Mass Effect 3 End Game

Enemies On Field up to "40" (Default "8")

Cerberus

Bronze Waves Changelog

- Wave 1 Added Engineer x2 ,Phantom x2 ,Atlas x2 ,Dragoon x3 (Plus Base Enemy)
- Wave 2 Added Nemesis x3,Atlas x2, Dragoon x3 (Plus Base Enemy)
- Wave 3 Added Dragoon x3, Phantom x3 (Plus Base Enemy)
- Wave 4 Added Dragoon x4 (Plus Base Enemy)
- Wave 5 Added Phantom x4 (Plus Base Enemy)
- Wave 6 Added Phantom x4, Dragoon x3 (Plus Base Enemy + 1 Dragoon set to 0 for infinite)
- Wave 7 Added Phantom x3, Dragoon x3 (Plus Base Enemy + 1 Dragoon set to 0 for infinite)
- Wave 8 Added Dragoon x3 (Plus Base Enemy)
- Wave 9 Added Phantom x4 (Plus Base Enemy)
- Wave 10 Added Dragoon x5 (Plus Base Enemy)
- Wave 11 Added Dragoon x6 (Plus Base Enemy)

Silver Waves Changelog

- Wave 1 Added Nemesis x2,Dragoon x3,Phantom x3 (Plus Base Enemy)
- Wave 2 Added Dragoon x4,Phantom x4 (Plus Base Enemy)
- Wave 3 Added Atlas x2 (Plus Base Enemy)
- Wave 4 Added Phantom x4 (Plus Base Enemy)
- Wave 5 Added Phantom x3 (Plus Base Enemy)
- Wave 6 Added Dragoon x5 (Plus Base Enemy)
- Wave 7 Added Atlas x3 (Plus Base Enemy)
- Wave 8 Added Nemesis x5 (Plus Base Enemy)
- Wave 9 Added Atlas x3 (Plus Base Enemy)
- Wave 10 Added Dragoon x5 (Plus Base Enemy)
- Wave 11 Added Nemesis x5 (Plus Base Enemy +1 Atlas +2 Phantom)

Gold Waves Changelog

- Wave 1 Added Dragoon x4,Phatom x4 (Plus Base Enemy)
- Wave 2 Added Dragoon x5 (Plus Base Enemy +2 Nemesis)
- Wave 3 Added Phantom x4 (Plus Base Enemy + 1 Atlas)
- Wave 4 Added Nemesis x5 (Plus Base Enemy + 3 Phantom)
- Wave 5 Added Dragoon x5 (Plus Base Enemy +2 Nemesis + 2 Engineer)
- Wave 6 Added Centurion x 5 (Plus Base Enemy +1 Dragoon +1 Phantom)
- Wave 7 Added Centurion x 2 (Plus Base Enemy + 2 Dragoon + 2 Phantom)
- Wave 8 Added Dragoon x5 (Plus Base Enemy + 2 Phantom + 1 Nemesis)

- Wave 9 Added Dragoon x5 (Plus Base Enemy + 2 Phantom + 1 Atlas)
- Wave 10 Added Dragoon x4,Centurion x4 (Plus Base Enemy)
- Wave 11 Added Centurion x4, Nemesis x4 (Plus Base Enemy +1 phantom + 1 Atlas)

Platinum Waves Changelog

- Wave 1 Added Dragoon x2 (Plus Base Enemy +1 Atlas)
- Wave 2 Added Centurion x3 (Plus Base Enemy + 1 Atlas)
- Wave 3 Added Phantom x4 (Plus Base Enemy + 1 Brute)(Change Base enemy "Phantom" to Husk)
- Wave 4 Added Phantom x2 (Plus Base Enemy + 2 Banshee)
- Wave 5 Added Dragoon x2 (Plus Base Enemy + 1 Banshee)
- Wave 6 Added Guardian x4 (Plus Base Enemy + 1 Atlas)(Change Base enemy "Guardian" to Husk)
- Wave 7 Added Centurion x2 (Plus Base Enemy)
- Wave 8 Added Dragoon x2 (Plus Base Enemy + 2 Atlas)
- Wave 9 Added Phantom x2 (Plus Base Enemy + 1 Atlas)
- Wave 10 Added Phantom x4 (Plus Base Enemy + 1 Atlas))(Change Base enemy "Phantom" to Husk)
- Wave 11 Added Dragoon x4 ,Banshee x2 (Plus Base Enemy + 1 Atlas))(Change Base enemy "Dragoon" to Husk)

Geth

Bronze Waves Changelog

- Wave 1 Added Geth Rocket Trooper x2 ,Geth Pyro x2 ,Geth Prime x2 ,Geth Bomber x3 (Plus Base Enemy)
- Wave 2 Added Geth Hunter x3,Geth Prime x2, Geth Pyro x3 (Plus Base Enemy)
- Wave 3 Added Geth Pyro x3, Geth Bomber x3 (Plus Base Enemy)
- Wave 4 Added Geth rocket Trooper x4,Geth Prime x2 (Plus Base Enemy)
- Wave 5 Added Geth Prime x3 (Plus Base Enemy)
- Wave 6 Added Geth Prime x3 (Plus Base Enemy + 1 Geth Pyro)
- Wave 7 Added Geth Rocket Trooper x3 (Plus Base Enemy + 1 Geth Prime set to 0 for infinite)
- Wave 8 Added Geth Pyro x3 (Plus Base Enemy)
- Wave 9 Added Geth Hunter x4 (Plus Base Enemy)
- Wave 10 Added Geth Bomber x5 (Plus Base Enemy)
- Wave 11 Added Geth Rocket Trooper x6 (Plus Base Enemy)

Silver Waves Changelog

- Wave 1 Added Geth Prime x2,Geth Pyro x3,Geth Hunter x3 (Plus Base Enemy)
- Wave 2 Added Geth Pyro x4,Geth Prime x3 (Plus Base Enemy)
- Wave 3 Added Geth Prime x2,Geth Rocket Trooper x2 (Plus Base Enemy)
- Wave 4 Added Geth Prime x3 (Plus Base Enemy)
- Wave 5 Added Geth Hunter x2,Geth Bomber x1 (Plus Base Enemy)

- Wave 6 Added Geth Pryme x5 (Plus Base Enemy)
- Wave 7 Added Geth Prime x3,Geth Pyro x2 (Plus Base Enemy)
- Wave 8 Added Geth Hunter x5 (Plus Base Enemy)
- Wave 9 Added Geth Bomber x3 (Plus Base Enemy)
- Wave 10 Added Geth Rocket Trooper x5 (Plus Base Enemy)
- Wave 11 Added Geth Trooper x5 (Plus Base Enemy +1 Geth Prime +1 Geth Pyro +1 Geth Hunter)

Gold Waves Changelog

- Wave 1 Added Geth Bomber x4,Geth Prime x3 (Plus Base Enemy)
- Wave 2 Added Geth Prime x3 (Plus Base Enemy +2 Geth Pyro)
- Wave 3 Added Geth Hunter x4 (Plus Base Enemy + 1 Geth Prime)
- Wave 4 Added Geth Pyro x5 (Plus Base Enemy + 1 Geth Hunter)
- Wave 5 Added Geth Pyro x2,Geth Rocket Trooper x2 (Plus Base Enemy +1 Geth Prime)
- Wave 6 Added Geth Bomber x 5 (Plus Base Enemy +1 Dragoon +1 Phantom)
- Wave 7 Added Geth Bomber x 2 (Plus Base Enemy + 2 Geth Pyro + 2 Geth Prime)
- Wave 8 Added Geth Trooper x3,Geth Rocket Trooper x2 (Plus Base Enemy + 2 Geth Pyro)
- Wave 9 Added Geth Hunter x5 (Plus Base Enemy + 2 Geth Pyro + 1 Geth Prime)
- Wave 10 Added Geth Trooper x5 (Plus Base Enemy)
- Wave 11 Added Geth Prime x4 (Plus Base Enemy +2 Geth Pyro + 1 Geth Hunter)

Platinum Waves Changelog

- Wave 1 Added Dragoon x2 (Plus Base Enemy + 1 Geth Prime + 1 Hunter)
- Wave 2 Added Brute x3 (Plus Base Enemy)
- Wave 3 Added Pyro x4 (Plus Base Enemy +1 Geth Prime))(Change Base enemy "Pyro" to Husk)
- Wave 4 Added Husk x6 (Plus Base Enemy + 1 Geth Prime)
- Wave 5 Added Banshee x3 (Plus Base Enemy)
- Wave 6 Added Dragoon x2 (Plus Base Enemy))(Change Base enemy "Geth Bomber" to Husk)
- Wave 7 Added Husk x6 (Plus Base Enemy + 2 Banshee)
- Wave 8 Added Geth Trooper x3 (Plus Base Enemy)
- Wave 9 Added Cannibal x3 (Plus Base Enemy +2 Banshee)
- Wave 10 Added Geth Hunter x2 (Plus Base Enemy + 2 Banshee)(Change Base enemy "Geth Hunter" to Husk)
- Wave 11 Added Geth Rocket Trooper x4 (Plus Base Enemy + 1 Geth Prime) (Change Base enemy "Geth Rocket Trooper" to Husk)

Reaper

Bronze Waves Changelog

- Wave 1 Added Marauder x2 ,Brute x2 ,Raveger x2 ,Banshee x3 (Plus Base Enemy)
- Wave 2 Added Brute x3,Raveger x2, Banshee x3 (Plus Base Enemy)
- Wave 3 Added Brute x3, Banshee x3 (Plus Base Enemy)
- Wave 4 Added Brute x3,Banshee x3 (Plus Base Enemy)
- Wave 5 Added Banshee x4 (Plus Base Enemy)
- Wave 6 Added Banshee x3 (Plus Base Enemy + 1 Brute set to 0 for infinite)
- Wave 7 Added Husk x6 (Plus Base Enemy + 2 Banshee set to 0 for infinite)

- Wave 8 Added Banshee x3 (Plus Base Enemy + 1 Brute set to 0 for infinite)
- Wave 9 Added Husk x6 (Plus Base Enemy + 2 Banshee set to 0 for infinite)
- Wave 10 Added Marauder x5 (Plus Base Enemy + 2 Banshee)
- Wave 11 Added Raveger x5 (Plus Base Enemy + 2 Banshee)

Silver Waves Changelog

- Wave 1 Added Brute x3,Banshee x2 (Plus Base Enemy)
- Wave 2 Added Brute x4,Banshee x2 (Plus Base Enemy)
- Wave 3 Added Brute x3,Raveger x2 (Plus Base Enemy)
- Wave 4 Added Banshee x3 (Plus Base Enemy)
- Wave 5 Added Raveger x1,Husk x6 (Plus Base Enemy)
- Wave 6 Added Banshee x3 (Plus Base Enemy)
- Wave 7 Added Brute x5 (Plus Base Enemy)
- Wave 8 Added Banshee x3 (Plus Base Enemy)
- Wave 9 Added Brute x5 (Plus Base Enemy)
- Wave 10 Added Husk x6 (Plus Base Enemy)
- Wave 11 Added Raveger x3 (Plus Base Enemy +2 Banshee +2 Brute)

Gold Waves Changelog

- Wave 1 Added Brute x4,Banshee x3 (Plus Base Enemy)
- Wave 2 Added Banshee x3 (Plus Base Enemy +4 Husk)
- Wave 3 Added Raveger x1 (Plus Base Enemy +2 Banshee + 2 Brute)
- Wave 4 Added Banshee x2 (Plus Base Enemy + 2 Brute)
- Wave 5 Added Marauder x2,Husk x6 (Plus Base Enemy + 1 Banshee)
- Wave 6 Added Banshee x 3,Cannibal x2 (Plus Base Enemy +1 Brute)
- Wave 7 Added Brute x 3 (Plus Base Enemy + 2 Banshee)
- Wave 8 Added Cannibal x3 (Plus Base Enemy + 2 Brute + 1 Banshee)
- Wave 9 Added Husk x6 (Plus Base Enemy + 2 Banshee)
- Wave 10 Added Cannibal x2(Plus Base Enemy + 1 Banshee)
- Wave 11 Added Husk x6(Plus Base Enemy +2 Banshee + 1 Brute)

Platinum Waves Changelog

- Wave 1 Added Raveger x1 (Plus Base Enemy + 1 Banshee)
- Wave 2 Added Brute x4 (Plus Base Enemy +1 Banshee)
- Wave 3 Added Marauder x2 (Plus Base Enemy + 1 Banshee)(Change Base enemy "Marauder" to Husk)
-
- Wave 4 Added Banshee x4 (Plus Base Enemy)
- Wave 5 Added Husk x6 (Plus Base Enemy + 1 Banshee)
- Wave 6 Added Banshee x3 (Plus Base Enemy)(Change Base enemy "Brute" to Husk)
- Wave 7 Added Brute x3 (Plus Base Enemy + 2 Banshee)
- Wave 8 Added Husk x6 (Plus Base Enemy + 1 Banshee)
- Wave 9 Added Brute x3 (Plus Base Enemy + 2 Banshee)
- Wave 10 Added Raveger x3 (Plus Base Enemy + 2 Banshee) (Change Base enemy "Raveger" to Husk)
- Wave 11 Added Raveger x4 (Plus Base Enemy + 2 Banshee) (Change Base enemy "Raveger" to Husk)

Collector

Bronze Waves Changelog

- Wave 1 Added Collector Captain x2,Abomination x6,Scion x3,Pretorian x2 (Plus Base Enemy)
- Wave 2 Added Abomination x6, Scion x3,Pretorian x2 (Plus Base Enemy)
- Wave 3 Added Abomination x6, Scion x4,Pretorian x2 (Plus Base Enemy)
- Wave 4 Added Scion x3,Pretorian x3 (Plus Base Enemy + 2 Collector Captain)
- Wave 5 Added Pretorian x3 (Plus Base Enemy +1 Scion set to 0 for infinite)
- Wave 6 Added Pretorian x3 (Plus Base Enemy + 1 Scion set to 0 for infinite)
- Wave 7 Added Abomination x6 (Plus Base Enemy + 2 Pretorian set to 0 for infinite)
- Wave 8 Added Pretorian x3 (Plus Base Enemy + 1 Scion set to 0 for infinite)
- Wave 9 Added Scion x4 (Plus Base Enemy + 4 Abomination set to 0 for infinite)
- Wave 10 Added Collector Captain x5 (Plus Base Enemy + 2 Pretorian)
- Wave 11 Added Collector Captain x3 (Plus Base Enemy +4 Abomination +1 Scion + 2 Pretorian set to 0 for infinite)

Silver Waves Changelog

- Wave 1 Added Scion x3,Pretorian x2 (Plus Base Enemy)
- Wave 2 Added Scion x4,Pretorian x2 (Plus Base Enemy)
- Wave 3 Added Scion x3,Pretorian x2 (Plus Base Enemy)
- Wave 4 Added Banshee x3 (Plus Base Enemy set to 0 for infinite)
- Wave 5 Added Collector Captain x2,Abomination x6 (Plus Base Enemy set to 0 for infinite)
- Wave 6 Added Collector Captain x1,Banshee x3 (Plus Base Enemy set to 0 for infinite)
- Wave 7 Added Abomination x6 (Plus Base Enemy +2 Scion set to 0 for infinite)
- Wave 8 Added Banshee x2 (Plus Base Enemy set to 0 for infinite)
- Wave 9 Added Collector Trooper x3 (Plus Base Enemy + 2 Scion set to 0 for infinite)
- Wave 10 Added Abomination x6 (Plus Base Enemy set to 0 for infinite)
- Wave 11 Added Collector Trooper x3 (Plus Base Enemy +3 Pretorian +2 Scion)

Gold Waves Changelog

- Wave 1 Added Scion x4,Pretorian x3 (Plus Base Enemy)
- Wave 2 Added Pretorian x3 (Plus Base Enemy +4 Abomination)
- Wave 3 Added Scion x2 (Plus Base Enemy +2 Pretorian + 1 Collector Captain set to 0 for infinite)

- Wave 4 Added Pretorian x2 (Plus Base Enemy + 2 Scion)
- Wave 5 Added Collector Captain (Plus Base Enemy + 1 Banshee +4 Abomination set to 0 for infinite)
- Wave 6 Added Abomination x6 (Plus Base Enemy +2 Collector Captain + 1 Pretorian set to 0 for infinite)
- Wave 7 Added Collector Trooper x 3 (Plus Base Enemy + 2 Pretorian)
- Wave 8 Added Collector Trooper x2 (Plus Base Enemy + 2 Scion + 1 Pretorian set to 0 for infinite)
- Wave 9 Added Collector Trooper x2 (Plus Base Enemy + 2 Banshee set to 0 for infinite)
- Wave 10 Added Collector Trooper x2(Plus Base Enemy + 1 Pretorian set to 0 for infinite)
- Wave 11 Added Collector Captain x2(Plus Base Enemy +2 Pretorian +1 Scion + 4 Abomination)

Platinum Waves Changelog

- Wave 1 Added Collector Captain x1 (Plus Base Enemy + 1 Pretorian)
- Wave 2 Added Collector Trooper x2 (Plus Base Enemy +1 Pretorian + 1 Scion)
- Wave 3 Added Banshee x2,Collector Trooper x2 (Plus Base Enemy) (Change Base enemy "Collector Trooper" to Husk)
- Wave 4 Added Nemesis x4 (Plus Base Enemy +2 Banshee)
- Wave 5 Added Abomination x6,Brute x4 (Plus Base Enemy)
- Wave 6 Added Geth Pyro x3 (Plus Base Enemy + 1 Pretorian) (Change Base enemy "Abomination" to Husk)
- Wave 7 Added Brute x3 (Plus Base Enemy + 2 Geth Prime)
- Wave 8 Added Abomination x6 (Plus Base Enemy + 1 Pretorian)
- Wave 9 Added Brute x3 (Plus Base Enemy + 2 Banshee)
- Wave 10 Added Collector Captain x3 (Plus Base Enemy + 2 Banshee) (Change Base enemy "Collector Trooper" to Husk)
- Wave 11 Added Collector Captain x6 (Plus Base Enemy + 3 Pretorian) (Change Base enemy "Abomination" to Husk)

Collector End Game Status "fix to collectors lack of status"

Added + 1 status to all collector faction units

Bronze , Silver, Gold, Platinum

End Game Powers

End Game Supply Pylon (Changelog)

Cooldown

Defines how long until you will be able to use another power.

- Base Cooldown
- Default: 30 sec (Change to 20)

Cooldown Upgrade

- Default: 0.25 x Base (Change to 0.5)

Ally Buffing

Sets how much shield and damage increases allies get when they stand near the pylon.

Bonus Shields

- Default: 0.25 x Shields (Change to 9.25)

Buff Duration

- Default: 5 sec (change to 2)

Buff Radius

- Default: 400 cm (change to 800 cm)

Radius Upgrade

- Default: 0.4 x Radius (change to 1)

Shields Upgrade

- Default: 0.25 x Bonus (change to 2)

Ammo & Grenade Generation

Defines ammo and grenade generation evolution bonuses for the Supply Pylon. Balance changes lock out most edits for this.

Ammo Upgrade

- Default: 0.25 x 17.5 (change to 1.50)

Percent increase in ammo generation rate. For example, a 200% increase will half the time it takes for ammo to generate.

Grenade Upgrade

- Default: 0.25 x 17.5 (change to 1.0)

Percent increase in grenade generation rate. For example, a 200% increase will half the time it takes for grenades to generate.

Supply Upgrade

- Default: +1 grenade (change to 4)

How many extra grenades are spawned when the pylon generates new grenades.

End Game Sabotage (Changelog)

Cooldown

- Defines how long until you will be able to use another power.

Base Cooldown

- Default: 14 sec (Change to 10)

Cooldown Upgrade 1

- Default: -0.25 x base (Change to 0.30)

Cooldown Upgrade 2

- Default: -0.35 x base (Change to 0.40)

Enemy Sabotage

Sets how enemy weapon overheating affects them and enemy weakening.

Tech Upgrade

- Default: +0.5 x damage (No changes)

Backfire Upgrade

- Default: +0.6 x overheat (No changes)

AI Hacking

Defines how hacked enemies will perform when placed on your team. This affects only Robots (Geth, Atlas, and Engineer's Turret)

Hacking Duration

Default: 10 sec (Change to 20)

Max Hacked Enemies

- Default: 1 enemy (Change to 4)

Beserk Upgrade

- Default: +0.5 x damage (No changes)

End Game Wave Budget

Bronze Wave Budget

- Bronze Min Points : 500
- Bronze Max Points : 1100

Silver Wave Budget

- Bronze Min Points : 700
- Bronze Max Points : 1800

Gold Wave Budget

- Bronze Min Points : 800
- Bronze Max Points : 1900

Platinum Wave Budget

- Bronze Min Points : 900
- Bronze Max Points : 2000

End Game Credit Payout

Credit Payout Bronze

- Standard Payout : 75000 (**Default: 12500 credits**)
- Extraction Bonus : 15025 (**Default: 1675 credits**)

Credit Payout Silver

- Standard Payout : 110000 (**Default: 25000 credits**)
- Extraction Bonus : 25000 (**Default: 3125 credits**)

Credit Payout Gold

- Standard Payout : 220000 (**Default: 60000 credits**)
- Extraction Bonus : 25000 (**Default: 7500 credits**)

Credit Payout Platinum

- Standard Payout : 380000 (**Default: 110000 credits**)
- Extraction Bonus : 25000 (**Default: 13750 credits**)

Only for

ME3 Coalesced Mod Manager 3 By FemShep

All of the Credits to Femshep and all their efforts and his tremendous contributions. Also thanks to all the mod community, for all of his contributions

Visit http://me3tweaks.com/ for moar info ☺