Variable Wave Expansion by TTDG

Between Paper Mech, and the expansion Mech Factory, there are 9 bad guys not counting repeats. I add 3 more. Further we have 6 examples of what is considered a normal wave. I counted the minimum and maximum armor totals.

Roll 1d6. 1-3 use the bad guys from the base game. 4-6 use the bad guys from Mech Factory + my additions. Then roll 1d6 to determine which bad guy it is. Keep rolling up new bad guys until you meet or pass the minimum armor total for that wave, but not exceeding the maximum.

Wave	Quantity of Bad Guys	Minimum	Maximum
1	1		
2	2 or more	5	8
3	3 or more	6	9
4	3 or more + possible base	9	11
5	4 or more + possible base	10	13
6	4 or more + possible base	12	15

The value after the comma is the armor value.

	1-3	4-6
1	Bike, 2	Whiz Bang, 3
2	Artillery, 3	Jet, 4
3	Helo, 2	Dominator, 4
4	Firethrower, 3	Angel Mech, 4
5	Tank, 4	Ranger Mech, 3
6	Mech, 4	Brawler Mech, 4

Whiz Bang

1-3	Disruptor Scramble	(EMP AI)		O O	3 Armor
	M	P1	T2		
4-5	Disruptor Noise	(EMP AI)		O	
	M	P3	T3		
6	Disruptor Burst	(EMP AI)		O	
	M	P5	T4		

EMP AI means, if it damages you, it forces you to choose a new action. This will likely result in lost time.

Dominator

1-3	Energy Whip	(Pull AI)		O O O	4 Armor
	M	P4	T3		
4-6	Fist			O O O	
	C	P5	T2		

Pull AI means, if it damages you, it moves you 1 space closer to it. Follow arrow directions for all units on the radar.

Angel Mech

1	Wing Shield			O O O	4 Armor
	-	P0	T1		
2-4	Flamethrower			O O	
	M	P4	T2		
5-6	Plasma Sword	(Parry AI)		O O	
	C	P5	T3		

Parry AI means, if you damage it, reroll to see if you still damage it.