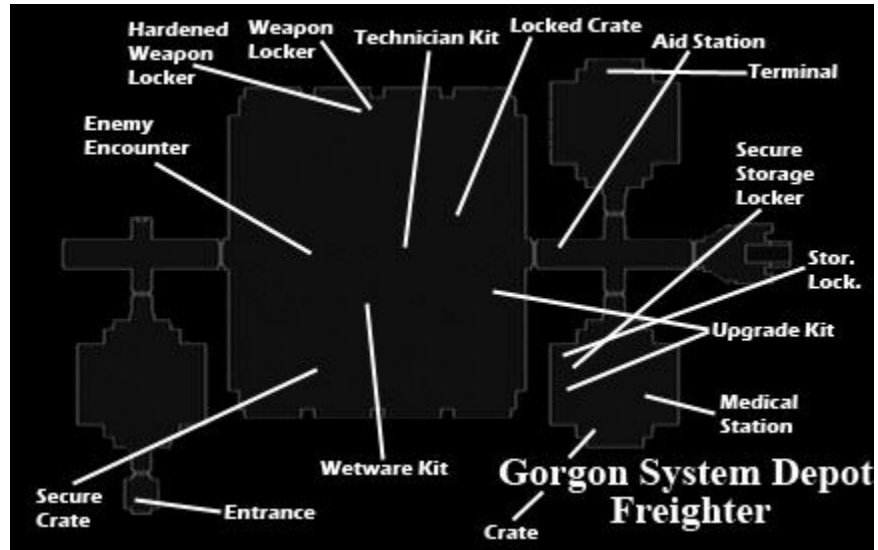


Our favorite technique in all three battles is to enter the main chamber with guns blazing, and then backing up into the corridor leading into the room. This will draw most of the enemies towards you. If they enter the corridor, all the better -- you can back up into the previous room and let them stay in the corridor. Round the corner every so often to take shots, then back up as they respond. You'll want to be especially sure to avoid their missiles, since they can take you out in one shot flat, but otherwise, they aren't potent attackers. They're just incredibly aggressive. If things get too hairy for you, feel free to shut the blast doors and regroup. Otherwise, when the enemies are eliminated in each base, it's time to take out the Virtual Intelligence units controlling each base.

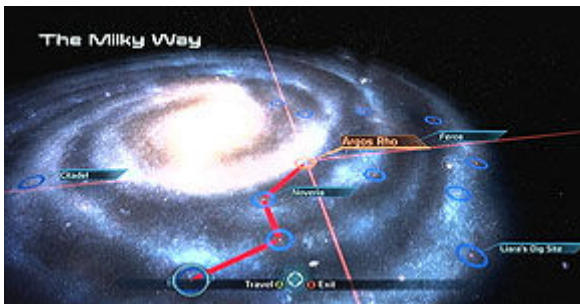


The VI units are located in the two southernmost rooms on each map. There are four units in each room, and they take an extensive amount of damage to be destroyed. Machineguns and Shotguns are your best bet here. Speed is somewhat of the essence, since toxic gases will be released when the first of each VI sets are destroyed. And during the last base sacking, you'll actually encounter more robotic enemies that need to be slain. But otherwise, killing the VI units is the least of your worries after the fray you just got through. As we mentioned earlier, saving in between each base is key, and yes, you get to choose a new, specialized class for your main character after completing this mission. See, wasn't it worth it?





Anytime after you complete the main quest missions on Noveria, you can undertake this simplistic side quest. Naturally, you'll first need to travel to the appropriate location in the galaxy, which is in Argus Rho. From there, head to the Gorgon solar system. Floating around in this system is something of interest. You won't be landing on a planet here. Instead, you'll be boarding a ship. Select the "Unidentified Space Facility" and board it to begin the side quest.



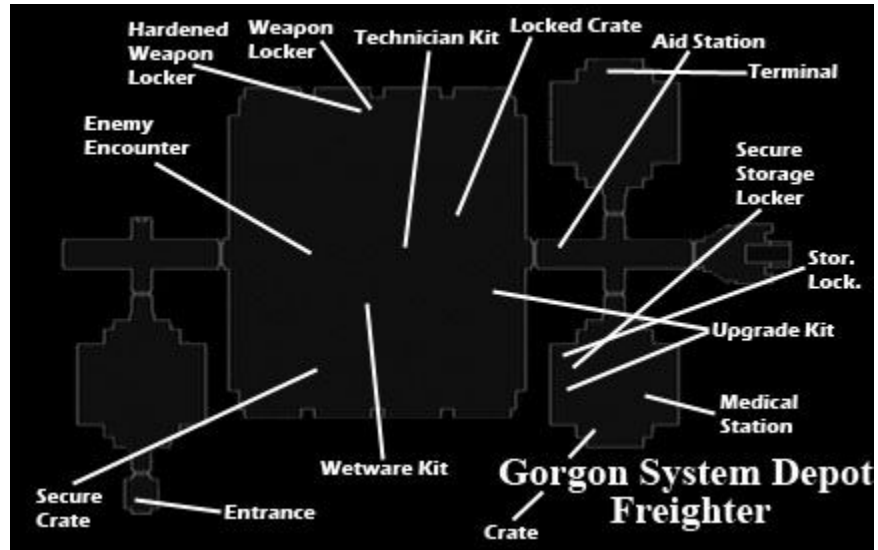
As the map above shows, there's a *lot* of stuff to grab here. So much stuff, in fact, that we won't outline it all here in the text. If you want to maximize your experience gains and get as many items as possible, we implore you to carefully follow the map above to find everything you can from every depository on the ship.



UNC: Depot Sigma-23 (Continued)

Part One

Part Two



You won't have to deal with substantial enemy resistance here. Instead, you'll have to deal with a plethora of lesser Rachni (and a few regular Rachni creatures), the former of which will contaminate the party, but cause no real injuries. They are represented, as all enemies are, as red dots on the radar. But be careful -- they move extremely fast and commit suicide (in order to damage you) rather rapidly. Otherwise, finish your exploration of the main storage chamber, and then head to the accompanying corridor on the east side of the ship's map.

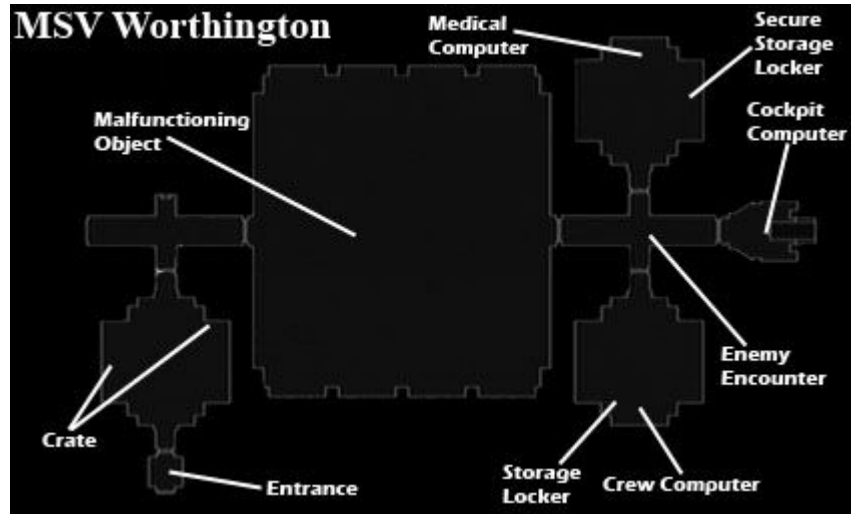


There are three rooms off of this corridor. At the far east end is the cockpit, but with no real reason to go in there, we recommend ignoring it completely. The southern room has a series of items to grab that, like in the main room, are too many to reasonably list. Just be sure to explore that room and the main chamber *in their entirety* before heading into the northern room, where the final leg of the side quest will commence. You won't have time to explore the ship in-depth after you visit this room, so if you want items, now's the time to get them.

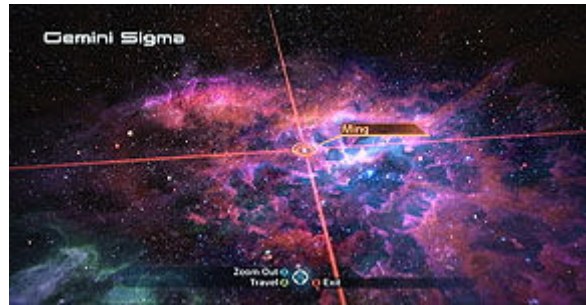


Finally, the last room of the ship. You'll find a **Terminal** here that you should examine. Recorded on the terminal are three voice recordings from the ship's now-deceased captain. There's now some explanation as to where the Rachni in previous side quests (the Listening Post ones, primarily) are coming from. After you listen to all three recordings, you can examine the explosives next to the computer terminal. Detonate them and then get running back to the Normandy. You only have 70 seconds (yes, 70) to get there. Ignore the enemies that respawn in the main chamber, and make your only priority getting back to the ship before the time expires.

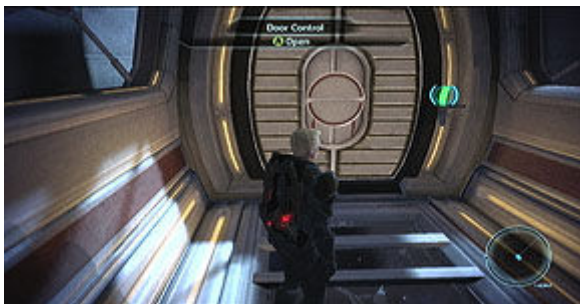




To begin this mission, which can be undertaken at any time after you complete at least one of the post-Citadel planetary missions (we defeated the Noveria missions before doing this, for instance), is fairly straight-forward. Head to Gemini Sigma, and seek out the solar system named Ming within. We're not looking to land on a planet in this system, however. What we *are* looking for is the MSV Worthington, a ship floating in space with all of its systems shut off. Boarding this ship is the first step towards completing this mission.



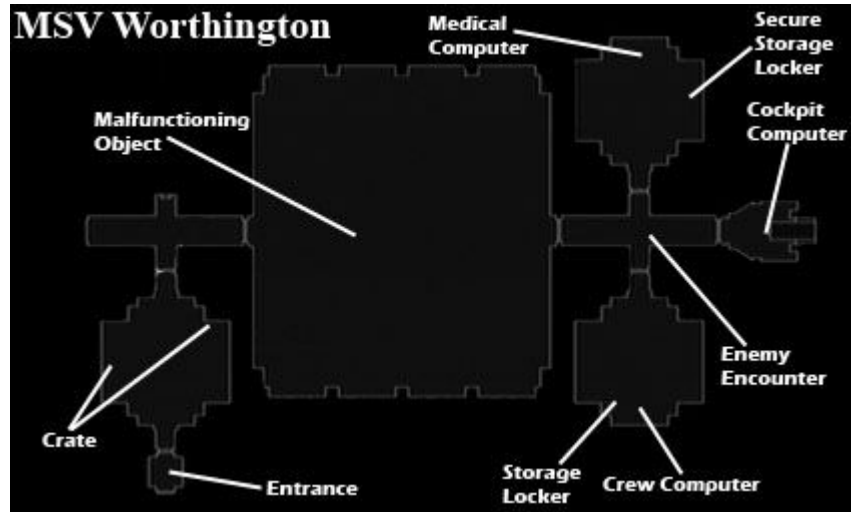
Once you've boarded the ship, you can immediately begin gathering some gear. As the map above shows, two **Crates** are in the initial room of the ship, but you'll need to search for them, because both are behind semi-obscuring walls. After gathering the gear from both Crates, head forward, and then right into the largest room on the ship.



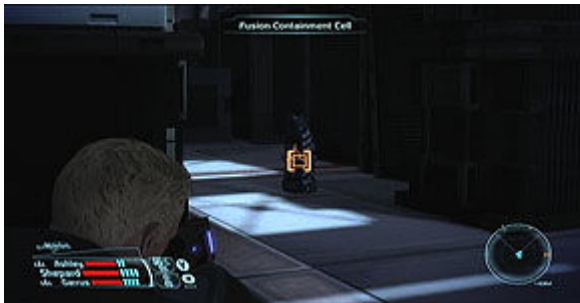
UNC: Lost Freighter (Continued)

Part One

Part Two



Now, this isn't a place you'll want to run around willy-nilly. There are traps set up all over the place that, if detonated near you, will poison you and your party. Carefully navigate the labyrinth created by the various crates, and shoot the traps from afar. Don't worry if one or two sneak up on you and detonate as you round a corner -- as long as they don't all explode on you, you shouldn't have much trouble. Do notice, however, the eerie absence of anyone else on board (or so you think!)

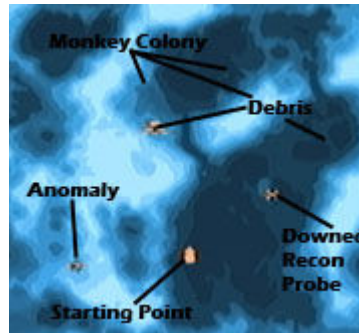


Once you reach the east end of the ship's map, you'll find three different rooms. The cockpit at the far east will have a computer terminal, as will both the rooms above and below the cockpit. By examining all three computers and their contents, you will quickly learn about the situation at hand, involving a biotic-powered woman named Julia, and her dying friend. As you navigate the rooms, do be sure to grab the gear from the **Storage Locker** and **Secure Storage Locker** (also, be sure to grab the contents from the **Malfunctioning Object** in the large area we navigated earlier).

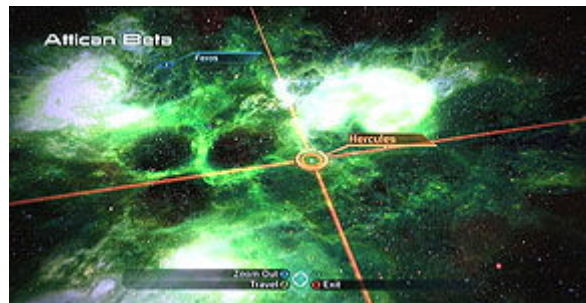
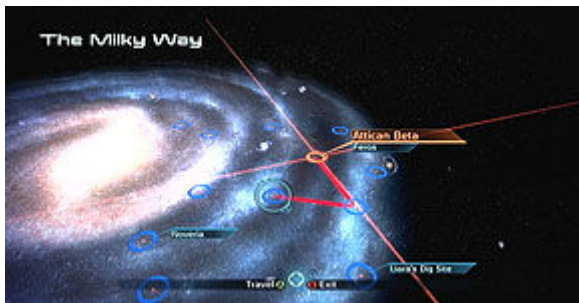


As soon as you've listened to the contents of all three computers on the east side of the ship's map, Julia will appear. She's the only one left alive on the ship, it seems, and she wants to take you and your party out. She's easy to kill, however, and she's all alone, so you have very little to worry about here. Simply hold your ground and take her out as quickly as possible to minimize the damage she could possibly do to you. Then, when she's slain, head back to the Normandy with another successful side quest under your belt. Oh, and remember -- if you missed any item containers, be sure to raid them now. There's no other reason to come back to this ship in the course of the game, so save yourself the possible extra trip.





As soon as you're able to take to galactic space with the Normandy, you can attempt this mission. Head to the star cluster known as Attican Beta. Here, you will find a solar system named Hercules. A large, ringed planet will be orbiting its parent star named Eletania. Land on this planet to begin the side quest. Keep in mind that if you've never been here before, you will get an alert from Alliance Command about your mission. Either way, once you have access to the Normandy, you have access to this side quest.

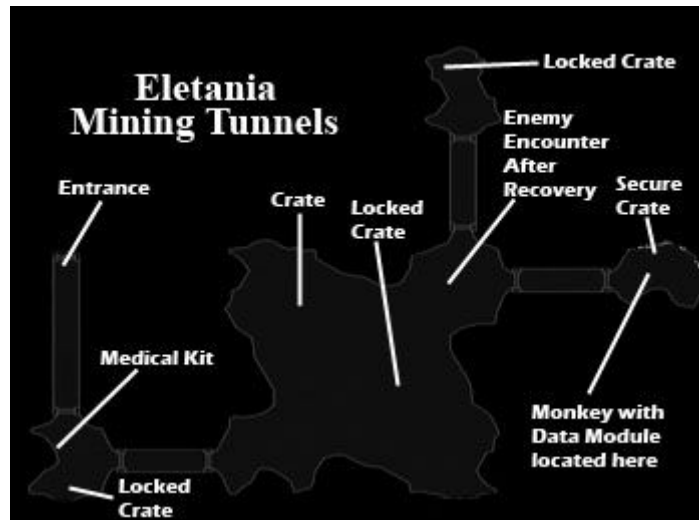


The downed reconnaissance probe is located on the east side of the planetary map, northeast from the Mako's starting position. Getting to the recon probe's location is relatively painless. Strangely, when you do stumble across the probe, you'll find that the data module attached to the probe is missing. Surveillance on the probe tells you that "monkey-like creatures" have absconded with the data module. Naturally, you'll have to recover it.

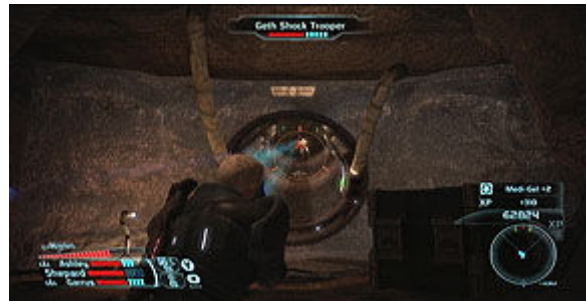


Our map above shows where the three "Monkey Colonies" are located (they only appear on your in-game map *after* you've successfully located the reconnaissance probe). You can visit all three of them if you want, but it's the one that's at the center of the three (at the north end of the map, almost directly in the center) that's the only one of interest. That's because this particular Monkey Colony has near it some sort of human-built subterranean structure. The monkey-like creature that has the Data Module is within that structure.

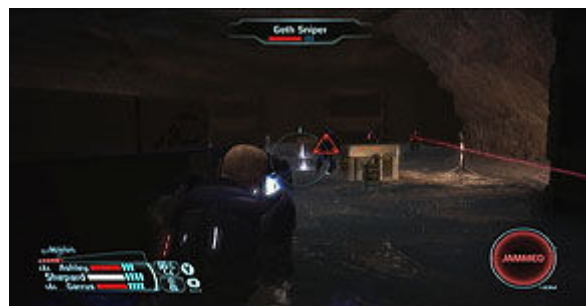




Once inside, take a look at our map. You can find plenty of items for your inventory in the various containers strewn about. There's a **Locked Crate** and a **Medical Kit** in the initial room of the mining tunnels, and a **Crate** and **Locked Crate** in the main chamber. You'll also see a bunch of monkeys, but none of them have the Data Module. The monkey with the module is tucked away in the easternmost room of the tunnels. Search the monkeys in that room to find the module, and be sure to explore that room and the room to the north for a **Secure Crate** and a **Locked Crate** as well.



Be wary, though, for once you've located the Data Module, you will be attacked by Geth soldiers in the main chamber. They come in fairly large numbers, so be ready for a substantial fight. As usual, you should take cover and use skills as needed, but consistent gunfire on one enemy and then the next is the most efficient way to take out your foes. When you've felled all of the Geth, you can then resurface back outside, head back to the Mako, and then back to the Normandy. This side quest is over.



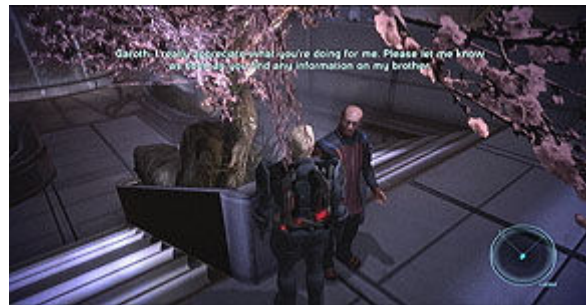
UNC: Privateers

Part One

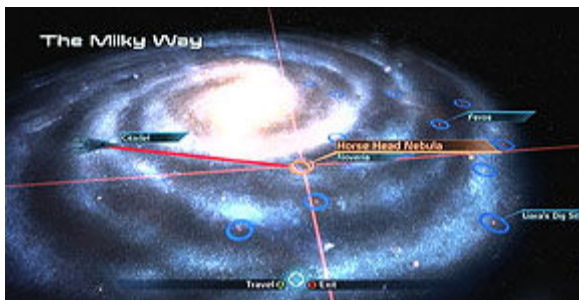
Part Two



When you return to the Citadel after completing any of the major planet missions (we defeated Noveria first, so this happened for us thereafter), you can find a man named Garoth. He's one of the only people in the Citadel Tower and is hard to miss (hence no map here). When you speak with him, you'll learn about a missing ship in a far-off system. After the conversation with him ends, you can then head to the Normandy, where we can travel to the necessary location.



You know the Horse Head Nebula? Of course you do. Well, you need to head there. When you're there, you'll then want to search for the solar system called Strenuus. Thereafter, seek out an icy planet called Xawin, *but don't go there!* Instead, look for an unidentified object next to it, and scan it. This will reveal information on the craft that Garoth was speaking about back on the Citadel.



Thereafter, you can then go to Xawin. It's really that simple. Locate the planet (next to the unidentified object), and land there.



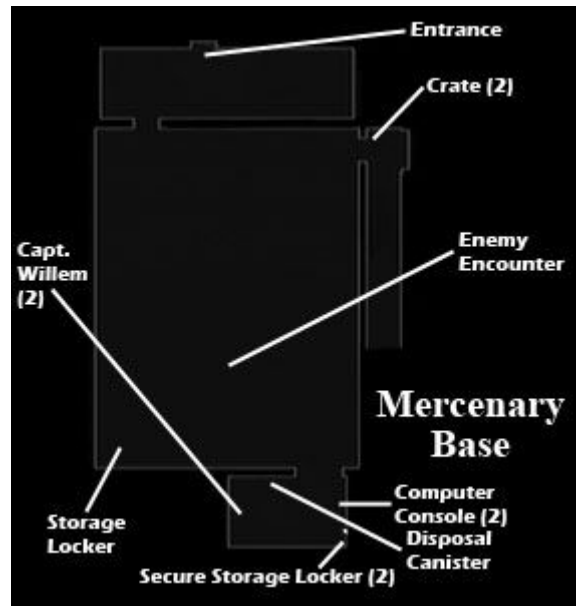
The map of the planet's surface, as you can see above, is cluttered compared to most other planetary maps in the game. Regardless, there are only certain things we need to be concerned with for this side quest. You land smack dab in the middle of the map, and from there, you'll need to head northwest to the Mercenary Camp. As you approach it closely, you'll come under siege from gun turrets and ground forces guarding the area. Keep moving around in the Mako, taking out the more powerful turrets first, and then the ground forces. Missiles work especially well on the turrets *and* the ground forces, especially the latter because the missiles can destroy the enemies and their cover simultaneously. The idea, though, is to keep moving, to avoid the Mako being damaged.



UNC: Privateers (Continued)

Part One

Part Two



Once inside the Mercenary Base, you'll be almost immediately under siege. The first room you encounter is empty of any enemies or items, but the second large room is where everything goes down. Try to stay in the doorway, straddling the first room and the second larger room. This gives you and your party a chance to hide and regroup behind the blast door if necessary. But you shouldn't have any problems here, especially considering the explosives strewn all over the place. Enemies seem to like to stand next to them, so if the going gets tough, try to take them out by shooting nearby explosives.



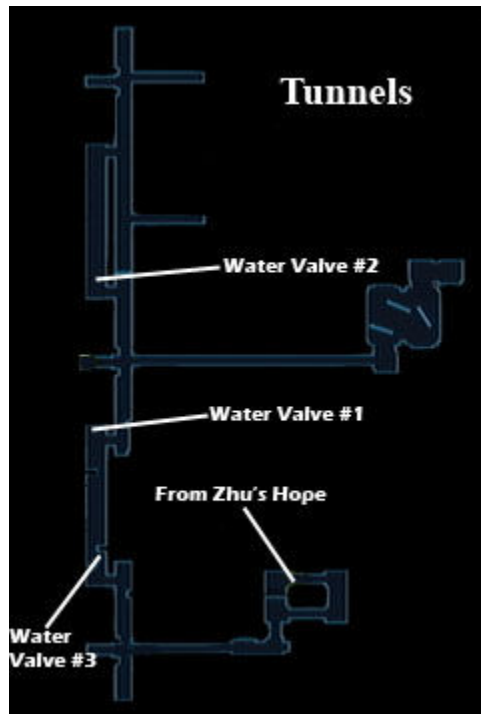
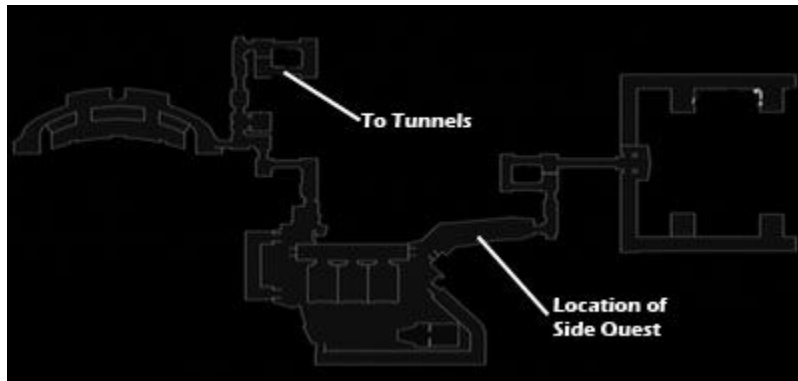
When the enemies are eliminated on the first floor, the entire Mercenary Base, outside and inside, is completely void of life (other than your own, of course). Grab the goods from the **Storage Locker** and **Disposal Canister** on the first floor, and then head to the second floor via the staircase on the east side of the compound. A **Crate** can be found on the far end of the passageway leading to the only other unexplored room. In this room, not only will you find goods and experience via the **Secure Storage Locker** and **Computer Console**, but you'll also find the body of Garoth's missing friend, Captain Willem. Examine Willem's body, and then head back outside, and back to the Mako.



Naturally, you'll want to "beam back up" to the Normandy from the Mako, and then make your way back to the Citadel. Garoth will be waiting at the same exact place you last found him in the Citadel Tower. When you speak with him, you can encourage minor Renegade or Paragon play by telling him his friend is dead, or lying to him and telling him that he's still alive. The point bonuses from those two choices should be fairly obvious. But after you're done speaking with him, UNC: Privateers is just another side quest you've successfully completed.



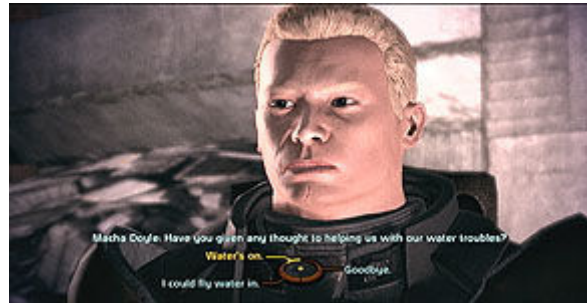
Feros: Water Restoration



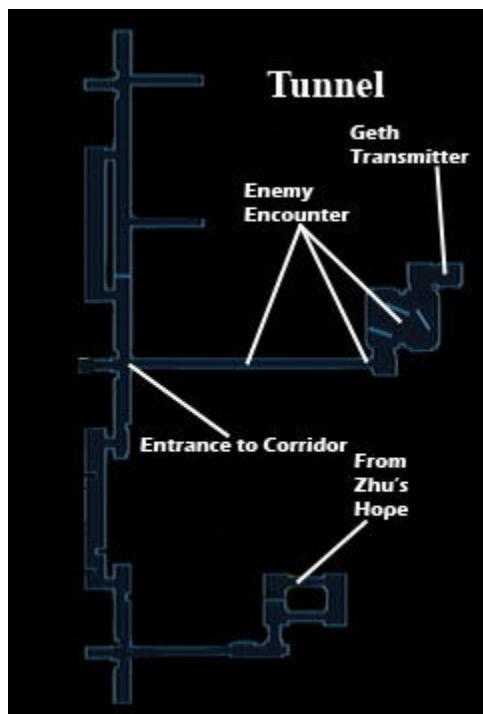
After you've completed the main mission on Feros, you'll find a woman named Macha Doyle working on a pipeline in Zhu's Hope (her location is marked on the map above). Speak with her briefly to learn about the water shortage problems the small colony is facing. You can easily fix this problem for her, though, so agree to do so and then get ready to head out on this short side quest.



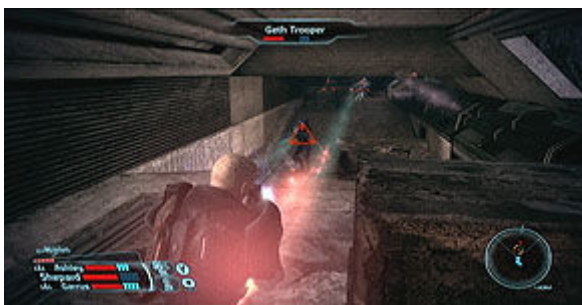
The side quest takes place in the Tunnels underneath Zhu's Hope, and naturally, we've included a map of that above as well. Shown above are the three locations of the three water pumps you have to turn on to get the colony's water running again. You may or may not run into enemies down below depending almost entirely on if you've done some other side quests already or not. Regardless, kill what you come near and ignore everything else. When the three pumps are turned back on (which should take no longer than a minute or two), head back to Macha Doyle and tell her the good news. This will wrap up this rather short side quest.



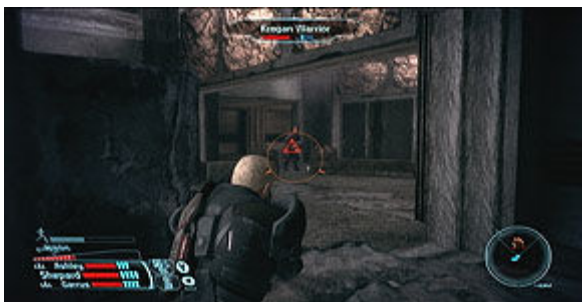
Feros: Geth in the Tunnels



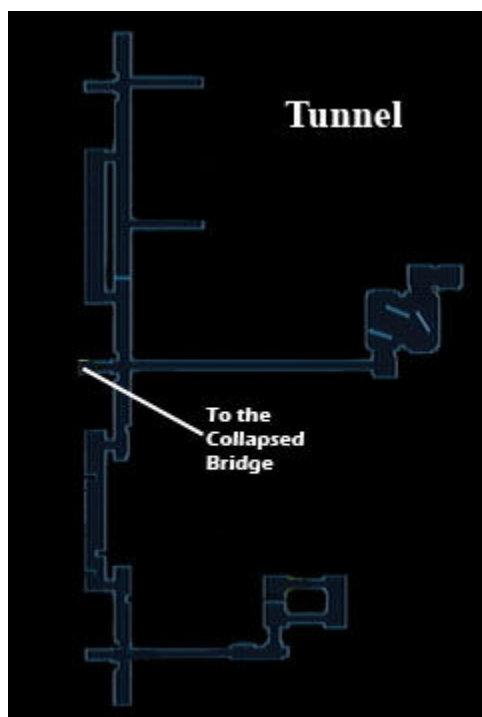
You get this side quest somewhat automatically during your quest on Feros. Fai Dan has a problem with the Geth in the tunnels underneath Zhu's Hope, but you won't be able to really take care of the problem until after you've completed the main mission on the planet. But, if you've spoken with Fai Dan at length (he kills himself later, as you know), this mission will be available to you anytime after completing Feros' main quest.



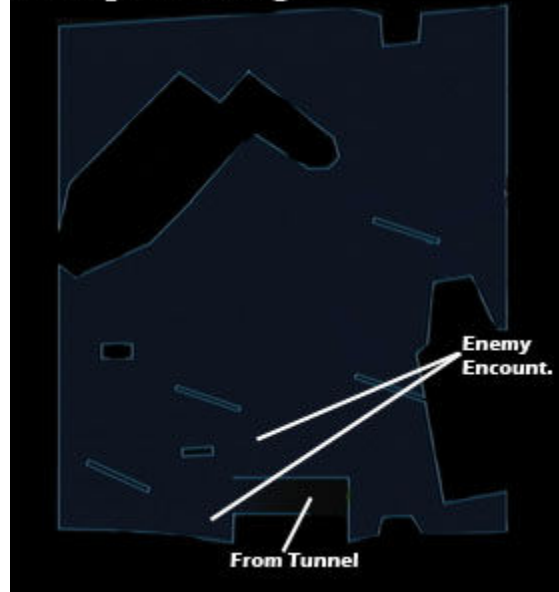
The quest is a simple one, really. Head into the tunnels (shown in the map above) and make your way to the horizontal passageway. There's an object called a Geth Transmitter at the end of this passage, and it must be destroyed in order for the brief side quest to be ended successfully. It's heavily guarded by Geth and Krogan alike, though, so they'll need to be eliminated in that corridor completely before you can safely take shots at the transmitter, destroying it in the process. Once it's destroyed, however, this brief side quest is all but over.



Feros: Varren Meat



Collapsed Bridge



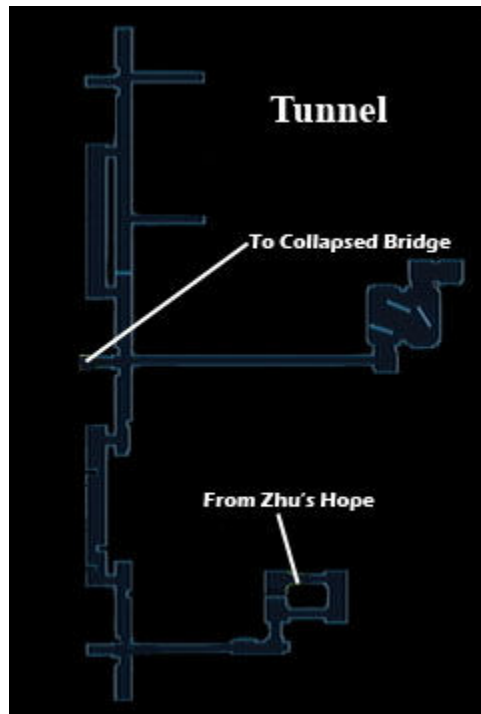
This is yet another of the brief and simplistic side quests available on Feros once you've defeated the planet's main mission. Undertaking this mission is as simple as heading to the small downed freighter that acts as a protective building in the middle of Zhu's Hope (as seen in the map above). Here, you'll find a man named Davin Reynolds, who will discuss the colony's food shortage. It won't become immediately available what you must do, but what must be done is basic, especially if you use our three maps above to navigate around.



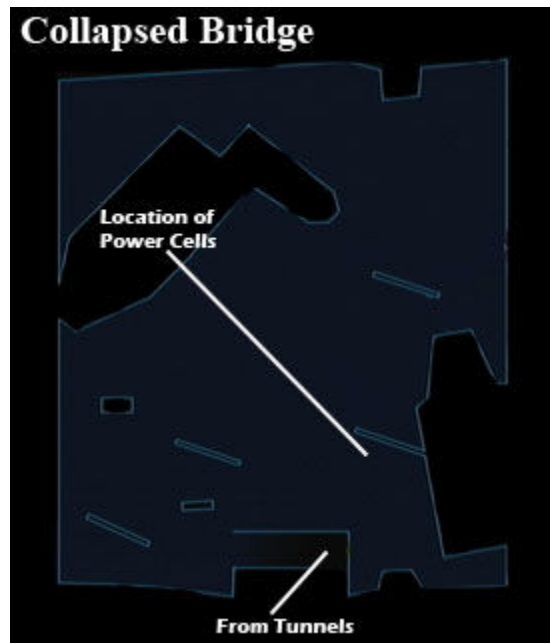
After speaking with Davin, head to the Tunnels (again, using our map above), and from there, you'll want to head to the Collapsed Bridge. At this location, the ferocious local dog-like animals known as Varren can be found (you likely fought them during this planet's main quest). They are easy enough to blaze through, though their alpha leader is a little bit more difficult to deal with. Regardless, you should have little difficulty downing all of the foes here. When the alpha dog is defeated, all you have to do is backtrack to Davin and tell him that the Varren alpha is slain. Case closed.



Feros: Power Cells



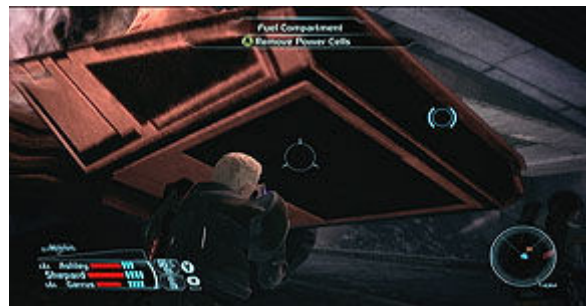
Collapsed Bridge



If you've done the "Varren Meat" side quest on Feros, then you'll be plenty familiar with the terrain you'll have to cover on this side quest. In order to initiate it, seek out a woman named May O'Connell (at the location on the first map above). She'll tell you that they're in need of power cells to fully power the Zhu's Hope colony, and that they've been lost. Where to find them? Well, it's rather simplistic, really.



Head into the Tunnels, and from there, you'll want to seek out the Collapsed Bridge (which is located from the Tunnels via the map explanation above). If you did the "Varren Meat" side quest, then this place will be completely barren as far as enemies are concerned. If not, be prepared to fight some simplistic enemies. There's a downed, disabled Mako above and to the left of the entrance (again, seen on the map above). Examine the Mako to find some Power Cells, which you can then bring back to May O'Connell. This will wrap up the side quest. Easy!



UNC: Prothean Data Discs

This side quest will begin when you find your first Prothean Data Disc on the planetary surface of one of ten planets or asteroids. As with all of the game's fetch quests, we recommend that you wait until you've completed all of the main quest planets (Noveria, Feros, and Virmire) before trying to find the discs. Why? Because some of the solar systems and planets you need to explore may not be immediately available.

The list below shows the ten locations of all of the Prothean Data Discs. You only need to find seven of the ten discs below (called "artifacts" in the game), but collecting more will simply add to the experience and credits you would otherwise be earning.

The three discs below must be found by scouring planetary surfaces with the Mako. When you find location of the disc, get out of the Mako and grab it.

Locale	System	Planet
Armstrong Nebula	Tereshkova	Antibaar
Maroon Sea	Matano	Chasca
Voyager	Yangtze	Binthu

...and the seven discs below can be found by surveying the bodies listed.

Locale	System	Planet
Argos Rho	Phoenix	Carbonaceous Asteroid
Artemis Tau	Sparta	Asteroid Cluster
Attican Beta	Theseus	Sharring
Hades Gamma	Farinata	Juntauma
Maroon Sea	Matano	Rocky Asteroid
Styx Theta	Erebus	Wermani
Voyager	Yangtze	Alrumter

UNC: Turian Insignias

This side quest will begin when you find your first Turian Insignia on the planetary surface of one of seventeen planets or asteroids. As with all of the game's fetch quests, we recommend that you wait until you've completed all of the main quest planets (Noveria, Feros, and Virmire) before trying to find the discs. Why? Because some of the solar systems and planets you need to explore may not be immediately available.

The list below shows the seventeen locations of all of the Turian Insignias. You only need to find thirteen of the seventeen insignias below, but collecting more will simply add to the experience and credits you would otherwise be earning.

The ten insignias below must be found by scouring planetary surfaces with the Mako. When you find location of the insignia, get out of the Mako and grab it.

Locale	System	Planet
Argos Rho	Hydra	Metgos
Armstrong Nebula	Vamshi	Maji
Armstrong Nebula	Vamshi	Pregel
Hades Gamma	Antaeus	Trebin
Hawking Eta	Century	Presrop
Horse Head Nebula	Fortuna	Amaranthine
Horse Head Nebula	Strennus	Xawin
Kepler Verge	Newton	Ontarom
Maroon Sea	Vostok	Nodacrux
Voyager	Amazon	Agebinium

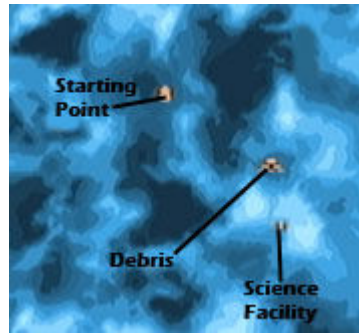
...and the seven insignias below can be found by surveying the bodies listed.

Locale	System	Planet
Argos Rho	Hydra	Canrum
Artemis Tau	Athens	Pharos
Hades Gamma	Dis	Raysha
Horse Head Nebula	Fortuna	Magnalis
Maroon Sea	Caspian	Antida
Styx Theta	Archeron	Carbanaceous Asteroid
Voyager	Amazon	Sybin

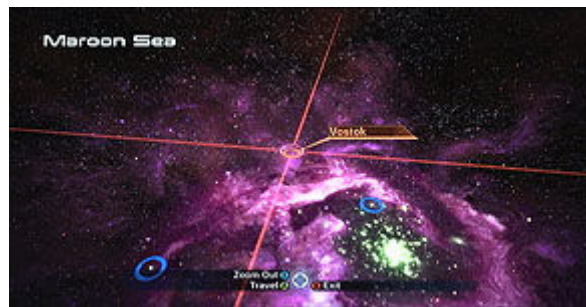
UNC: ExoGeni Facility

Part One

Part Two

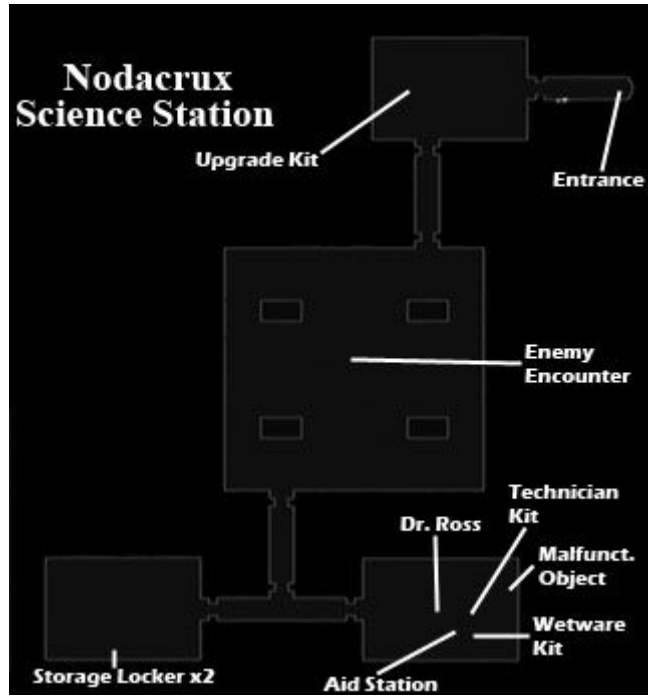


When you're in Feros, be sure to explore the ExoGeni compound in its entirety. If you do, you'll no doubt find a computer terminal that will alert you to this side quest, originally referred to as "Investigate Facility". To get to the location you need to be at in order to do this side quest, do the following. Go to the Maroon Sea, and find the solar system called Vostok. From there, a planet called Nodacrux should be your destination.

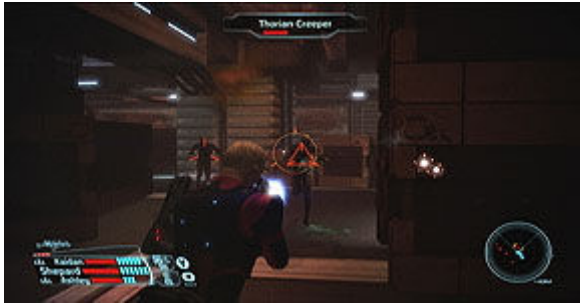


Once you're on the planet's surface, head southeast from your starting point. The terrain is rocky and uneven, so patiently work your way towards the science outpost on the map above. Unfortunately for you, however, the outpost will be guarded by Thorian Creepers, and you'll have to deal with them before entering the science station itself. The positive? The Creepers are nothing compared to the firepower of your Mako. Rest easy.





Once inside the station, head forward into the first room, where you can begin to collect items as you see them (an **Upgrade Kit** is in the first first room). Then, head southward into the main chamber of the science station. Here, Creepers run amok, and you'll need to deal with the entirety of these weak enemies before heading southward once more into the final two rooms of the science station. As was the case outside, don't worry too much about the Thorian you fight here. They are relatively harmless.



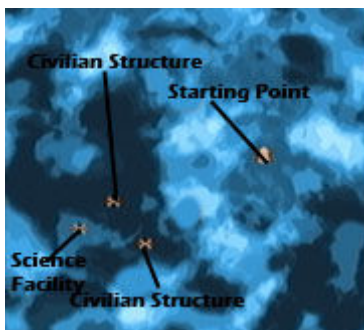
The two rooms at the south end of the science station are, naturally, the last two rooms you have to deal with on this brief side quest. If you head into the western room, you will find two **Storage Lockers** with goods in them for you to add to your inventory. In the eastern room, however, you'll find something else entirely. The only remaining human survivors of this ExoGeni station can be found in this room. Having sealed themselves off, you've managed to save them just in time. Speak to their spokesperson, Dr. Ross, and deal with them in a way that is consistent with how you're playing the game. If you are a Paragon, you'll end up fighting and killing the science team after they bribe you. If you're willing to take a bribe, however, you'll get out of here without having to fight at all.



UNC: Colony of the Dead

Part One

Part Two

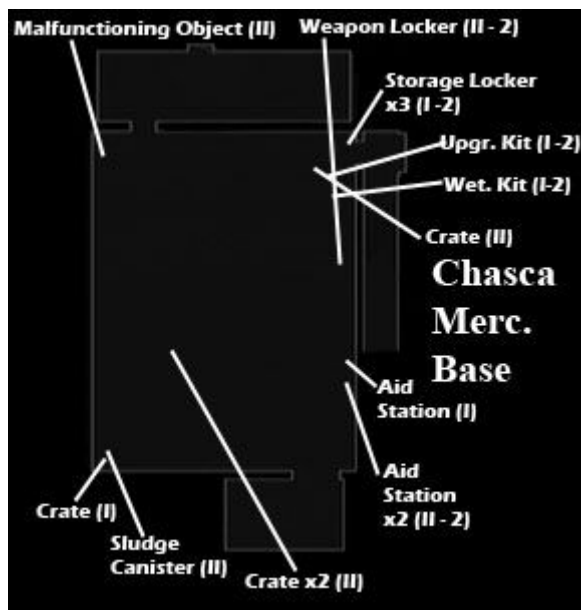
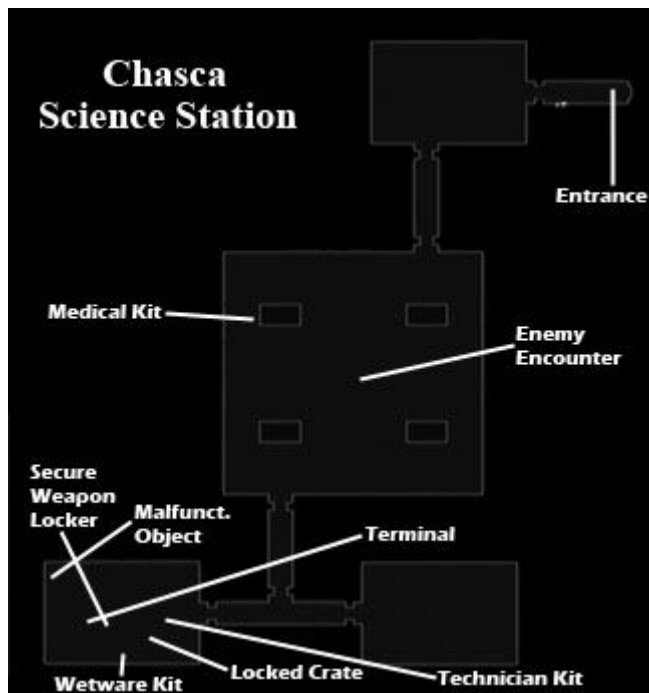


If you were fortunate enough to have explored the ExoGeni facility on Feros in its entirety, then you would have no doubt run into a computer terminal during your journey that would have alerted you to an ambiguous side quest that instructs you to "Investigate Samples". Upon receiving these instructions, you can then head, at your convenience, off of Feros to another location. Where are you headed? Well, head to Maroon Sea, and then to the solar system called Matano. You'll be seeking a planet here called Chasca. Once you find it, land on the planet. It's time to get down to business.



Examine the map of the planet's surface above. You'll find that there are three points of interest on the map -- two Civilian Structures and a Science Facility. You only have to visit the Science Facility in order to fulfill the side quest's completion requirements (which, at this point, should be entitled UNC: Colony of the Dead). We recommend first visiting the Science Facility, therefore, so that you can get the nitty gritty necessities out of the way. Then, you can visit the other two optional buildings if you care to. (Remember that the other two structures are also visited in a similar fashion, in case you want to go out of order).



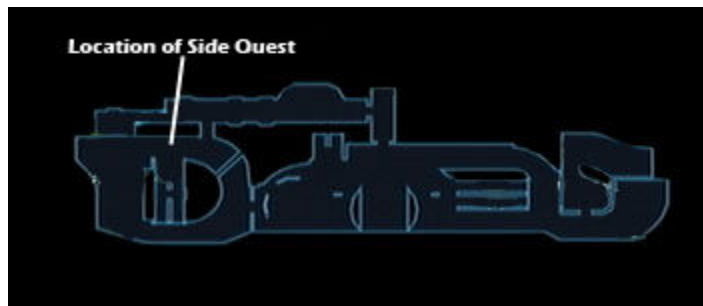


Once you've breached the science station (you must first eliminate any enemies outside), you'll find a familiar looking map, seen above. As you head into the station's main chamber, you'll be assaulted by a group of Geth, and you'll need to make quick work of them in order to continue. After they've been slain in the main chamber, head to the southernmost rooms. The room on the east is empty, so you can ignore it, but the room on the west side is chock full of items you can collect, as well as a **Terminal** that must be examined in order for you to fulfill the only side quest requirement.



Now, if you want to visit the two nearby mercenary bases, you can do that, but keep in mind that once you've stormed the science facility and examined the computer terminal there, this side quest is all but done, so the following is completely optional. The mercenary bases both have the same layout (hence the same map for both above), and they both have the same Geth enemies, but they have different items to collect. To read the mixed map above, simply use the I and II to differentiate between items found in different bases. If a "2" appears next to anything, it signifies that it's on the second floor of the structure. Otherwise, clear both areas of Geth, grab all of the enemies, and then head offworld to finish this side quest.

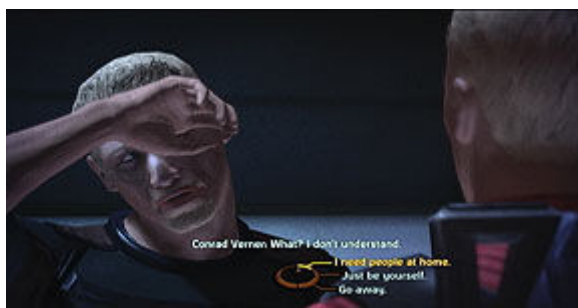




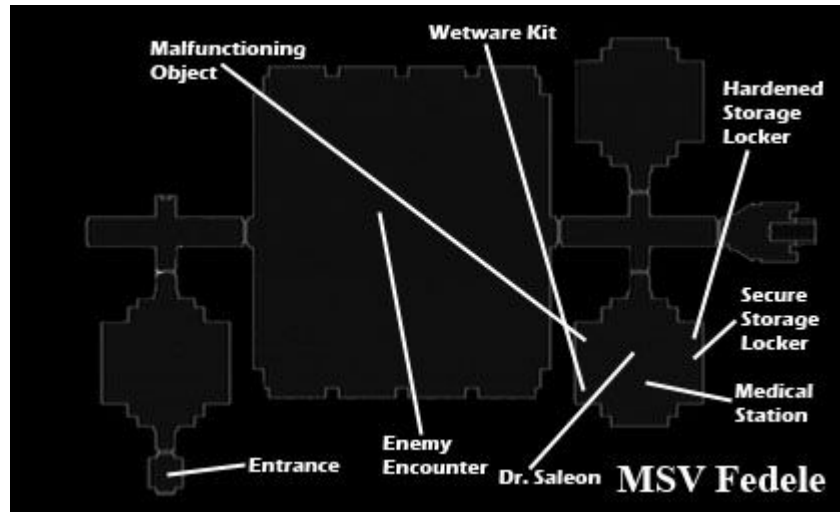
The Fan is an interesting sort of side quest that begins early in the game, and ends when you've played the game a bit through. You'll meet a man named Conrad Verner on the Citadel early in the game, at the location seen above on the map. As you speak with him, you'll quickly learn that Verner is a big fan of yours, an over-eager man who wants a taste of the action you're seeing daily as a Spectre.



This side quest is really, really easy to get through. There's a catch, though. You'll have to speak with Verner three different times. He'll be in the same location each time, but you'll have to find him after certain events have unfolded. The best way to accomplish this is to speak with him once before doing any planetary mission, again after beating one of the planets, and for a last time after defeating two of the three post-Citadel planets. It's the final conversation that's most interesting, since he'll ask to become a Spectre. Handle this situation as you want, in correspondence with how you're playing your character, and don't worry too much. Nothing you say will make this clown a Spectre.



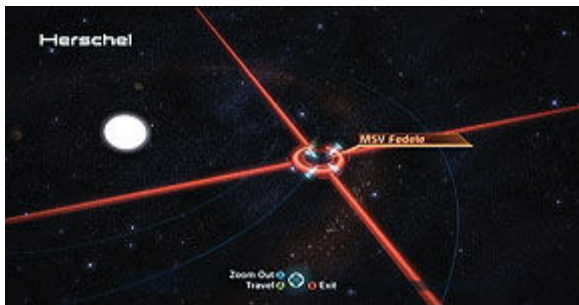
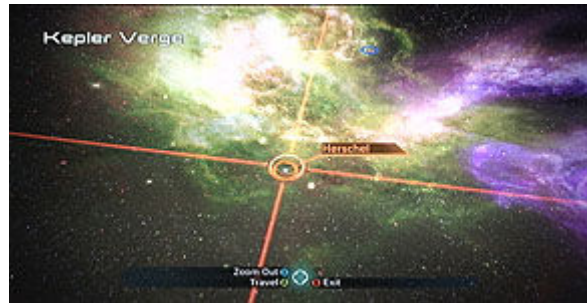
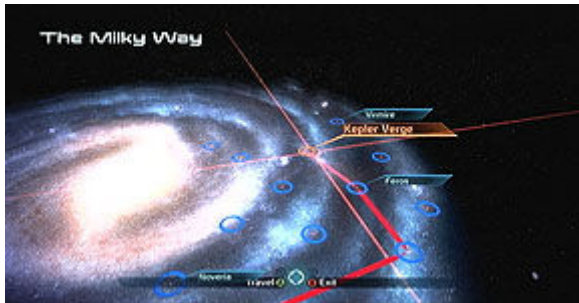
Garrus: Find Dr. Saleon



It may not be immediately clear how to unlock this side quest. After all, it's the only side quest with the "Garrus" name in it, and since Garrus is one of your party's characters, it obviously involves him. Here's what you should do. Speak with Garrus. Speak with him a lot. Pick his mind, if you can, after each major event in the game (you can find him, along with all of the other characters in the party, on Normandy). You'll eventually get to talking with him about a bad guy he let get away in his past, a character named Dr. Saleon. Saleon was an evil man, and Garrus will tell you all about his getaway and what he did to deserve being chased in the first place.



Once this conversation occurs, the side quest is available to you, and you can undertake it as soon as you'd like. To get to the necessary location, head to the Kepler Verge, and to the solar system called Herschel (which would otherwise be unavailable to you). In this solar system will be a ship floating about, called MSV Fedele. Board this ship -- this is where Dr. Saleon, known now as Dr. Heart, is located.



The map above will show the layout of the ship, which is indeed pretty basic. As you head forward through the first door, you won't find any foes, nor will you in the corridor that follows. It's in the ship's main cargo hold that the enemies will come at you. These test subjects are pretty fierce, and extremely aggressive, but won't put up too much of a fight, especially since you can't encounter them (or this side quest) until you're a great deal into the game. Take out these foes and don't bother exploring the cargo hold any further, since there's no items within of interest (though there are plenty of explosives if you wanted to shoot them when foes walked near).

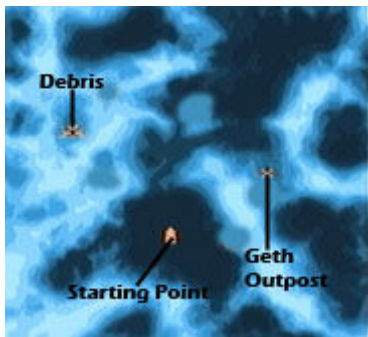


After the enemies are eliminated, there's nothing to do but to go confront Dr. Heart... we mean, Dr. Saleon. He's located in the southernmost room on the east side of the ship, and won't put up a fight when found (in fact, he'll deny being Saleon, even if you have Garrus there to positively identify him). Nonetheless, you can play this conversation however you want, but rest assured, nothing is going to stop Saleon from dying here, so don't feel too badly about it. After all, he was a bad, bad alien.



UNC: Geth Incursions

Part One	Part Two	Part Three	Part Four	Part Five
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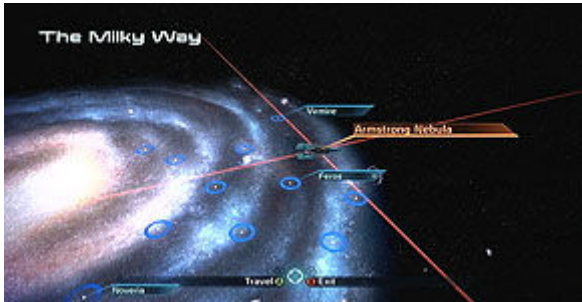
UNC: Geth Incursions is, by far, one of the lengthiest side quests in all of Mass Effect, and takes a bit of patience to complete. Why? Well, it's quite simple, really. Geth Incursions will take you to many different planets and is full of fairly lethal fighting. This side quest won't open up until you're well into the game, however, since you'll need to visit the Armstrong Nebula *after* completing a couple of main quest planetary missions. So, no worries there. Of the planets you have to visit, we're starting off with Casbin. To get there, head to the Armstrong Nebula, and then to the solar system known as Hong. Casbin can be found near the star it orbits.



Once you land on the planetary surface, the Geth base you have to destroy on Casbin is located to the northeast of your location. It's not very far at all. When you get close, you'll see an energy meter pop up on-screen, indicating that you're nearing your mobile target. The ship you have to destroy here hovers over the base (that you'll otherwise not have to infiltrate), but as you see in the screens below, you can destroy it from afar. Once it's eliminated, you can then lay waste to the Geth enemies it's dropped. When they're all killed, Casbin is cleared, leaving other planets to travel to.

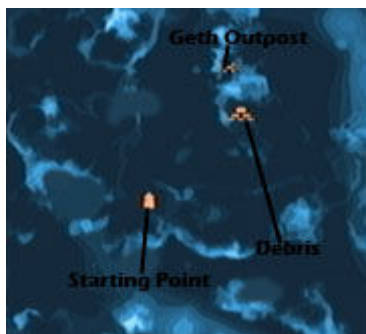


The second planet we'll travel to is a planet known as Antibaar, also in the Armstrong Nebula, but located in the Tereshkova solar system. Once there, simply land on Antibaar to begin this leg of the side quest.



UNC: Geth Incursions (Continued)

Part One	Part Two	Part Three	Part Four	Part Five
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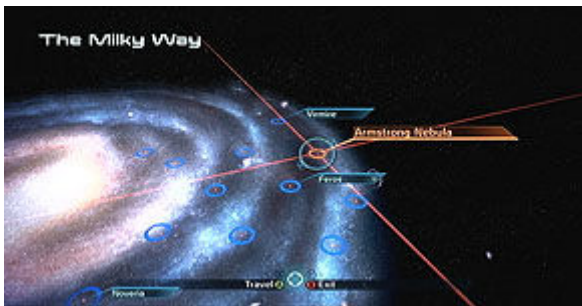
This snowy planet, like the last planet we landed on, doesn't have a Geth base that can actually be entered. Instead, you'll have to head to the Geth outpost, which is located northeast of your starting location (use the map above if need be). You'll eventually get to the outpost after getting through some treacherous, snow-laden terrain. Here, you'll find the Geth resistance, which is different in many ways from the last planet's.



The terrain is such that your Mako is going to take a beating, especially from missile and rocket-toting foes that take aim at your vehicle. You can make repairs to it, especially if you're able to take cover, but believe it or not, fighting this battle slowly and carefully on foot isn't necessarily a bad solution, especially after the first, more deadly wave is defeated, and the second more mobile wave of Geth comes to attack. Once the second wave is eliminated, however, you're free to travel to the next planet.

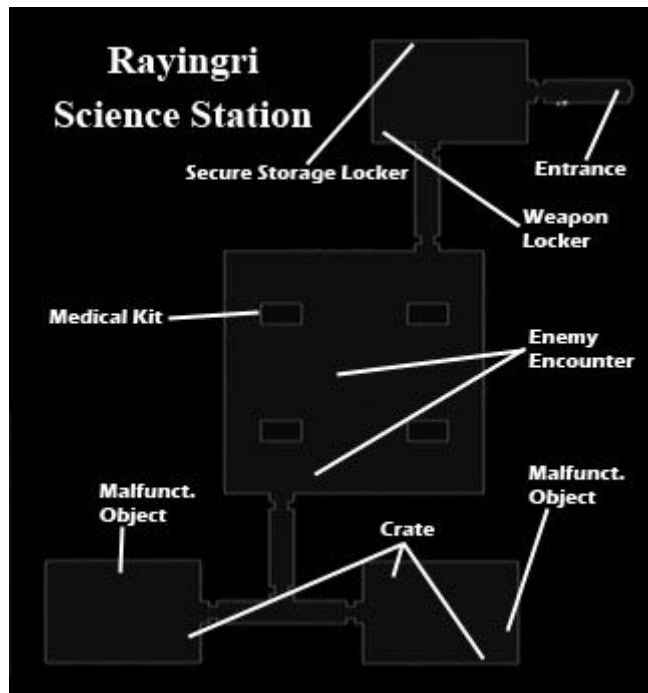
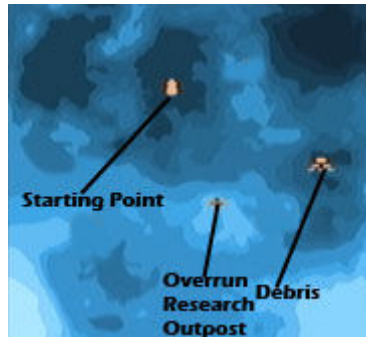


What is the next planet, exactly? Well, not surprisingly, it's also in the Armstrong Nebula, but this one's located in the solar system known as Gagarin. From there, you can seek out the planet Rayingri, and land on the planet's surface at your convenience. As usual, be sure to save your game before continuing. You never know when the Geth resistance you face will become too much.



UNC: Geth Incursions (Continued)

Part One	Part Two	Part Three	Part Four	Part Five
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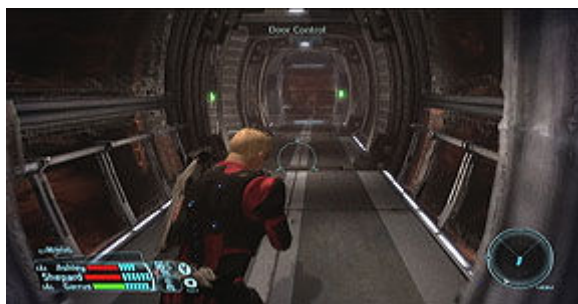
When you've landed on the surface head south (and slightly east) from your starting location. Take a look at the map above; you're looking for the Overrun Research Outpost, which is a place the Geth have taken over. There are no enemies outside of the facility, so you don't have to worry about any initial fighting. Simply head into the facility when you reach it, and *then* get ready to fight.



Once inside the base, as usual, you won't meet any initial resistance. Feel free to run around and grab the goods from the **Weapon Locker** and **Secure Storage Locker** in the first room, however. As you work your way into the primary room of the science station, though, you'll run into two different ways of Geth enemies. Your movement will be limited here, so be careful as you fight.



Since this will be the first actual challenge you've encountered on this lengthy side quest, do make sure to use any special skills that you have to keep yourself and your team alive and fighting. The waves will come separately, thankfully, so that once the first wave is felled toward the north end of the room, more enemies will come from the south end. When both waves are slain, you are then free to leave the facility and go back to the planetary surface, but as the map shows above, there's plenty to grab in the otherwise-vacant rooms at the south end of the map. In other words, grab the gear, *then* go.



Leaving this outpost won't be as easy as you'd think, though, since you're going to be almost immediately attacked by more Geth reinforcements. These enemies are weak, though, but come on strong and quick, and make themselves out to be a lot stronger than you'd otherwise think. Quickly take cover behind the science station or behind one of the many boxes and crates surrounding it, and take aim at your foes. When they're killed, you can then head to the Mako and back to the Normandy. Yes, there are more planets to cover.



UNC: Geth Incursions (Continued)

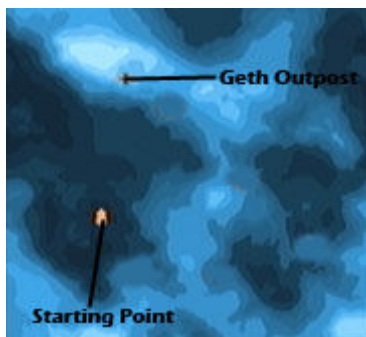
Part One

Part Two

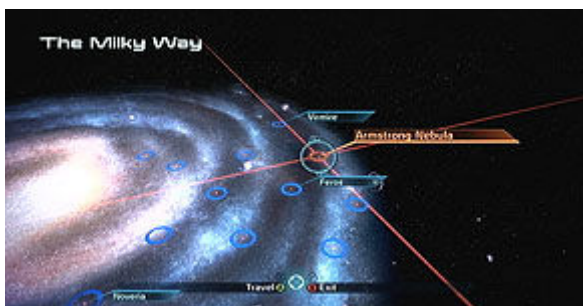
Part Three

Part Four

Part Five



Our fourth target is, you guessed it, also located in the Armstrong Nebula. Head to the Vamshi solar system, and from there, seek out the planet known as Maji, which is the planet closest to the sun. Land on the planet and, as usual, get ready for a fight.



Maji is the most convenient of the four initial planets we have to visit, so we saved it for last. Why is it so convenient? Well, the trip to the Geth base on this planet is due north from your starting location, as seen in our conveniently included map above. The trip is relatively painless, but you might have to go around the huge mountains that surround the base in order to get to it easily.



Once you arrive at the base, it's time to do battle with the Geth enemies guarding it. You should be used to this by now, as you should circle the base with your Mako (as you did elsewhere) to do it while avoiding enemy fire. When the initial onslaught of enemies are defeated, you can then deal with the final Geth foe that arrives on-scene before heading back to the Mako, and then back to the Normandy. There's one more place to visit, and then, we're done with this extremely long side quest.



Our final destination is in a solar system in the Armstrong Nebula that only opens up once the other four bases have been tackled. This solar system, called Grissom, can be found in the nebula, and your destination, a moon called Solcrum, is your destination. It may be difficult to find the location at first, since Solcrum is tucked closely next to its host planet, Notanban, but search for it and land there at your convenience. Oh, and it's not a bad idea to save before you do.



UNC: Geth Incursions (Continued)

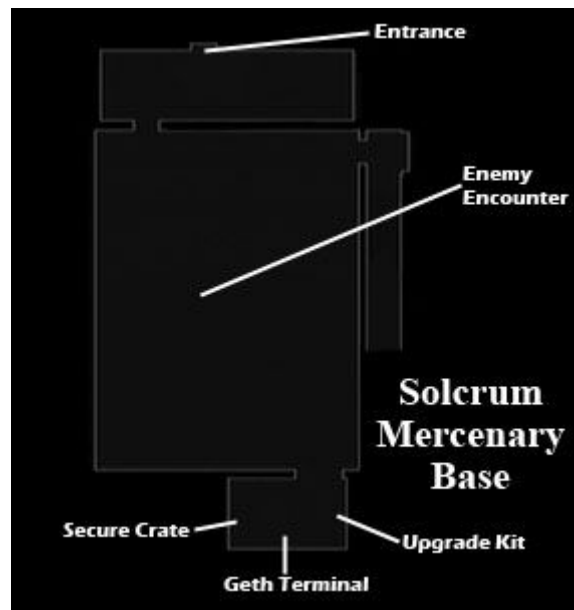
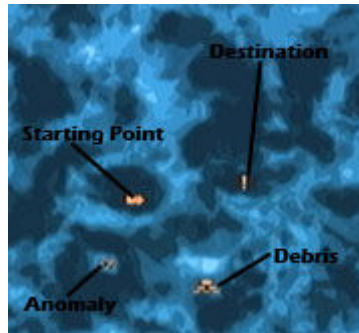
Part One

Part Two

Part Three

Part Four

Part Five



Once you land on this moon, head to the east (and slightly north), where your destination is located. Yes, there's other stuff you can do on this moon you've yet to access, but we are only concentrating on this side quest here. It won't be long before you reach the final Geth base we're after, but be aware that there's a heat hazard here (since Solcrum and Notanban are so close to the sun in their system), so you can't leave your Mako for more than thirty seconds or so.



Because of the above-mentioned fact, fighting the gun turrets and other powerful Geth enemies surrounding their stronghold will be a difficult process for you. There's no option here to bail out of a damaged Mako and fight patiently on foot - you have to stay inside, and you have to dodge incoming Geth rockets and missiles in order to survive. Make sure to take cover and be patient here, using Omni-Gel to repair the broken Mako as needed. When the enemies are all slain, you can then head into the Geth stronghold, where the final battle of this side quest will ensue.



Once you enter the stronghold, you'll have to breach the main room in order to find the final Geth enemies you are to kill. The close proximity of the enemies, as well as the strength and variety of them make this a fairly demanding battle. Be absolutely sure you take cover from the rocket-launching Geth enemy on the catwalk above, and take out the fast-moving Geth before they get near you and explode themselves, committing suicide in order to damage you. When the rest of the Geth are slain, an on-screen prompt will pop up letting you know the deed is done. The side quest is complete! Feel free to explore the rest of the base (grabbing items and analyzing the **Geth Terminal**) before heading back to the Mako, and back to Normandy. Congratulations -- you defeated one of the most demanding and lengthy side quest Mass Effect has to offer.



UNC: Valuable Minerals

Light Metals	Rare Metals	Heavy Metals	Gasses
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The Valuable Mineral side quest is, beyond a doubt, *the* most challenging and time-consuming side quest in the entire game. Like a few other side quests, it's a galaxy-spanning fetch quest, but there are four facets to it, not just one. You have to collect Light Metals, Heavy Metals, Rare Metals, and Gasses, and they're all found on different planets and via different means. Some are found by exploring planets from the safety of space, while a great deal require you to land on the planet and explore in person.

The lists below (and in subsequent pages, using the above navigation) will guide you to the location of each mineral. They are separated by type, naturally. Light Metals are below; use the navigation above to get to the other three mineral lists.

Oh, and you only need to acquire twenty each of the metal types, and six gases. So there's much more to find than you actually need. But we recommend getting everything, if you have the time. You'll get credits and experience you simply can't pass up.

The grid below shows the list of nineteen Light Metals that can be found by landing on the planet shown.

Locale	System	Planet
Argos Rho	Phoenix	Tuntau
Armstrong Nebula	Gagarin	Rayingri
Armstrong Nebula	Grissom	Solcrum
Armstrong Nebula	Tereshkova	Antibaar
Armstrong Nebula	Tereshkova	Antibaar
Armstrong Nebula	Vamshi	Maji
Armstrong Nebula	Vamshi	Maji
Artemis Tau	Macedon	Sharjila
Artemis Tau	Sparta	Edolus
Gemini Sigma	Han	Mavigon
Hades Gamma	Dis	Klensal
Hades Gamma	Plutus	Nonuel
Horse Head Nebula	Strennus	Xawin
Maroon Sea	Matano	Chasca
Maroon Sea	Vostok	Nodacrux
Styx Theta	Erebus	Nepmos
Voyager	Amazon	Agebinium
Voyager	Amazon	Agebinium
Voyager	Columbia	Nepheron

...and the grid below here shows fourteen Light Metals that can be found by surveying the planet given from the safety of space...

Locale	System	Planet
Argos Rho	Phoenix	Vebinok
Armstrong Nebula	Gagarin	Antirumgon
Armstrong Nebula	Grissom	Zaherux
Armstrong Nebula	Hong	Treagir
Artemis Tau	Macedon	Metallic Asteroid
Attican Beta	Theseus	Quana
Gemini Sigma	Han	Patatanlis
Gemini Sigma	Ming	Parag
Hades Gamma	Dis	Metallic Asteroid
Hades Gamma	Farinata	Rocky Asteroid
Hawking Eta	Century	Canctra
Maroon Sea	Matano	Supay
Styx Theta	Archeron	Grosalgen
Voyager	Yangtze	Dregir

UNC: Valuable Minerals

Light Metals	Rare Metals	Heavy Metals	Gasses
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The grid below shows the list of twenty-four Rare Metals that can be found by landing on the planet shown.

Locale	System	Planet
Argos Rho	Hydra	Metgos
Armstrong Nebula	Gagarin	Rayingri
Armstrong Nebula	Gagarin	Rayingri
Armstrong Nebula	Grissom	Solcrum
Armstrong Nebula	Grissom	Solcrum
Armstrong Nebula	Hong	Casbin
Armstrong Nebula	Hong	Casbin
Armstrong Nebula	Vamshi	Maji
Artemis Tau	Macedon	Sharjila
Artemis Tau	Macedon	Sharjila
Artemis Tau	Sparta	Edolus
Hades Gamma	Antaeus	Trebin
Hades Gamma	Antaeus	Trebin
Hades Gamma	Cacus	Chohe
Hades Gamma	Plutus	Nonuel
Hawking Eta	Century	Presrop
Hawking Eta	Century	Presrop
Horse Head Nebula	Fortuna	Amaranthine
Horse Head Nebula	Fortuna	Amaranthine
Maroon Sea	Matano	Chasca
Styx Theta	Archeron	Altahe
Styx Theta	Erebus	Nepmos
Voyager	Amazon	Agebinium
Voyager	Columbia	Nepheron
Voyager	Yangtze	Binthu

...and the grid below here shows eleven Rare Metals that can be found by surveying the planet given from the safety of space...

Locale	System	Planet
Argos Rho	Phoenix	Patashi
Armstrong Nebula	Grissom	Rocky Asteroid
Hades Gamma	Antaeus	Vemal
Hades Gamma	Cacus	Faringor
Hades Gamma	Farinata	Nepneu
Hades Gamma	Plutus	Clocrolis
Hades Gamma	Plutus	Mingito
Horse Head Nebula	Fortuna	Therumlon
Voyager	Amazon	Sonedma
Voyager	Columbia	Ontaheter
Voyager	Yangtze	Patajiri

UNC: Valuable Minerals

Light Metals	Rare Metals	Heavy Metals	Gasses
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The grid below shows the list of twenty-two Heavy Metals that can be found by landing on the planet shown.

Locale	System	Planet
Argos Rho	Hydra	Metgos
Argos Rho	Phoenix	Tuntau
Armstrong Cluster	Hong	Casbin
Armstrong Nebula	Tereshkova	Antibaar
Artemis Tau	Sparta	Edolus
Attican Beta	Hercules	Eletania
Attican Beta	Hercules	Eletania
Gemini Sigma	Han	Mavigon
Hades Gamma	Cacus	Chohe
Hades Gamma	Dis	Klensal
Hawking Eta	Century	Presrop
Horse Head Nebula	Fortuna	Amaranthine
Horse Head Nebula	Strennus	Xawin
Horse Head Nebula	Strennus	Xawin
Kepler Verge	Newton	Ontarom
Kepler Verge	Newton	Ontarom
Maroon Sea	Matano	Chasca
Maroon Sea	Vostok	Nodacrux
Styx Theta	Archeron	Altahe
Styx Theta	Erebus	Nepmos
Voyager	Columbia	Nepheron
Voyager	Yangtze	Binthu

...and the grid below here shows twelve Heavy Metals that can be found by surveying the planet given from the safety of space...

Locale	System	Planet
Armstrong Nebula	Tereshkova	Patamalrus
Armstrong Nebula	Tereshkova	Thegeuse
Artemis Tau	Knossos	Metallic Asteroid
Attican Beta	Hercules	Zatorus
Hades Gamma	Cacus	Zayarter
Hawking Eta	Century	Metallic Asteroid
Kepler Verge	Herschel	Rocky Asteroid
Maroon Sea	Caspian	Clotanca
Maroon Sea	Caspian	Farnuri
Maroon Sea	Matano	Metallic Asteroid
Maroon Sea	Vostok	Metallic Asteroid
Styx Theta	Erebus	Quaji

UNC: Valuable Minerals

Light Metals	Rare Metals	Heavy Metals	Gasses
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The grid below shows the list of ten Gasses that can be found by surveying the planet shown. No gasses are found via planetary landing.

Locale	System	Planet
Argos Rho	Hydra	Syba
Artemis Tau	Athens	Circe
Artemis Tau	Athens	Proteus
Artemis Tau	Knossos	Archanes
Artemis Tau	Macedon	Fargeluse
Artemis Tau	Sparta	Ontamalca
Hades Gamma	Antaues	Edmos
Horse Head Nebula	Strennus	Antitarra
Kepler Verge	Newton	Juncro
Voyager	Amazon	Tremar

UNC: Locate Signs of Battle

This side quest is a two-part fetch quest that requires you to find both League of One Medallions and Salarian ID Tags. How does one do that, you ask? Well, it's simple in premise -- you must scour planets in various solar systems to find what you're looking for. Just like finding elements and other goods for other unrelated fetch quests, finding these goods requires both planetary landings *and* space surveying. Note that Salarian ID Tags are all found by landings, however.

Below are the locations of everything you need. Keep in mind that you only need to find ten medallions and three ID tags to fulfill the side quest's requirements.

The list below shows the locations of the four League of One Medallions that can be found via planetary landing.

Locale	System	Planet
Armstrong Nebula	Gagarin	Rayingri
Hades Gamma	Dis	Klensal
Hades Gamma	Plutus	Nonuel
Styx Theta	Erebus	Nepmos

The list below shows the locations of the eight League of One Medallions that can be found via surveying planets from space.

Locale	System	Planet
Armstrong Nebula	Grissom	Benda
Armstrong Nebula	Tereshkova	Carbonaceous Asteroid
Artemis Tau	Knossos	Carbonaceous Asteroid
Attican Beta	Hercules	Syided
Gemini Sigma	Ming	Altanorch
Hawking Eta	Century	Theropto
Horse Head Nebula	Strennus	Yunthorl
Voyager	Columbia	Gromar

The list below shows the locations of all four Salarian ID Tags, all of which found via planetary landing.

Locale	System	Planet
Armstrong Cluster	Hong	Casbin
Artemis Tau	Sparta	Edolus
Gemini Sigma	Han	Mavigon
Voyager	Columbia	Nepheron

UNC: Asari Writings

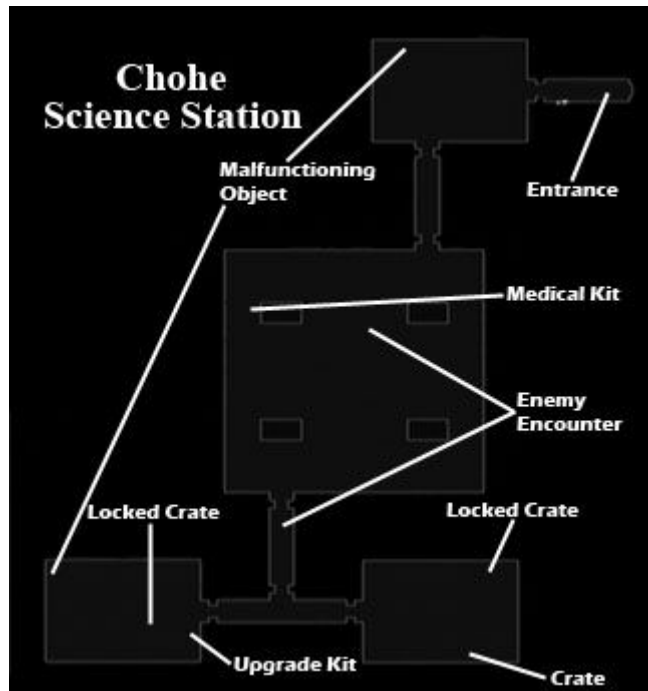
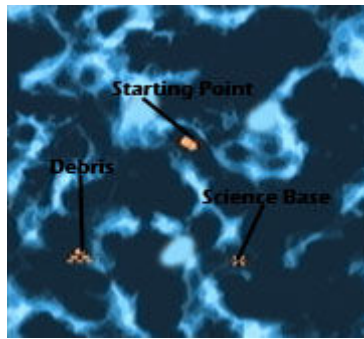
The Asari Writings side quest might be the most detailed of the several fetch quests available in Mass Effect, not because of the amount you have to collect or the difficulty in collecting it. Rather, each writing, when found, will give you a little piece to a story. You must only find ten pieces of Asari writing throughout the galaxy, but there are fifteen total to acquire.

The list below shows the seven locations of Asari writings found by landing on planets.

Locale	System	Planet
Argos Rho	Phoenix	Tuntau
Armstrong Nebula	Grissom	Solcrum
Artemis Tau	Macedon	Sharjila
Hades Gamma	Cacus	Chohe
Hades Gamma	Cacus	Chohe
Hades Gamma	Plutus	Nonuel
Styx Theta	Archeron	Altahe

The list below shows the eight locations of Asari writings found by surveying planets from space.

Locale	System	Planet
Armstrong Nebula	Gagarin	Junthor
Armstrong Nebula	Hong	Matar
Artemis Tau	Macedon	Porolan
Gemini Sigma	Han	Paravin
Hades Gamma	Antaeus	Ploba
Horse Head Nebula	Pax	Veles
Kepler Verge	Newton	Klencory
Maroon Sea	Vostok	Pataiton



Let's be very clear from the outset -- UNC: Besieged Base is *only* available if you're playing as a Paragon. What's more, your Paragon meter must be at least 80% full for you to get this side quest. Once it's that full, you'll be able to travel to the appropriate place where this side quest begins. To get to the necessary locale, head to Hades Gamma. From there, seek out the solar system known as Cacus, and the planet Chohe going around the star within.

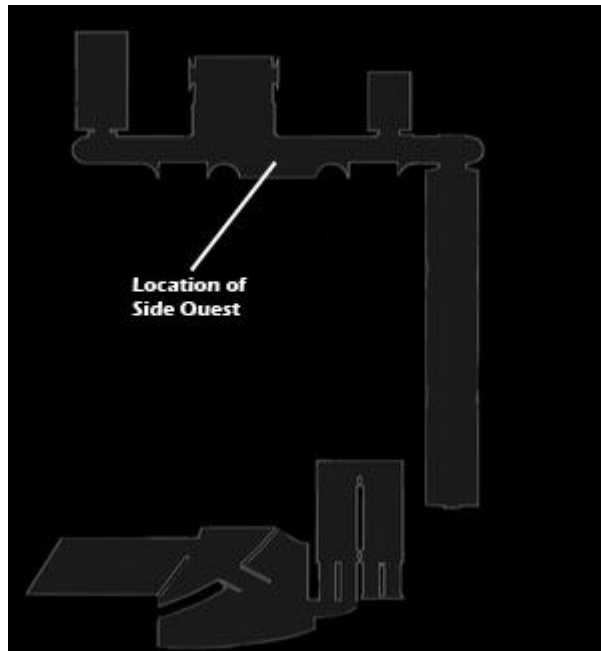


Once you are on the planet, getting to the besieged science base you must infiltrate is as easy as driving southward (veering to the east a little bit). The driving should be fairly uneventful, and there are no enemies surrounding or guarding the science station in any way, so there's little (if anything) to worry about here. Yet.



As you enter the science station, you'll be prompted with a warning. The biotic enemies in here must be distinguished from the innocent civilians that will be running around in the firefight to come. You can kill them all, if you want, but you'll be rewarded with more Paragon points and the like if you are careful to not shoot them. This isn't as hard as it seems, so don't worry too much (the red targets over your enemies will let you know they're not friendly). You'll have to take out a smaller group of enemies in the southern corridor after the main room is cleared, but once that's done, so is the side quest. Be sure to explore the southernmost rooms for items before heading back to the Mako, and from there, to the Normandy.

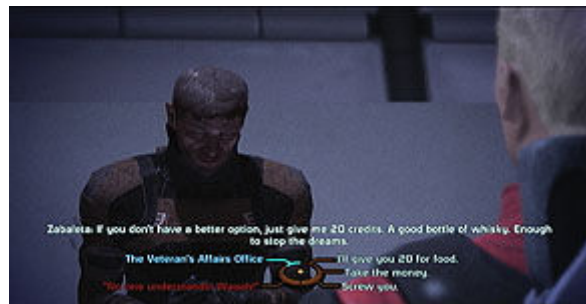




This side quest can be undertaken on the Citadel *only* if you have a "Spacer" background, which is chosen at the very beginning of the game. If you don't have that background, you can't undertake this side quest. If you do, complete a few of the game's main quest planets, and then return to the Citadel, to the location in the Wards Access shown in the map above. Here, you'll find a man who served with your mother, Hannah Shepard, on board an alliance craft over a decade ago.

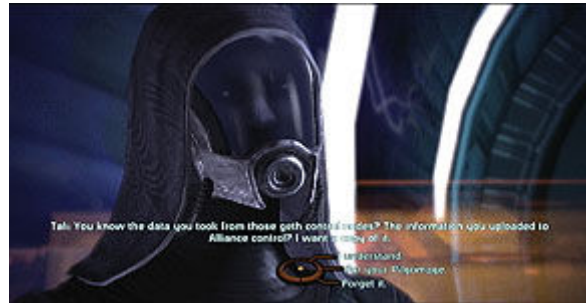


You can speak to him however you want here, in keeping with your character's type. He'll encourage you, after speaking with you, to go talk to your mom, so you can do that by going to the Normandy, going to the communication computer terminal, and examining it. You'll have a conversation with your mother here (which can also be controlled how you want it to) before heading back to the same location, where the man can be found again. Speak with him some more, convince him to get help (or put him down, whichever), and end this brief side quest.

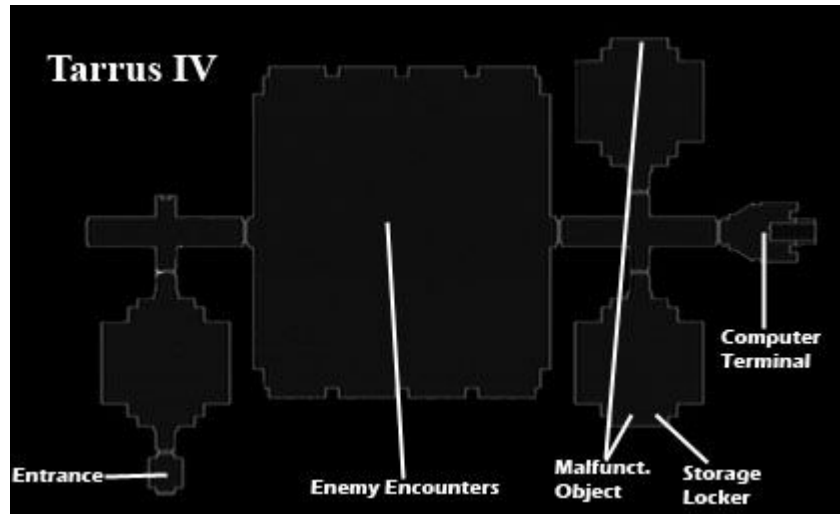


Tali: Pilgrimage

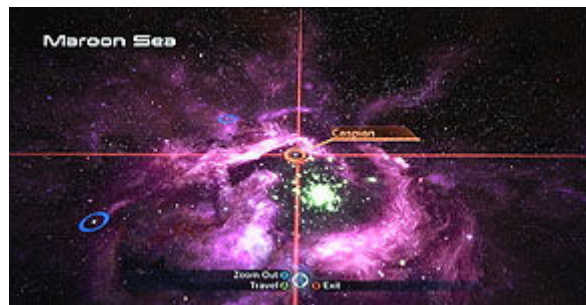
This side quest is extremely simple and brief, but it won't happen unless you have completed the UNC: Geth Incursions side quest and examined the Geth computer terminal within the final structure you storm during that raid. If you did that, then you have information that Tali wants. Remember how her people live on board a flotilla (since their planet was taken over by the Geth)? Well, she needs to go back to them at some point with something of value, and that data is it. This is really only a conversation and nothing more, but your journal counts it as a side quest. Tali can be found any time after you've examined the Geth computer in her normal place on the Normandy. And don't worry -- if you did the side quest and didn't examine the computer terminal, you can always go back and do so.



UNC: Derelict Freighter



As soon as you have access to the Maroon Sea, you can undertake this side quest at your convenience. To get there, head to Maroon Sea, and then to the Caspian solar system. You're not looking for any sort of planetary body here, however. If you take a hard search at the asteroid belt near the star in the system, you'll uncover a ship called the MSV Cornucopia. You can board the ship to undertake this side quest.



The fighting here is pretty fierce. You'll be dealing with Geth, of course, but in the main chamber of the ship, you'll encounter pockets of Geth enemies that will come at you one after the next, as you explore the ship's full cargo hold. Be absolutely positive you explore every nook and cranny of the hold, luring out all enemies waiting for you. This will maximize the experience you earn, which can't hurt, right?

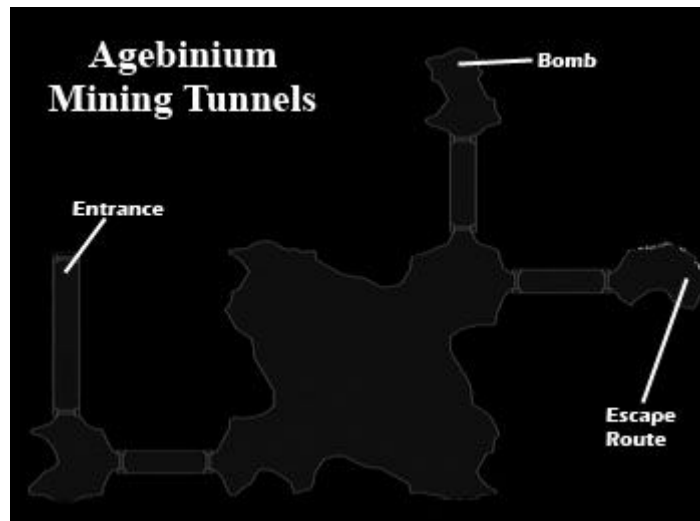
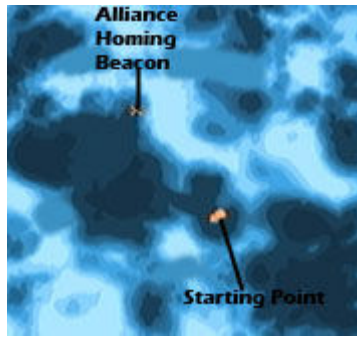


As far as the Geth are concerned, they are aggressive here. Very aggressive. There are explosives strewn around the boxes and crates in the large labyrinth-like room, but the enemies are too quick to really use them properly. Instead, try to let them come at you, using special skills to stay alive, as well as to keep your party healthy. The fighting is fierce, but it's also brief, because once this large room is cleared, there's no more enemies on the ship to speak of.



Now, head to the control room (the cockpit) on the east side of the map. Here, you can examine a computer terminal which will let you know about Geth intentions in the system, and will conclude the side quest after a brief conversation between Shepard and your party members. You can also explore nearby rooms on the ship for some items and the like, but after the computer terminal is examined, you're free to leave the ship with another side quest under your belt.





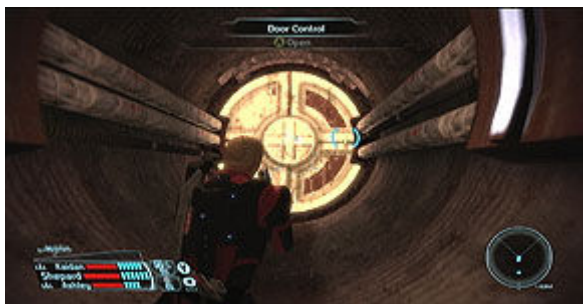
If you played through your quest on Feros, you'll remember Zhu's Hope, the human colony there. You'll find a computer terminal in one of the buildings at Zhu's Hope that, if examined, will automatically open up this side quest, which is initially known as "Investigate Shipments", but the name will change before long to UNC: Espionage Probe. To begin this side quest, head to the Voyager Cluster, then to the Amazon solar system. There, you should land on the planet known as Agebinium.



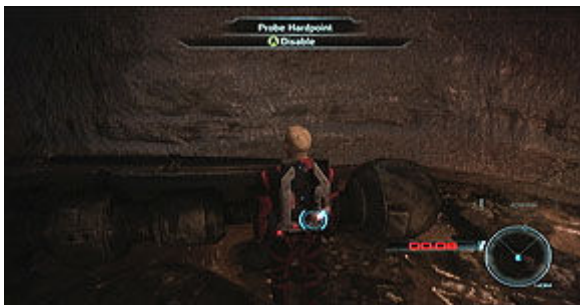
The location you want to head to is the source of the signal the Alliance has been tracking, which is located north (and slightly west) from your starting location. The traveling is pretty easy, though you'll traverse some harder terrain a few times en route. When you finally arrive, you can run up to the installation you'll have to storm. Shepard and the party will have a brief discussion (you can answer how you want), and then you can enter.



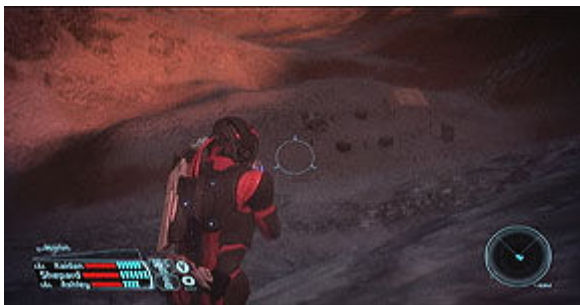
Here's the weird thing. As the map above shows, this place is empty. Completely empty. There are no enemies, there are no containers full of items... there's really nothing at all of interest here. As you work your way into the main chamber, however, you'll have two options, since two rooms offshoot from the main room at the northeast corner. Take the one heading north first.



This will lead you to a room that will shake violently as you enter. Then, a hologram appears. After a conversation with the man on the hologram (we won't spoil it for you, but rest assured you can play it how you'd like), you'll then have to disarm a bomb. This may sound easy, but it's not, because you'll have to do three separate button combinations that are lengthier than just about anything else in the game. You could use Omni-Gel here, but be quick, because you only have ten seconds to analyze all three parts of the bomb. Thankfully, the button combinations, while lengthy indeed, will go slower than you're accustomed to, so all-in-all, you should be right as rain.

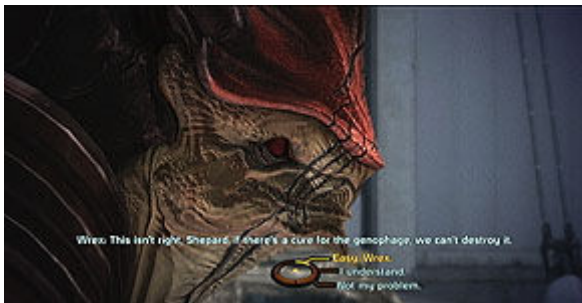


After the bomb is disabled, you'll have to get out of here, but you can't go the way you came. That's where the nearby room on the east comes into play. Head out via the door in that room. You'll end up on a cliff overlooking a vast area of the planet. As you head down the cliff, you'll see that some thugs have stolen your Mako, and are guarding it vehemently. Get down there and attack the enemies, using your Mako as cover as you kill one after the other. You won't be able to get into the Mako without the enemies first being killed, so concentrate on killing them, and then get into the Mako and make your way back to the Normandy. Side quest over.

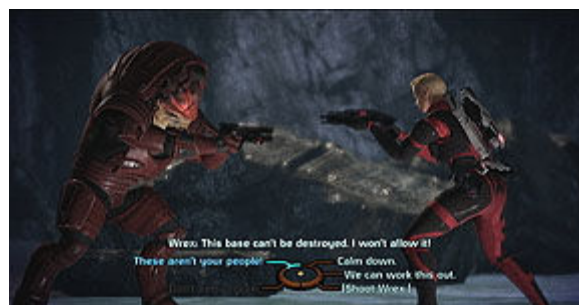


Virmire: The Genophage

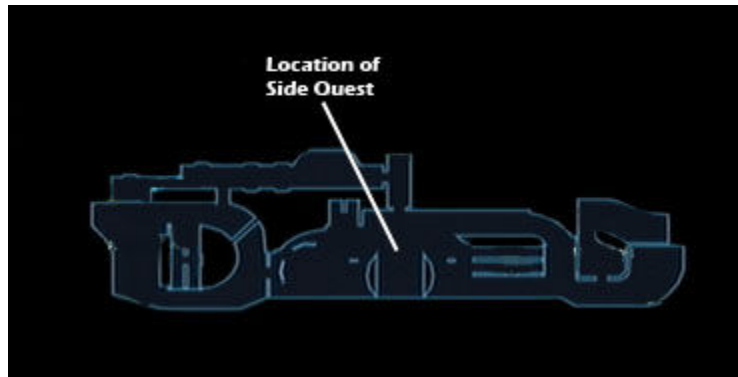
This is a tough side quest, not because it's demanding or lengthy (it's neither, actually), but because you can't help but understand where your fellow party member, Wrex, is coming from with his pleas. It appears Saren has found a cure for the Genophage that's been ravaging Wrex's krogan race, and he wants it, while everyone else knows that the cure, and Saren's krogan army, must be destroyed.



After finding the base at the beginning of the Virmire mission, you'll be able to speak with Wrex to begin the conversation that makes up the entire side quest. This can go anywhere, depending on how you want to play, but your relationship with Wrex up to this point should be able to defuse the situation before anything out of control occurs. Remember that you can lose Wrex completely here, though, so be very careful with how you answer him, even if you're playing Renegade. The end result will vary, but you'll get a plethora of experience nonetheless, making it worth it regardless of how you chose to play it.



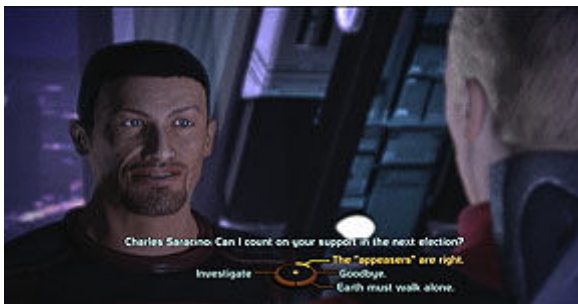
Citadel: Our Own Worst Enemy



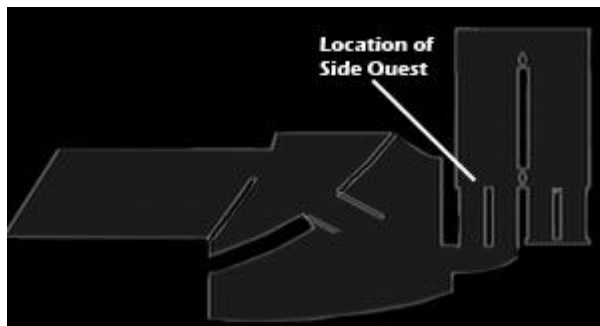
This Citadel side quest can only occur after the four major planets have been explored in their entirety, and you return to the Citadel before going to Ilos. So, your window to act is short, but the side quest is equally as short. What's it all about? Well, first, head to the Upper Wards, in between where the markets and med clinic are located (see the map above for an exact location). The side quest takes place there.



Here, you'll meet a man named Charles Saracino, who is running for public office in an upcoming election. Representing a human-pride party, Charles appears to be somewhat racist when it comes to other races. Regardless, you can answer him how you want. Naturally, refusing him support but respecting his right to his opinions is the Paragon route, while supporting him openly is the Renegade route (taking the middle is neutral). The conversation won't last very long, though, so make your choices immediately, so that you don't squander an opportunity for last minute alignment points.



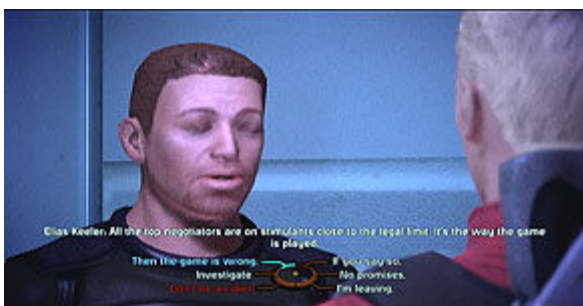
Citadel: Negotiator's Request



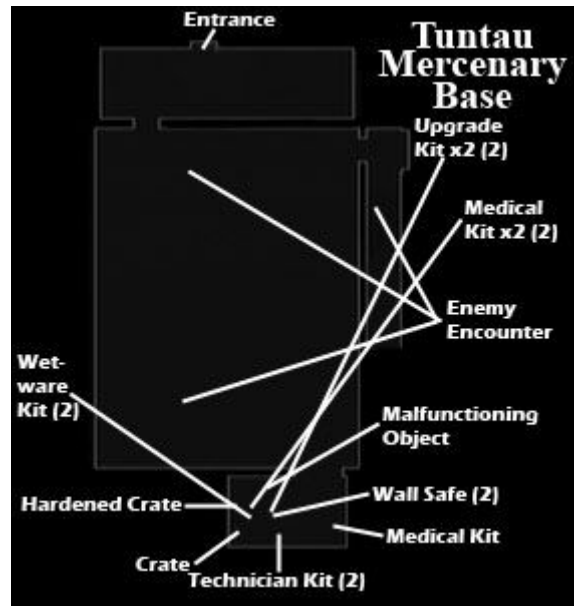
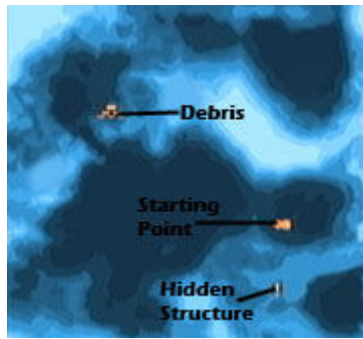
Drug addicts are never very fun to deal with, but on this side quest, you'll do just that. This side quest is only available on the Citadel after you've completed all four planetary quests and have returned after facing off with Saren. The window of opportunity is therefore brief, so when you can take advantage of this side quest, do so. The character you seek, named Keeler, can be found at the location on the map above, which is located just before the staircase leading up to Flux on the Citadel's Lower Ward.



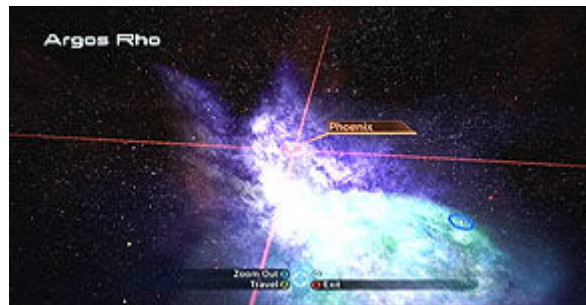
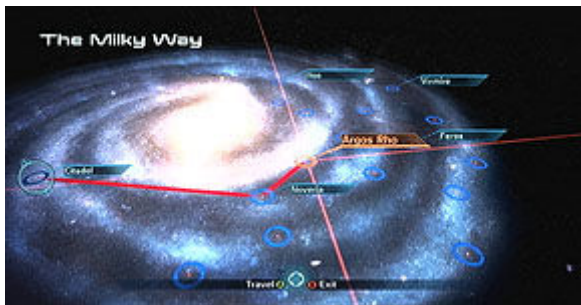
It will quickly become apparent as you speak with him that he wants you to get some stimulants for him. Therefore, it's not rocket science to figure out which route is Paragon, and which route is Renegade. Refuse him completely, and you'll go the Paragon route. Ignore his plea and walk away to take the neutral route. But if you're *really* daring, you can feed into his habit and actually go get the drugs for him. The choice is yours!



Wrex: Family Armor



This side quest can be undertaken as soon as you gain access to the area where Wrex's armor is located. You just need to make sure he's in your party when you land on the planet's surface. Which planet, you ask? Well, getting to your location is simple enough. Head to Argos Rho, and look for the solar system known as Phoenix. In this solar system, you'll then want to head to the planet known as Tuntau. When you land on the planet, you're not too far off from your location.



Take a look at the map above. From your starting location, you'll need to head south, with little deviation necessary. The Hidden Structure located on the map is your destination, so drive there as soon as you land on the planet. There are some weak enemies standing outside of the structure that are there to guard it, but they don't stand a chance if you blast them with either of the Mako's weapons. When the coast is clear, get out of the Mako and head inside the structure. It's time we reclaimed Wrex's armor.



This side quest is straight-forward enough, though you're gonna meet some stiff resistance. There are huge amounts of enemies in this base, and you're gonna have to kill them all in order to reclaim Wrex's armor. Thankfully, the first floor of the structure acts as a sort of labyrinth, giving you plenty of cover as you kill enemy after enemy. There are also enemies on the second floor, but they should be lured down by all of the commotion as soon as the game's begin. There's little to talk about as far as technique -- just stay healed, keep your shields up, and use immunity if you can. When the enemy threat is eliminated, you can then do some exploration. Take a look at the map above to see all of the gear boxes you can raid, but be absolutely certain to explore the Wall Safe on the second floor to get the armor and finish the side quest.



Mass Effect Equipment

This section of our extensive guide to Mass Effect covers all of the items, weapons, pieces of armor, and other equipment available in the game. Simply follow the links below to get to the section of the "Gear Guide" you want. Simple as that!

- **Weapons** -- [Assault Rifles](#) | [Shotguns](#) | [Pistols](#) | [Sniper Rifles](#) | [Grenade Launchers](#)
- [Armor](#)
- [Bioamps](#)
- [Omni-Tools](#)
- **Upgrades** -- [Weapons](#) | [Ammo](#) | [Grenades](#) | [Armor](#)

Assault Rifles	Shotguns	Pistols	Sniper Rifles	Grenade Launchers
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Weapons (Assault Rifles)

Assault rifles are well balanced and useful in almost every situation. A good assault rifle is hard to put down, but it's healthy to give other guns a chance every once in awhile.

- **Model:** Avenger
- **Make:** Elkoss Combine
- **Damage:** xx
- **Shots Before Overheat:** 1/2
- **Accuracy Rating:** 0
- **Cost:** x
- **Available models:** I-X

- **Model:** Banshee
- **Make:** Elanus Risk Control
- **Damage:** x 1/2
- **Shots Before Overheat:** x
- **Accuracy Rating:** x
- **Cost:** xx
- **Available models:** I-X

- **Model:** Breaker
- **Make:** Kassa Fabrication
- **Damage:** xxxx
- **Shots Before Overheat:** xxxx
- **Accuracy Rating:** xxxx
- **Cost:** xxx
- **Available models:** VII-X
- **Available at level 36.**

- **Model:** Crossfire
- **Make:** Armax Arsenal
- **Damage:** xxx 1/2
- **Shots Before Overheat:** xxxxx
- **Accuracy Rating:** xxxx
- **Cost:** xxx 1/2
- **Available models:** VII-IX
- **Available at level 36.**

- **Model:** HWMA
- **Make:** Spectre
- **Damage:** xxxxx
- **Shots Before Overheat:** xxxx 1/2
- **Accuracy Rating:** xxxxx
- **Cost:** xxxxx
- **Available models:** VII, X
- **Unlocked with 1,000,000 credits. X unlocked at level 50.**

- **Model:** Lancer
- **Make:** Hahne-Kedar
- **Damage:** x
- **Shots Before Overheat:** x 1/2
- **Accuracy Rating:** x 1/2
- **Cost:** x
- **Available models:** I-X

- **Model:** Kovalyov
- **Make:** Rosenkov Materials
- **Damage:** xxxx 1/2
- **Shots Before Overheat:** xxx
- **Accuracy Rating:** xxxx
- **Cost:** xxxx
- **Available models:** VII-X
- **Available at level 36.**

- **Model:** Pulse Rifle
- **Make:** Geth Armory
- **Damage:** xxxx
- **Shots Before Overheat:** xxxx
- **Accuracy Rating:** xxxxx
- **Cost:** xxxxx
- **Available models:** VII-X
- **No upgrade slots.**

- **Model:** Raptor
- **Make:** Devlon Industries
- **Damage:** xx 1/2
- **Shots Before Overheat:** xxx
- **Accuracy Rating:** xxx
- **Cost:** xxx
- **Available models:** IV-X
- **Available at level 18.**

- **Model:** Thunder
- **Make:** Haliat Armory
- **Damage:** xxx 1/2
- **Shots Before Overheat:** xx
- **Accuracy Rating:** xx
- **Cost:** x
- **Available models:** IV-X
- **Available at level 18.**

- **Model:** Tsunami
- **Make:** Ariake Technologies
- **Damage:** xxx
- **Shots Before Overheat:** xx 1/2
- **Accuracy Rating:** xx 1/2
- **Cost:** xx
- **Available models:** IV-X
- **Available at level 18**

Assault Rifles	Shotguns	Pistols	Sniper Rifles	Grenade Launchers
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Weapons (Shotguns)

Shotguns don't have good range and overheat quickly; but the Carnage ability, which can be unlocked by leveling up your Shotgun Skill, can clear a room faster than an elcor at a party.

- **Model:** Armageddon
 - **Make:** Kassa Fabrication
 - **Damage:** xxxx
 - **Shots Before Overheat:** xxxx
 - **Accuracy Rating:** xxxx
 - **Cost:** xxx
 - **Available models:** VII-X
 - **Available at level 36.**
-
- **Model:** Avalanche
 - **Make:** Armax Arsenal
 - **Damage:** xxx 1/2
 - **Shots Before Overheat:** xxxxx
 - **Accuracy Rating:** xxxxx
 - **Cost:** xxx 1/2
 - **Available models:** VII-X
-
- **Model:** Firestorm
 - **Make:** Devlon Industries
 - **Damage:** xx 1/2
 - **Shots Before Overheat:** xxx
 - **Accuracy Rating:** xxx
 - **Cost:** xxx
 - **Available models:** IV-X
 - **Available at level 18.**
-
- **Model:** HMWSG
 - **Make:** Specter
 - **Damage:** xxxxx
 - **Shots Before Overheat:** xxxx 1/2
 - **Accuracy Rating:** xxxxx
 - **Cost:** xxxxx
 - **Available models:** VII, X
 - **Unlocked with 1,000,000 credits. X unlocked at level 50.**
-
- **Model:** Hurricane
 - **Make:** Elanus Risk Control
 - **Damage:** x 1/2
 - **Shots Before Overheat:** x
 - **Accuracy Rating:** x
 - **Cost:** xx
 - **Available models:** I-X

- **Model:** Katana
- **Make:** Ariake Technologies
- **Damage:** xxx
- **Shots Before Overheat:** xx 1/2
- **Accuracy Rating:** xx 1/2
- **Cost:** xx
- **Available models:** IV-X
- **Available at level 18.**

- **Model:** Scimitar
- **Make:** Elkoss Combine
- **Damage:** xx
- **Shots Before Overheat:** 1/2
- **Accuracy Rating:** 0
- **Cost:** x
- **Available models:** I-X

- **Model:** Sokolov
- **Make:** Rosenkov Materials
- **Damage:** xxxx 1/2
- **Shots Before Overheat:** xxx
- **Accuracy Rating:** xxxx
- **Cost:** xxxx
- **Available models:** IV-X
- **Available at level 18.**

- **Model:** Storm
- **Make:** Hahne-Kedar
- **Damage:** x
- **Shots Before Overheat:** x 1/2
- **Accuracy Rating:** x 1/2
- **Cost:** x
- **Available models:** I-X

- **Model:** Tornado
- **Make:** Haliat Armory
- **Damage:** xxx 1/2
- **Shots Before Overheat:** xx
- **Accuracy Rating:** xx
- **Cost:** x
- **Available models:** IV-X
- **Available at level 18.**

Assault Rifles	Shotguns	Pistols	Sniper Rifles	Grenade Launchers
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Weapons (Pistols)

High level pistols pack a punch, but assault rifles are usually a better choice. Pistols are more accurate than rifles when in motion.

- **Model:** Brawler
- **Make:** Armax Arsenal
- **Damage:** xxx 1/2
- **Shots Before Overheat:** xxxxx
- **Accuracy Rating:** xxxx
- **Cost:** xxx /12
- **Available models:** VII-X
- **Available at level 18.**

- **Model:** Edge
- **Make:** Elkoss Combine
- **Damage:** xx
- **Shots Before Overheat:** 1/2
- **Accuracy Rating:** 0
- **Cost:** x
- **Available models:** I-X

- **Model:** HMWP
- **Make:** Specter
- **Damage:** xxxxx
- **Shots Before Overheat:** xxxx 1/2
- **Accuracy Rating:** xxxxx
- **Cost:** xxxxx
- **Available models:** VII, X
- **Unlocked at 1,000,000 credits. X unlocked at level 50.**

- **Model:** Karpov
- **Make:** Rosenkov Materials
- **Damage:** xxxx 1/2
- **Shots Before Overheat:** xxx
- **Accuracy Rating:** xxxx
- **Cost:** xxxx
- **Available models:** VII-X
- **Available at level 36.**

- **Model:** Kessler
- **Make:** Hahne-Kedar
- **Damage:** x
- **Shots Before Overheat:** x 1/2
- **Accuracy Rating:** x 1/2
- **Cost:** x
- **Available models:** I-X

- **Model:** Raikou
- **Make:** Ariake Technologies
- **Damage:** xxx
- **Shots Before Overheat:** xx 1/2
- **Accuracy Rating:** xx 1/2
- **Cost:** xx
- **Available models:** IV-X
- **Available at level 18.**

- **Model:** Razer
- **Make:** Kassa Fabrication
- **Damage:** xxxx
- **Shots Before Overheat:** xxxx
- **Accuracy Rating:** xxxx
- **Cost:** xxx
- **Available models:** VII-X
- **Available at level 36.**

- **Model:** Stinger
- **Make:** Devlon Industries
- **Damage:** xx 1/2
- **Shots Before Overheat:** xxx
- **Accuracy Rating:** xxx
- **Cost:** xxx
- **Available models:** IV-X
- **Available at level 18.**

- **Model:** Stiletto
- **Make:** Haliat Armory
- **Damage:** xxx 1/2
- **Shots Before Overheat:** xx
- **Accuracy Rating:** xx
- **Cost:** x
- **Available models:** IV-X
- **Available at level 18.**

- **Model:** Striker
- **Make:** Elanus Risk Control
- **Damage:** x 1/2
- **Shots Before Overheat:** x
- **Accuracy Rating:** x
- **Cost:** xx
- **Available models:** I-X

Assault Rifles	Shotguns	Pistols	Sniper Rifles	Grenade Launchers
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Weapons (Sniper Rifles)

If equipped with a motion damping upgrade like the Kinetic Stabilizer, the sniper rifle can be an unrivaled killing machine. Sniping is fun, but be sure you have a few intergalactic measurement units between you and any targets before you equip it as it's useless at close range.

- **Model:** Avenger
 - **Make:** Hahne-Kedar
 - **Damage:** x
 - **Shots Before Overheat:** x 1/2
 - **Accuracy Rating:** x 1/2
 - **Cost:** x
 - **Available models:** I-X
-
- **Model:** Equalizer
 - **Make:** Haliat Armory
 - **Damage:** xxx 1/2
 - **Shots Before Overheat:** xx
 - **Accuracy Rating:** xx
 - **Cost:** x
 - **Available models:** IV-X
 - **Available at level 18.**
-
- **Model:** Hammer
 - **Make:** Elanus Risk Control
 - **Damage:** x 1/2
 - **Shots Before Overheat:** x
 - **Accuracy Rating:** x
 - **Cost:** xx
 - **Available models:** I-X
-
- **Make:** Kassa Fabrication
 - **Damage:** xxxx
 - **Shots Before Overheat:** xxxx
 - **Accuracy Rating:** xxxx
 - **Cost:** xxx
 - **Available models:** VII-X
 - **Available at level 36.**
-
- **Model:** HMWSR
 - **Make:** Specter
 - **Damage:** xxxxx
 - **Shots Before Overheat:** xxxx 1/2
 - **Accuracy Rating:** xxxxx
 - **Cost:** xxxxx
 - **Available models:** VII, X
 - **Unlocked at 1,000,000 credits. X unlocked at level 50.**

- **Model:** Naginata
- **Make:** Ariake Technologies
- **Damage:** xxx
- **Shots Before Overheat:** xx 1/2
- **Accuracy Rating:** xx 1/2
- **Cost:** xx
- **Available models:** IV-X
- **Available at level 18.**

- **Model:** Punisher
- **Make:** Armax Arsenal
- **Damage:** xxx 1/2
- **Shots Before Overheat:** xxxxx
- **Accuracy Rating:** xxxx
- **Cost:** xxx /12
- **Available models:** VII-X
- **Available at level 18.**

- **Model:** Reaper
- **Make:** Elkoss Combine
- **Damage:** xx
- **Shots Before Overheat:** 1/2
- **Accuracy Rating:** 0
- **Cost:** x
- **Available models:** I-X

- **Model:** Striker
- **Make:** Devlon Industries
- **Damage:** xx 1/2
- **Shots Before Overheat:** xxx
- **Accuracy Rating:** xxx
- **Cost:** xxx
- **Available models:** IV-X

- **Model:** Volkov
- **Make:** Rosenkov Materials
- **Damage:** xxxx 1/2
- **Shots Before Overheat:** xxx
- **Accuracy Rating:** xxxx
- **Cost:** xxxx
- **Available models:** VII-X
- **Available at level 36.**

Assault Rifles	Shotguns	Pistols	Sniper Rifles	Grenade Launchers
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Weapons (Grenade Launchers)

The grenade launcher is an essential tool for flushing out enemies from cover. Be sure to pick up capacity upgrades from merchants whenever you see them; you can never carry too many pocket bombs.

- **Make:** Hahne-Kedar
- **Damage:** 100
- **Explosive Impulse:** 900
- **Effect Radius:** 750

Armor

Manufacturers

Manufacturers may make several different models of armor, but the stats for different models from the same manufacturer are identical. This means that the choice between two armors sometimes comes down to aesthetics (and cost).

While you'll randomly encounter equipment from each manufacturer as the game progresses, purchasing manufacturer licenses from merchants makes items from that manufacturer available from the Normandy Requisitions Officer. The Requisitions Officer is located on the bottom level of the Normandy.

Armor Weight

Not all characters can wear Medium and Heavy armor. These armors only become available as you level up your Basic and Combat Armor Skills. Quarians can only wear light armor. Light armor provides a general boost in Tech/Biotic protection and Heavy armors provide a boost in Damage protection.

Alien Armor

Most models of armor are made for every body type - and don't worry - your frog-monster's armor will have the same stats as all the other prettier aliens' versions. Some armor, like the krogan Warlord set, is available for only one species.

Armor Level

Armor stats increase incrementally by level, just like weapons. Make sure you update your models as they become available to you or risk looking like last year's space soldier.

- **Model:** Assassin
- **Make:** Elkoss Combine
- **Body types:** Human, Turian
- **Weight:** Light, Medium, Heavy
- **Cost:** xx
- **Damage Protection:** xxx
- **Shields:** x
- **Tech/Biotic Protection:** +2 per Level
- **Levels Available:** I-X

- **Model:** Battlemaster
- **Make:** Geth Armory
- **Body types:** Krogan
- **Weight:** Light, Medium, Heavy
- **Cost:** xxxxx
- **Damage Protection:** xxxx
- **Shields:** xxx 1/2
- **Tech/Biotic Protection:** +2 per Level
- **Levels Available:** VII-X
- **Available at level 36.**

- **Model:** Colossus
- **Make:** Kassa Fabrication
- **Body types:** All
- **Weight:** Light, Medium, Heavy
- **Cost:** xxxxx
- **Damage Protection:** xxxxx
- **Shields:** xxxx
- **Tech/Biotic Protection:** +2 per Level
- **Levels Available:** VII-X
- **Available at level 36.**

- **Model:** Duelist
- **Make:** Elanus Risk Control
- **Body types:** All
- **Weight:** Light, Medium, Heavy
- **Cost:** xx
- **Damage Protection:** x
- **Shields:** xx
- **Tech/Biotic Protection:** +2 per Level
- **Levels Available:** I-X

- **Model:** Explorer
- **Make:** Devlon Industries
- **Body types:** All
- **Weight:** Light, Medium, Heavy
- **Cost:** xx
- **Damage Protection:** xx
- **Shields:** x
- **Tech/Biotic Protection:** +2 per Level
- **Levels Available:** I-X

- **Model:** Gladiator
- **Make:** Elkoss Combine
- **Body types:** Human, Turian
- **Weight:** Light, Medium, Heavy
- **Cost:** x
- **Damage Protection:** xxx
- **Shields:** x
- **Tech/Biotic Protection:** +2 per Level
- **Levels Available:** I-X

- **Model:** Guardian
- **Make:** Elanus Risk Control
- **Body types:** Human, Krogan, Turian
- **Weight:** Light, Medium, Heavy
- **Cost:** xx
- **Damage Protection:** x
- **Shields:** xx
- **Tech/Biotic Protection:** +2 per Level
- **Levels Available:** I-X

- **Model:** Hydra
- **Make:** Aldrin Labs
- **Body types:** Human, Quarian
- **Weight:** Light, Medium, Heavy
- **Cost:** x
- **Damage Protection:** xx
- **Shields:** x
- **Tech/Biotic Protection:** +2 per Level
- **Levels Available:** I-X

- **Model:** Liberator
- **Make:** Devlon Industries
- **Body types:** All
- **Weight:** Light, Medium, Heavy
- **Cost:** x
- **Damage Protection:** xx
- **Shields:** x
- **Tech/Biotic Protection:** +2 per Level
- **Levels Available:** I-X

- **Model:** Mantis
- **Make:** Hahne-Kedar
- **Body types:** All
- **Weight:** Light, Medium, Heavy
- **Cost:** xxx
- **Damage Protection:** xxx
- **Shields:** xxx 1/2
- **Tech/Biotic Protection:** +2 per Level
- **Levels Available:** I-X

- **Model:** Mercenary
- **Make:** Ariake Technologies
- **Body types:** Human, Krogan, Turian
- **Weight:** Light, Medium, Heavy
- **Cost:** xx
- **Damage Protection:** xxx
- **Shields:** xxx
- **Tech/Biotic Protection:** +2 per Level
- **Levels Available:** I, IV-X
- **Available at level 36.**

- **Model:** Onyx
- **Make:** Aldrin Lab
- **Body types:** All
- **Weight:** Light, Medium, Heavy
- **Cost:** x
- **Damage Protection:** xx
- **Shields:** x
- **Tech/Biotic Protection:** +2 per Level
- **Levels Available:** I-X

- **Model:** Phoenix
- **Make:** Sirta Foundation
- **Body types:** All
- **Weight:** Light, Medium, Heavy
- **Cost:** x
- **Damage Protection:** x
- **Shields:** x
- **Tech/Biotic Protection:** +2 per Level
- **Levels Available:** I-X

- **Model:** Predator
- **Make:** Hahne-Kedar
- **Body types:** Human, Krogan, Turian
- **Weight:** Light, Medium, Heavy
- **Cost:** xxx
- **Damage Protection:** xxx
- **Shields:** xxx
- **Tech/Biotic Protection:** +2 per Level
- **Levels Available:** IV-X
- **Available at level 18.**

- **Model:** Predator L / Predator M / Predator H
- **Make:** Armax Arsenal
- **Body types:** Human, Krogan, Turian
- **Weight:** Light, Medium, Heavy
- **Cost:** xxxx
- **Damage Protection:** xxx
- **Shields:** xxxxx
- **Tech/Biotic Protection:** +2 per Level
- **Levels Available:** VII-X
- **The rare Armax Arsenal version of the Predator armor features a massive shield boost. Available at level 36.**

- **Model:** Scorpion
- **Make:** Hahne-Kedar
- **Body types:** Human, Krogan, Turian
- **Weight:** Light, Medium, Heavy
- **Cost:** xxx
- **Damage Protection:** xxx
- **Shields:** xxx
- **Tech/Biotic Protection:** +2 per Level
- **Levels Available:** IV-X
- **Available at level 18.**

- **Model:** Silverback
- **Make:** Hahne-Kedar
- **Body types:** turian
- **Weight:** Light, Medium, Heavy
- **Cost:** xxx
- **Damage Protection:** xxx
- **Shields:** xxx
- **Tech/Biotic Protection:** +2 per Level
- **Levels Available:** I-X

- **Model:** Survivor
- **Make:** Devlon Industries
- **Body types:** All
- **Weight:** Light, Medium, Heavy
- **Cost:** xxx
- **Damage Protection:** xx
- **Shields:** x
- **Tech/Biotic Protection:** +2 per Level
- **Levels Available:** I-X

- **Model:** Thermal Armor
- **Make:** Devlon Industries
- **Body types:** Turian
- **Weight:** Light, Medium, Heavy
- **Cost:** xxx
- **Damage Protection:** xx
- **Shields:** x
- **Tech/Biotic Protection:** +2 per Level

- **Model:** Titan
- **Make:** Rosenkov
- **Body types:** Human, Krogan, Turian
- **Weight:** Light, Medium, Heavy
- **Cost:** xx
- **Damage Protection:** xxx 1/2
- **Shields:** xxx
- **Tech/Biotic Protection:** +2 per Level
- **Levels Available:** IV-X
- **Available at level 18.**

- **Model:** Ursa
- **Make:** Hahne-Kedar
- **Body types:** Human, Krogan, Turian
- **Weight:** Light, Medium, Heavy
- **Cost:** xxx
- **Damage Protection:** xxx
- **Shields:** xxx
- **Tech/Biotic Protection:** +2 per Level
- **Levels Available:** IV-X
- **Available at level 18.**

- **Model:** Warlord
- **Make:** Elanus Risk Control
- **Body types:** Krogan
- **Weight:** Light, Medium, Heavy
- **Cost:** xxx
- **Damage Protection:** x
- **Shields:** xx
- **Tech/Biotic Protection:** +2 per Level
- **Levels Available:** IV-X
- **Available at level 18.**

Bio-Amps

Bio-amps augment the use of Biotic Abilities by extending their effectiveness period, strength and recharge time.

- **Model:** Gemini Amp
 - **Make:** Armax Arsenal
 - **Duration Bonus:** 0
 - **Power Bonus:** xx
 - **Cooldown Bonus:** xxx
 - **Levels Available:** I-X
-
- **Model:** Polaris
 - **Make:** Kassa Fabrication
 - **Duration Bonus:** xxxxx
 - **Power Bonus:** xxx
 - **Cooldown Bonus:** xxx
 - **Levels Available:** I-X
-
- **Model:** Prodigy
 - **Make:** Armali Council
 - **Duration Bonus:** xxxx
 - **Power Bonus:** 0
 - **Cooldown Bonus:** xxxxx
 - **Levels Available:** I-X
-
- **Model:** Savant
 - **Make:** Serrice Council
 - **Duration Bonus:** xxxxx
 - **Power Bonus:** xxxxx
 - **Cooldown Bonus:** xxxxx
 - **Levels Available:** VII-X
 - **Available at level 36.**
-
- **Model:** Solaris Amp
 - **Make:** Aldrin Labs
 - **Duration Bonus:** x
 - **Power Bonus:** xxx
 - **Cooldown Bonus:** xx
 - **Levels Available:** I-X
-
- **Model:** Unity Amp
 - **Make:** Sirta Foundation
 - **Duration Bonus:** xxx
 - **Power Bonus:** x
 - **Cooldown Bonus:** x
 - **Levels Available:** I-X

Omni-Tools

Characters with Tech Abilities use Omni-Tools to execute their powers. Tools provide handy boosts in shields, and medical and tech-use recovery speeds.

- **Model:** Bluewire Tool
 - **Make:** Aldrin Labs
 - **Tech Cooldown Bonus:** xx
 - **Shield Bonus:** xx
 - **Med Recharge Bonus:** xx
 - **Levels Available:** I-X
-
- **Model:** Chameleon Tool
 - **Make:** Sirta Foundation
 - **Tech Cooldown Bonus:** 0
 - **Shield Bonus:** xxxx
 - **Med Recharge Bonus:** 0
 - **Levels Available:** I-X
-
- **Model:** Cipher Tool
 - **Make:** Elkoss Combine
 - **Tech Cooldown Bonus:** xxx
 - **Shield Bonus:** xx
 - **Med Recharge Bonus:** xxxxx
 - **Levels Available:** I-X
-
- **Model:** Logic Arrest Tool
 - **Make:** Ariake Technologies
 - **Tech Cooldown Bonus:** x
 - **Shield Bonus:** xxx
 - **Med Recharge Bonus:** xxxxx
 - **Levels Available:** IV-X
 - **Available at level 18.**
-
- **Model:** Savant
 - **Make:** Serrice Council
 - **Tech Cooldown Bonus:** xxxxx
 - **Shield Bonus:** xxxxx
 - **Med Recharge Bonus:** xxxxx
 - **Levels Available:** VII-X

Weapons	Ammo	Grenades	Armor
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Upgrades (Weapons)

The advantages (and disadvantages) of upgrades increase with their level, which is represented as a Roman numeral in the upgrade name. Some upgrades, like the Tungsten Rounds, are only available in certain levels, so don't ditch a Tungsten Rounds VII upgrade and expect to get a better model—VII's the best you can get. Other upgrades see name changes as their levels increase—the Combat Sensor becomes the Combat Scanner, and then Combat Optics—the latter of which has a bonus effect.

You may equip one weapon upgrade and one ammo upgrade per weapon initially, but later models of weapons (level VII and above) allow for an additional weapon upgrade to be equipped. Only one armor and one grenade upgrade may be equipped at a time.

Combat Sensor

Some enemies use jamming technology to block your weapon radar. The combat scanner upgrade improves detection levels, making these enemies visible.

- **I** - 1 Level Detection
- **II** - 2 Level Detection
- **III** - 3 Level Detection

Combat Scanner

Some enemies use jamming technology to block your weapon radar. The combat scanner upgrade improves detection levels, making these enemies visible.

- **IV** - 4 Level Detection
- **V** - 5 Level Detection
- **VI** - 6 Level Detection
- **VII** - 7 Level Detection

Combat Optics

An advanced VI package maximizes effectiveness of combat radar while reducing kickback for improved weapon stability.

- **VIII** - 8 Level Detection | +15% Max Accuracy
- **IX** - 9 Level Detection | +18% Max Accuracy
- **X** - 10 Level Detection | +21% Max Accuracy

Frictionless Material

Frictionless materials give the round more power at impact while minimizing weapon overheating.

- **VIII** - +5% Damage | +20% Heat Damping
- **IX** - +6% Damage | +24% Heat Damping
- **X** - +7% Damage | +28% Heat Damping

Heat Sink

Absorbs and dissipates the heat typically generated when firing a weapon.

- **I** - +10% Heat Absorption
- **II** - +12% Heat Absorption
- **III** - +14% Heat Absorption

High Caliber Barrel

Fires larger rounds for more damage. However, the rate of fire is slowed and the weapon will overheat more quickly.

- **I** - +10% Damage | -20% Rate of Fire | -20% Heat Absorption
- **II** - +12% Damage | -20% Rate of Fire | -20% Heat Absorption
- **III** - +14% Damage | -20% Rate of Fire | -20% Heat Absorption

Improved Sighting

Specially calibrated sights can increase weapon accuracy.

- **I** - +5% max accuracy
- **II** - +7% max accuracy
- **III** - +9% max

Kinetic Coil

Kinetic Coils improve stability by reducing kickback and increase projectile acceleration for extra damage.

- **VIII** - +5% Damage | +20% Weapon Stability
- **IX** - +6% Damage | +24% Weapon Stability
- **X** - +7% Damage | +28% Weapon Stability

Kinetic Stabilizer

Advanced VI functionality reduces weapon kickback to improve accuracy.

- **IV** - +15% Weapon Stability
- **V** - +18% Weapon Stability
- **VI** - +21% Weapon Stability
- **VII** - +24% Weapon Stability

Rail Extension

Modifies the length of the barrel to increase damage. However, this also increases weapon overheating.

- **IV** - +20% Damage | -20% Heat Absorption
- **V** - +23% Damage | -20% Heat Absorption
- **VI** - +26% Damage | -20% Heat Absorption
- **VII** - +29% Damage | -20% Heat Absorption

Recoil Damper

Reduces kickback to improve accuracy.

- **I** - +10% Weapon Stability
- **II** - +12% Weapon Stability
- **III** - +14% Weapon Stability

Scram Rail

This prototype upgrade greatly increases damage, but it also causes your weapon to overheat faster.

- **VIII** - +20% Damage | -10% Heat Absorption
- **IX** - +23% Damage | -10% Heat Absorption
- **X** - +26% Damage | -10% Heat Absorption

Weapons	Ammo	Grenades	Armor
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Upgrades (Ammo)

Anti-Personnel Rounds

Designed to shred flesh and other organic matter, these rounds are particularly effective against living targets.

- I - +15% damage vs. organics
- II - +20% damage vs. organics
- III - +25% damage vs. organics

Armor Piercing Rounds

Specifically designed to puncture metal, these rounds are particularly effective against synthetic targets.

- I - +15% damage vs. synthetics
- II - +20% damage vs. synthetics
- III - +25% damage vs. synthetics

Chemical Rounds

Popular with pirates, criminals and mercenaries, these rounds are coated with a highly toxic compound.

- I - +30% Toxic Damage | 5 Damage/sec for 5 sec
- II - +35% Toxic Damage | 6 Damage/sec for 5 sec
- III - +40% Toxic Damage | 7 Damage/sec for 5 sec

Cryo Rounds

Cooling lasers collapse ammunition into a small Bose-Einstein condensate – a mass of super-cooled subatomic particles – capable of snap-freezing impacted objects.

- IV - 10% Shield Bypass | Target -20% Max Accuracy
- V - 14% Shield Bypass | Target -25% Max Accuracy
- VI - 18% Shield Bypass | Target -30% Max Accuracy
- VII - 22% Shield Bypass | Target -35% Max Accuracy

Hammerhead Rounds

Hammerhead ammunition, also called squash projectiles, is designed to flatten on impact, increasing the amount of physical force transferred to the target.

- I - +20% Weapons Force
- II - +25% Weapons Force
- III - +30% Weapons Force

High Explosive Rounds

Designed to detonate on impact, high explosive rounds have one major drawback: a massive increase in weapon overheating.

- VIII - 400 cm Blast Radius | +500% Heat Generation | +500% Weapons Force | +20% Damage
- IX - 410 cm Blast Radius | +500% Heat Generation | +500% Weapons Force | +24% Damage
- X - 420 cm Blast Radius | +500% Heat Generation | +500% Weapons Force | +28% Damage

Incendiary Rounds

Incendiary rounds consist of thermal paste on detonation that clings to, and burns through, nearly any known substance.

- IV - Target 10 Damage/sec for 5sec | Target -10% Accuracy
- V - Target 12 Damage/sec for 5sec | Target -12% Accuracy
- VI - Target 14 Damage/sec for 5sec | Target -14% Accuracy
- VII - Target 16 Damage/sec for 5sec | Target -16% Accuracy

Inferno Rounds

Inferno rounds are incredibly powerful incendiary rounds that can melt or burn through virtually all known substances. This damages enemies and weakens accuracy.

- VIII - Target: 15 Damage/sec for 5 sec | Target: -20% Accuracy
- IX - Target: 18 Damage/sec for 5 sec | Target: -24% Accuracy
- X - Target: 21 Damage/sec for 5 sec | Target: -28% Accuracy

Phasic Rounds

Instead of projectiles, upgraded weapons release charged particle bolts that can bypass kinetic barrier shields. However, the actual damage done to the target is typically less than what's done by a standard round.

- I - +20% Shield Bypass | -30% Damage
- II - +25% Shield Bypass | -30% Damage
- III - +30% Shield Bypass | -30% Damage

Polonium Rounds

This upgrade stamps a miniscule amount of radioactive polonium into every round fired, effectively poisoning enemy targets. It also prevents enemy regeneration.

- IV - +40% Toxic Damage | 5 Damage/sec for 5 sec
- V - +45% Toxic Damage | 6 Damage/sec for 5 sec
- VI - +50% Toxic Damage | 7 Damage/sec for 5 sec
- VII - +55% Toxic Damage | 8 Damage/sec for 5 sec

Proton Rounds

Instead of projectiles, upgraded weapons release energized protons capable of bypassing kinetic barrier shields. However, the actual damage done to the target is typically less than what's done by a standard round.

- **IV** - +40% Shield Bypass | -20% Damage
- **V** - +45% Shield Bypass | -20% Damage
- **VI** - +50% Shield Bypass | -20% Damage
- **VII** - +55% Shield Bypass | -20% Damage

Radioactive Rounds

These rounds are stamped with a miniscule amount of radioactive material inducing low levels of radiation sickness in targets.

- **I** - Target -15% Cooldown Reduction
- **II** - Target -18% Cooldown Reduction
- **III** - Target -21% Cooldown Reduction

Shredder Rounds

Designed to shear apart on impact, these rounds are particularly effective against living targets.

- **IV** - +25% damage vs. organics
- **V** - +30% damage vs. organics
- **VI** - +35% damage vs. organics
- **VII** - +40% damage vs. organics

Sledgehammer Rounds

Sledgehammer rounds hit with incredible force, often knocking opponents completely off their feet. They are also coated in polonium to induce radiation sickness in targets, as well as prevent enemy regeneration. The tradeoff is that they increase weapon overheating.

- **VIII** - -20% Heat Absorption | Target: +40% Weapons Force | Target: +40% Toxic Damage
- **IX** - -20% Heat Absorption | Target: +45% Weapons Force | Target: +50% Toxic Damage
- **X** - -20% Heat Absorption | Target: +50% Weapons Force | Target: +60% Toxic Damage

Snowblind Rounds

Snowblind Rounds inflict massive damage and destabilize enemies, reducing their accuracy. More advanced upgrades do more damage.

- **VIII** - +20% Damage | -40% Rate of Fire | Target: -20% Accuracy
- **IX** - +24% Damage | -40% Rate of Fire | Target: -24% Accuracy
- **X** - +28% Damage | -40% Rate of Fire | Target: -28% Accuracy

Tungsten Rounds

Tungsten rounds are typically smaller projectiles fired at higher speeds to increase penetrating power.

- **IV** - +25% damage vs. synthetics
- **V** - +30% damage vs. synthetics
- **VI** - +35% damage vs. synthetics
- **VII** - +40% damage vs. synthetics

Weapons	Ammo	Grenades	Armor
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Upgrades (Grenades)

Anti-Thorian Gas

These upgrades are specifically designed to disable subjects infected by the Thorian without killing them.

Cryo Explosive

Cryo-upgraded grenades contain a small Bose-Einstein condensate, a mass of super-cooled subatomic particles. When detonated, they are capable of snap-freezing nearby targets.

- I - -21% Max Accuracy
- II - -24% Max Accuracy
- III - -27% Max Accuracy
- IV - -30% Max Accuracy
- V - -33% Max Accuracy
- VI - -35% Max Accuracy
- VII - -38% Max Accuracy
- VIII - -41% Max Accuracy
- IX - -44% Max Accuracy
- X - -47% Max Accuracy

Fusion Explosive

Fusion Explosives contain a small amount of radioactive polonium that is dispersed on detonation. Targets caught in the blast experience varying degrees of radiation poisoning.

- I - +20% Toxic Damage
- II - +25% Toxic Damage
- III - +30% Toxic Damage
- IV - +35% Toxic Damage
- V - +40% Toxic Damage
- VI - +45% Toxic Damage
- VII - +50% Toxic Damage
- VIII - +55% Toxic Damage
- IX - +60% Toxic Damage
- X - +65% Toxic Damage

High Explosive

High Explosive grenades are modified to maximize their blast radius and impact.

- I - +10% Damage | +50 cm Radius | +10% Weapons Force
- II - +13% Damage | +60 cm Radius | +13% Weapons Force
- III - +16% Damage | +70 cm Radius | +16% Weapons Force
- IV - +19% Damage | +80 cm Radius | +19% Weapons Force
- V - +22% Damage | +90 cm Radius | +22% Weapons Force
- VI - +25% Damage | +100 cm Radius | +25% Weapons Force
- VII - +28% Damage | +110 cm Radius | +28% Weapons Force
- VIII - +31% Damage | +120 cm Radius | +31% Weapons Force
- IX - +34% Damage | +130 cm Radius | +34% Weapons Force
- X - +37% Damage | +140 cm Radius | +37% Weapons Force

Incendiary Explosive

Incendiary Explosive releases a thermal paste on detonation that clings to – and burns through – virtually all known substances.

- I - 15 Damage/sec for 5 sec
- II - 19 Damage/sec for 5 sec
- III - 23 Damage/sec for 5 sec
- IV - 27 Damage/sec for 5 sec
- V - 31 Damage/sec for 5 sec
- VI - 35 Damage/sec for 5 sec
- VII - 39 Damage/sec for 5 sec
- VIII - 43 Damage/sec for 5 sec
- IX - 47 Damage/sec for 5 sec
- X - 51 Damage/sec for 5 sec

Weapons	Ammo	Grenades	Armor
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Upgrades (Armor)

Ablative Coating

Ablative coating is designed to chip away when impacted, redirecting the energy of incoming projectiles away from the body.

- **IV** - +10% Damage Protection
- **V** - +12% Damage Protection
- **VI** - +14% Damage Protection
- **VII** - +16% Damage Protection

Armor Plating

Hardened ceramic plates can be applied to body armor suits increasing their effectiveness.

- **I** - +5% Damage Protection
- **II** - +7% Damage Protection
- **III** - +9% Damage Protection

Combat Exoskeleton

This prototype armor upgrade combines mechanized augmentation element zero microcores and firewall technology to give the wearer brute strength, resistance to weapons force and resistance to biotic and tech attacks.

- **VIII** - +25% Smash Damage | +25% Hardening | +50% Physics Threshold
- **IX** - +30% Smash Damage | +30% Hardening | +70% Physics Threshold
- **X** - +35% Smash Damage | +35% Hardening | +90% Physics Threshold

Energized Plating

A prototype upgrade designed specifically for heavy combat use, it provides maximum protection for the user.

- **VIII** - +15% Damage Protection
- **IX** - +19% Damage Protection
- **X** - +23% Damage Protection

Energized Weave

A complex filament network of element zero microcores combined with advanced firewall technology provides protection against both biotic and tech attacks. Advanced models also optimize recharge times on kinetic batteries.

- **IV** - +20% Shield Recovery | +15% Hardening
- **V** - +24% Shield Recovery | +10% Hardening
- **VI** - +28% Shield Recovery | +25% Hardening
- **VII** - +32% Shield Recovery | +30% Hardening

Exoskeleton

Mechanical augmentation increases the force of rifle butts and other melee attacks. The increased mass of the mechanical suit also provides protection against high physics weapons and biotic attacks such as Lift or Throw.

- **IV** - +25% Smash Damage | +30% Physics Threshold
- **V** - +30% Smash Damage | +40% Physics Threshold
- **VI** - +35% Smash Damage | +50% Physics Threshold
- **VII** - +40% Smash Damage | +60% Physics Threshold

First Aid Interface

Microprocessors wired into a combat suit can monitor vital functions and release small, localized doses of medi-gel to accelerate the healing process.

- **I** - +1 Health Regeneration/sec
- **II** - +1.5 Health Regeneration/sec
- **III** - +2 Health Regeneration/sec

Hardened Weave

A complex filament network of element zero microcores combined with advanced firewall technology provides protection against both biotic and tech attacks.

- **I** - +10% Hardening
- **II** - +11% Hardening
- **III** - +12% Hardening

Kinetic Buffer

Metabolic Enhancers monitor the wearer's vital systems and release genetically engineered stimulants to maximize combat prowess and athletic ability.

- **IV** - +10% Shields | +10% Mobile Accuracy | +10% Cooldown Reduction
- **V** - +12% Shields | +12% Mobile Accuracy | +12% Cooldown Reduction
- **VI** - +14% Shields | +14% Mobile Accuracy | +14% Cooldown Reduction
- **VII** - +16% Shields | +16% Mobile Accuracy | +16% Cooldown Reduction

Kinetic Exoskeleton

This prototype armor upgrade combines multiple technologies to improve shield regeneration and maximizes the wearer's physical abilities and athletic prowess.

- **VIII** - +25% Shield Recovery | +40 Shields | +20% Mobile Accuracy
- **IX** - +30% Shield Recovery | +45 Shields | +23% Mobile Accuracy
- **X** - +35% Shield Recovery | +50 Shields | +26% Mobile Accuracy

Medical Exoskeleton

A prototype upgrade combining numerous advanced medical technologies to monitor and regulate all vital systems, maximizing healing and minimizing recovery times for the user.

- **VIII** - +3.5 Health Regeneration/sec | +50% Toxin Resistance | +15% Reduction in power cool down
- **IX** - +4 Health Regeneration/sec | +65% Toxin Resistance | +19% Reduction in power cool down
- **X** - +4.5 Health Regeneration/sec | +80% Toxin Resistance | +23% Reduction in power cool down

Medical Interface

Microprocessors wired into a combat suit can monitor vital functions and release small, localized doses of medi-gel to accelerate the healing process. This interface also provides resistance to toxic attacks.

- **IV** - +2.3 Health Regeneration/sec | +30% Toxin Resistance
- **V** - +2.7 Health Regeneration/sec | +40% Toxin Resistance
- **VI** - +3.0 Health Regeneration/sec | +50% Toxin Resistance
- **VII** - +3.3 Health Regeneration/sec | +60% Toxin Resistance

Motorized Joint

Mechanical augmentation increases the brute strength of the wearer, allowing them to deliver powerful blows when rifle butting or pistol whipping opponents.

- **I** - +10% Smash Damage
- **II** - +15% Smash Damage
- **III** - +20% Smash Damage

Shield Interface

Advanced VI systems monitor incoming enemy fire to redirect energy to vulnerable points, maximizing the effectiveness of a suit's existing kinetic barrier shields.

- **VIII** - +120 Shields
- **IX** - +140 Shields
- **X** - +160 Shields

Shield Regenerator

A secondary power source increases the rate at which a combat suit's kinetic barrier capacitors can be replenished.

- **I** - +15% Shield Recovery
- **II** - +18% Shield Recovery
- **III** - +21% Shield Recovery

Shield Battery

To generate kinetic barriers, combat suits rely on capacitors to store energy from a generator. The greater the capacitor storage, the more potent the barrier.

- **I** - +40 Shields
- **II** - +45 Shields
- **III** - +50 Shields

Shield Modulator

To generate kinetic barriers, combat suits rely on capacitors to store energy from a generator. The greater the capacitor storage, the more potent the barrier.

- **IV** - +90 Shields
- **V** - +100 Shields
- **VI** - +110 Shields
- **VII** - +120 Shields

Shock Absorbers

Installing micro-gravimetric emitters into a combat suit artificially increases mass, providing protection against concussive force delivered by explosions, high impact ammo and biotic attacks such as Lift of Throw.

- **I** - +10% Physics Threshold
- **II** - +15% Physics Threshold
- **III** - +20% Physics Threshold

Stimulant Pack

Armor equipped with slim packs releases targeted shots of adrenaline to speed up recovery and recharge times.

- **I** - 5% Cooldown Reduction
- **II** - 7% Cooldown Reduction
- **III** - 9% Cooldown Reduction

Toxic Seals

Specially-sealed body armor provides increased protection against radiation, gases and a host of other toxins.

- **I** - +30% Toxin Resistance
- **II** - +40% Toxin Resistance
- **III** - +50% Toxin Resistance

Mass Effect Codex

This section of our guide is dedicated to the massive Codex in Mass Effect. Filling up the entire Codex is essentially impossible to do on one play-through, so we thought it would be a great service to the reader if we transcribed each and every Codex entry in the game. This section makes for a *great* read that will shed all sorts of light on every facet of the game.

Remember -- the Codex is separated into two primary parts: Primary and Secondary. Click on the corresponding links to get to where you need to go!

- **Aliens: Council Races** -- [Primary](#) | [Secondary](#)
- **Aliens: Extinct Races** -- [Primary](#) | [Secondary](#)
- **Aliens: Non-Council Races** -- [Primary](#) | [Secondary](#)
- **Aliens: Non-Sapient Creatures** -- [Primary](#) | [Secondary](#)
- **Citadel and Galactic Government** -- [Primary](#) | [Secondary](#)
- **Humanity and the Systems Alliance** -- [Primary](#) | [Secondary](#)
- **Planets and Locations** -- [Primary](#) | [Secondary](#)
- **Ships and Vehicles** -- [Primary](#) | [Secondary](#)
- **Technology** -- [Primary](#) | [Secondary](#)
- **Weapons, Armor and Equipment** -- [Primary](#) | [Secondary](#)

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Aliens: Council Races (Primary)

Asari

The asari were the first species to discover the Citadel. When the salarians arrived, it was the asari who proposed the establishment of the citadel council to maintain peace throughout the galaxy. Since then, the asari have served as the mediators and centrists of the Council.

An all female race, the asari reproduce through a form of parthenogenesis. Each asari can attune her nervous system to that of another individual of any gender, and of any species, to reproduce. This capability has led to unseemly and inaccurate rumors about asari promiscuity.

Asari can live for over 1000 years, passing through three stages of life. In the Maiden stage, they wander restlessly, seeking new knowledge and experience. When the Matron stage begins, they "meld" with interesting partners to produce their offspring. This ends when they reach the Matriarch stage, where they assume the roles of leaders and councilors.

Salarians

The second species to join the Citadel, the salarians are warm-blooded amphibians with a hyperactive metabolism. Salarians think fast, talk fast, and move fast. To salarians, other species seem sluggish and dull-witted. Unfortunately, their metabolic speed leaves them with a relatively short life span; salarians over the age of 40 are a rarity.

The salarians were responsible for advancing the development of the primitive krogan species to use as soldiers during the Rachni Wars. They were also behind the creation of the genophage bioweapon the turians used to quell the Krogan Rebellions several centuries later.

Salarians are known for their observational capability and non-linear thinking. This manifests as an aptitude for research and espionage. They are constantly experimenting and inventing, and it is generally accepted that they always know more than they let on.

Turians

Roughly 1,200 years ago, the turians were invited to join the Citadel Council to fulfill the role of galactic peacekeepers. The turians have the largest fleet in Citadel space, and they make up the single largest portion of the Council's military forces.

As their territory and influence has spread, the turians have come to rely on the salarians for military intelligence and the asari for diplomacy. Despite a somewhat colonial attitude towards the rest of the galaxy, the ruling Hierarchy understands they would lose more than they would gain if the other two races were ever removed.

Turians come from an autocratic society that values discipline and possesses a strong sense of personal and collective honor. There is lingering animosity between turians and humans over the First Contact War of 2157, which is known as the 'Relay 314 Incident' to the turians. Officially, however, the two species are allies and they enjoy civil, if cool, diplomatic relations.

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Aliens: Extinct Races (Primary)

Protheans

Fifty thousand years ago, the Protheans were the only space-faring species in the galaxy. They vanished in a swift 'galactic extinction.' Only the legacy of their empire remains. They are believed to have built the mass relays and the Citadel, which have allowed numerous species to explore and expand throughout the galaxy.

Prothean ruins are found on worlds throughout the galaxy. While surprisingly intact for their age, functioning examples of Prothean paleotechnology are rare. Time and generations of looters have picked dead their cities and derelict stations clean.

Some believe the Protheans meddled in the evolution of younger races. The hanar homeworld of Kahje, for example, shows clear evidence of former Prothean occupation. The presence of a former Prothean observation post on Mars has cause a rebirth of 'interventionary evolutionists' among humans. These individuals believe the god-myths of ancient civilizations are misremembered encounters with aliens.

Rachni

Though now extinct, the rachni once threatened every species in Citadel space. Over 2,000 years ago, explorers foolishly opened a mass relay to a previously-unknown system and encountered something never seen before or since: a species of space-faring insects guided by a hive-mind intelligence.

Unfortunately, the rachni were not peaceful, and the galaxy was plunged into a series of conflicts known as the Rachni Wars. Attempts to negotiate were futile, as it was impossible to make contact with the hive queens that guided the race from beneath the surface of their toxic homeworld.

The emergence of the krogan ended the Rachni Wars. Bred to survive in the harshest environments, the krogan were able to strike at the queens in their lairs and reclaim conquered Council worlds. But when the krogan fleets pressed them back to their homeworld, the rachni refused to surrender, and the krogan eradicated them from the galaxy.

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Aliens: Non-Council Races (Primary)

Batrians

In the early 2160s, the Alliance began aggressive colonization of worlds in the Skyllian Verge, much to the dismay of the batarians who had been developing the region for several decades. In 2171, the batarians petitioned the Council to declare the Verge a "zone of batarian interest." The Council refused, however, declaring unsettled worlds in the region open to human colonization.

In protest, the batarians closed their Citadel embassy and severed official diplomatic relations with the Council, effectively becoming a rogue state. They instigated a proxy war in the Verge by funneling money and weapons to criminal organizations, urging them to strike at human colonies.

Hostilities peaked with the Skyllian Blitz of 2176, an attack on the human capital of Elysium by batarian-funded pirates and slavers. In 2178, the Alliance retaliated with a crushing assault on the moon of Torfan, long used as a staging base by batarian-backed criminals. In the aftermath, the batarians retreated into their own systems, and are now rarely seen in Citadel Space.

Elcor

The elcor are a Citadel species native to the high-gravity world Dekuuna. They are massive creatures, standing on four muscular legs for increased stability. They are massive creatures, standing on four muscular legs for increased stability. Elcor move slowly, an evolved response to an environment where a fall can be lethal. This has colored their psychology making them deliberate and conservative.

Elcor speech is ponderous and monotone. Among themselves, scent, slight movements, and subvocalized infrasound convey shades of meaning that make a human smile seem as subtle as a fireworks display. Since their subtlety can lead to misunderstandings with other species, the elcor often go out of their way to clarify when they are being sarcastic, amused, or angry.

Dekunna's high gravity impedes mountain formation. Most of the world consists of flat, open plains, which prehistoric elcor wandered across in small family bands. Modern elcor still prefer open sky, and can become restless and uncomfortable on long starship journeys.

Geth

The geth are a humanoid race of networked AIs. They were created by the quarians 300 years ago as tools of labor and war. When the geth showed signs of self-evolution, the quarians attempted to exterminate them. The geth won the resulting war. This example has led to a legal, systematic repression of artificial intelligences in galactic society.

The geth possess a unique distributed intelligence. An individual has rudimentary animal instincts, but as their numbers and proximity increase, the apparent intelligence of each individual improves. In groups, they can reason, analyze situations, and use tactics as well as any organic race.

Geth space is located at the trailing end of the Perseus Arm, beyond the lawless Terminus Systems. The Perseus Veil, an obscuring 'dark nebula' of opaque gas and dust, lies between their space and the Terminus Systems.

Hanar

The hanar are a Citadel species known for excessive politeness. They speak with scrupulous precision, and take offense at improper language. Hanar that expect to deal with other species take special courses to help them unlearn their tendency to take offense at improper speech.

All hanar have two names. The Face Name is known to the world; the Soul name is kept for use among close friends and relations. Hanar never refer to themselves in the first person in conversation with someone they know on a Face Name basis. To do so is considered egotistical, so instead they refer to themselves as "this one," or the impersonal "it."

Their homeworld, Kahje, has 90% ocean cover and orbits an energetic white star, resulting in a permanent blanket of clouds. Due to the presence of Prothean ruins on the world, many hanar worship them, and hanar myths often speak of an elder race that civilized them by teaching them language.

Keepers

When the asari discovered the Citadel, they also discovered the keepers, a docile multi-limbed insect race that seemingly exist only to maintain and repair the great Prothean station.

Early attempts to communicate with or study the keepers were failures, and it is now illegal to interfere with or impede keeper activity. Because they are completely non-threatening, keepers have become virtually invisible to everyone else. Similarly, they seem indifferent to other species, except for their tendency to help new arrivals integrate themselves into the Citadel.

No matter how many keepers die due to old age, violence, or accident, they maintain a constant number. No one has discovered the source of new keepers, but some hypothesize they are genetic constructs: biological androids created somewhere deep in the inaccessible core of the Citadel itself.

Krogan

The krogan evolved in a hostile and vicious environment. Until the invention of gunpowder weapons, 'eaten by predators' was still the number one cause of krogan fatalities. Afterwards, it was 'death by gunshot'.

When the salarians discovered them, the krogan were a brutal, primitive species struggling to survive a self-inflicted nuclear winter. The salarians culturally uplifted them, teaching them to use and build modern technology so they could serve as soldiers in the Rachni War.

Liberated from the harsh conditions of their homeworld, the quick-breeding krogan experienced an unprecedented population explosion. They began to colonize nearby worlds, even though these worlds were already inhabited. The Krogan Rebellions lasted nearly a century, only ending when the turians unleashed the genophage, a salarian-developed bioweapon that crushed all krogan resistance.

The genophage makes only one in 1,000 pregnancies viable, and today the krogan are a slowly dying breed. Understandably, the krogan harbor a grudge against all other species, especially the turians.

Quarians

Driven from their home system by the geth nearly three centuries ago, most quarians now live aboard the Migrant Fleet, a flotilla of fifty thousand vessels ranging in size from passenger shuttles to mobile space stations.

Home to 17 million quarians, the flotilla understandably has scarce resources. Because of this, each quarian must go on a rite of passage known as the Pilgrimage when they come of age. They leave the fleet and only return once they have found something of value they can bring back to their people.

Other species often tend to look down on the quarians for creating the geth and for the negative impact their fleet has when it enters a system. This has led to many myths and rumors about the quarians, including the belief that under their cloths and breathing masks, they are actually cybernetic creatures: a combination of organic and synthetic parts.

Volus

The volus are a member species of the Citadel with their own embassy, but they are also a client race of the turians. Centuries ago, they were voluntarily absorbed into the Hierarchy, effectively trading their mercantile prowess for turian military protection.

Iruine, their homeworld, lies far beyond the normal life zone of its star. However, the world has a high-pressure greenhouse atmosphere that traps enough heat to support an ammonia-based biochemistry. As a result, the volus must wear pressure suits and breathers when dealing with other species as conventional nitrogen/oxygen air mixtures are poisonous to them, and in the low pressure atmospheres tolerable to most species, their flesh will actually split open.

Volus culture is tribal, bartering lands and even people to gain status. This culture of exchange inclines them to economic pursuits. It was the volus who authored the Unified Banking Act, and they continue to monitor and balance the Citadel economy.

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Aliens: Non-Sapient Creatures (Primary)

Husks

After the geth secure a location, they round up and impale dead and living bodies on mechanical spikes. The spikes rapidly transform these victims into withered husks, extracting water and trace minerals and replacing them with cybernetics.

The cybernetics re-animate the lifeless flesh and tissue, transforming the bodies into mindless killing machines. Some Alliance soldiers refer to the husk-generating spikes as Dragon's Teeth, a reference to the mythological berserkers who sprang up from the earth wherever the teeth of the dragon Ares were planted.

Dragon's Teeth and husks bear little resemblance to other pieces of geth technology. No one is sure why a synthetic race would bother to drain the miniscule amount of recoverable resources from organic corpses, though the value of reusing them as shock troops is obvious.

Thresher Maws

Thresher maws are subterranean carnivores that spend their entire lives eating or searching for something to eat. Threshers reproduce via spores that lie dormant for millennia, yet are robust enough to survive prolonged periods in deep space and atmospheric re-entry. As a result, thresher spores appear on many worlds, spread by previous generations of space travelers.

The body of a thresher never entirely leaves the ground; only the head and tentacles erupt from the earth to attack. In addition to physical attacks, threshers have the ability to project toxic chemicals and emit bursts of infrasound as a shockwave weapon.

The Alliance first encountered threshers on the colony of Akuze in 2177. After contact was lost with the pioneer team, marine units were deployed to investigate. The shore parties were set upon by hungry threshers, and nearly the entire assault force was killed. Alliance forces recommend engaging threshers with vehicle-mounted heavy weapons.

Varren

Varren are omnivores with a preference for living prey. Originally native to the krogan homeworld of Tuchanka, they are, like most life from Tuchanka, savage, clannish, and consummate survivors. They are pack hunters when vulnerable prey is readily available and become scavengers when outnumbered or outclassed.

Their supreme adaptability, vicious demeanor, and rapid breeding cycle have made them ubiquitous and dangerous pests on many worlds. Virtually everywhere the krogan have been, varren infestations have followed, wreaking havoc with the native ecology.

The krogan have had a love-hate relationship with varren for millennia, alternately fighting them for territory and embracing them as treasured companions. To this day, krogan raise them as beasts of war. A common subgenus of varren has metallic silver scales, leading to the rather unusual nickname 'fishdogs.'

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Citadel and Galactic Government (Primary)

Citadel

The Citadel is an ancient deep-space station, presumably constructed by the Protheans. Since the Prothean extinction, numerous species have come to call the Citadel home. It serves as the political, cultural, and financial capital of the galactic community. To represent their interests, most species maintain embassies on the Presidium, the Citadel's inner ring.

The Citadel Tower, in the center of the Presidium, holds the Citadel Council chambers. Council affairs often have far-reaching effects on the rest of the galactic community. Five arms, known as wards, extend from the Presidium. Their inner surfaces have been built into cities, populated by millions of inhabitants from across the galaxy.

The Citadel is virtually indestructible. If attacked, the station can close its arms to form a solid, impregnable shell. For as long as the station has existed, an enigmatic race called the keepers has maintained it.

Citadel Council

The Council is an executive committee composed of representatives from the Asari Republics, the Turian Hierarchy, and the Salarian Union. Though they have no official power over the independent governments of other species, the Council's decisions carry great weight throughout the galaxy. No single Council race is strong enough to defy the other two, and all have a vested interest in compromise and cooperation.

Each of the Council species has general characteristics associated with the various aspects of governing the galaxy. The asari are typically seen as diplomats and mediators. The salarians gather intelligence and information. The turians provide the bulk of the military and peacekeeping forces.

Any species granted an embassy on the Citadel is considered an associate member, bound by the accords of the Citadel Conventions. Associate members may bring issues to the attention of the Council, through they have no input on the decision. The human Systems Alliance became an associate member of the Citadel in 2165.

Citadel Space

Citadel Space is an unofficial term referring to any region of space controlled by a species that acknowledges the authority of the Citadel Council. At first glance, it appears this territory encompasses most of the galaxy. In reality, however, less than 1% of the stars have been explored.

Even mass-effect-FTL drive is slow relative to the volume of the galaxy. Empty space and systems without suitable drive discharge sites are barriers to exploration. Only the mass relays allow ships to jump hundreds of light years in an instant, the key to expanding across an otherwise impassable galaxy.

Whenever a new relay is activated, the destination system is rapidly developed. From that hub, FTL drive is used to expand to nearby star clusters. The result is a number of densely-developed clusters thinly spread across the vast expanse of space, connected by the mass relay network.

Spectres

Spectres are agents from the Office of Special Tactics and Reconnaissance and answer only to the Citadel Council. They are elite military operatives, granted the authority to deal with threats to peace and stability in whatever way they deem necessary.

They operate independently or in groups of two or three. Some are empathetic peacekeepers, resolving disputes through diplomacy. Others are cold-blooded assassins, ruthlessly dispatching problem individuals. All get the job done, one way or another, often operating outside of the bounds of galactic law.

The Spectres were founded after the salarians joined the Council. For many years, they operated in secrecy, as back-room 'problem solvers.' Only after the Krogan Rebellions did their activities become publicized. Assignment of a Spectre is less contentious than military deployment, but makes it clear that the Council is concerned about a situation.

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Humanity and the Systems Alliance (Primary)

Earth

The homeworld and capital of humanity is entering a new golden age. The resource wealth of a dozen settled colonies and a hundred industrial outposts flows back to Earth, fueling great works of industry, commerce, and art. The great cities are greening as arcology skyscrapers and telecommuting allow more efficient use of land.

Earth is still divided among nation-states, though all are affiliated beneath the overarching banner of the Systems Alliance. While every human enjoys longer and better life than ever, the gap between rich and poor widens daily. Advanced nations have eliminated most genetic disease and pollution. Less fortunate regions have not progressed beyond 20th century technology, and are often smog-choked, overpopulated slums.

Sea levels have risen two meters in the last 200 years, and violent weather is common due to environmental damage inflicted during the late 21st century. The past few decades, however, have seen significant improvement due to recent technological advances.

First Contact War

Humanity's first contact with an alien race occurred in 2157. At that time, the Alliance allowed survey fleets to activate any dormant mass relays discovered, a practice considered dangerous and irresponsible by Council-aligned races. When a turian patrol discovered a human fleet attempting to activate a relay, they attacked. One human vessel survived, retreating to the colony of Shanxi.

The turians followed, quickly defeating the local forces. Shanxi was occupied, the first - and, to date, only - human world to be conquered by an alien species. The turians believed the handful of ships they defeated represented the bulk of human defenses. So they were unprepared when the Second Fleet under Admiral Kastanie Drescher, launched a strong counteroffensive, evicting them from Shanxi.

The turians mobilized for full-scale war, drawing the attention of the rest of the galaxy. The Council quickly intervened, forcing a truce. Fortunately for humanity, the First Contact War was ended with a diplomatic solution.

Systems Alliance

The Systems Alliance is an independent supranational government representing the interests of humanity as a whole. The Alliance is responsible for the governance and defense of all extra-solar colonies and stations.

The Alliance grew out of the various national space programs as a matter of practicality. Sol's planets had been explored and exploited through piecemeal national efforts. The expense of colonizing entire new solar systems could not be met by an one country. With humans knowing that alien contact was inevitable, there was enough political will to jointly fund an international effort.

Still, the Alliance was often disregarded by those on Earth until the First Contact War. While the national governments dithered and bickered over who should lead the effort to liberate Shanxi, the Alliance fleet struck decisively. Post-War public approval gave the Alliance the credibility to establish its own Parliament and become the galactic face of humanity.

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Planets and Locations (Primary)

Planets: Feros

Feros is a habitable world in the Attican Beta cluster. Two-thirds of the habitable surface is covered with the ruins of crumbling Prothean megatropolis. In the millennia since the Prothean extinction, the ruins have been picked over by looters many times.

Feros was considered a poor prospect for colonization, as little open ground remains for agriculture. The only sizeable fresh water sources are the poles, which are tapped by the decaying Prothean aqueduct systems. The dead cities, while in good condition considering their antiquity, are of uncertain stability. Ground level is congested by a dozen meters of fallen debris, and the air is fouled by dust.

In 2178, the human ExoGeni Corporation announced its intention to place a permanent colony on Feros, to thoroughly explore the ruins. The pioneer settlement was placed on the upper levels of the several intact skyscrapers, using the surviving Prothean aqueducts and rooftop hydroponic gardens to support the population.

Planets: Ilos

Like the ancient human city of Troy, Ilos is a world only known through second-hand sources. References to Ilos have been found at several other Prothean ruins, though direct study of the world is unlikely to occur.

Ilos lies in a remote area of the Terminus Systems only accessible by the legendary Mu Relay. Four thousand years ago, the Mu Relay was knocked out of position by a supernova and lost. Since then, Ilos and its cluster have been inaccessible.

Occasionally, a university will organize an expedition to chart a route to Ilos using conventional FTL drive. These never get beyond the planning stages due to the distance and danger. The journey could take years or decades, passing through the hostile terminus Systems and dozens of unexplored systems.

Planets: Noveria

Noveria is a cool, rocky world, with most of its hydrosphere locked up in massive glaciers. A privately-chartered colony world, the planet is owned by Noveria Development Corporation holding company. The NDC is funded by investment capital from two dozen high technology development firms, and administrated by an Executive Board representing their interests.

The investors built remote hot labs in isolated locations across Noveria's surface. These facilities are used for research too dangerous or controversial to be performed elsewhere, as Noveria is technically not part of Citadel space and therefore exempt from Council law.

By special arrangement, Citadel Special Tactics and Reconnaissance agent have been granted extraterritorial privileges, but it remains to be seen how committed the Executive Board is to that principle. Given its unique situation, it is understandable that Noveria is often implicated in all manner of wild conspiracy theories.

Planets: Virmire

Virmire is a lush world located on the frontier of the Attican Traverse. Its vast seas and orbital position on the inner life zone have created a wide equatorial band of humid, tropical terrain. Only the political instability of the region has impeded efforts at colonization.

Many times, the Citadel has opened negotiations to settle Virmire with the various criminal gangs and petty dictatorships in the nearby Terminus Systems. All fell apart due to internal power shifts within the opposing parties. The Citadel has written off the colonization of Virmire as impossible without significant political change.

The Terminus powers themselves are unlikely to ever settle Virmire. Most lack the resources to support settlement of a virgin world, finding it more expedient to steal from their neighbors than build for themselves.

Region: Terminus Systems

The Terminus Systems are located on the far side of the Attican Traverse, beyond the space administered by the Citadel Council or claimed by the human Systems Alliance. It is populated by a loose affiliation of minor species, united only in their refusal to acknowledge the political authority of the Council or adhere to the Citadel Conventions.

Their independence comes at a price; the Terminus is fraught with conflict. War among the various species is common, as governments and dictators constantly rise and fall. The region is a haven for illegal activities, particularly piracy and the slave trade.

At least once a year, a fleet from Terminus invades the nearby Attican Traverse. These attacks are typically small raids against poorly-defended colonies. The Council rarely retaliates, as sending patrols into the Terminus Systems could unify the disparate species against their common foe, triggering a long and costly war.

Uncharted Worlds

There are between two and four hundred billion stars in the galaxy, and less than 1% of them have ever been visited or had their systems properly surveyed.

Humanity's early expansion into the Attican Traverse was haphazard; a desperate race to claim habitable planets where populations can be economically settled. Ignored in the wake of this land grab were thousands of less hospitable worlds, each potentially rich with industrial resources. The wealth of entire solar systems lies untapped, waiting for corporate survey teams or independent pioneers to discover and exploit them.

This, however, is not an easy task. In addition to the environmental hazards, the fact that uncharted worlds are largely ignored makes them popular bases for criminals, revolutionaries, cults, and others who wish to remain unnoticed by galactic society.

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Ships and Vehicles (Primary)

FTL Drive

Faster-than-light drives use element zero cores to reduce the mass of ship, allowing higher rates of acceleration. This effectively raises the speed of light within the Mass Effect field, allowing high speed travel with negligible relativistic time dilation effects.

Starships still require conventional thrusters (chemical rockets, commercial fusion torch, economy ion engine, or military antiproton drive) in addition to the FTL drive core. With only a core, a ship has no motive power.

The amount of eezo and power required for a drive increases exponentially to the mass being moved and the degree it is being lightened. Very massive ships or very high speeds are prohibitively expensive.

If the field collapses while the ships moving at faster-than-light speeds, the effects are catastrophic. The ship is snapped back to sublight velocity, the enormous excess energy shed in the form of lethal Cerenkov radiation.

Military Ship Classifications

Larger warships are classified in one of four weights:

FRIGATES are small, fast ships used for scouting and screening larger vessels. Frigates often operate in wolf-pack flotillas.

CRUISERS are middle-weight combatants, faster than dreadnoughts, and more heavily-armed than frigates. Cruisers are the standard patrol unit, and often lead frigate flotillas.

DREADNOUGHTS are kilometer-long capital ships mounting heavy, long-range firepower. They are only deployed for the most vital missions.

CARRIERS are dreadnought-sized vessels and also carry a large amount of fighters.

Smaller vessels are exclusively used in a support role to the warships during combat:

FIGHTERS are one-man craft used to perform close-range attacks on enemy ships.

INTERCEPTORS are one-man craft optimized for destroying opposing fighters.

Normandy

The Normandy is a prototype starship, developed by the human Systems Alliance with the assistance of the Citadel Council. It is optimized for scouting and reconnaissance missions in unstable regions, using state-of-the-art stealth technology.

For most ships, the heat generated through standard operations is easily detectable against the absolute-zero background of space. The Normandy, however, is able to temporarily sink this heat within the hull. Combined with refrigeration of the exterior hull, the ship can travel undetected for hours, or drift passively for days of covert observation. This is not without risk. The stored heat must eventually be radiated, or it will build to levels capable of cooking the crew alive.

Another component of the stealth system is the Normandy's revolutionary Tantalus drive, a Mass Effect core twice the standard size. The Tantalus drive generates mass concentrations that the Normandy 'falls into,' allowing it to move without the use of heat-emitting thrusters.

Sovereign

Sovereign is the flagship of the rogue Spectre Saren. An enormous dreadnought larger than any other ship in any known fleet, Sovereign is crewed with both geth and krogan. At two kilometers long, its spinal-mounted main gun is likely capable of penetrating another dreadnought's kinetic barriers with a single shot.

How Saren acquired this incredible warship is unknown. The prevailing opinion is that Sovereign is a geth construct, while others believe it is a Prothean relic. Its design, however, hints at a more alien and mysterious origin.

The attack on Eden Prime demonstrated Sovereign's ability to generate Mass Effect fields powerful enough to land on a planetary surface. This implies it has a massive element zero core, and the ability to generate staggering amounts of power.

Space Combat

Ship mobility dominates space combat; the primary objective is to alight the mass accelerator along the bow with the opposing vessel's broadside. Battles typically play out as artillery duels fought at ranges measured in thousands of kilometers, though assaults through defended mass relays often occur at 'knife fight' ranges as close as a few dozen kilometers.

Most ship-to-ship engagements are skirmishes between patrol vessels of cruiser weight and below, with dreadnoughts and carriers only deployed in full-scale fleet actions. Battles in open space are short and often inconclusive, as the weaker opponent typically disengages.

Once a ship enters FTL flight the combat is effectively over; there are no sensors capable of tracking them, or weapons capable of damaging them. The only way to guarantee an enemy will stand and fight is to attack a location they have a vested interest in, such as a settled world or a strategically-important mass relay.

Vehicles: M35 Mako

The 'Mako' infantry fighting vehicle was designed for the System Alliance's frigates. Through the interior is cramped, an M35 is small enough to be carried in the cargo bay and easily deployed on virtually any world.

With its turreted 155mm mass accelerator and coaxially-mounted machine gun, the Mako can provide a fire team with weapon support as well as mobility. Since Alliance marines may be required to fight on any world, the Mako is environmentally-sealed and equipped with microthrusters for use on low-gravity planetoids.

The Mako is powered by a sealed hydrogen-oxygen fuel cell, and includes a small element zero core. While not large enough to nullify the vehicle's mass, the core can reduce it enough to be safely air-dropped. When used in conjunction with the thrusters, it also allows the Mako to extricate itself from difficult terrain.

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Technology (Primary)

Biotics

Biotics is the ability of rare individuals to manipulate dark energy and create Mass Effect fields through the use of electrical impulses from the brain. Intense training and surgically-implanted amplifiers are necessary for a biotic to produce Mass Effect fields powerful enough for practical use. The relative strength of biotic abilities varies greatly among species and with each individual.

There are three branches of biotics. TELEKINESIS uses mass-lowering fields to levitate or impel objects. Mass-raising KINETIC FIELDS are used to block or pin objects. DISTORTION uses rapidly shifting mass fields to shred objects.

Most organic species are capable of developing biotic abilities, though there are risks involved. Biotics are the result of in-utero exposure to element zero. This usually causes fatal cancers in the victim, but in rare cases it coalesces into nodules within the fetus's developing nervous system.

Computers: Artificial Intelligence (AI)

An artificial intelligence is a self-aware computing system capable of learning and independent decision making. Creation of a conscious AI requires adaptive code, a slow, expensive education, and a specialized quantum computer called a 'blue box.'

An AI cannot be transmitted across a communication channel or computer network. Without its blue box, an AI is no more than data files. Loading these files into a new blue box will create a new personality, as variations in the quantum hardware and runtime results create unpredictable variations.

The geth serve as a cautionary tale against the dangers of rogue AI, and in Citadel Space they are technically illegal. Advocacy groups argue, however, that an AI is a living, conscious entity deserving the same rights as organics. They argue that continued use of the term 'artificial' is institutionalized racism on the part of organic life; the term 'synthetic' is considered the politically correct alternative.

Computers: Virtual Intelligence (VI)

A virtual intelligence is an advanced form of user interface software. VIs use a variety of methods to simulate natural conversation, including an audio interface and an avatar personality to interact with. Although a VI can provide a convincing emulation of sentience, they are not self-aware, nor can they learn or take independent action.

VIs are used as operating systems on commercial and home computers. Minimal VI 'agents' are also available. Agents are compact and specialized. Some serve as personal secretaries, filtering calls and scheduling meetings based on user-defined priorities. Other are advanced search engines, propagating themselves across the extranet to collate user-requested data.

Commercial VIs in a variety of stock personalities are available at any software retailer. Boutique firms and hobbyists also build unique VIs to personal specification. Although software emulation of living personalities is illegal, reconstructions of famous historical figures are common.

Element Zero ("Eezo")

When subjected to an electrical current, the rare material dubbed element zero, or 'eezo,' emits a dark energy field that raises or lowers the mass of all objects. This 'Mass Effect' is used in countless ways, from generating artificial gravity to manufacturing high-strength construction materials. It is most prominently used to enable faster-than-light space travel.

Eezo is generated when solid matter, such as a planet, is affected by the energy of a star going supernova. The material is common in the asteroid debris that orbits neutron stars and pulsars. These are dangerous places to mine, requiring extensive use of robotics, telepresence, and shielding to survive the incredible radiation from the dead star. Only a few major corporations can afford the set-up costs required to work these primary sources.

Humanity discovered refined element zero at the Prothean research station on Mars, allowing them to create Mass Effect fields and develop FTL travel.

Mass Effect Fields

Element zero can increase or decrease the mass of volume of space-time when subjected to an electrical current. With a positive current, mass is increased. With a negative current, mass is decreased. The stronger the current, the greater the magnitude of the dark energy Mass Effect.

In space, low-mass fields allow FTL travel and inexpensive surface-to-orbit transit. High-mass fields create artificial gravity and push space debris away from vessels. In manufacturing low-mass fields permit the creation of evenly-blended alloys, while high mass compaction creates dense, sturdy construction materials.

The military makes extensive use of mobility-enhancing technologies, with Mass Effect-utilizing fighting vehicles standard front-line issue in most military forces. Mass Effect fields are also essential in the creation of kinetic barriers or shields to protect against enemy fire.

Mass Relays

Mass relays are feats of Prothean engineering advanced far beyond the technology of any living species. They are enormous structures scattered throughout the stars, and can create corridors of virtually mass-free space allowing instantaneous transit between locations separated by years or even centuries of travel using conventional FTL drives.

Primary mass relays can propel ships thousands of light years, often from one spiral arm of the galaxy to another. However, they have fixed one-to-one connections: a primary relay connects to one other primary relay, and nowhere else. Secondary relays can only propel ships across a few hundred light years, however they are omnidirectional: a secondary relay can send a ship to any other relay within its limited range.

There are many dormant primary relays whose corresponding twins have not yet been located. These are left inactive until their partner is charted, as established civilizations are unwilling to blindly open a passage that might connect them to a hostile species.

Omni-tool

Omni-tools are handheld devices that combine a computer microframe, sensor analysis pack, and manufacturing fabricator. Versatile and reliable, an omni-tool can be used to analyze and adjust the functionality of most standard equipment, including weapons and armor, from a distance.

The fabrication module can rapidly assemble small three-dimensional objects from common, reusable industrial plastics, ceramics, and light alloys. This allows for field repairs and modifications to most standard items, as well as the reuse of salvaged equipment.

Omni-tools are standard issue for soldiers and first-in colonists.

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Weapons, Armor and Equipment (Primary)

Body Armor

Combat hard-suits use a dual-layer system to protect the wearer. The inner layer consist of fabric armor with kinetic padding. Areas that don't need to be flexible, such as the chest or shins, are reinforced with sheets of lightweight ablative ceramic.

The outer layer consists of automatically-generated kinetic barriers. Objects traveling above a certain speed will trigger the barriers reflex system and be deflected, provided there is enough energy left in the shield's power cell.

Armored hard-suits are sealable to protect the wearer from extremes of temperature and atmosphere. Standard equipment includes an onboard mini-frame and a communications, navigation, and sensing suite. The mini-frame is designed to accept and display date from a weapons' and sensing suite. The mini-frame is designed to accept and display date from a weapon's smart targeting system to make is easier to locate and eliminate enemies.

Kinetic Barriers ("Shields")

Kinetic barriers, colloquially called 'shields,' provide protection against most mass accelerator weapons. Whether on a starship or a soldiers' suit of armor, the basic principle remains the same.

Kinetic barriers are repulsive Mass Effect fields projected from tiny emitters. These shields safely deflect small objects traveling at rapid velocities. This affords protection from bullets and other dangerous projectiles, but still allows the user to sit down without knocking away their chair.

The shielding afforded by kinetic barriers does not protect against extremes of temperature, toxins, or radiation.

Mass Accelerators

A mass accelerator propels a solid metal slug using precisely-controlled electromagnetic attraction and repulsion. The slug is designed to squash or shatter on impact, increasing the energy it transfers to the target. If this were not the case, it would simply punch a hole right through, doing minimal damage.

Accelerator design was revolutionized by element zero. A slug lightened by a Mass Effect field can be accelerated to greater speeds, permitting projectile velocities that were previously unattainable. If accelerated to a high enough velocity, a simple paint chip can impact with the same destructive force as a nuclear weapon.

However, mass accelerators produce recoil equal to their impact energy. This is mitigated somewhat by the Mass Effect fields that rounds are suspended within, but weapons recoil is still the prime limiting factor on slug velocity.

Medi-Gel

Medi-gel is a common medicinal salve used by paramedics, EMTs, and military personnel. It combines several useful applications: a local anesthetic, disinfectant, and clotting agent all in one. Once applied, the gel is designed to grip tight to flesh until subjected to a frequency of ultrasound. It is sealable against liquids - most notably blood - as well as contaminants and gasses.

The gel is a genetically-engineered bioplasm created by the Sirta Foundation, a medical technology megacorp based on Earth. Technically the medi-gel violates Council laws against genetic engineering, but so far, it has proved far too useful to ban.

Small Arms

All modern infantry weapons from pistols to assault rifles use micro-scaled mass accelerator technology. Projectiles consist of tiny metal slugs suspended within a mass-reducing field, accelerated by magnetic force to speeds that inflict kinetic damage.

The ammo magazine is a simple block of metal. The gun's internal computer calculates the mass needed to reach the target based on distance, gravity, and atmospheric pressure, then shears off an appropriate sized slug from the block. A single block can supply thousands of rounds, making ammo a non-issue during any engagement.

Top-line weapons also feature smart targeting that allows them to correct for weather and environment. Firing on a target in a howling gale feels the same as it does on a calm day on a practice range. Smart targeting does not mean the bullet will automatically find the mark every time the trigger is pulled; it only makes it easier for the marksman to aim.

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Aliens: Council Races (Secondary)

Asari: Biology

Asari have a robust cellular regenerative system. While they do not heal faster than other species, asari are known to reach 1,000 years of age.

Although asari have only one gender, they are not asexual. An asari provides two copies of her own genes to her offspring. The second set is altered in a unique process called melding.

During melding, an asari consciously attunes her nervous system to her partner's, sending and receiving electrical impulses directly through the skin. The partner can be another asari, or an alien of either gender. Effectively, the asari and her partner briefly become one unified nervous system.

This unique means of reproduction is the reason asari are talented biotics. Their evolved ability to consciously control nerve impulses is very similar to biotic training. Asari believe that their offspring acquire the best qualities of the "father" from the melded genes, but evidence is anecdotal.

Asari pass through three climacteric life stages, marked by biochemical and physiological changes. The Maiden stage begins at birth and is marked by the drive to explore and experience. Most young asari are curious and restless.

The matron stage of life begins around the age of 350, though it can be triggered earlier if the individual melds frequently. This period is marked by a desire to settle in one area and raise children.

The Matriarch stage begins around 700, or earlier if the individual melds rarely. Matriarchs become active in their community as sages and councilors, dispensing wisdom from centuries of experience.

While each stage of life is marked by strong biological tendencies, individuals do make unexpected life choices. For example, there are Maidens who stay close to home rather than explore, Matrons who would rather work than build a family, and Matriarchs who have no interest in community affairs.

Asari: Culture

Because of their long lifespan, asari tend to have a 'long view' not common in other races. When they encounter a new species or situation, the asari are more comfortable with an extended period of passive observation and study than immediate action. They are unfazed that some of their investments or decisions may not pay off for decades or centuries. Matriarchs can seem to make incomprehensible decisions, but their insight is evident when their carefully-laid plans come to fruition. In interstellar relations, this long view manifests in the unspoken policy of centrism. The asari instinctively seek to maintain stable balances of economic, political, and military power.

Traditionally, asari spread their influence through cultural domination and intellectual superiority. They invite new species of advanced development to join the galactic community, knowing that their ideals and beliefs will inevitably influence the existing culture.

Asari: Government

The asari came late to the concept of world government. For centuries, their homeworld of Thessia was dotted with loose confederacies of great republican cities. The closest Earthly equivalent would be the ancient Mediterranean city-states. Since the asari culture values consensus and accommodation, there was little impetus to form larger principalities. Rather than hoard resources, the asari bartered freely. Rather than attack one another over differing philosophies, they sought to understand one another.

Only in the information age did the city-states grow close. Communication over internet evolved into an 'electronic democracy.' Asari have no politicians or elections, but a free-wheeling, all-inclusive legislature that citizens can participate in at will. Policy debates take place at all hours of the day, in official chat rooms and forums moderated by specially-programmed virtual intelligences. All aspects of policy are open to plebiscite at any time. In any given debate, the asari tend to lend the most credence to the opinions of any Matriarchs present, nearly always deferring to the experience of these millennia-old 'wise women.'

Achieving consensus through public debate may take too long in a crisis. In cases where prompt, decisive action is required, the asari defer to the wisdom of local matriarchs.

Asari: Military Doctrine

The asari military resembles a collection of tribal warrior bands with no national structure. Each community organizes its own unit as the locals see fit, and elect a leader to command them. Units from populous cities are large and well-equipped, while those from farm villages may be only a few women with small arms. There is no uniform; everyone wears what they like. The asari military is not an irregular militia, however; those who serve are full-time professionals.

The average asari huntress is in the maiden stage of her life and has devoted 20-30 years studying the martial arts. Asari choose to be warriors at a young age, and their education from that point is dedicated to sharpening the mind and body for that sole purpose. When they retire, they possess an alarming proficiency for killing.

Huntresses fight individually or in pairs, depending on the tactics preferred in their town. One-on-one, a huntress is practically unbeatable, possessing profound tactical insight, a hunter's eye, and a dancer's grace and alacrity. Biotics are common enough that some capability is a requirement to be trained as a huntress; lack of biotic talent excludes a young asari from military service.

While fluid and mobile, asari can't stand up in a firestorm the way a krogan, turian, or human could. Since their units are small and typically lack heavy armor and support weapons, they are almost incapable of fighting a conventional war, particularly one of a defensive nature. So asari units typically undertake special operations missions. Like an army of ninja, they are adept at ambush, infiltration, and assassination, demoralizing and defeating their enemies through intense, focused guerilla strikes.

As a popular turian saying puts it, 'The asari are the finest warriors in the galaxy. Fortunately, there are not many of them.'

Asari: Religion

The pantheistic mainstream asari religion is siari, which translates roughly as "All is one." The faithful agree on certain core truths: the universe is a consciousness, every life within it is an aspect of the greater whole, and death is a merging of one's spiritual energy back into the greater universal consciousness. Siarists don't specifically believe in reincarnation; they believe that spiritual energy returned to the universal consciousness upon death will eventually be used to fill new mortal vessels.

Siari became popular after the asari left their homeworld and discovered their ability to 'meld' with nearly every form of life. This ability is seen as proof that all life is fundamentally similar. Siari priestesses see their role as promoting unity between the disparate shards of the universe's awareness.

Before the rise of siari pantheism, asari religions were as diverse as their political opinions. The strongest survivor of those days is the monotheistic religion worshipping the goddess Athame. Like the asari, the goddess cycles through the triple aspects of maiden, matron and matriarch.

Salarians: Biology

Salarians are noted for their high-speed metabolism, which allows them to function on just one hour of sleep a day. Their minds and bodies work faster than most sapient races, making them seem restless or hyperactive. The drawback of this active metabolism is a short lifespan of around 40 human years.

The salarians are amphibian haplo-diploid egg-layers; unfertilized eggs produce males and fertilized eggs produce females. Once a year a salarian female will lay a clutch of dozens of eggs. Social rules prevent all but a fraction from being fertilized. As a result, 90% of the species is male. Salarians have photographic memories and rarely forget a fact. They also possess a form of psychological 'imprinting,' tending to defer to those they knew in their youth. Salarian hatching is a solemn ritual in which the clan Dalatrass (matriarch) isolates herself with the eggs. The young salarians psychologically imprint on her and tend to defer to her wishes.

During the hatching of daughters, the Dalatrasses of the mother and father's clans are present at the imprinting. This ensures the offspring have equal loyalty to both, ensuring the desired dynastic and political unity.

Salarians: Culture

The rare salarian females are cloistered on their worlds out of tradition and respect. Powerful female Dalatrasses are dynasts and political kingpins. They determine the political course of their respective regions through shrewd negotiation. Though male salarians rise to positions of great authority in business, academia, or the military, they rarely have any input on politics.

Due to their method of reproduction, salarians have no concept of romantic love, sexual attraction, or the biological impulses and social rituals that complicate human lives. Male-female relationships are rare (due to the scarcity of females) and more akin to human friendship.

Sexuality is strictly for the purpose of reproduction. Ancient social codes determine who gets to fertilize eggs, which produces more daughters to continue a bloodline. Fertilization generally only occurs after months of negotiations between the parents' clan, and is done for purposes of political and dynastic alliance. No salarian would imagine defying this code.

Salarian names are quite complex. A full name includes - in order - the name of a salarian's planet, duchy, barony, fiefdom, family, and finally, the given name.

Salarians: Government

The salarian government is called the Salarian Union. It is a labyrinthine web of matrilineal bloodlines, with political alliances formed through interbreeding.

In many ways, the salarian political network functions like the noble families of Earth's Medieval Europe. Structurally, the government consists of baronies, duchies, planets, and marches (colonization clusters). These are human nicknames; the original salarian is unpronounceable. Each area is ruled by a single Dalatrass (matriarchal head-of-household) and represents an increasing amount of territory and prestige within the salarian political web.

Approaching 100 members, the first circle of a salarian's clan comprises parents, siblings, uncles, aunts and cousins. The next circle includes second cousins, etc., and escalates to well over 1,000 members. The fourth or fifth circle of a clan numbers into the millions. Salarian loyalty is greatest to their first circle and diminishes from there. Their photographic memories allow salarians to recognize all their myriad relatives.

Salarians: League of One

Before they joined the Citadel Council, the salarians' most potent military tool was a small reconnaissance team known as the League of One. Their primary training was in espionage and assassination. Never more than a dozen strong, the team was adept at infiltrating the tightest defenses and eliminating all necessary obstacles.

Only a few top members of government and military were privy to the League's identities. League members wore no distinguishing garments, and held no particular rank. The only evidence of their participation in the League was a small medallion presented to each member upon induction. This secrecy was maintained until the formation of the Council.

In an effort to dispel rumors and appease their new asari partners, the Salarian Union released all classified documents pertaining to the League. The League of One was suddenly exposed and in danger of being hunted by enemies of the salarians. Before any harm could be done, the team mysteriously disappeared. Most assumed this was a convenient lie to help hide their identities, but a few months later, the inner cabinet was murdered. Though there was no incriminating evidence, it was clear who was responsible.

Realizing the threat posed by this rogue outfit, the Special Tasks Group dispatched a team of hunters. When they didn't return, the STG dispatched ten of its brightest operators with broad discretionary powers. Only two returned; they reported no evidence of the League.

No further incidents were reported and it was assumed the League was wiped out. Some recently declassified documents, however, have suggested there may have been a thirteenth member who eluded the salarian military.

Salarians: Military Doctrine

In principle, the salarian military is similar to the Alliance, a small volunteer army that focuses on maneuver warfare. What differentiates the salarians is not their equipment or doctrine, but their intelligence services and rules of engagement. The salarians believe that a war should be won before it begins.

Conventional wisdom holds that the salarians know everything about everyone, and this is not far from the truth. In war, the unquestioned superiority of their intelligence services allows them to use their small military to maximum effectiveness. Well before fighting breaks out, they possess knowledge of their enemy's positions, intentions and timetable.

In every war the salarians have fought, they struck first and without warning. For the salarians, to know an enemy plans to attack and to let it happen is folly. To announce their own plans to attack is insanity. They find the human moral concepts of 'do not fire until fired upon' and 'declare war before prosecuting it' incredibly naïve. In defensive wars, they execute devastating preemptive strikes hours before the enemy's own attacks. On the offense, they have never telegraphed their intentions with a declaration of war before attacking.

Biotics are virtually unknown in the salarian military. Those with such abilities are considered too valuable to be used as cannon fodder and are assigned to the intelligence services.

While capable of defending themselves against most threats, the salarians know that they are small fish in a universe filled with sharks. As a point of survival, they have cultivated strong alliances with larger powers, particularly with the turians. Though the relationship between the two species was rocky at first due to the krogan uplift fiasco, the salarians take pains to keep this relationship strong enough that anyone who might threaten them risks turian intervention.

Salarians: Special Tasks Group

Salarian intelligence field agents are grouped into an organization called the Special Tasks Group. STG operators work in independent cells, performing dangerous missions such as counterterrorism, infiltration, reconnaissance, assassination, and sabotage.

The STG is a proactive organization, puncturing worrisome trends before they become movements. At any time, a dozen groups are operating covertly within the lawless Terminus Systems, sowing dissent among the various factions. Civilians analysts also note how troublesome 'hinge point' individuals in Terminus frequently meet unexpected deaths.

STG operators are feared throughout the galaxy for their clear-eyed, remorseless practicality. They are willing to do whatever it takes to achieve their mission, even if it kills civilians or results in the team's own destruction. In many ways, they are akin to the Council Spectres.

Recently, a number of STG cells have been redeployed from Salarian Union. It is assumed they are in the Terminus and Attican Traverse, investigating reports of geth activity beyond the Perseus Veil.

Turians: Biology

The turian homeworld, Palaven, has a metal-poor core, generating a weak magnetic field and allowing more solar radiation into the atmosphere. To deal with this, most forms of life on Palaven evolved some form of metallic 'exoskeleton' to protect themselves. Their reflective plate-like skin makes turians less susceptible to long-term, low-level radiation exposure, but they do not possess any sort of 'natural armor.' A turian's thick skin does not stop projectiles and directed energy bolts.

Although life on Palaven is carbon-based and oxygen-breathing, it is built on dextro-amino acids. This places the turians in a distinct minority on the galactic stage; the quarians are the only other sapient dextro-protein race. The food of humans, asari, or salarians (who evolved in levo-amino acid-based biospheres), will at best pass through turian systems without providing any nutrition. At worst, it will trigger an allergic reaction that can be fatal if not immediately treated.

Turians: Culture

While turians are individuals with personal desires, their instinct is to equate the self with the group, and to set aside all personal desires for the good of all.

Turians are taught to have a strong sense of personal accountability, the 'turian honor' that other races find so remarkable. Turians are taught to own every decision they make, good or ill. The worst sin they can make in the eyes of their people is to lie about their own actions. Turians who murder will try to get away with it, but if directly questioned, most will confess the crime.

Turians have a strong inclination toward public service and self-sacrifice, so they tend to be poor entrepreneurs. To compensate, they accepted the mercantile volus as a client race, offering protection in exchange for their fiscal expertise.

The turian military is the center of their society. It is not just an armed force; it is an all-encompassing public works organization. The military police are also the civic police. The fire brigades serve the civilian population as well as military facilities. The corps of engineers builds and maintains spaceports, schools, water purification plants, and power stations. The merchant marine ensures that all worlds get needed resources.

Turians: Government

The turian government is a hierarchical meritocracy. While it has great potential for misuse, this is tempered by the civic duty and personal responsibility turians learn in childhood.

Turians have 27 citizenship tiers, beginning with civilians (client races and children). The initial period of military service is the second tier. Formal citizenship is conferred at the third tier, after boot camp. For client races, citizenship is granted after the individual musters out. Higher-ranked civilians are expected to lead and protect subordinates. Lower-ranked citizens are expected to obey and support superiors. Promotion to another tier of citizenship is based on the personal assessments of one's superiors and co-rankers.

Throughout their lives, turians ascend to higher tiers and are occasionally 'demoted' to lower ones. The stigma associated with demotion lies not on the individual, but on those who promoted him when he wasn't ready for additional responsibility. This curbs the tendency to promote individuals into positions beyond their capabilities.

Settling into a role and rank is not considering stagnation. Turians value knowing one's own limitations more than being ambitious.

At the top are the Primarchs, who each rule a colonization cluster. The Primarchs vote on matters of national import. They otherwise maintain a 'hands-off' policy, trusting the citizens on each level below them to do their jobs competently.

Turians enjoy broad freedoms. So long as one completes his duties, and does not prevent others from completing theirs, nothing is forbidden. For example, there are no laws against recreational drug use, but if someone is unable to complete his duties due to drug use, his superiors step in. Judicial proceedings are 'interventions.' Peers express their concern, and try to convince the offender to change. If rehabilitation fails, turians have no qualms about sentencing dangerous individuals to life at hard labor for the state.

Turians: Military Doctrine

Although they lack the brutality of the krogan, the skill of the asari, and the virtuosity of humans, the turian military has formidable discipline. Officers and NCOs are 'lifers' with years of field experience. Enlisted personnel are thoroughly trained and stay calm under fire. Turian units don't break. Even if their entire line collapses, they fall back in order, setting ambushes as they go. A popular saying holds: 'You will only see a turian's back once he'd dead.'

Boot camp begins on the 15th birthday. Soldiers receive a year of training before being assigned to a field unit; officers train for even longer. Most serve until the age of 30, at which they become part of the Reserves. Even if they suffer injuries preventing front-line service, most do support work behind the lines.

Biotics are uncommon. While admired for their exacting skills, biotics' motives are not always fully trusted by the common soldier. The turians prefer to assign their biotics to specialist teams called Cabals.

Command and control is decentralized and flexible. Individual squads can call for artillery and air support. They make extensive use of combat drones for light duties, and practice combined arms: infantry operates with armor, supported by overhead gunships. Strategically, they are methodical and patient, and dislike risky operations.

Tradition is important. Each legion has a full-time staff of historians who chronicle its battle honors in detail. The oldest have records dating back to the turian Iron Age. If a legion is destroyed in battle, it is reconstituted rather than replaced.

The turians recruit auxiliary units from conquered or absorbed minor races. Auxiliaries are generally light infantry or armored cavalry units that screen and support the main turian formations. At the conclusion of their service in the Auxiliaries, recruits are granted turian citizenship.

Turians: Religion

Although turians have a strict moral code, their belief in individual responsibility means that the concepts of good and evil are simply the individual's choice between egotism and altruism in any given decision, they have no concept of 'good' deities that encourage noble behavior or 'evil' ones that tempt individuals to misdeeds.

Turians believe that groups and areas have 'spirits' that transcend the individual. For example, a military unit would be considered to have a literal spirit that embodies the honor and courage it has displayed. A city's spirit reflects the accomplishments and industry of its residents. An ancient tree's spirit reflects the beauty and tranquility of the area it grows within.

These spirits are neither good nor evil, nor are they appealed to for intercession. Turians do not believe spirits can affect the world, but spirits can inspire the living. Prayers and rituals allow an individual to converse with a spirit for guidance or inspiration. For example, a turian who finds his loyalty tested may appeal to the spirit of his unit, hoping to reconnect with the pride and honor of the group. A turian who wishes to create a work of art may attempt to connect with the spirit of a beautiful location.

Turians enjoy absolute freedom of religion and can practice whatever appeals to them so long as it does not impede anyone's ability to perform their duties. There are many practitioners of the asari 'suarist' philosophy. Since opening dialog with the human Systems Alliance, some turians have embraced Confucianism and Zen Buddhism.

Turians: The Unification War

At about the time the salarians and the asari were forming the Council, the turians were embroiled in a bitter civil war. The Unification War, as it was later named, began with hostilities between the colonies furthest from the turian homeworld, Palaven.

These colonies were run by local chieftains, many of whom had distanced themselves from the Hierarchy. Without the galvanizing influence of the government, the colonies became increasingly isolated and xenophobic. Colonists began wearing emblems or facial markings to differentiate themselves from members of other colonies and open hostilities became common.

When war finally broke out, the Hierarchy maintained strict diplomacy and refused to get involved. After several years of fighting, less than a dozen factions remained and the Hierarchy finally intervened. By that time, the chieftains were too weak to resist; they were forced to put an end to fighting and renew their allegiance to the Hierarchy.

Though peace was restored, it took several decades for animosity between colonists to fade completely. To this day, most turians still wear the facial markings of their home colonies. As a point of interest, the turian term 'barefaced' refers to one who is beguiling or not to be trusted. It is also a slang term for politicians.

Aliens: Council Races	Aliens: Extinct Races	Aliens: Non-Council Races	Aliens: Non-Sapient Creatures	Citadel and Galactic Government
Humanity and the Systems Alliance	Planets and Locations	Ships and Vehicles	Technology	Weapons, Armor and Equipment

Aliens: Extinct Races (Secondary)

Protheans: Beacon

The beacon was a Prothean artifact unearthed on the Alliance colony of Eden Prime. Its resemblance to the Prothean data banks recovered on Mars provoked an immediate interest from the Alliance and the Citadel Council. It proved to be a solid state data storage device, part of a galaxy-spanning comm network similar to the modern extranet. Intact Prothean 'paleo-technology' is rare; the beacon seemed to promise another quantum leap of technology, akin to the discovery of the mass effect drive and relays.

Unfortunately, the beacon also drew the attention of the rouge Spectre Saren Arterius and his synthetic allies, the geth. A dawn raid by his flagship Sovereign resulting in hundreds of civilian casualties. The beacon was badly damaged. The motives behind the attack are still being investigated.

During the recovery operation, the beacon fired a pulse of energy at the Executive Officer of the Alliance frigate Normandy. Lieutenant Commander Shepard survived and appears to have suffered no ill effects. Afterwards, the beacon fell inert. The mechanism appears to be dead.

Protheans: Cipher

The Prothean beacon downloaded its knowledge into Lt. Commander Shepard on Eden Prime, causing confusing dreams and visions. While the imagery is becoming clearer with time, the meaning of the beacon communication remains elusive.

It has been suggested that Prothean data recording is highly dependent on a certain point of view, what Carl Jung described as the collective unconscious. The 'cipher' needed to comprehend the images implanted in Shepard's mind is the cultural knowledge of a Prothean: the archetypes, biological instincts, and common experiences universal to the race. Since the Protheans have been dead for millennia, it may be impossible to acquire this 'cipher.'

Protheans: Data Disks

Despite all the evidence confirming the existence of the Protheans, little is known about their culture and society. From time to time, dig sites will yield new clues, but after 50,000 years of decay, little of value is unearthed.

Recent research has focused on the discovery of Prothean data disks. On their own, they are frail and rarely found in one piece. Occasionally, however, an intact disc will be discovered within a console or reading device.

To date, over three dozen disks have been recovered and few have been restored to the point where researchers can begin analyzing them. Though it may be some time before scientists discover a way to transfer the data off the disks, they are currently considered the most tangible leads for learning more about the Prothean culture.

Protheans: Mars Ruins

After twenty years of manned research outposts and nearly a century of robotic exploration, the European Space Agency's Lowell City became the first permanent settlement on Mars in 2103. Within a decade, the United States and China had founded permanent settlements, as well.

The south polar region of Promethei Planum developed a 'Bermuda Triangle' reputation. Satellites detected intermittent mass concentration and magnetic field shifts. In 2148, prospectors working near Deseado Crater discovered an underground complex: a Prothean observation post. The odd phenomena were generated by the operation and discharge of a mass effect core, struggling to function despite fifty millennia of neglect.

Earth was electrified with the news. Humanity was unequivocally not alone. While courts battled over who owned the ruins, the international scientific community coordinated a massive effort to access, translate, and interpret the databanks recovered from the facility.

The facility proved to be a biosciences observation post built when homo sapiens were first evolving on Earth. While the motives of the Protheans are not certain, translated records indicate that the facility was in regular communication with automated observation platforms in Earth orbit and the lunar nearside. The half-dozen mass effect spaceships found in the facility were presumably used for first-hand observation.

Aliens: Council Races	Aliens: Extinct Races	Aliens: Non-Council Races	Aliens: Non-Sapient Creatures	Citadel and Galactic Government
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Aliens: Non-Council Races (Secondary)

Geth: Armatures

Armatures are quadruped all-terrain heavy weapons platforms, akin to the armored fighting vehicles of other races. Geth being synthetic intelligences, armatures are not crewed vehicles, but intelligent entities, capable of independent decision-making and learning.

Armatures are equipped with heavy kinetic barriers. Their main cannon, mounted on the articulated 'head' turret, appears to be a highly efficient conventional mass accelerator. It is capable of firing in anti-personnel and anti-tank modes. Some armatures carry drones into battle, presumably for reconnaissance purposes. Others host a swarm of insect-sized repair microbots.

Geth: Hoppers

The geth models collectively dubbed 'hoppers' by Alliance forces are electronic warfare platforms. They can project electromagnetic radiation across a broad spectrum as an offensive weapon. They can also perform cyber warfare attacks against the onboard computers of body armor hardsuits and weapons, adversely affecting their performance.

The structure of hoppers consist of an advanced and highly elastic artificial muscle material. This allows a hopper to compress its entire body for powerful leaps. Hoppers also have thousand of molecule-scale 'barbs' on the surfaces of their hands and feet, which are used to cling to walls and ceilings. Hoppers are very difficult to target, leaping from one surface to another in rapid succession.

The quarians have no record of any geth model similar to hoppers. This new morphotype must have been developed over the last three hundred years by the geth themselves. This is troubling proof that the geth are continuing to move towards technological singularity. Experts in synthetic life are intrigued that hoppers appear to be even more organic than the baseline geth.

The identified subtypes of hopper have been codenamed Sapper, Stalker, and Ghost.

Krogan: Culture

The harsh krogan homeworld conditioned the krogan psychology for toughness just as it did the body. Krogan have always had a tendency to be selfish, unsympathetic, and blunt. They respect strength and self-reliance and are neither surprised nor offended by treachery. The weak and selfless do not live long. In their culture, 'looking out for number one' is simply a matter of course.

After their defeat in the Rebellions, the very concept of krogan leadership was discredited. Where a warlord could once command enough power to bring entire solar systems to heel and become Overlord, these days it is rare for a single leader to have more than 1000 warriors swear allegiance to him. Most krogan trust and serve no one but themselves.

This solitary attitude stems in part from a deep sense of fatalism and futility, a profound social effect of the genophage that caused krogan numbers to dwindle to a relative handful. Not only are they angry that the entire galaxy seems out to get them, the krogan are also generally pessimistic about their race's chances of survival. The surviving krogan see no point to building for the future; there will be no future. The krogan live with an attitude of 'kill, pillage, and be selfish, for tomorrow we die.'

Krogan: Genophage

The genophage bioweapon was created to end the Krogan Rebellions. From the start, the krogan had overwhelmed the Council. Only timely first contact with the turians saved the Council races. The turians fought the krogans to a standstill, but sheer weight of krogan numbers indicated the war could not be won through conventional means. The turians collaborated with the salarians to genetically engineer a counter to the rapid breeding of the krogan.

The genophage virus gained the energy to replicate by 'eating' key genetic sequences. Every cell in every krogan had to be altered for the weapon to be fullproof; otherwise the krogan could have used gene therapy to fix the affected tissues. Once a genophage strain could find no more genes to eat, it would starve and die, limited spin-off mutation and contamination. This 'created' genetic flaw is hereditary.

The salarians believed the genophage would be used as a deterrent, a position the turians viewed as naïve. Once the project was complete, the turians mass produced and deployed it. The krogan homeworld, their colonies, and all occupied worlds were infected.

The resulting mutation made only one in a thousand krogan pregnancies carry to term. It did not reduce fertility, but offspring viability. The rare females able to carry children to term became prizes the krogan warlords fought brutal battles over.

The krogan are a shadow of their former glory. While the Rebellions took place centuries ago, they are constantly reminded of the horror of the genophage and of their inability to counter it. The release of the genophage is still controversial, bitterly debated in many circles.

Krogan: Krogan Rebellions

After the Rachni War, the quick-breeding krogan expanded at the expense of their neighbors. Warlords leveraged their veteran soldiers to seize living space while the Council races were still grateful. Over centuries, the krogan conquered world after world. There was always 'just one more' needed. When the Council finally demanded withdrawal from the asari colony of Lusia, krogan Overlord Kredak stormed off the Citadel, daring the Council to take the worlds back.

But the Council had taken precautions. The finest STG operators and asari huntresses had been drafted into a covert 'observation force,' the Office of Special Tactics and Reconnaissance. The Spectres opened the war with crippling strategic strikes. Krogan planets went dark as computer viruses flooded the extranet. Sabotaged antimatter refineries disappeared in blue-white annihilation, Headquarters stations shattered into orbit-clogging debris, ramming by pre-placed suicide freighters.

Still, this only delayed the inevitable. The war would have been lost if not for first contact with the turians, who responded to krogan threats with a prompt declaration of war. Being on the far side of krogan space from the Council, the turians advanced rapidly into the lightly-defended krogan rear areas. The krogan responded by dropping space stations and asteroids on turian colonies. Three worlds were rendered completely uninhabitable.

This was precisely the wrong approach to take with the turians. Each is first and foremost a public servant, willing to risk his life to protect his comrades. Rather than increasing public war weariness, krogan tactics stiffened turian resolve.

The arrival of turian task forces saved many worlds from the warlords' marauding fleets, but it took development of the genophage bioweapon to end the war. There were decades of unrest afterwards. Rouge warlords and holdout groups of insurgents refused to surrender, or disappeared into the frontier systems to become pirates.

Krogan: Military Doctrine

Traditional krogan tactics were built on attritional mass-unit warfare. Equipped with cheap rugged gear, troop formations were powerful but inflexible. Command and control was very centralized; soldiers in the field who saw a target contacted their commanders behind the lines to arrange fire support.

Since the genophage, the krogan can no longer afford the casualties of the old horde attacks. The Battle Masters are a match for any ten soldiers of another species. To a Battle Master, killing is a science. They focus on developing clean, brute-force economy of motion that exploits their brutal strength to incapacitate enemies with a swift single blow of overwhelming power.

This change of focus from mass-unit warfare to maximal efficiency has increased employment demand in the fields of security and 'muscle for hire.' Due to the unsavory reputation of the krogan, most of these jobs are on the far side of the law.

Battle Masters are not 'spit and polish,' but they do believe in being well-armed and equipped, preferably with a gun for each limb. They are callous and brutal, but methodical and disciplined. They use any means at their disposal to achieve their goals, no matter how reprehensible. Hostage-taking and genocide are acceptable means to ensure a quiet occupation with few krogan casualties.

The krogan serving with Saren's forces appear to be returning to the old style of mass attritional combat. They also work in close cooperation with supporting geth units, who fill in the roles occupied by combat drones in other armies.

Biotics are rare among the krogan. Those that exist are viewed with suspicion and fear. The krogan see this aura of fear as a useful quality for an officer, and often promote them. Combat drones and other high-tech equipment are likewise in short supply.

Quarians: Economy

The Migrant Fleet has little economic base, operating in a state of perpetual 'hand-to-mouth.' While quarian ships include light manufacturing and assembly plants, they lack heavy industries such as refining and shipbuilding. The fleet has tankers for water purification and oxygen cracking, but the space-intensive nature of agriculture limits food production. A single disaster could destroy the fragile balance.

The quarians earn income in creative ways. Because the government is obliged to provide food, water, air, and medical support for every individual, the Conclave strategically determines the course of the Fleet to bring in resources and income. A species who suspects the Migrant Fleet is heading towards their space often offers a 'gift' of surplus starships, fuel, and resources to alter course. As the fleet passes through a system, swarms of mining vessels work over asteroids for metals and siliceous materials and cometary bodies for water ice and organics. Quarian miners are adept at locating and strip-mining space-borne resources. This sparks conflict with corporations already working the system. Large mining concerns spend millions on lobbyists and public relations portraying the quarians as locusts, devouring the resources of a system before moving on.

The greatest asset of the quarians is their rarified skills. Most are experienced miners. Due to their life of perpetual salvage and repair, they are skilled engineers and technicians. More than once, they've seen corporations that lobby against the quarians have made back room deals with the Fleet, arranging for skilled quarians to fill space engineering jobs that other species would demand higher wages for. Quarians are widely hated among the working classes. 'The quarians are coming to take our jobs' is a common response to the Fleet's approach.

Quarians: Government

Due to the quarians' precarious existence and the need to enforce strict rationing, government is somewhat autocratic. The Migrant Fleet's operations are directed by the Admiralty, a board of five military officers who are advised by a legislative body called the Conclave.

Each vessel in the Fleet has the right to send representatives to the Conclave aboard the flagship. The number of representatives is based on crew size. Larger clans, with bigger ships and more votes, form the cores of political blocs. Opposition comes from the Outriders' Coalition, with delegates from thousands of smaller ships.

The Admiralty defers to the Conclave's decisions in most circumstances. However, if all five members agree a Conclave decision jeopardizes the survival of the fleet, and cannot get the Conclave to address their concerns, they have the right to summarily overturn the legislative decision. After the Admiralty uses this extraordinary power, they must resign. If the Admiralty does not step down after using their veto the rest of the military is obliged to arrest them.

Each ship captain has authority over the vessel, but is advised by an elected civilian Council, just as the Admiralty is advised by the Conclave. This relationship may range from cooperation to polite tolerance to outright hostility, but any captain who overrules his council without good reason is relieved of command by the Admiralty.

Many quarian ships are owned by clans who pool their resources to purchase used vessels from private sellers. Large ships are prestigious for big, rich clans, but a small ship means status for a small clan with enough personal wealth to afford a private vessel. Clan vessel captains are not subject to dismissal by the Admiralty; abusive captains are a 'family' problem if they do not disrupt the operations of the fleet.

Quarians: Law and Defense

Although the Conclave establishes civil law much as any planet-based democracy, enforcement and trials are more unique. After the flight from the geth, there were few constables to police the millions of civilians aboard the Fleet, so the navy parceled out marine squads to maintain order and enforce the law. Today, quarian marines have evolved training and tactics akin to civilian police, but remain adept at combat in the confined spaces of a starship, and fully under the command of the military.

Once taken into custody, the accused is brought before the ship's captain for judgment. While the ship's council may make recommendations, tradition holds that the captain has absolute authority in matters of discipline.

Most are lenient, assigning additional or more odious maintenance tasks aboard the ship. Persistent recidivists are 'accidentally' left on the next habitable world. This practice of abandoning criminals on other people's planets is a point of friction between the quarians and the systems they pass through. Captains rarely have another choice; with space and resources at a premium, supporting a non-productive prison population is not an option.

In the early years, many quarian freighters were armed and used as irregular 'privateers.' Civilian ships still show a strong preference for armament, making them unpopular targets for pirates. Though they have rebuilt their military, there are still mere hundreds of warships to protect the tens of thousands of ships. The quarian navy follows strict routines of patrol, and takes no chances. If the intent of approaching ship can't be ascertained, they shoot to kill.

Quarians: Migrant Fleet

The Migrant Fleet is the largest concentration of starfaring vessels in the galaxy, sprawling across millions of kilometers. It can take days for the entire fleet to pass through a mass relay.

When the quarians fled their homeworld, the Fleet was a motley aggregation of freighters, shuttles, industrial vessels, and the odd warship. After three centuries, all have been modified to support larger crews as comfortably as possible. As the quarians achieved stability, they began weeding out the ships least suitable for long-term habitation, selling them and pooling the money to buy larger and more spaceworthy hulls. This process is ongoing, as vessels wear out and break down.

While some ships enjoy dedicated cabins with full privacy and sanitary facilities, many more are former freighters, whose cargo bays and containers are pressurized and divided into family spaces using simple metal 'cubicle' bulkheads. The quarians enliven these austere spaces with colorful quilts and tapestries, which also help muffle sound.

The day-to-day operation of the fleet - traffic control, station-keeping, supply distribution, and so on - are under military jurisdiction. Though ship captains have the authority to deviate from their assigned positions and may leave the fleet at any time, they are assumed to do so at their own risk. As the Migrant Fleet moves around the galaxy, many ships split off to pursue individual goals, returning days or years later.

Quarians: Pilgrimage

When quarians of the Migrant Fleet reach young adulthood, they must leave their birth ship and find a new crew to accept them as permanent residents. To prove themselves, they must recover something of value. This is offered to their prospective captain as proof that they will not be a mere burden on the shoestring resources of the ship.

This process is called the Pilgrimage. Stripped of ritual, the Pilgrimage is merely an attempt to maintain genetic diversity within the small, relatively isolated population bases that make up the Migrant Fleet. If the young stayed and married within their birth vessel, the risk of inbreeding would increase sharply.

Quarians are surgically fitted with their various immunity-boosted implants in preparation for leaving on Pilgrimage. Having grown within the sterile, controlled environments of the Migrant Fleet ships, quarians have virtually no natural immune system.

Quarians: Religion

The ancient quarians practiced ancestor worship. Even after abandoning faith for secularism, quarians continued to revere the wisdom of elders. As time passed and technology advanced, they inevitably turned their knowledge to preserving the personalities and memories of the elderly as computer virtual intelligences. These recordings became a repository of knowledge and wisdom, stored in a central databank and available through any extranet connection.

They held no illusions that this was like a form of immortality; like all virtual intelligences, their electronically-preserved ancestors were not truly sapient. This was considered a surmountable problem; sapience could surely be reduced to simple mathematics.

The quarians began exhaustive research into creating artificial intelligence so they could learn to escape the bounds of mortality and give their ancestral records true awareness. Unfortunately, the life the quarians created did not accept the same truths they did. The geth destroyed the ancestor databanks when they took over.

In the centuries since they evacuated their homeworld, most quarians have returned to religion in various forms. Many believe the rise of the geth and the destruction of their 'ancestors' were chastisement for arrogantly forsaking the old ways and venerating self-made idols.

Others have a more philosophical outlook, believing their race was indeed arrogant, but no supernatural agency lay behind the geth revolt. Rather, the quarians' actions wrought their own doom. Either way, every quarian would agree that their own hubris cost them their homeworld.

Aliens: Council Races	Aliens: Extinct Races	Aliens: Non-Council Races	Aliens: Non-Sapient Creatures	Citadel and Galactic Government
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Citadel and Galactic Government (Secondary)

Citadel Conventions

These diplomatic talks occurred in the wake of the Krogan Rebellions, as a response to the destruction of the conflict and an attempt to distance the Council from the brutal krogan warfare.

The Conventions regulate the use of Weapons of Mass Destruction. A WMD causes environmental alteration to a world. A bomb that produces a large crater is not considered a WMD; a bomb that causes a 'nuclear winter' is.

Use of WMD is forbidden on 'garden' worlds like Earth, with ecospheres that can readily support a population. If a habitable world is destroyed, it will not be replaced for millions of years. The Conventions do not forbid the use of WMD on hostile worlds or in sealed space-station environments. Many militaries continue to develop and maintain stockpiles.

The Conventions graded Weapons of Mass Destruction into tiers of concern; Tier I is the greatest threat to galactic peace.

TIER I: Large kinetic impacters, such as asteroid drops or de-orbiting space stations. Effectively free and available in any system (in the form of debris left over from planetary accretion), kinetic impacters are the weapons of choice for terrorists and 'third galaxy' nations.

TIER II: Uncontrolled self-replicating weapons, such as nanotechnology, viral or bacteriological organisms, 'Von Neumann devices,' and destructive computer viruses. These weapons can lie dormant for millennia, waiting for a careless visitor to carry them on another world.

TIER III: Large energy-burst weapons such as nuclear or antimatter warheads.

TIER IV: Alien species deliberately introduced to crowd out native forms necessary for the health of an ecosystem. Ecological tampering can take years to bear fruit, making it difficult to prove.

Citadel Station: Citadel Security Services (C-Sec)

Citadel Security is a volunteer police service answering to the Citadel Council. The 200,000 constables of C-Sec are responsible for maintaining public order in the densely populated Citadel. They also provide pirate suppression, customs enforcements, and search-and-rescue throughout the Citadel cluster.

C-Sec has six divisions:

ENFORCEMENT -- Uniformed officers who patrol the Citadel and respond to emergencies.

INVESTIGATION -- Detectives who puzzle out the truth behind crimes and bring perpetrators to justice.

CUSTOMS -- Screens the thousands of passengers and cargo containers that pass through the Citadel's ports every day.

NETWORK -- Deals with "cybercrimes" like identity and copyright theft, hacking and viral attacks, and illegal artificial intelligence.

SPECIAL RESPONSE -- Deals with hostage situations, bombs, and heavily armed criminals. In the unlikely event that attackers board the Citadel, they are also the front line of defense, armored with military grade equipment.

PATROL -- Naval arm, with ships stationed throughout the Citadel cluster. Unlike the other divisions, they are rarely seen at the Citadel, nor do they stay in one place long.

Joining C-Sec is prestigious; applications must be sponsored by a Citadel Councilor or the ambassador of an associate Council race. Generally, applicants have many years of distinguished service in the military or police forces of their nations, but an inexperienced applicant with demonstrable talent will be fairly considered.

C-Sec and Spectres are often at odds. Many C-Sec members, notably the current Executor Venari Pallin, believe that allowing Specters to be 'above the law' is a dangerous practice; the actions of Saren Arterius lend credence to this position. The Spectres, in turn, are aggravated when C-Sec's dedication to procedure and due process hampers their investigations.

Citadel Station: Presidium Ring

The Ring is an enclosed loop of park-like space serving as the connection point for the Wards. The interior walls are lined with the embassies of influential species and private residences for the galaxies elite.

The Presidium is full of 'open-air' restaurants, bars, and luxurious meeting areas. Gravity is about 1/3 Earth-normal. A holographic 'sky' is projected over the 'ceiling' of the ring. Unlike the 24/7 bustle of the Wards, the Presidium maintains a 20-hour day schedule, with a six-hour 'night' where lights are dimmed and the sky goes through a night cycle.

Offices and residences are often open to the interior. It is not unusual for embassies to have no exterior wall at all. This does not cause a crime problem due to the heavy C-Sec presence and ubiquitous monitoring devices on the Presidium. Thieves are quickly identified and apprehended.

The Ring is the location of the Citadel's spaceports. Being closer to the center of the spin, there is less motion for a ship to match, and the reduced spin gravity makes handling cargo easier. Hundreds of ships pass through the Citadel every day, and every species with an embassy is granted a private dock.

The Tower, at the center of the Ring, holds the administration of the Citadel Council. The Tower rises over a kilometer from the ring, appearing to thrust forward parallel to the ward arms. As the Tower is at the center of the spin axis, it experiences little centrifugal force. Gravity is maintained using mass effect fields at a 90-degree angle to the Ring and Wards.

A Consular dock can be found at the base of the Tower. While normally used for diplomatic couriers and Spectre business, the shuttles docked here can evacuate the Council government in an emergency.

Citadel Station: Serpent Nebula

The Citadel is surrounded by a blue-tinted reflection nebula. The light of the nebula is actually light from the Citadel, scattered and reflected back at the station.

At first, the Serpent Nebula was assumed to be made of microscopic construction debris. Prevailing theory holds that the Protheans used molecular nanotechnology to manufacture the incredibly durable materials used in the Citadel. But unlike other nebulae, the serpent does not dissipate over time. Therefore, it must be replenished constantly. The current popular theory is that the non-recyclable waste collected by the Citadel's keepers is somehow rendered down to the atomic or molecular level, and ejected into the cloud.

The thick nebula presents a navigation hazard. Beyond the relatively clear areas around the Citadel, electrical discharges are common. These are not blocked by kinetic barriers, and can severely damage metal-framed starships. In addition, some dense knots of dust can overwhelm the repulsion of kinetic barriers on smaller ships. If such a vessel is moving fast enough at the time the effects are similar to being hit by a sandblaster.

Attempting to reach the Citadel through open space navigation is unadvisable; the only safe approach is through the various mass relays that orbit it.

Citadel Station: Statistics

Although the Citadel is equipped with mass-effect-generating element-zero cores, most of the gravity on the station is generated by the centrifugal force of rotation.

- Rotation: 3.5 minutes per revolution
- Rotational Gravity in Wards: 1.02 Earth
- Rotational Gravity in Presidium: 0.3 Earth
- Total Length (Open): 44.7 km
- Diameter (Open): 12.8 km
- Ward Length: 43.6 km
- Ward Width: 330 m
- Presidium Ring Diameter: 7.2 km
- Presidium Ring Width: 553 m
- Exterior Armor Thickness: 13 m
- Population: 13.2 million (not including keepers)
- Gross Weight: 7.11 billion metric tons
- Height of the Presidium Tower: 1047 m

Citadel Station: Wards

The majority of the Citadel's population lives in the Wards, the five massive arms of the station that house the residential and commercial districts. Many galactic races have established cultural enclaves here. Population density and cost of living are extremely high, akin to Earth cities such as Hong Kong and Singapore.

The Wards are open-topped, with skyscrapers rising from the superstructure. Towers are sealed against vacuum, as the breathable atmosphere envelope is only maintained to a height of about seven meters. The atmosphere is contained by the centrifugal force of rotation and a 'membrane' of dense, colorless sulphur hexafluoride gas, held in place by carefully managed mass effect fields.

The view from the Wards is spectacular. In the background, stars, Serpent Nebula, and the nearby blue giant called 'the Widow' move across the sky as the station rotates to stabilize itself. In the foreground, the lights of buildings and vehicles on the opposing Ward arms perpetually shine. The Citadel has no real day or night. While the station keeps to standard galactic time for political functions, businesses rarely close, and residents acclimate to sleep and work according to personal need rather than a day-night cycle.

Additions and modifications are constantly being constructed, though they must stay within certain specifications that will not compromise the operation of the station. Occasionally, the keepers will descend on an area of the Ward and move or change the architecture without explanation. Residents have learned to live with these inexplicable intrusions.

Treaty of Farixen

Due to the destructive potential of dreadnoughts, the Council races agreed at the Farixen Naval Conference to fix a ratio of dreadnought construction between themselves. At the top of pyramid is the peacekeeping turian fleet. Below the turians are the other Council races, currently the asari and the salarians. Council associate races are at the bottom. The human Systems Alliance is part of this last group.

The ratio of turian to Council to associate dreadnoughts is 5:3:1. For every dreadnought the humans are permitted to build, the asari have three, and the turians five.

Aliens: Council Races	Aliens: Extinct Races	Aliens: Non-Council Races	Aliens: Non-Sapient Creatures	Citadel and Galactic Government
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Humanity and the Systems Alliance (Secondary)

Genetic Engineering

In the 22nd century, manipulation of the human genome became commonplace. Techniques for genetic engineering advanced to the point where the rich could custom-build fetuses that grew into stronger, smarter, and more attractive adults. In more permissive regions, custom-designed life forms and 'uplifted' animals occupied an ill-defined niche between 'property' and 'sapient being.'

Travel to planets with unique forms of life brought an awareness that Earth's biodiversity could be lost if spliced and hybridized to gain useful alien qualities. The Sudham-Wolcott Genetic Heritage Act was passed by the Systems Alliance Parliament in 2161. It imposed sharp restrictions on controversial uses of genetic engineering, but provided government subsidies for beneficial applications.

SCREENING AND THERAPY: Most governments provide free assessments and corrective therapy for genetic diseases in prospective parents. This has nearly eliminated everything from cystic fibrosis to nearsightedness. The earlier screening and therapy is performed, the more comprehensive the results. Though ideally performed on artificially fertilized zygotes in a lab, procedures are available for embryos in the womb and newborns, out of respect for personal beliefs.

ENHANCEMENT: Improvements of natural human abilities is legal, but adding new abilities is not. Treatments to improve strength, reflexes, mental ability, or appearance are permitted; adding a tail or the ability to digest cellulose is not. Some genetic enhancement is provided for free to Alliance military recruits, but the average citizen must pay for the privilege. The process can take years to reach fruition in an adult.

ENGINEERING: Artificial hybridization of genes from compatible non-human species with human genetic code is illegal. Creation of designed life is broadly legal (and mainly used for terraforming and medical applications), but sentient creatures are heavily regulated, and creation of sapient life is outlawed by both the Systems Alliance and the Citadel Council.

Human Diplomatic Relations

Humanity has encountered many galactic species. Wars have been few, but mistrust is rife.

Politically, the Alliance is a peaceful trade partner of the TURIANS. As a practical matter, however, there is simmering antagonism and bigotry between both populations over the First Contact War of 2157.

The Alliance enjoys good relations with the ASARI, though many privately believe the Matriarchs are aristocratic and overcautious.

Though humans know better than to unconditionally trust and SALARIAN, their shared restless, reckless ways make them natural allies against the conservative turians and asari.

The KROGAN have no unified government, but individuals are generally treated as potential criminals; a reputation most krogan enjoy living down to.

The Alliance has no formal contact with the QUARIANS. Their Migrant Fleet has not yet passed through any human-settled system.

The batarians are rivals for control of Skyllian Verge. They severed their treaties with the Citadel to prosecute a colonial conflict against the Alliance. Officially, there is no war, but neither is there any peace.

Systems Alliance: Geological Survey

As the human race expands its territory and raises the general standard of living, demand for industrial resources continues to grow. Many planets, moons and asteroids contain a wealth of resources, but many systems have barely been charted, let alone thoroughly surveyed. Unmanned probes are one solution, but they are often lost to space hazards, unforeseen circumstances, or theft by salvagers.

In recent years, AGeS, the Alliance Geological Service, has offered bounties to private individuals or teams willing to perform mineralogical surveys on the frontier. This survey data is made publicly available to further corporate development. Due to the cost of travel and the dangers of operating on hostile worlds, it is rarely a profitable endeavor.

LIGHT METALS - Metals with low atomic weight are often used in the construction of spacecraft and vehicles.

HEAVY METALS - Metals with higher atomic weights are used to construct equipment components. The platinum group elements are particularly useful.

RARE EARTHS - Most useful in this category are radioactives or magnets.

GASSES - Various gasses are required to support all known forms of sapient life. Some are commonly used as fuel.

Systems Alliance: Military Doctrine

The Alliance military is of great concern to the galaxy. At first contact with the turians, they were completely inexperienced. Turian disdain changed to respect after the relief of Shanxi, where the humans surprised them with novel technologies and tactics.

The human devotion to understanding and adapting to modern space warfare stunned the staid Council races. For hundreds of years, they had lived behind the secure walls of long-proven technologies and tactics. The Council regards the Alliance as a 'sleeping giant.' Less than 3% of humans volunteer to serve in their military, a lower proportion than any other species.

While competent, Alliance soldiers are neither as professional as the turians nor as skilled as the asari. Their strengths lie in fire support, flexibility, and speed. They make up for lack of numbers with sophisticated technical support (VIs, drones, artillery, electronic warfare) and emphasis on mobility and individual initiative.

Their doctrine is not based on absorbing and dishing out heavy shocks like the turians and krogan. Rather, they bypass enemy strong points and launch deep into their rear, cutting supply lines and destroying headquarters and support units, leaving enemies to 'wither on the vine.'

On defense, the human military is a rapid reaction force that lives by Sun Tzu's maxim, 'He who tries to defend everything defends nothing.' Garrisons are intended for scouting rather than combat, avoiding engagement to observe and report on invaders using drones.

The token garrisons of human colonies make it easy for alien powers to secure them, for which the Alliance media criticizes the military. However, the powerful fleets stationed at phase gate nexuses such as Arcturus are just a few hours or days from any colony within their sphere of responsibility. In the event of an attack, they respond with an overwhelming force.

Systems Alliance: Military Jargon

ashore - When a ship's crew leaves the vessel, they are 'ashore.' Though normally used regarding planets, it can refer to boarding a space station.

aweigh - When a ship releases the equipment tethering it to a space station or surface dock, it is 'aweigh.'

aye, aye - The proper way to acknowledge an order. If told to attack the correct response is "Aye, aye, sir." If asked "Are you proud to be a marine?" the correct response is "Yes, sir."

ASAP - Pronounced "a-sap," an acronym of "as soon as possible."

belay - Stop, cease.

bridge - The navigation center or a spacecraft, where the steering is done.

Captain's mast - Non-judicial disciplinary proceedings by unit commanders.

CIC - Combat Information Center, the command center of a spacecraft. The CIC is filled with sensor displays to make sense out of the chaos of combat.

DC - Damage Control. The containment and repair of damage to a spacecraft.

ECM - Electronic Counter-Measures used to avoid enemy sensors, from passive emissions masking to active jamming.

EVA - Extra-Vehicular Activity. Time spent in a pressure suit, outside of a vehicle, spacecraft, or station.

flank - The flank is the "side" of a military formation. Since the soldiers are facing elsewhere, an enemy that can attack on the flank can often "turn it" or "roll it up."

FNG - "Freaking" New Guy(s). A derisive term for inexperienced personal.

groundside - The surface of a planet.

helmsman - The crewmember who pilots the spacecraft.

ladar - Light-amplified detection and ranging. An active sensor that bounces lasers off an object to determine its bearing and distance. Ladar has sufficient resolution that the data can be reconstructed into an image.

shore party - Spacecraft crew sent ashore on official business.

silent running - An old submariner's term used aboard the Normandy to denote when stealth systems are active.

sitrep - Abbreviation of "situation report," an evaluation of the current military situation.

spacer - Someone who has spent most of their life in space.

XO - Executive Officer, the second-in-command of an Alliance warship. The XO is responsible for administrative and personnel matters.

Systems Alliance: Military Ranks

The Alliance uses a modified version of the ranking system that has been used for hundreds of years. Soldiers are classified into rank-and-file enlisted personal, experienced non-commissioned officers (NCOs), and specially trained officers.

The divide between naval personnel and ground forces ('marines') is small. Ground units are a specialized branch of the fleet, just as fighter squadrons are. This unity of command is imposed by the futility of fighting without control of orbit; without the navy, any army is pointless. The marines, as a matter of pride, maintain some of their traditional rank titles; for example, marines have Privates and Corporals instead of Servicemen.

In ascending order of responsibility, the ranks of the Alliance are:

ENLISTED

- Serviceman 3rd Class / Private 2nd Class
- Serviceman 2nd Class / Private 1st Class
- Serviceman 1st Class / Corporal

NCOs

Service Chief Gunnery Chief Operations Chief

Officers

- 2nd Lieutenant
- 1st Lieutenant
- Staff Lieutenant
- Lieutenant Commander
- Staff Commander
- Captain / Major
- Rear Admiral / General
- Admiral
- Fleet Admiral

Systems Alliance: N7

The Alliance Military Vocational Code system classifies the career path of all serving personnel. The MVC consists of one letter and one number. A soldier's MVC indicates proficiency, not rank. The letter notes career path; the number indicates level of experience, as indicated by service record, technical scores, and commendations. All 26 letters are used, and numbers run from 1 to 7. N is the letter code for Special Forces personnel.

Terra Firma Party

Terra Firma is an Alliance political party formed after the First Contact War. Its policy agenda is based on the principle that Earth must 'stand firm' against alien influences. This covers a variety of legislation. Recent activities by Terra Firma include opposition to a law requiring high school alien language study, a proposal to increase tariffs on alien imports, and leading a popular movement to mark the First Contact War with a public holiday.

Though founded by well-meaning individuals who feared the submersion of native human cultures under a wave of 'alien vogue,' Terra Firma's agenda attracts many jingoists and xenophobes.

Timeline

- 2069 - Armstrong Outpost at Shackleton Crater becomes the first human settlement on Luna. It is formally founded on July 24, the 100th anniversary of the first lunar landing.
- 2103 - Lowell City in Eos Chasma becomes the first human settlement on Mars.
- 2137 - Eldfell-Ashland Energy Corporation demonstrates helium-3 fuel extraction from the atmosphere of Saturn.
- 2142 - Construction of Gagarin Station (Jump Zero) begins beyond the orbit of Pluto.
- 2148 - Prospectors discover the Prothean ruins at Promethi Planum on Mars.
- 2149 - Translation of Prothean data leads humans to the Charon mass relay. Systems Alliance founded to coordinate exploration and colonization of extra-solar worlds.
- 2151 - A shipping accident at Singapore International Spaceport exposes downwind communities to containers of dust-form element zero. Alliance begins construction of Arcturus Station.
- 2152 - Roughly 30% of the children born in Singapore after element zero exposure suffer from cancerous growths. Systems Alliance begins settlement of Earth's first extra-solar colony world, the planet Demeter.
- 2154 - Commander Shepard born.
- 2155 - Systems Alliance occupies completed portions of Arcturus Station as a headquarters.
- 2156 - Some children of Singapore exhibit minor telekinetic abilities.
- 2157 - Turians encounter human explorers; First Contact War. Occupation and liberation of the human colony of Shanxi.
- 2158 - Humans learn potential of biotics. An international effort to track element zero exposures begin. Roughly 10% of exposed children show some sign of biotic ability.
- 2160 - Systems Alliance Parliament formed.
- 2165 - Humans establish embassy on Citadel.
- 2170 - Batarian slavers attack the Alliance colony Midoir.
- 2176 - Skyllian Blitz - Pirates and slavers attacked Elysium, the human capital in the Skyllian Verge.
- 2177 - Thresher maws devour the Alliance colony of Akuze.
- 2178 - In retaliation for the Skyllian Blitz, an alliance fleet wipes out an army of slavers on the moon of Torfan.
- 2183 - Current date.

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Planets and Locations (Secondary)

Stations: Gagarin Station

Gagarin Station is the largest deep space station built by humanity, a 'Bernal Sphere' design with a 500-meter-diameter habitable area. It was constructed beyond Pluto, nearly 80 Astronomical Units (12 billion kilometers) from Sol. Moving crew and materials to this location bankrupted most of the backers.

Gagarin was palced at the inner edge of the 'heliopause' - the point at which the solar wind can no longer push back the interstellar medium. It was built to test a number of faster-than-light drive principles that theoretically could only occur in interstellar space. The station was nicknamed 'Jump Zero,' as it was intended to be the jumping-off point for humanity's expansion into the galaxy. Shortly after the station was completed, the Prothean ruins were discovered on Mars, rendering the entire effort moot.

After struggling to make a profit for a decade, Gagarin was sold to the Systems Alliance in 2159 for a fraction of its construction costs. The Alliance refurbished it as a research and training center for the recently discovered biotic phenomenon.

In 2169, the Biotic Acclimation and Training program was shut down and Gagarin became a general research facility. Its remote location and intentional isolation from the extranet makes it popular for dangerous research, particularly in the field of artificial intelligence. Humanity's first stable AI, the Alliance-sponsored 'Eliza,' achieved sapience at Gagarin in 2172.

Today, Gagarin Station has a permanent population of approximately 9,000. A plan has been proposed to move it to the gravitationally stable barycenter point between Pluto and the Charon Relay allowing it to serve as a gateway facility between the Sol and Arcturus systems. The high cost of safely moving its mass has delayed this indefinitely.

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Ships and Vehicles (Secondary)

FTL Drive: Appearance

New space travelers ask, "What does it look like outside a ship moving at faster-than-light speed?" Part of the answer can be seen in a simple pane of glass. Light travels slower through glass than it does through open air; light also moves slower in conventional space than it does in a high-speed mass effect field. This causes refraction - any light entering at an angle is bent and separated into a spectrum. Objects outside the ship will appear refracted. The greater the difference between the objective (exterior) and subjective (interior) speeds of light, the greater the refraction.

As the subjective speed of lights is raised within the field, objects outside will appear to red-shift, eventually becoming visible only to radio telescope antennae. High-energy electromagnetic sources normally hidden to the eye become visible on the spectrum. As the speed of light continues to be raised, x-ray, gamma ray, and eventually cosmic ray sources become visible. Stars will be replaced by pulsars, the accretion discs of black holes, quasars, and gamma ray bursts.

To an outside observer, a ship within a mass effect drive envelope appears to blue-shifted. If within a field that allows travel at twice the speed of light, any radiation it emits has twice the energy as normal. If the ship is in a field of about 200 times light speed, it radiates visible light as x-ray and gamma rays, and the infrared heat from the hull is blue-shifted up into the visible spectrum or higher. Ships moving at FTL are visible at great distances, though their signature will only propagate at the speed of light.

FTL Drive: Drive Charge

As positive or negative electronic current is passed through an FTL drive core, it acquires a static electrical charge. Drives can be operated an average of 50 hours before they reach charge saturation. This changes proportional to the magnitude of mass reduction; a heavier or faster ship reaches saturation more quickly.

If the charge is allowed to build, the core will discharge into the hull of a ship. All ungrounded crew members are fried to a crisp, all electronic systems are burned out, and metal bulkheads may be melted and fused together. The safest way to discharge a core is to land on a planet and establish a connection to the ground, like a lightning rod. Larger vessels like dreadnoughts cannot land and must discharge into a planetary magnetic field. The ship passes the charge from the drive core to the exterior armored hull, then dives into the magnetic field.

As the hull discharges, sheets of lightning jump away into the field, creating beautiful auroral displays on the planet. The ship must retract its sensors and weapons while dumping charge to protect damage, leaving it blind and helpless. Discharging at a moon with a weak magnetic field can take days. Discharging into the powerful field of a gas giant may require less than an hour. Deep space facilities such as the Citadel often have special discharge facilities for visiting ships.

Space Combat: Combat Endurance

Heat limits the length and intensity of ship-to-ship combat. Starships generate enormous heat when they fire high-energy weapons, perform maneuvering burns, and run on-board combat electronics.

In combat, warships produce heat more quickly than they can disperse it. As heat builds within a vessel, the crewed spaces become increasingly uncomfortable. Before the heat reaches lethal levels, a ship must win or retreat by entering FTL. After an FTL run, the ship halts, shuts down non-essential systems, and activates the heat radiation gear.

Combat endurance varies by ship design and by the battle's location. Battles in the deep cold of interstellar space can go on for some time. Engagements close to a star are brief. Since habitable worlds are usually close to a star, battles over them are usually more frantic.

Space Combat: General Tactics

Shells lofted by surface navies crash back to earth when their acceleration is overwhelmed by gravity and air resistance. In space, a projectile has unlimited range, it will keep moving until it hits something. Practical gunnery range is determined by the velocity of the attacker's ordinance and the maneuverability of the target. Beyond a certain range, a small ship's ability to dodge trumps a larger attacker's projectile speed. The longest-ranged combat occurs between dreadnoughts, whose projectiles have the highest velocity but are the least maneuverable. The shortest-range combat is between frigates, which have the slowest projectile velocities and highest maneuverability.

Opposing dreadnoughts open with a main gun artillery duel at EXTREME ranges of tens of thousands of kilometers. The fleet close, maintaining evasive lateral motion while keeping their bow guns facing the enemy. Fighters are launched and attempt to close to disrupter torpedo range. Cautious admirals weaken the enemy with ranged fire and fighter strikes before committing to close action. Aggressive commanders advance so cruisers and frigates can engage.

At LONG range, the main guns of cruisers become useful. Friendly interceptors engage enemy fighters until the attackers enter the range of ship-based GARDIAN fire. Dreadnoughts fire from the rear, screened by smaller ships. Commanders must decide whether to commit to a general melee or retreat into FTL.

At MEDIUM range, ships can use broadside guns. Fleets intermingle, and it becomes difficult to retreat in order. Ships with damaged kinetic barriers are vulnerable to wolfpack frigate flotillas that speed through the battle space.

Only fighters and frigates enter CLOSE 'knife fight' ranges of 10 or fewer kilometers. Fighters loose their disrupter torpedoes, bringing down a ship's kinetic barriers and allowing it to be swarmed by frigates. GARDIAN lasers become viable weapons, swatting down fighters and boiling away warship armor.

Neither dreadnoughts nor cruisers can use their main guns at close range; laying the bow on a moving target becomes impossible. Superheated thruster exhaust becomes a hazard.

Space Combat: Planetary Assaults

Planetary assaults are complicated if the planet is a habitable garden world; the attackers cannot approach the defenders straight on.

The Citadel Conventions prohibit the use of large kinetic impactors against habitable worlds. In a straight-on attack, any misses plough into the planet behind the defending fleet. If the defenders position themselves between the attackers and the planet, they can fire at will while the attacker risks hitting the planet.

Successful assaults on garden worlds hinge upon up-to-date intelligence. Attackers need to determine where the enemy's defenses are, so they may approach from an angle that allows them to fire with no danger of collateral damage. Note this is not necessary for the hostile worlds.

Once control of orbit has been lost, defensive garrisons disperse into the wilderness. An enemy with orbital superiority can bombard surface forces with impunity. The best option for defenders is to hide and collect reconnaissance in anticipation of relief forces.

Given the size of a planet, it is impractical to garrison entire conquered worlds. Fortunately, colonization efforts tend to focus on building up a dozen or fewer areas. Ground forces occupy the spaceports, industrial facilities, and major population centers. The wilderness is patrolled by unmanned aerial vehicles and satellite reconnaissance. If a defender is spotted, airmobile rapid deployment units and satellite artillery are used to pin down and destroy them.

Starships: Crew Considerations

Cabins give each individual ten cubic meters of space. On larger vessels private rooms are common. As ships get smaller, the number of crew packed into a single wardroom increases. Asari prefer shared spaces even on large vessels while krogan territorial instinct make it impossible for them to cohabitate even on the smallest ships.

On smaller vessels, 'hot bunking' is the norm. Crew members assigned to different watches share the same bunk. When one gets off-duty, he wakes up the person in the bunk. While that crewman is on duty, the first gets his rack time.

Spacecraft compartments can be isolated by air-tight doors in case of decompression. The cinematic version of explosive decompression is fiction; holed compartments either take enough damage that the occupants are killed instantly, or leak slowly enough that they are able to reach protective gear.

Compartments are equipped with Emergency Life Support Apparatus: fireproof plastic bubbles with air bottles. Small when stowed, ELSA comfortably accommodate one individual inflated. Damage control procedure cuts off ventilation to burning compartments. Without oxygen to consume, fires die in seconds. The compartment is re-pressurized afterwards for crew recovery.

Mass effect fields create an artificial gravity (a-grav) plane below the decks, preventing muscle atrophy and bone loss in zero-gee. Large vessels arrange their decks perpendicular to their thrust axis. The 'highest' decks are at the bow, and the 'lowest' decks at the engines. This allows a-grav to work with the inertial effects of thrust. Ships that can land arrange their decks laterally, so the crew can move about while the vessel is on the ground.

Warships normally turn off their a-grav systems during combat, reducing heat generated by systems and increasing combat endurance. To provide a point of reference for navigating in zero-gee, floors are painted a different color from the walls and ceiling.

Starships: Cruisers

Cruiser-weight starships are the standard combat unit encountered away from large naval bases, the 'poor bloody infantry' of most fleets. Nimble scouting frigates have neither the punch nor the stamina to stand up to serious combat, and the mighty dreadnoughts are a strategic resource, carefully hoarded and committed to the most critical battles.

Cruisers perform routine independent 'show the flag' patrols in settled systems and lead flotillas of frigates in small engagements such as pirate suppression campaigns. In major fleet engagements, cruiser squadrons support the dreadnought battle line by screening their flanks against enemies attempting to maneuver for a main gun 'bow shot' from their vulnerable broadsides.

Alliance cruisers are named after cities of Earth.

Starships: Dreadnought

The dreadnought is the ultimate arbiter of space warfare; millions of tons of metal, ceramic, and polymer dedicated to the projection of firepower against an enemy vessel of like ability. No sane commander would face a dreadnought with anything less than another dreadnought.

A dreadnought's power lies in the length of its main gun. Dreadnoughts range from 800 meters to one kilometer long, with a main gun of commensurate length. An 800-meter mass accelerator capable of accelerating one 2 kg slug to a velocity of 283 km/s every two seconds. Each slug has the kinetic energy of 38 kilotons of TNT, three times the energy released by the fission weapon that destroyed Hiroshima.

When used to bombard planets, some of this kinetic energy is lost due to atmospheric re-entry friction. As a rule of thumb, each Earth-atmosphere of air pressure saps approximately 20% of a projectile's impact energy.

The turian fleet presently has 37 dreadnoughts; the asari, 21; and the salarians, 16. Humanity has six, with an additional hull under construction at Arcturus Station. Alliance battleships are named for mountains of Earth.

Everest Class: Everest, Fuji, Elbrus

Kilimanjaro Class: Kilimanjaro, Tai Shan, Shasta, Aconcagua (under construction)

Starships: Fighters

Fighters are single-pilot combat small craft. They are lightweight enough that they can be economically fitted with powerful element zero cores, making them capable of greater acceleration and sharper maneuvers than starships.

Kinetic barriers shield changed starship battles from short, vicious bloodbaths to extended indecisive slugging matches. Only the main gun of a dreadnought could punch a mass accelerator slug through the barriers of an opposing dreadnought. This changed with the development of the fighter-launched mass disruptor torpedo, a short-ranged weapon that can penetrate kinetic barriers to destroy their projector assemblies.

Starship GARDIAN defenses must be overwhelmed through swarm tactics. Fighter groups can take heavy casualties pressing their torpedo attacks home. Once fighter-launched torpedoes have crippled an enemy's barriers, the mass accelerator on frigates and cruisers can make short work of them.

Interceptors are a type of fighter optimized to attack other fighters, with no ability to damage starships. Interceptors are used to screen friendly units from incoming fighter attack.

Starships: Frigates

Frigates are light escort and scouting vessels. They often have extensive GARDIAN systems to provide anti-fighter screening for capital ships, and carry a squad of marines for security and groundside duty. Unlike larger vessels, frigates are able to land on planets.

Frigate drive systems allow them to achieve high FTL cruise speeds. They also have proportionally larger thrusters and lighter design mass, allowing them to maneuver more handily. In combat, speed and maneuverability make a frigate immune to the long-range fire of larger vessels; in the time it takes projectiles to reach them, frigates are no longer where they were predicted to be.

In fleet combat, frigates are organized into 'wolfpack' flotillas of four to six. Wolfpacks speed through enemy formations, hunting enemy vessels whose kinetic barriers have been taken down by fighter-launched disrupter torpedoes. The wolfpack circle-strafes vulnerable targets, using their superior speed and maneuverability to evade return fire.

Alliance frigates are named for great battles in human history.

Starships: Heat Management

Dispersal of heat generated by onboard systems is a critical issue for a ship. If it cannot deal with heat, the crew may be cooked within the hull.

Radiation is the only way to shed heat in a vacuum. Civilian vessels utilize large, fragile radiator panels that are impossible to armor. Warships use Diffuse Radiator Arrays (DRA), ceramic strips along the exterior of the armored hull. These make the ship appear striped to thermographic sensors. Since the arrangement of the strips depends on the internal configuration of the ship, the patterns for each vessel are unique and striking. On older ships, the DRA strips could become red- or white-hot. Dubbed 'tiger stripes' or 'war paint' by humans, the glowing DRA had a psychological impact on pirates and irregular forces.

Strip radiators are not as efficient as panels, but if damaged by enemy fire, the ship only loses a small portion of its total radiation capacity. In most cases, a vessel's DRA alone allows it to cruise with no difficulties. Operations deep within a solar system can cause problems.

A ship engaged in combat can produce titanic amounts of heat from maneuvering burns and weapons fire. When fighting in a high heat environment, warships employ high-efficiency 'droplet' heat sinks.

In a droplet system, tanks of liquid sodium or lithium absorb heat within the ship. The liquid is vented from spray nozzles near the bow as a thin sheet of millions of micrometer-scale droplets. The droplets are caught at the stern and recycled into the system. A droplet system can sink 10-100 times as much heat as DRA strips.

Droplet sheets resemble a surface ship's wake through water. The wake peels out in sharp turns, spreading a fan of droplets as the ship changes vectors and leaves the coolant behind.

Starships: Sensors

'Light lag' prevents sensing in real time at great distances. A ship firing its thrusters at the Charon Relay can be easily detected from Earth, 5.75 light-hours (six billion kilometers) away, but Earth will only see the event five hours and 45 minutes after it occurs. Due to the light-speed limit, defenders can't see enemies coming until they have already arrived. Because there is FTL travel and communications but no FTL sensors, frigates are crucial for scouting and picket duties.

Passive sensors are used for long-range detection, while active sensors obtain short-range, high quality targeting data.

Passive sensors include visual, thermographic, and radio detectors that watch and listen for objects in space. A powered ship emits a great deal of energy; the heat of the life support systems; the radiation given off by power plants and electrical equipment; the exhaust of the thrusters. Starships stand out plainly against the near-absolute zero background of space. Passive sensors can be used during FTL travel, but incoming data is significantly distorted by the effect of the mass effect envelope and doppler shift.

Active sensors are radars and high resolution ladars (LAser Detection And Ranging) that emit a 'ping' of energy and 'listen' for return signals. Ladars have a narrower field of view than radar, but ladar resolution allows images of detected objects to be assembled. Active sensors are useless when a ship is moving at FTL speeds.

Starships: Thrusters

A mass effect drive core decreases the mass of a bubble of space-time around a ship. This gives the ship the potential to move quickly, but does not apply any motive power. Ships use their sublight thrusters for motive power at FTL. There are several varieties of thruster, varying in performance versus economy. All ships are equipped with arrays of hydrogen-oxygen reaction control thrusters for maneuvering.

Ion Drives electrically accelerate charged particles as a reaction mass. They are extremely efficient, but produce negligible thrust. They are mainly used for automated cargo barges. The primary commercial engine is a 'fusion torch,' which vents the plasma of a ship's power plant. Fusion torches offer powerful acceleration at the cost of difficult heat management. Torch fuel is fairly cheap: helium-3 skimmed from gas giants and deuterium extracted from seawater or cometary bodies. Propellant is hydrogen, likewise skimmed from gas giants.

In combat, military vessels require accelerations beyond the capability of fusion torches. Warship thrusters inject antiprotons into a reaction chamber filled with hydrogen. The matter-antimatter annihilation provides unmatched motive power. The drawback is fuel production; antiprotons must be manufactured one particle at a time. Most antimatter production is done at massive solar arrays orbiting energetic stars, making them high-value targets in wartime.

The exhaust of fusion and antiproton drives is measured in millions of degrees Celsius. Any vessel caught behind them will melt like wax in a blowtorch. Any long-duration interstellar flight consists of two phases: acceleration and deceleration. Starships accelerate to the half-way point of their journey, then flip 180 degrees and apply thrust on the opposite vector, decelerating as they finish the trip. The engines are always operating, and peak speed is attained at the middle of the flight.

Vehicles: Combat Drones

Drones are small robots used to support and supplement organic soldiers on the battlefield. They have no artificial intelligence of any kind, but follow fixed, minimally adaptive programs. Most varieties employ mass effect levitation to improve mobility.

All modern armies rely on veritable fleets of drones for routine soldiering (static garrisons, patrols, etc.). The use of drones in non-critical duties keeps manpower needs down and reduces casualties in low intensity conflicts. Less advanced races and cultures with less sensitivity to casualties have correspondingly fewer drones in their inventory. Drones are of little use in conventional open field battles, as they are poorly armed and armored.

In addition to combat drones, support drones are used to assist organic units in the field. Reconnaissance drones are small, stealthy craft that screen combat units in the field and warn commanders when enemies are spotted. Electronic Warfare drones supplement battlefield technicians, serving as mobile jammers and ELINT (ELectronic INTelligence) gathering platforms. Military and civilian police utilize 'dazzler drones' equipped with powerful strobe lights to disorient and subdue intruders using nonlethal force.

Drone formations are officially referred to in wings (i.e., 'Deploy the 4th Assault Drone Wing on the left flank!'). Common soldiers often refer to friendly formations as flocks and enemy formations as swarms.

Weapons: Ablative Armor

A warship's kinetic barriers reduce the damage from solid objects, but can do nothing to block GARDIAN lasers, particle beams, and other forms of Directed Energy Weapon (DEW). The inner layer of warship protection consists of ablative armor plate designed to 'boil away' when heated. The vaporized armor material scatters a DEW beam, rendering it ineffectual.

A scaffold was built around the interior pressure hull, with sheets of ablative armor hung from the structure. Ships typically have multiple layers of armor separated by empty baffles, spaces often used for cargo storage. Cruisers, which lack the internal space to fit dedicated fighter hangers, store the shipboard fighter complement in the baffles. It is not unknown for enlisted crew to build illicit alcohol distilleries in some obscure corner of the baffles, safe from prying eyes.

Weapons: Disruptor Torpedoes

Disruptor torpedoes are powered projectiles with warheads that create random and unstable mass effect fields when triggered. These fields warp space-time in a localized area. The rapid asymmetrical mass changes cause the target to rip itself apart.

In flight, torpedoes use a mass-increasing field, making them too massive for enemy kinetic barriers to repulse. The extra mass gives the torpedoes very sluggish acceleration, making them easy prey for defensive GARDIAN weapons. So, torpedoes have to be launched at very close range.

Torpedoes are the main anti-ship weapon used by fighters. They are launched from point-blank range in 'ripple-fire' waves reminiscent of the ancient Calliope rocket artillery launchers (thus their popular nickname 'Callies'). By saturating defensive GARDIAN systems with multiple targets, at least a few will get through.

Weapons: GARDIAN

A ships' General ARea Defensive Integration Anti-spacecraft Network (GARDIAN) consists of anti-missile / anti-fighter laser turrets on the exterior hull. Because these are under computer control, the gunnery control officer needs to do little beyond turn the system on and designate targets as hostile.

Since lasers move at light speed, they cannot be dodged by anything moving at non-relativistic speeds. Unless the beam is aimed poorly, it will always hit its target. In the early stages of a battle, the GARDIAN fire is 100% accurate. It is not 100% lethal, but it doesn't have to be. Damaged fighters must break off for repairs.

Lasers are limited by diffraction. The beams 'spread out,' decreasing the energy density (watts per m²) the weapon can place on a target. Any high-powered laser is a short-ranged weapon.

GARDIAN networks have another limitation: heat. Weapons-grade lasers require "cool-down" time, during which heat is transferred to sinks or radiators. As lasers fire, heat builds within them, reducing damage, range, and accuracy.

Fighters attack in swarms. The first few WILL be hit by GARDIAN, but as battle continues, the effects of laser overheat allow the attackers to press ever closer to the ship. Constant use will burn out the laser.

GARDIAN lasers typically operate in infrared frequencies. Shorter frequencies would offer superior stopping power and range, but degradation of focal arrays and mirrors would make them expensive to maintain, and most prefer mechanical reliability over leading-edge performance where lives are concerned. Salarians, however, use near-ultraviolet frequency lasers with six times the range, believing that having additional time to shoot down incoming missiles is more important.

Lasers are not blocked by the kinetic barriers of capital ships. However, the range of lasers limits their use to rare 'knife fight'-range ship-to-ship combat.

Aliens: Council Races	Aliens: Extinct Races	Aliens: Non-Council Races	Aliens: Non-Sapient Creatures	Citadel and Galactic Government
Humanity and the Systems Alliance	Planets and Locations	Ships and Vehicles	Technology	Weapons, Armor and Equipment

Technology (Secondary)

Biotics: Biotic Amps

Biotics manipulate mass effect fields using dozens of element zero nodules within their nervous systems that react to electric stimuli from the brain. Amplifiers allow biotics to synchronize the nodules so they can form fields large and strong enough for practical use. Amplifiers can improve a species discipline or talent.

An implant is surgically-embedded interface port into which amps are 'plugged in.' On humans, the implant is usually placed at the base of the skull for convenient access, though the user must be careful to keep it free of contaminants.

Implant ports can fit a variety of amps, and there is a growing market for modifications and add-ons. The finest quality implants and amps are manufactured by asari artisans, but the Alliance's L3 implants - first deployed in 2170 - are a significant step forward.

Small Arms

Biotic implants and amplifiers only provide the potential to create coherent mass effect fields. Whether biotics can actually do so is largely determined by their training.

Biotics must develop conscious control over their nervous systems, sending specific electrical impulses to the element zero nodules embedded in their nerves. They are taught to use their implants and amps with biofeedback devices and physical mnemonics. Specific gestures or muscle movements fire the proper sequence of nerves to activate a certain skill.

Conatix Industries pioneered biotic training with the Biotic Acclimation and Temperance Training program. Although BAaT did not achieve the desired results, many techniques taught are still used today.

Many human think tanks are trying to develop some form of biotic super soldier. Most are benign efforts to create more flexible troops. Others, less publicly known, are unapologetic attempts to create Nietzschean supermen.

Communications

Real-time communication is possible thanks to networks of expensive mass relay comm buoys that can daisy-chain a transmission via lasers.

Comm buoys are maintained in patterns built outward from each mass relay. The buoys are little more than a cluster of primitive, miniature mass relays. Each individual buoy is connected to a partner on another buoy in the network, forming a corridor of low-mass space. Tightbeam communications lasers are piped through these 'tubes' of FTL space, allowing virtually instantaneous communication to anywhere on the network. The networks connect across regions by communications lasers through the mass relays.

With this system, the only delay is the light lag between the source or destination and the closest buoy. So long as all parties remain within half a light-second (150,000 km) of buoys, seamless real time communications are possible. Since buoys are maintained in all traveled areas, most enjoy unlimited instant communications. Ships only suffer communications lag when operating off established deep space routes, around uninhabited outer system gas giants, and other unsettled areas.

During wartime, comm buoy networks are the first target of an attack. Once the network is severed, it can take anywhere from weeks to years to get a message out of a contested system. In systems where a buoy network has not yet been built or has been destroyed, rapid communication means ferrying information through high-speed courier ships and unmanned data drones.

Communications: Administration

While comm buoys allow rapid transmission, there is a finite amount of bandwidth available. Given that trillions of people may be trying to pass a message through a given buoy at any one time, access to the network is parceled out on priority tiers.

The Citadel Council and the Spectres have absolute priority; if they are using all the bandwidth, everyone else must wait. Individual governments and their militaries enjoy the next-highest tier. During wartime, civilian communication can suffer hours or even days of lag. Intelligence agencies study ping time through various systems to predict military buildups.

Below the government and militaries, bandwidth priority is sold to the highest bidder. Meda conglomerates, particularly headline news networks, purchase higher priority to provide their viewers with timely information and response capability (for example, financial institutions and investment firms) also invest heavily in priority access. The funds acquired through sales of bandwidth are used to maintain and expand the communications infrastructure.

While everyone with a computer has guaranteed free and unlimited access to the galactic extranet, they are last in the line for bandwidth and may have to wait for their requests to be processed. Bandwidth resale corporations use investment capital to purchase blocks of high priority access, made available by paid subscription.

Communications: Methodology

As the population of the galaxy increases and new worlds are settled, timely access for home users and frontier settlements with underdeveloped communications infrastructures is a growing problem. To ameliorate bandwidth issues, a sophisticated array of data caches and virtual intelligence search agent programs are available. When a user submits a query, it is first routed to the data cache on their colony or star system. At the cache, the user's search agent VI collates mountains of locally-stored data to find the desired material. If the information is not available locally, the query is passed along to neighboring systems, and then outward in an expanding network. VI search agents in those systems replicate the search. If the desired information is found, it is compressed into a 'burst' file and queued for transmission to the source system. The burst is assigned a priority based on the number of queries for it; the greater the number of queries, the higher the priority. When a new solar system is first connected to the net, a selection of the most popular data is installed locally. Though storage hardware is cheap, the capacity required to hold all the data produced everyday by trillions of people on hundreds of worlds is not trivial. It's not economical to store local copies of all the data available on obscure topics 'just in case.'

As colonies mature, older and less-popular chunks of data filter into them as a result of queries and are placed in the local archive. Searches for obscure topics are increasingly likely to produce instant results as the archive grows.

Credits ("Credits")

The standard credit was established by the Citadel's Unified Banking Act as the currency of interstellar trade. The credit, has a managed floating exchange rate, calculated in real time by the central bank to maintain the average value of all participating currencies. Some regional currencies are worth more than a credit and some less.

Hard currency can be stolen or counterfeited, so electronic fund transfers are the norm. More importantly, physical transactions cannot easily be tracked, making them ideal for tax evasion or the purchase of illegal goods.

When the Alliance joined the Citadel, its various nation treasuries were linked into the credit network. A human with a bank account of Mexican pesos, Japanese yen, or Indian rupees can purchase any item priced in credits at fair market value. All economies that participate in the credit network are required to price items in both local currency and credits.

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Weapons, Armor and Equipment (Secondary)

Upgrades

The development of practical manufacturing omni-tools allow modern militaries a great deal of flexibility in equipment load-outs. A vast number of field modification kits, or 'upgrades,' are available for common equipment such as weapons, armor, omni-tools, biotic amps, and even grenades.

An upgrade kit typically consists of less than a dozen unique parts and an optical storage disc. When loaded into an omni-tool, the OSD provides all technical specifications required to manufacture the tools and additional parts necessary to install the upgrade onto another piece of equipment. Assembly is typically modular, and installation can be completed in less than a minute.

Since omni-tools are designed to use common battlefield salvage materials such as plastic, ceramics, and light metals (rendered into semi-molten 'omni-gel' for quick use), it is quite possible for a trained soldier carrying upgrade kits to customize gear on the battlefield to fit the current tactical situation.