

Optional Narrative Content and Integrated DLC

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	First Chosen	First Faction Hero	Gatecrasher	Other
If You Enable "Lost and Abandoned"	Assassin	Reaper	No Faction Hero	Overrides faction ally chosen earlier in Advanced Options. Flow of early campaign missions altered.
Early Mission Flow without L&A enabled	<p>1: Gatecrasher with faction soldier 2: Mission with Engineer reward 3: Mission with Scientist reward and always lost 4: Retaliation with combat with first Chosen</p> <p>Will be able to contact a second faction when covert actions start. The faction soldier will simply be gained with no need to rescue them from a facility.</p>	Early Mission Flow with L&A enabled	<p>1. Gatecrasher without a faction soldier 2. Mission with Engineer reward 3. L&A with scientist reward, plus gain reaper and fight lost 4. Retaliation without a Chosen</p> <p>Will be able to get a mission to rescue Mox after covert actions start.</p>	

Checked and Unchecked Boxes	Alien Ruler First Appearances	Alien Ruler DLC Weapons (a.k.a. Experimental Weapons): Frost Bomb, Bolt Caster, Hunter's Axe, Shadowkeeper.	SPARKs
Integrated DLC is Checked [X]	Alien Rulers are assigned to Avatar facilities as they are constructed. The first new facility will have the Viper King, the next the Berserker Queen, and the third the Archon King. If you make a note of each facility as it is built, you will know where each Ruler is located. Each facility guarded by an Alien Ruler will be marked with yellow text warning that a powerful enemy is at the facility.	<p>Research Experimental Weapons with Tygan then individually build each weapon in the Proving Ground.</p> <p>This is the MOST EXPENSIVE way to get the weapons.</p>	Build Sparks in the Proving Ground by choosing "SPARK" project.
<p>ALIEN HUNTERS: "THE NEST" IS CHECKED [X] (INTEGRATED DLC CANNOT BE CHECKED)</p> <p>IF YOU DON'T WANT TO PLAY WITH THE ALIEN RULERS, THE ONLY WAY TO DO</p>	The Alien Rulers are gated behind a later "Alien Nest" mission which is unlocked after you scan the "Triangulate Position" site on the world map (it will eventually show up marked with 3 skulls on the world map). If you don't complete the "Alien Nest" mission, the Rulers will not spawn. After the Alien Nest mission, the Alien Rulers will show up at random* on future missions. *If you wait until very late in the campaign to do the Alien Nest mission, the Alien Rulers	<p>Early scan ("Location Beacon") will give you all of the DLC weapons for FREE. You CANNOT UPGRADE the weapons to higher tech versions UNTIL YOU COMPLETE "THE NEST" MISSION.</p> <p>You can scan the Location Beacon for the weapons and</p>	Sparks depend on Shen's Last Gift setting choice.

<p>THAT IS CHECK THIS BOX AND NEVER COMPLETE THE ALIEN NEST MISSION.</p>	<p>will show up on your very next missions. If you didn't kill him at the Nest, the Viper King may be on cooldown, but the Berzerker Queen and Archon King can show up on consecutive missions.</p>	<p>never complete the Nest mission to spawn the rulers.</p>	
<p>Alien Hunters: "The Nest" is unchecked <input type="checkbox"/> (Integrated DLC is not checked)</p>	<p>Alien Rulers will eventually start showing up randomly on missions. First the Viper King, then Berserker Queen, then Archon King.</p>	<p>You can individually build each weapon by simply choosing "Build Items" under the Engineering tab and paying the required amount of supplies. You can use supplies to upgrade the weapons as you tech up.</p>	<p>Sparks depend on Shen's Last Gift setting choice.</p>
<p>Shen's Last Gift: "The Lost Towers" is checked <input checked="" type="checkbox"/> (Integrated DLC cannot be checked)</p>			<p>You will get a mission scan to investigate the "Lost Towers". At the end of the mission, you will get a free SPARK and you can build additional SPARKS in the Proving Ground.</p>
<p>Shen's Last Gift: "The Lost Towers" is unchecked <input type="checkbox"/> (Integrated DLC is not checked)</p>			<p>SPARKS can be built in the Proving Grounds by choosing the "Mechanized Warfare" project.</p>