

MASS EFFECT 2 INSANITY GUIDE

VERSION: 1.0

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Lets start!!

As I finished Mass Effect 2 on Insanity and I basically remember some of the tactics that I used during the game, I thought why not I share it to you all, since I know most of you have played Mass Effect 2 and some of you want to play on insanity. I have not written any walkthroughs before so I don't know how I am going to write so let's see.

SPOILER WARNING: This article is only for those who already finished Mass Effect 2 once.

Introduction

Mass Effect 2 is an Action RPG game centering on the character Sheppard with a sci-fi setting. The story is set where the Mass Effect 1 left off. If you played Mass Effect 1, you can import your character to Mass Effect 2 and there will be slight changes in the storyline based on how you progressed in the first Mass Effect. In order to play insanity mode, I would rather advise you all to play Mass Effect 2 in normal or easier difficulty mode. It's better to start insanity mode in the second playthrough only because of following reasons:

1. You will receive 25% extra experience each time you finish any mission, which is very critical for level up.
2. You will receive a stock of 50000 on each element (Element Zero, Iridium, Platinum, Palladium). This is very crucial for upgrading your equipment, since Mass Effect 2 is actually harder during the earlier missions than the later missions, with the exception of some insanely hard missions.

Somehow the difficulty of the game in my point of view decreases as you progress through the game since the game has enemies that the already fixed at their levels. It does not vary. Your character will

start gaining upper hand if you keep on upgrading. So doing all the missions and extracting resources is very necessary. I will come to that part later. How difficult Mass Effect 2 is? I would say its extremely hard, sort of what I would say unbalanced and very frustrating.

Tips and tricks and strategies

As a head start let me tell you some tips and tricks and battle tactics to keep you go through hell:

1. Stay away as far as possible and let your teammates do most of the work. Not to mention also keep them in safe distance. It all comes to judgment where you yourself decide whether not assigning any location for your crew to stay or stay mobile would be a safe idea. It depends on missions.
2. Since I already told you stay away as far as possible from the enemies so you definitely need someone who has pretty good damaging ranged skills and weapons. In this case your best bet to use is Sentinel and Infiltrator build. I took infiltrator build because I can snipe effectively and snipers have significant damages. Trust me, every bullet in your sniper rifle counts in this insanity mode. This walkthrough will be based on my infiltrator build.
3. Some magic are your best friend and in this case my best friend was the incinerate skill. It can burn through armors easily and due to burning nature it has the tendency to keep on reducing health and also make enemies unsteady for a second which is so vital. Also incenerate was pretty useful against the Krogans and the Vorchas because fire destroys the regeneration capability. I will talk about enemies later. Always keep the habit of mapping the buttons and use the skills effectively.
4. Every single crew member counts. Unlike in normal mode, you have to make full use of your crew advantages. For example, in the Reaper IFF mission, I finally dropped Miranda (I always had her because of her all round set of skills) in favor of Jack (the other one was Grunt), as Jack has Shockwave that could kill the swarming husks easily (they are really annoying in a way). So before you attempt any mission, try to understand what kind of enemy will be present (whether it is synthetic or organic) and what kind of protection they possess (armor, shield or barrier). For example in the Collector Ship mission, I had to use Miranda since she has the ability Warp, which can destroy the barriers of the collectors.
5. Always cover and flank. Mass Effect II insanity is very insane since 3-4 bullets from the enemies can kill your character. If anyone played Call of Duty Veteran mode, the strategy would be just the same. Cover and shoot, sprint and advance forward for another cover and it goes on.
6. Save your ammo. The reason is that enemies are harder to kill and also takes in lots of bullets. Bullets can't be bought. Plus you definitely need some bullets for your heavy weapons, sniper and submachine gun. I ended up finishing my sniper rounds, my heavy pistol rounds, my heavy weapon rounds and I had a long hard time to kill the final boss.
7. As I told in number 1, let your teammates do most of the work. They sure knows how to kill, plus they have unlimited ammo, so they are gun happy. That does not mean you would not go to sit and watch. Each action can help you advance some more as you only know which is the perfect one to shoot to give you upper hand or which teammate needs help in killing. You will act as buffer. Plus most of the time you will constantly keep on ordering the teammates where to use

the skills. This strategy is crucial when you battle against the enemies that charges you rather than just take cover and shoot.

8. Those who charge you are your worst nightmare. The enemies are most effective at closer range and you have higher chance of dying when they get close to you. They are given first priority to die so target them first before you focus on others.
9. Use your judgement based on the situation in the mission whether you are going to use medi-gel to revive your fallen teammates or you are going to do solo provided you are safe enough. Like ammo, medi-gels are very rare and teammates do die quite often. Most of the time your teammates have the tendency to get close on the enemies, which can yield bad results.
10. Upgrade if you have chance. Try to upgrade crucial equipments which you think it would be useful for your battle. Like upgrading your sniper rifle or upgrading damage protection is a high priority. You don't want to waste your resources and money on upgrades like hacking or bypass upgrades. As I already told you before that the game gets easier as you progress because you have upgrades. I ended up having most of the upgrades with few of them left out due to cost issues and for me final boss was a joke for me considering the fact how hard the game was at the beginning.
11. Conserve money. Money does not come so easily unlike different other RPG games. You definitely don't want to waste your money on some unnecessary items whereas you need these for your upgrades. Also try to find a way so you can get discounts from shops.
12. In normal mode Element Zero was rare, but in this case the element zero is plentiful since you get the stock of 50000 at the start provided you are doing second playthrough. The excess amount of element zero is pretty useful if you want to change your extra skill set or want to redistribute points to make it suitable for your upcoming mission. I ended up redistributing points 5-6 times during the game.
13. Save as soon as you get a chance to do, since you likely to die anytime soon. When I finished Mass Effect 2 Insanity my total save count was 138.

Enemies

It is important to note that all enemies have some sort of protection (armor, shield, barriers) on insanity. So you have to plan first before you go for any missions and select your perfect teammate for the mission.

For enemies with armor protection the following skills are necessary: Incinerate, Armor Piercing Ammo, Incendiary Ammo

For enemies with shield: Overload, Disruptor Ammo (totally useless for me)

For enemies with barrier: Warp, Warp Ammo

Some skills have the capability of knocking down or incapacitate an enemy. This is very useful against those who have the tendency to charge you like Krogans.

Skills like Shockwave or Push are pretty useful for crowd control especially against the husks and abominations where they constantly keep on charging you. Usually you have to keep mobile instead of keeping cover when you deal with these husks. Your melee attack is pretty useful against them.

When you have to go for melee combat leave your cover and keep on moving to avoid being hit. These melee enemies have the tendency to surround you and leave you no place to escape from it.

Krogans and Vorchas regenerate their health, so it is very wise to stop their regeneration by using skills like Incinerate or Reave on them.

Synthetic enemies with robotic nature can be made your ally temporarily against other enemies. Using A.I. Hacking skills you can turn an enemy to side with you for some seconds. Trust me this is the best distraction technique that I had used in Mass Effect II insanity and those few seconds of temporary alliance really matters, especially when you turn a deadly YMIR Mech against another YMIR Mech. YMIR Mechs in my point of view are one of the most dangerous enemies (or the most dangerous one) in the whole game.

Praetorian: These enemies are considered as sub bosses and appear two times in the game: in the Horizon and then in the Collector ship. I used to dodge the Praetorian and allow my teammates to kill it. I usually try to find a big tall cover to avoid the Praetorian to see me. However the nature of this enemy is that it will always follow you to kill you rather than focusing on the teammates. I usually circled around the tall cover while the Praetorian kept on following me. It is like playing tagging. The teammates did the rest. When the Praetorian drops down to form a barrier around it and inflict a nova like blast try to get away from it as fast as you can. If possible you can shoot freely as you can. The above strategy can take you a lot of time so in order to swift the process you can always use your incinerate skill. The homing nature of the incinerate skill is extremely helpful as the skill locks your target and guides the fireball straight to the enemy while avoiding the cover in front of you. However you need to shoot incinerate away from the cover at the opening.

Harbinger: These Collectors are seriously irritating. They can either charge you and your teammates or stay wherever they are. If they come closer to you, try to get back or if it not possible then kill them fast. It is advisable to kill them last after all other collectors are killed. The reason is that as soon as one Harbinger falls, another respawns from one of the existing Collectors battling you. The Harbinger cannot respawn if there are no collectors nearby. Always try to find a big cover so that you can be safe against the big blasts from Harbingers. These big blasts can temporarily knock you back for some milliseconds which is enough to kill you with normal bullet hits.

So here is the strategy when dealing with the collector hordes in order:

1. Kill the nearby collectors
2. Kill the rocket collectors since they can be really irritating
3. Kill other collectors/engineers
4. Kill the Harbinger
5. Kill the Scions (the rank may go up depending how fast they kill your teammates)

The ultimate way to kill the Scions is to snipe them while staying cloaked. Indivisibility here is very important only for the damage issue.

Missions

Provided you know all the above strategies let's go for the missions. The difficulty of the missions varies with some of them being extremely hard. Apart from N7 missions all the other missions are mandatory, however it is advisable to do all the N7 missions just for getting experience and level up. There are two N7 that you need to do to get the upgrades. There is one N7 mission where you have to rescue a quarian. This is one of the hardest missions in the Mass Effect 2 game. You can either go for it or skip it; it does not make any significant difference. If you want to go for it, I will talk about this later in this walkthrough.

In all the missions try to get all the items you find. If you ever get a chance to do some side missions, finish them first since they are the first priority, since you will not be able to do preparation when you go for main mission, since the game automatically puts you in the main mission.

Prologue quests

These are straightforward quests. You will not have difficulties finishing the quests.

Freedom's progress

The rocket turrets may prove very annoying and you can take cover at the stairs let your teammates damage the turrets. Miranda's Overload works best here in order to disrupt the shield of the turrets. If the Fenris Mechs get closer to you, try to fall back and shoot it down as fast as you can. The melee strength of your character is not good enough to kill the Fenris Mechs.

As for YMIR Mechs, it's best to assign your teammates at left and right positions as they asked to do so while you take cover at the back. I didn't have trouble killing the YMIR Mech.

Garrus mission

Team: Miranda and Jacob

I also did not have trouble during this mission. As long as you can maintain the standard cover and flanking strategy, you can easily finish this mission. At the point when you have to close down the shutter of the right room which is big, make sure you don't enter the room. Try to shoot some enemies from the door. It is because you will notice the enemies won't charge you at the door, especially the Varrens. As soon as the nearby enemies are killed (Varrens being the first priority), you can move ahead. Make sure at some cases you don't be too late, especially when you come back after you close down the two shutters. I noticed at that time Garrus's health goes down significantly fast simply because there are Krogans who attack Garrus in his hiding spot. Make sure you hack the YMIR Mech as it will help you during the first phase of the battle. The last battle with the gunship won't create that much of a problem.

Mordin mission

Team: Miranda and Jacob

Standard cover and flank strategy applies here. This time try to be nice and slow and be patient. Don't rush. If you have incinerate skill, it will be really helpful against the Krogans and Vorchas since they regenerate. Jacob's incendiary ammo can also help stopping Krogans and Vorchas regeneration. Make full use of the explosive barrels scattered. Miranda's Overload can help you break the shields. At the last phase especially when you insert the cure and start the fans, use your sniper rifle to shoot down unreachable targets to allow you to gain upper hand. They are really a pain and you don't want your teammates to fall down quickly since the medi-gels are rare.

Grunt mission

Team: Miranda and Mordin or Garrus

I thought of letting you guys do this mission after you recruit Jack, just to allow yourself to have more upgrades and experience to go for this mission, since the mission is very hard, especially the last battle. Problem is that you need Grunt badly in most of the missions, even in Jack's mission if necessary or the upcoming Horizon mission. When I played this mission I used Garrus instead of Mordin and life became a hell for me since I realized I need fire to burn the armors and stop regeneration of Krogans. The main problem lies when you meet a lot of Krogans who charge you in the middle of the mission and you need incinerate to burn down the armor. Even in the final battle, four Krogans charge one by one along with the YMIR Mech. It's better for you and your teammates to stay at the doorway which allow ample time and space to kill the Krogan berserkers before they come close to you. After they are done for good, you can focus on both Jedore and the YMIR Mech.

Jack mission

Team: Miranda and Grunt

The real annoyance starts when you reach the two big rooms. Both rooms have same scenario and a good strategy is to send your teammates forward while you stay back as far as you can. That is why Grunt is very useful here. The problem starts when a YMIR Mech shows up, each in each big room. The best way to kill the YMIR Mech is to let Miranda overload the shields while your other teammate annoy the Mech. The two will eventually die in battle due to heavy firepower from YMIR Mech. The reason of you being stay as far as you can so that you can snipe the YMIR Mech from long distance. Also if possible try to find a cover that the YMIR Mech cannot reach and then you can use your unlimited incinerate skill if you want but that's for the worst case scenario. When you battle against Kuril, focus on killing everyone locationwise. At first kill everyone at the lower level and break the shield. Repeat the same process on the left side where the shield is at and the same thing again on the right side. It's better you do it as swift as you can, since I don't know whether the enemy spawn is endless. After all the shields are broken, you can finally kill Kuril at last. Your incinerate skill may work wonders here.

Horizon

Team: Miranda and anyone especially Grunt

You will be automatically sent to the Horizon to face the Collectors for the first time after you have recruited the four people in your squad. So make sure you have upgraded as much as possible.

Miranda's Warp works great to break down the Collector's barriers. The main problem in this mission is the availability of covers. Although I didn't have that much of a problem at the start but things get messy if the Harbingers charges you forward. The covers are pretty short to allow the Harbingers' blasts to pass through. It's even more pain when you reach the final area, where there are too many husks charging you along with Scions. What I basically did is that I stood as far away as possible from the Scions and focused on shooting the husks down. Incinerate works great here although you have to focus on melee attacks on them. So melee upgrades are pretty necessary before this mission. Later you try to have safe distance and kill the Scions. When you activate the transmitter go back as far as you can and take covers. I took cover on the far right side of the transmitter. After that is done a Praetorian arrive and I already told you the strategy of dealing with it. Use that. Works great.

Illium

You get some quests here and while you do this try to do some more other side and N7 quests. If you think some of the quests are pretty impossible to do right now, forget those. You can do those later. I did all the N7 missions before I went for the Reaper IFF. It's better to do all these quest as early as possible so you can get easier time compared to what I experienced (I still don't know whether the difference would be significant). A thing to note: After you recruit two more people in your team, you will be automatically be sent to the Collector Ship mission. I didn't realize that before and I really had a hard time.

Loyalty mission: Jacob

Team: Jacob and Mordin/Miranda/Garrus

The annoying part of this mission will be dealing with those LOKI Mechs. Mordin's incinerate, Garrus charge shot and overload and Miranda's warp and overload will work here like a charm. In most of the battles involving LOKI Mechs, try to get a headstart by sniping some of the Mechs from far away. If your level is pretty high, than you can take advantage of tactical cloak for increased damage. This will help you not to get pinned down by increasing number of incoming LOKIs. If you have points distributed on AI Hacking, this will make things even easier. I didn't have trouble dealing with the YMIR Mech. You can use your cover to your advantage. The YMIR Mech don't seem to come beyond the cover. You can hide behind the cover and if you want you can use Incinerate since Incinerate is a homing skill.

Loyalty mission: Jack

Team: Miranda and Jack

It is a short mission and also the mission is easy. Just keep on doing the standard cover and flank strategy and you are pretty well off. When you deal with the last boss, you will notice that the enemies

are helping you by exposing themselves while charging towards you one by one. By now you are strong enough to finish them off quickly before the enemy gets close to you.

Loyalty mission: Mordin

Team: Mordin and Grunt

Mordin's loyalty mission can get easily messed up in the middle when you enter the large room with staircase that lead downstairs. At one point two Krogan Berserkers appear and come close to you. After they are dealt with, two varrens, two more Krogans berserkers and a Krogan commander show up. So there is no breathing space. Sniping them as much as you can before they come closer. If the enemies get closer to your teammates, assign their places by pressing left and right and head to the top of the staircase. The height advantage can be very helpful during the battle and it will also buy you some time to finish them off.

Loyalty mission: Grunt

Team: Grunt and Jack

Before you attempt this try to get some melee upgrades just to be careful in the worst-case scenario provided if the enemies get very close. Jack's shockwave attack is useful for knocking down the Varrens and the Klixens. Its better that you keep on moving around rather than just take cover against these enemies. Against the gigantic Thresher maw make sure you use the Particle Cannon and the big thing will go down quickly. After use the standard cover and flank to kill Uvenk. If things go round you can change your position since there are ample covers.

Samara mission

Team: Grunt and Garrus/Miranda/Jack

Time to do some more recruiting. I told you all before that the game gets easier. Recruiting the remaining members are not as painstakingly hard as before, which the exception of Tali's mission where you have to face a little problem at one point. In this mission, you just get into standard cover and flank fights. If you head slow and steady things would not be a problem. Try to stay away as far as possible. During the gunship battle you have to move away back and forth away from the gunship and take cover. If it still does not work for you try to stay at the point where the gunship first appears and find suitable cover. The gunship follows a pattern and if you can understand the pattern its going to be easy for you. When the gunship releases some Fenris Mechs just incinerate those once (if you have Incinerate Blast it will be even more useful) giving them some damage while your teammates take care off them for you. Apart from gunship battles I don't think you wont have problems dealing with the final boss.

Thane mission

Team: Grunt and Miranda

I took Samara instead of Grunt, just to have fun around. I was playing Mass Effect II like WWE game where I destroyed the barriers using Warp and Armor using Incinerate and then I started doing combination of skills. I started with Samara's pull to one enemy and finished in style with Miranda's Slam. Its like bodyslam or suplex or anything you prefer. At one point when you reach the elevator after rescuing the first band of people and getting the Viper rifle, call the elevator and immediate fall far back towards the cover. The cover far back from the elevator has no openings so the charging Krogan will not get pass that cover thus giving you a fairly safe place for battle. At the bridge you will come across two shielded rocket turrets that you need to shoot them down from long range to avoid your teammates being killed. The whole mission can be finished slowly and steadily with cover and flank strategy.

Collector ship

Team: Miranda and Grunt/Jack/Samara

As soon as you recruit your second teammate you will be forced to go to the Collector ship. The mission is freakishly painful. Make sure you can make necessary upgrades as possible and if possible take your CAIN with you if you researched it for one particular situation. I could not have my CAIN researched so I had to rely on the Particle Cannon, which helped me in different scenario. Dealing with the first invading platform is really a pain and when the second platform shows up, things can get hellish, especially when there are two Scions and a Harbinger bothering you. That is why CAIN solves the problem by destroying all the collector forces and significantly damage the Scion. Since I did not have CAIN, I had to rely on my Sniper Rifle and Particle Cannon to kill the Scions. Make sure you can inflict at least two shots on Scion while the platform is still arriving. If the shots are effective you bring the Scion's armor to half. Later you deal with the collectors in the first platform and the harbinger. Also make sure you manage to kill the Scion before the second Scion arrives. One Scion is bad, two Scions are worse. In the same mission you will also find yourself dealing with the Praetorian boss. Make sure you snipe the incoming husks and after they are done two more Collector soldiers show up. Kill them too. Next one more husk shows up. After the husk is killed, start concentrating on Praetorian. You can kill all of them before the Praetorian comes near you. Then you have to play "tag me" or "catch me if you can" or whatever you call it after you find a suitable tall cover. Later at one point you will face a huge horde of husks charging you. Try to shoot them while you fall back and keep on moving and melee them if they get very close. Don't ever go for cover. Aside from this its just a standard cover and flank battle.

Tali's mission

Team: Miranda and Garrus

Not much to talk about here. It's the standard cover and flank battle. At the point where you have to find explosives to demolish a wall, the geths keep on appearing endlessly and you need to advance to the room where you find the first explosive. As soon as you get the explosives be prepared to deal with a Geth Prime plus some more enemies. If possible you can use heavy weaponries. The problem arises at the last point where you have to destroy the monster geth. Your first task is to clear the area from the geth forces and keep moving forward through the left path. You can kill the monster as soon as you manage to get as close as possible.

Loyalty mission: Samara

Its all talking and no battle and I guess you can figure out yourself. It is so easy.

Loyalty mission: Thane

It's the same old talking and no battle and you can finish it easily. Yes it following the guy in the mission can be messed up if you are not careful.

Loyalty mission: Tali

Team: Miranda and Tali

You will understand how awesome the power of A.I. Hacking can become. Make sure you make full use of it. Tali has the same power, so both of you can create some distraction and also reduce enemies health quickly while you also shoot the enemies too. Also you can use drones to create some more distractions but I personally would go for A.I. Hacking skill. When dealing with the Geth Prime you can bring down the armor of both the supporting geths and use A.I. Hacking skills. The front glass cover can be helpful for you to keep rotating around to have covers.

Loyalty mission: Miranda

Team: Miranda and anyone you wish

The reason why I am doing this loyalty mission last is that you need to have serious Paragon/Renegade points (around 80%) to solve the problem of the conflict between Miranda and Jack after their loyalty missions. Standard flank and cover technique can be used here. The mission is pretty easy and I don't think you will face problems. I took Jack here just to use her awesome Shockwave skill.

After Jack and Miranda's missions are done, and if you have to anger someone due to low Paragon/Renegade points, you can still make the angered person loyal provided you have 100% Paragon/Renegade. The shortest way to solve this problem is to make your character have the Agent ability so that his/her paragon/renegeade points are increased (no other points needed, the meter goes up automatically).

N7 missions

Before we head to Reaper IFF, make sure you have finished every mission and the N7 missions. You can skip some (harder ones) if you want. Some N7 missions can be very frustrating. In this guide I will talk about some of them (the harder ones).

Eclipse smuggling depot

Team: Grunt and Garrus/Miranda

Dealing with the three YMIR mechs is very annoying. When you get to a cover, wait and let the YMIR get a little far but don't take too much time for another mech to come near. Shoot the mech with the sniper

rifle and keep on sing overloads and incinerate while you keep on shooting just to bring down the shield and armor. Then you can use A.I. Hacking to gain significant firepower against other YMIR Mechs.

Hahne Kedar Facility

Team: Tali and Miranda

The problem comes when you have to deal with endless number of LOKI Mechs while you have to advance through the maze towards the door at the end of the maze. There are two ways to cross this. One: you can battle through and use A.I. Hacking on one robot (try to aim the farthest one). Two: Forget the battle and use tactical cloaking and sprint towards the end (I was stupid enough not to realize this and I had to do many tries to pass this mission).

Quarian Crash Site

Team: Grunt and Jack

Extremely painful mission! Make sure you use close combat here and stay in the middle of the area. You wont be guilty of using Particle Cannon here even though you are dealing with Varrens. What I did is that I kept on holding the skill selection button to pause the game while kept on looking for varrens coming out and took necessary actions. Holding the skill menu button can help you find targets in pause mode and move around instantly.

Reaper IFF

Once you have done every mission go for this one. The enemies present here consist of husks, abominations and Scions. So close combat is necessary. You can use the standard husk dealing strategies mentioned earlier in the blog while you keep some sniper ammo against the Scions. Kill the Scions as fast as possible. They are nuisance. Don't worry; there are plenty of ammos. The problem starts at the hand where you have to face countless hordes of husks and abominations while you have to destroy the core in the limited space. To make yourself comfortable, stay in the large platform at right to allow yourself to have more space and keep on shooting and meleeing the enemies while you wait to bring out your particle cannon to shoot down the core.

Loyalty quest: Legion

Team: Legion and Tali

You will immediately get this quest if you have no more quests left. I basically abused the A.I. Hacking and drone spell a lot just to make a lot of distraction and have more firepower especially at the end where you have to deal with a geth prime. There is a big three-storey room with long green streamlinks all around. Try to hit the geths especially the hunters from the top with the sniper rifle. You can use particle cannon here if you want. When you come to the big room at the terminal, don't rely on the turrets so much. Instead try to find a cover at the back and assign Tali and Legion at left and right. Now spam A.I. Hacking to invading geths in both sides and you will witness insanity. You can speed up the

process of killing geth when you escape by using A.I. Hacking on Geth troopers. After that mission you are going to face another conflict between Tali and Legion and you should have high Paragon/Renegade Points right now to solve the problem.

Suicide mission

After you are done with everything the mission with Joker will start and when that end you should start heading to do the suicide mission in order to save everyone. Make sure you have all the necessary upgrades and all the teams are loyal.

The first battle is with the big eyeball. You should not have problem with it and although the eyeball has high armor, you can take time, use standard cover and flank strategy and kill the ball using your normal weapons.

In the Vent section I took Tali as Tech specialist and Jacob as the fire team leader and took Miranda and Grunt as part of my team. I took Mordin for escort. I kept moving forward doing what I have to do until the 6th vent shows up. After you activate the 6th vent sprint forward and start killing the collectors as fast as you can and then advance to face another group of collectors. If you see that the Tech specialist danger meter decreases beyond half its before the second group of collectors shows up, its better to reload and do the same thing faster. Use your judgment on how fast you kill the collector groups and when you are going to press the vent switch.

As a biotic specialist I took Samara here. It's the same Collector battles. At one point you will face some husks and abominations along with a Scion. So its better to choose Jack instead of Miranda if you have to choose your teammates for the second time. Jack's shockwave will work wonders here.

When I came to face the final boss, I took Miranda and Grunt. I kept on dealing with the collectors in each incoming platform and the scions in the last incoming platform with normal weapons. I saved my CAIN for the last. I sniped the weak points whenever they were exposed. When the last boss wakes up I finally used my CAIN to inflict massive damage. Then I focused on my armor breaking weapons. Don't use your weapons against the collector troops. Let your teammates deal with them. You only focus on dealing with the main boss. You will end up using up massive amount of ammo to kill the main boss.

Once you killed the final boss, its time to celebrate. Throw a party or something and congratulations that you finished ME2 Insanity. You are one insane gamer.

Well here is my guide. Although it is unpolished but still I hope it helps. If you have any questions, comments, feedbacks about this guide, feel free to contact me or pm me in NoobFeed.

Thanks Bioware for the awesome game.