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THE BATTLES 2 POPOLOGY v2.8

SEASON XV - VERSION 2.2.1 (VERY OUTDATED)

UPDATED ON 8/19/2023 - [JOIN THE DISCORD](#)

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LEGACY

TERMINOLOGY

Key

Bugs are marked in red

New changes from a Battles 2 update are marked in orange

Upcoming changes for a Battles 2 update are marked in gray

Stats with unknown information are marked with a question mark (?)

Stats with untested information are highlighted

INTRODUCTION

Welcome to the Battles 2 Popology. You can find detailed stats in this post for each tower and hero, as well as information about bloons and rounds. If you spot a potential mistake, don't be afraid to point it out in the replies. This is essentially just the Advanced Popology but modified for Battles 2. This means that the information presented is not official, so do expect scattered errors throughout.

Terminology for damage types, abbreviations, and general clarifications can be found at the bottom of this document. The information gathered here has been done through much of the community, so big thank you to them.

Big thank you to [u/nitjus7](#) for replicating the BTd6 advanced popology and keeping it up to date through 1.6.1. And a very special thanks to [u/Topper64](#) who gave the Advanced Popology - what was obviously the main inspiration behind making this document.

CONTRIBUTING

If you have a document error, a suggestion, or other ideas, leave a comment on this document or join the [discord server](#). People in the discord server will be credited with their change in the document version.

[Corresponding Reddit post](#)

[The original Battles 2 popology](#) by [u/nitjus7](#)

[BTd6 advanced popology](#) by [u/Topper64](#)

WHAT'S NEW

POPOLOGY 2.8 - 8/19/2023

- **Added Battles 2 2.1.0 data**

@Qwertyp2000#3394

- Price changes: 4xx Ice, xx4 Sniper, x1x Sub, xx1 Sub, xx2 Sub, xx2 Mortar, x4x Mortar, xx3 Spact, Pat/Snowpat

- Mechanic changes: x4x Mortar no blast bonus, 4xx Dartling pierce losses, xx3 Ninja stun and pierce bonus, 3xx Druid homing, 5xx Druid homing, x3x Druid instakill vine digestion, L4 Gwen HoU duration and shots, L4 SciGwen HoU shots, L18 Striker cooldown bonus 15%, L3 Churchill shell pierce, Ben L11+ income, DJ L15+ income, Ezili/Smudge leveling curve 1.5x striker to 1.5x quincy, Pat/Snowpat +2 slam L1-, Pat/Snowpat +1 pierce (only Level 1?), Jericho/Highwayman swap level and regen/camo multipliers

POPOLOGY 2.7 - 7/21/2023

- **Added Battles 2 2.0.4 data**
@Qwertyxp2000#3394

POPOLOGY 2.6.2 - 7/11/2023

- Added accolades: win 50 mixed rules games, win 1k games with first blood
@cogafire
- Added *pyro-expert* buff
@ertos_accountter

POPOLOGY 2.6.1 - 6/23/2023

- Changed the minimum time of a natural round from 5.5s after last natural bloom popped to 5.5s after last natural bloom sent
@masterofmath

POPOLOGY 2.6 - 6/23/2023

- **Added Battles 2 2.0 balance changes**
- Added Casual Battle rewards
Qwertyxp2000#3394
- Added section for legacy features
@jessiepatch
- Added more round length information
@jessiepatch
- Added accolades: win 1000 ranked games, win 1000 games with a tower, win 1000 games with a hero, win 100 games on a map
@urhere

POPOLOGY 2.5.6 - 6/12/2023

- Removed 4xx Super Monkey being able to see past obstacles
MightZJPoepet
- Changed xx5 Monkey Buccaneer to give a +\$5% buff instead of a +\$20 buff
Sean Lam
- xx4 Heli Pilot's *mini-comanches* are locked on pursuit
Qwertyxp2000#3394
- Agent Jericho's *decoy decoy-moab* is not affected by speed ramping
Sean Lam

POPOLOGY 2.5.5 - 6/6/2023

- Added accolade: Collect \$100,000,000 from banana farms
DestructivForce#8345

POPOLOGY 2.5.4 - 6/4/2023

- Added a clarification that x3x Engineer Monkey's *foam* does not instantly pop fortified leads
ErtosAcc#4081
- Added that x3x Engineer Monkey's *foam* can delead DDTs
ErtosAcc#4081
- Changed 032 Monkey Ace's *bombing-run* attack from 32p to 24p
ErtosAcc#4081

POPOLOGY 2.5.3 - 5/31/2023

- Added accolade: win 500 games with a tower category
Cogafire#7237
- Changed 032 Dartling Gunner *rocket explosion* pierce from 10 to 9
ErtosAcc#4081

POPOLOGY 2.5.2 - 5/29/2023

- Added accolade: win 250 games with no lives lost
DestructivForce#8345
- Added accolades: win 500 games with first blood, win 50 no pain no gain games with 10 or fewer lives remaining
Cogafire#7237

POPOLOGY 2.5.1 - 5/24/2023

- Added accolade: win 500 games with a tower
DestructivForce#8345
- Added accolades: win 25 and 250 games with only one tower category
Cogafire#7237

POPOLOGY 2.5 - 5/20/2023

- Added information on bloon boosts, tower boosts, ranked battles, and battle chests
Qwertyxp2000#3394, Jessie Patch#4909
- Added accolade: Win 500 ranked games
urhere#3219
- Added *fireball* damage bonus for 014 Monkey Wizard
Qwertyxp2000#3394

POPOLOGY 2.4 - 5/19/2023

- Added Battles 2 1.10.3 changes
[Update 1.10.3 is rolling out now - Patch Notes!](#) - u/samninjakiwi

- Added accolade: Send 1m bloons at your opponent, win 500 games with a hero, win 1k games with a hero
urhere#3219


POPOLOGY 2.3.11 - 5/18/2023

- Corrected how 010 Wizard Monkey's *fireball* works
Qwertyxp2000#3394
- Changed 040 Monkey Village ability duration from 12s to 8s
Qwertyxp2000#3394

POPOLOGY 2.3.10 - 5/15/2023

- Added accolade: win 50 games on a map
[have yall recorded this accolade into the table? m...](#) - u/Caserious420

To see what changed in previous Battles 2 Popology versions, visit this document:

 [Battles 2 Popology Info](#)

OTHER COOL RESOURCES

[Battles 2 Stats](#) by SpoonOil - Get stats on any player in HoM including a recent game history, and access to a full HoM leaderboard, courtesy of the [Ninja Kiwi API](#)

[Battles 2 Data](#) by TheWarrior71 - Up-to-date data on eco stats and efficiency, farm efficiency, and more!

[Tower Cost Cheat Sheet](#) by emilplane - For quickly finding total tower costs of towers, including sell costs.

DART MONKEY

000 - DART MONKEY - \$200 (0 MM)

- size: 6 radius
- placeable on: land
- *dart* attack
 - 1d, 2p, 32r, 0.95s, sharp type

PATH 1

100 - SHARP SHOTS - \$100

- *dart* attack buffed
 - +1p (3p)

200 - RAZOR SHARP SHOTS - \$250

- *dart* attack buffed

- +3p (6p)

300 - SPIKE-O-PULT - \$300

- *dart* attack replaced by *spikeball*
 - 1d, 1cd (2cd), 22p, 36.8r, 1.15s, shatter type
 - can rebound off of walls

400 - JUGGERNAUT - \$1,800

- *spikeball* attack replaced by *juggernaut*
 - 2d, 4cd (6cd), 50p, 36.8r, 1.0s, normal type
 - can rebound off of walls

500 - ULTRA-JUGGERNAUT - \$13,500

- *juggernaut* attack replaced by *ultrajugg*
 - 4d, 16cd (20cd), 5fd (9fd), 6x 1d (24ld), 200p, 36.8r, 1.0s, normal type
 - can rebound off of walls
 - can rehit bloons after rebounding
 - at 50%p and 100%p: emits *juggernauts*
 - note: both sets of juggernauts can also be emitted by the projectile expiring
- *juggernauts* attack
 - 1d, 2cd (3cd), 6x 1d (6ld), 2fd (3fd), 6j 360° spread, 100p, normal type
 - can rebound off of walls
 - can rehit bloons after rebounding

PATH 2

010 - QUICK SHOTS - \$100

- *dart* attack buffed
 - 85%s (0.8075s)

020 - VERY QUICK SHOTS - \$150

- *dart* attack buffed
 - 78.82%s (0.6365s)

030 - TRIPLE SHOT - \$300

- *dart* attack buffed
 - +2j (3j 30° spread)

040 - SUPER MONKEY FAN CLUB - \$8,000

- *dart* attack buffed
 - 75% (0.477375s)
- gains *fan-club* ability (50s cooldown, 15s duration, battle ready)
 - transforms 10 nearest untransformed dart monkeys within 50r (up to 2-4-2) into *superfans*
 - if limit isn't reached, also transforms newly placed dart monkeys until reached
 - if sold, monkeys remain transformed
 - if transformed darts are upgraded to a non-2-5-2 dart monkey, they do not acquire those upgrades until end of duration
 - upgrades such as 1xx are inherited
- *superfan* subtower
 - *dart* attack
 - 1d, 2p, 40r, 0.05s, sharp type

050 - PLASMA MONKEY FAN CLUB - \$45,000

- *fan-club* ability replaced by *plasma-club* (50s cooldown, 15s duration, battle ready)
 - transforms 20 nearest dart monkeys within 50r (up to 2-5-2) into *plasmafans*
 - if limit isn't reached, also transforms newly placed dart monkeys until reached
 - if sold, monkeys remain transformed
 - if transformed darts are upgraded to a non-2-5-2 dart monkey, they do not acquire those upgrades until end of duration
 - upgrades such as 1xx are inherited
- *plasmafan* subtower
 - *plasma* attack
 - 2d, 5p, 40r, 0.025s, plasma type

PATH 3

001 - LONG RANGE DARTS - \$90

- *dart* attack buffed
 - +8r (40r)

002 - ENHANCED EYESIGHT - \$200

- *dart* attack buffed
 - +8r (48r), increased projectile speed
- gains camo detection

003 - CROSSBOW - \$475

- *dart* replaced by *bolt*
 - 3d, 6p, 56r, 0.95s, sharp type

004 - SHARP SHOOTER - \$2,000

- *bolt* attack buffed
 - +3d (6d), 0.75s, increased projectile speed
 - 50d *crit* every 7 shots

005 - CROSSBOW MASTER - \$25,000

- *bolt* attack buffed
 - +3d (9d), +7p (13p), +20r (76r), 0.13s, normal type, increased projectile speed
 - *crit* now occurs every 5 shots
- crosspath
 - 105: +6p (19p)
 - 205: +8p (27p)

BOOMERANG MONKEY

000 - BOOMERANG MONKEY - \$325 (150 MM)

- size: 6 radius
- placeable on: land
- *boomerang* attack
 - 1d, 4p, 43r, 1.2s, sharp type
 - follows an anticlockwise arc instead of a straight line

PATH 1

100 - IMPROVED RANGS - \$200

- *boomerang* attack buffed
 - +4p (8p)

200 - GLAIVES - \$280

- *boomerang* attack buffed
 - +5p (13p)

300 - GLAIVE RICOCHET - \$1,300

- *boomerang* replaced by *glaive*
 - 1d, 40p, 43r, 1.2s, sharp type
 - jumps to a nearby (62.5 units) target after hitting

400 - M.O.A.R GLAIVES - \$3,400

- *glaive* buffed
 - +40p (80p), 50%*s* (0.6s), increased projectile speed
 - can jump up to 187.5 units

500 - GLAIVE LORD - \$30,000

- *glaive* buffed
 - +7d (8d)
 - first hit applies *shred* status
 - 100md/1.0s, 15.1s duration
- gains *orbital-glaive* attack
 - 2d, 5cd (7cd), 5md (7md), +5fd, 1000p, 30r zone, 0.1s, sharp type, *camo*
- *crosspath*
 - 502: *orbital-glaive* +1d (3d), +1ld (4ld), normal type

PATH 2

010 - FASTER THROWING - \$175

- *boomerang* attack buffed
 - 75%*s* (0.9s)

020 - FASTER RANGS - \$250

- *boomerang* attack buffed
 - 75%*s* (0.675s), increased projectile speed

030 - BIONIC BOOMERANG - \$1,100

- *boomerang* attack buffed
 - +2md (3md), 0.238s

040 - TURBO CHARGE - \$4,350

- gains *turbocharge* ability (45s cooldown, 10s duration, battle ready)
 - +1d, 14.2857%*s* (0.034s)

050 - PERMA CHARGE - \$35,000

- *boomerang* attack buffed
 - +3d (4, 6md), 0.034s
- *turbocharge* replaced by *permacharge* (40s cooldown, 15s duration, battle ready)
 - +8d (12d)
- *crosspath*

- 052: +4d (8d, 10md), *permaccharge* grants +10d instead

PATH 3

001 - LONG RANGE RANGS - \$100

- *boomerang* attack buffed
 - +6.45r (49.45r)

002 - RED HOT RANGS - \$300

- *boomerang* attack buffed
 - +1d (2d), +1ld (3ld), normal type

003 - KYLIE BOOMERANG - \$1,300

- *boomerang* replaced by *kylie*
 - 2d, 24p, 49.45r, 1.2s, normal type
 - can rehit bloons after 0.3s
 - travels in a straight line then returns

004 - MOAB PRESS - \$3,200

- gains *press* attack
 - 1d, 4md (5md), 200p, 49.45r, 10.0s, normal type
 - can rehit after 0.1s
 - only targets blimps below BAD
 - knocks back blimps
 - ZOMG knockback is weaker
- crosspath
 - 104: *press* +100p (300p)
 - 204: *press* +120p (420p), +50% knockback distance

005 - MOAB DOMINATION - \$55,000

- *kylie* buffed
 - +10d (12d), 50%s (0.6s)
- *press* buffed
 - +35md (40md), +100p (300p), 100r, 50%s (5.0s)
 - can see past obstacles
 - can target BADs
 - 0.25s stun
 - lifetime halved, so it expires instead of returning
 - **on expire** or 100%p: *explosion*
 - 100d, 40p, 50r blast, normal type
 - applies *burn* status

- 50d/1s, 4s duration
- crosspath
 - 205: *explosion* +10p (50p), +25r (75r)

BOMB SHOOTER

000 - BOMB SHOOTER - \$525 (0 MM)

- size: 6 radius
- placeable on: land
- *bomb* attack
 - 40r, 1.5s
 - on contact: *explosion*
 - 1d, 14p, 12r blast, explosion type

PATH 1

100 - BIGGER BOMBS - \$350

- *explosion* buffed
 - +6p (20), +50%r (18r)

200 - HEAVY BOMBS - \$650

- *explosion* buffed
 - +1d (2d), +10p (30p)

300 - REALLY BIG BOMBS - \$1,200

- *explosion* buffed
 - +1d (3d), +20p (50p), +50%r (27r)
- crosspath
 - 302: frags +2d (3d), +1p (2p), +4j (12j)

400 - BLOON IMPACT - \$3,600

- *bomb* buffed
 - +3r (43r)
- *explosion* buffed
 - applies stun status (1s duration) to bloons
- crosspath
 - 402: frags +1p (3p), +4j (16j)

500 - BLOON CRUSH - \$55,000

- *explosion* buffed

- +27d (30), normal type
- *stun* buffed
 - 1.75s duration, can affect blimps
- *crosspath*
 - 502: frags +9d (12d), +12cd (24cd), +18p (20p)

PATH 2

010 - FASTER RELOAD - \$250

- *bomb* buffed
 - 75% (1.125s)

020 - MISSILE LAUNCHER - \$400

- *bomb* buffed
 - 73.33% (0.825s), +4r (44r), increased projectile speed

030 - MOAB MAULER - \$900

- *bomb* buffed
 - +5r (49r)
- *explosion* buffed
 - +18md (19md)

040 - MOAB ASSASSIN - \$3,200

- *bomb* buffed
 - +5r (54r)
- *explosion* buffed
 - +3cd (4cd), +12md (31md)
- gains *assassinate* ability (30s cooldown, battle ready)
 - 750d, oor
 - targets strongest blimp
 - on contact: *assassin-explosion*
 - 3d, 100p, 30r blast, normal type

050 - MOAB ELIMINATOR - \$25,000

- *bomb* buffed: +170md (201md), normal type
- *assassinate* replaced by *eliminate* (10s cooldown, battle ready)
 - 4500d
 - targets strongest blimp
 - on contact: *elim-explosion*
 - 3d, 100p, 30r blast, normal type

PATH 3

001 - EXTRA RANGE - \$200

- *bomb* buffed
 - +7r (47r)

002 - FRAG BOMBS - \$300

- *bomb* buffed
 - +2r (49r), normal type
 - on contact: *fragments*
 - 1d, 8j 360° spread, 1i, sharp type

003 - CLUSTER BOMBS - \$900

- *frags* replaced by *cluster*
 - 1d, 8j 360° spread, 8p, 15r blast, normal type
 - note: any given bloon may only be hit by one *cluster* projectile, so the *cluster* attack can only do 1 damage on a single target (or 2 with 203)
 - multiple *cluster* projectiles may hit a bloon when interacting with an obstacle
- crosspath
 - 103: *cluster* +6p (14p)
 - 203: *cluster* +1d (2d), +10p (24p)

004 - RECURSIVE CLUSTER - \$3,200

- every other *bomb* replaced by *superbomb*
- on expire: *explosion*
 - 1d, 18p, 12r blast, normal type
- on expire: *supercluster*
 - 1d, 8j 360° spread, 8p, 15r blast, normal type
 - after 0.45s: *subcluster*
 - 1d, 8j 360° spread, 48p, 34r blast, normal type
 - note: any given bloon may only be hit by one *subcluster* projectile, so the *subcluster* attack can only do 1 damage on a single target (or 2 with 204)
 - multiple *cluster* projectiles may hit a bloon when interacting with an obstacle
 - note: any given bloon may only be hit by one *supercluster* projectile, so the *supercluster* attack can only do 1 damage on a single target (or 2 with 204)
 - multiple *cluster* projectiles may hit a bloon when interacting with an obstacle
- crosspath

- 104: *superbomb* +0p, subcluster +36p (96p), all other explosions +6p
- 104: *subcluster* +3.5r (37.5), all other explosions +50%r
- 204: *superbomb* +0p, subcluster +60p (156p), all other explosions +10p
- 204: all explosions +1d (as expected)

005 - BOMB BLITZ - \$35,000

- all attacks
 - +4d (5d)
 - all bombs replaced by *superbombs*
- gains bomb-blitz ability (40s cooldown, triggered just before leak)
 - 3000d, oop, oor, normal type, camo
 - additionally destroys anything remaining below BFB

TACK SHOOTER

000 - TACK SHOOTER - \$280 (0 MM)

- size: 6 radius
- placeable on: land
- *tacks* attack
 - 1d, 8j 360° spread, 1p, 23r, 1.4s, sharp type

PATH 1

100 - FASTER SHOOTING - \$150

- *tacks* attack buffed
 - 75% (1.05s)

200 - EVEN FASTER SHOOTING - \$400

- *tacks* attack buffed
 - 60% (0.63s)

300 - HOT SHOTS - \$600

- *tacks* attack buffed
 - +1d (2d), normal type

400 - RING OF FIRE - \$3,300

- *tacks* replaced by *ring-of-fire*
 - 3d, 45p, 23r zone, 0.47s, fire type
- crosspath
 - 410: +10p (55p)

- 420: +5p (60p)
- 401: +1d (4d)
- 402: +1d (5d)

500 - INFERNO RING - \$45,500

- *ring-of-fire* buffed
 - +5d (8d), +4md (12md), +11.5r (34.5r), 0.1s
- gains *meteor* attack
 - 700d, 1p, oor, 4.0s, fire type, camo, strong priority
 - can see past obstacles
 - weak homing (100 turn rate)
 - applies burn status
 - 50d/1.0s, fire type, 4.1s duration
 - on contact: *explosion*
 - 50d single-layer, 10p, 18r blast, explosion type
 - note: no camo
- crosspath
 - 520: *meteor* +1p (2p)
 - 502: *meteor* +300d (1,000d)

PATH 2

010 - LONG RANGE TACKS - \$100

- *tacks* attack buffed
 - +4r (27r), increased projectile speed

020 - SUPER RANGE TACKS - \$225

- *tacks* attack buffed
 - +1p (2p), +4r (31r)

030 - BLADE SHOOTER - \$700

- *tacks* replaced by *blades*
 - 1d, 6p, 31r, 1.19s, sharp type
- crosspath
 - 032: +1p (7p)

040 - BLADE MAELSTROM - \$3,000

- gains *maelstrom* ability (20s cooldown, 3s duration, battle ready)
 - 1d, 2j 360° spread, 200p, 0.0333s, sharp type
 - attack rotates clockwise at a constant speed

050 - SUPER MAELSTROM - \$15,000

- *blades* buffed
 - +1d (2d), normal type
- *maelstrom* replaced by *super-maelstrom* (20s cooldown, 9s duration, battle ready)
 - 2d, 4j, 500p, 0.0333s, normal type

PATH 3

001 - MORE TACKS - \$100

- *tacks* attack buffed
 - +2j (10j)

002 - EVEN MORE TACKS - \$100

- *tacks* attack buffed
 - +2j (12j)

003 - TACK SPRAYER - \$450

- *tacks* attack buffed
 - +4j (16j), 75% (1.05s)

004 - OVERDRIVE - \$3,400

- *tacks* attack buffed
 - +1p (2p), 33.33% (0.35s)

005 - THE TACK ZONE - \$24,000

- *tacks* attack buffed
 - +1d (2d), +16j (32j), +2p (4p), +7r (30r), 75% (0.2625)
- crosspath
 - 025: +6p (10p), +16r (50r)

ICE MONKEY

000 - ICE MONKEY - \$500 (150 MM)

- size: 6 radius
- placeable on: land
- *freeze* attack
 - 1d, 40p, 20r zone, 2.4s, cold type
 - cannot target blimps or frozen bloons
 - applies *frozen* status
 - 1.5s duration

PATH 1

100 - PERMAFROST - \$100

- applies *permafrost* status
 - 50% slow
- note: if blimps are targetable then they obtain permafrost status, but are affected half as much (25% slow)

200 - COLD SNAP - \$350

- can pop lead
- gains camo detection

300 - ICE SHARDS - \$2,000

- frozen bloons emit *shards* when popped
 - 1d, 3j, 3i, shatter type
 - damage cannot be buffed

400 - EMBRITTLEMENT - \$2,700

- *freeze* buffed
 - +5r (25r), normal type
 - on contact: decamo, degrow
 - applies brittle status
 - take +1d, no damage immunity, 2s duration
 - blimps can be targeted: they will take damage and receive permafrost and brittle status, but not frozen
- *shards* buffed
 - on contact: decamo, degrow

500 - SUPER BRITTLE - \$34,000

- *freeze* buffed
 - 90%s (2.16s)
- *brittle* status buffed
 - take +4d

PATH 2

010 - ENHANCED FREEZE - \$225

- *freeze* buffed
 - 75%s (1.8s)
- *frozen* status buffed

- 2.2s duration

020 - DEEP FREEZE - \$350

- *frozen* status buffed
 - soaks through 1 layer

030 - ARCTIC WIND - \$2,900

- *freeze* attack buffed
 - +60p (100p)
- gains *slow* attack
 - 60% slow, cannot affect white/lead/blimp
 - land towers are placeable on any water in range
- crosspath
 - 230: slow can affect lead

040 - SNOWSTORM - \$3,000

- *freeze* attack buffed
 - +10r (30r)
- *frozen* status buffed
 - 3s duration
- gains *snowstorm* ability (30s cooldown, battle ready)
 - 1d, oop, oor, shatter type, camo applies frozen status (6s duration, or 3s for camo/white/blimp)
- crosspath
 - 240: *snowstorm* damage type changed to normal

050 - ABSOLUTE ZERO - \$20,000

- *freeze* attack buffed
 - +200p (300), +10r (40r)
- *slow* buffed
 - 80% slow
- *frozen* status buffed
 - soaks through 3 layers
- blimps can be targeted: they will take damage, but cannot be frozen
- *snowstorm* replaced by *absolute-zero* (20s cooldown, battle ready)
 - 1d, oop, oor, normal type, camo applies frozen status (10s duration) all ice towers gain 66.66% buff for 10s
- crosspath
 - 150: *permafrost* 50% slow / 25% for blimps

PATH 3

001 - LARGER RADIUS - \$100

- freeze attack buffed
 - +7r (27r)

002 - Re-Freeze - \$200

- freeze attack buffed
 - glacier type

003 - CRYO CANNON - \$1,750

- replaces *freeze* with *ice-bomb*
 - 46r, 1.15s
 - cannot target blimps
 - on contact: *freeze*
 - 2d, 30p, 20 blast, glacier type
 - applies frozen status (1.5s duration)

004 - ICICLES - \$2,400

- frozen bloons have *icicles*
 - 2d, 3p, sharp type
- crosspath
 - 204: *icicles* can pop lead

005 - ICICLE IMPALE - \$32,000

- *ice-bomb* attack buffed
 - +48md (50md), 75% (0.8625s), shatter type
- blimps can be targeted: frozen ZOMGs are 50% slower, other frozen blimps move at ZOMGs' original speed (~5 units per second)

GLue Gunner

GLue Gunner - \$200 (150 MM)

- size: 6 radius
- placeable on: land
- *glue* attack
 - 1p, 46r, 0.9s
 - applies *glued* status
 - 11s duration, 50% slow to bloons, soaks 3 layers
 - note: *glued* never soaks through blimps

PATH 1

100 - GLUE SOAK - \$200

- *glued* status buffed
 - soaks all layers

200 - CORROSIVE GLUE - \$300

- can target blimps, but the glue lasts half as long (5.5s)
- *glued* status buffed
 - 1d/2.0s, normal type

300 - BLOON DISSOLVER - \$2,300

- *glued* status buffed
 - 1d/0.575s, 2cd/0.575s, 2md/0.575s

400 - BLOON LIQUEFIER - \$4,500

- *glue* attack buffed
 - +1p (2p), 72.22% (0.65s)
- *glued* status buffed
 - 1d/0.1s, 2cd/0.1s, 2md/0.1s

500 - THE BLOON SOLVER - \$19,000

- *glue* replaced by *glue-bomb*
 - 2j, 34.62% (0.225s), applies *glued* status
 - on contact: *splat*
 - 5p, 12r blast, applies *glued* status
- *glued* status buffed
 - 6cd/0.1s, 9md/0.1s
 - does single-layer damage to ceramics
- crosspath
 - 510: *splat* +1p (6)
 - 520: *splat* +4p (10), +13r (25)

PATH 2

010 - BIGGER GLOBS - \$100

- *glue* attack buffed
 - +1p (2p)

020 - GLUE SPLATTER - \$700

- *glue* replaced by *glue-bomb*
 - 46r, 0.9s, applies *glued* status
 - on contact: *splat*
 - 5p, 13r blast, applies *glued* status

030 - GLUE HOSE - \$2,000

- *glue-bomb* attack buffed
 - 34%_s (0.306s)

040 - GLUE STRIKE - \$4,000

- gains *glue-strike* ability (30s cooldown, battle ready)
 - oop, oor, camo
 - cannot target blimps
 - applies *weakening-glue* status
 - 11s duration, 50% slow, take +2d, soaks 6 layers, removes lead property while active
 - crosspath
 - 240: *weakening-glue* can be applied to blimps

050 - GLUE STORM - \$14,000

- *glue-strike* replaced by *glue-storm* (30s cooldown, 20s duration, battle ready)
 - oop, oor, 2.0s, camo
 - cannot target blimps
 - applies *weakening-glue*
- *weakening-glue* buffed
 - 22s duration, 75% slow, soaks 9 layers
- crosspath
 - 051: *weakening-glue* 48s duration
 - 052: *weakening-glue* 90% slow

PATH 3

001 - STICKIER GLUE - \$120

- *glued* status buffed
 - +13s duration (24s)

002 - STRONGER GLUE - \$400

- *glued* status buffed
 - 75% slow

003 - MoAB GLUE - \$3,200

- can target blimps, but the glue lasts half as long (12s)
- *glued* status buffed
 - 37.5% slow to blimps

004 - Relentless GLue - \$2,400

- gains camo detection
- *glued* bloons drop glue on the track when fully popped
 - 1p, 5s lifetime, applies *glued* status
 - glue can be dropped again, but not a 3rd time

005 - SUPER GLUE - \$28,000

- *glue* attack buffed
 - +5p (6p)
- *glued* status buffed:
 - 1d/2.3s
 - on application: 50md (unbuffable)
 - bloons are slowed 100% for the full 24s
 - MOABs and DDTs are slowed 100% for 5s
 - BFBs are slowed 95% for 2.0s
 - ZOMGs are slowed 90% for 1.0s
- crosspath
 - 205: *glued* 1d/2.0s, level 5
 - 025: *splat* 10p

SNIPER MONKEY

SNIPER MONKEY - \$350 (500 MM)

- size: 6 radius
- placeable on: land
- 20r
- *bullet* attack
 - 2d, 1i, oor, 1.59s, sharp type

PATH 1

100 - FULL METAL JACKET - \$300

- *bullet* buffed
 - +2d (4d), normal type
- crosspath
 - 120: *shrapnel* normal type

200 - LARGE CALIBRE - \$1,000

- *bullet* buffed
 - +3d (7d)
- crosspath
 - 220: *shrapnel* +1d (2d)

300 - DEADLY PRECISION - \$2,800

- *bullet* buffed
 - +13d (20d), +15cd (35cd)
- crosspath
 - 320: *shrapnel* +2d (4d)

400 - MAIM MOAB - \$5,000

- *bullet* buffed
 - +10d (30d, 45cd)
 - applies *stun*
 - 2s duration for MOABs, BFBs 1s, DDTs 0.5s, ZOMGs 0.3s
- crosspath
 - 420: *shrapnel* +2d (6d), applies *stun*

500 - CRIPPLE MOAB - \$34,000

- *bullet* buffed
 - +250d (280d, 295cd)
- *stun* duration buffed
 - MOAB 7s, BFB 6s, ZOMG 3s, DDT 4s
 - applies *crippled* status
 - take +5d
 - same durations as *stun*, or 0.5s for BADs
 - note: applied before the target takes damage
- crosspath
 - 520: *shrapnel* +6d (12d), applies *crippled* status

PATH 2

010 - NIGHT VISION GOGGLES - \$300

- gains camo detection
- *bullet* buffed
 - +2cmd

020 - SHRAPNEL SHOT - \$400

- *bullet* buffed
 - on damage: *shrapnel*
 - 1d, 5j 45° spread, 2p, sharp type
 - spread centered around direction fired

030 - BOUNCING BULLET - \$3,000

- *bullet* buffed
 - 4i
 - jumps to targets within 50 units

040 - SUPPLY DROP - \$5,600

- *bullet* buffed
 - normal type
- gains *supply-drop* ability (40s cooldown, 15s initial)
 - drops a *crate* worth \$2000
- *shrapnel* buffed
 - +1p (3p)

050 - ELITE SNIPER - \$14,000

- *bullet* buffed
 - 40%s (0.636s)
- gains elite buff
 - affects all snipers, excluding self
 - 75%s
 - enables elite targeting for all snipers
 - prioritizes First if bloons are past 75% of the track, then Ceramics if there are any, otherwise Strong
- *supply-drop* replaced by *elite-supplies* (40s cooldown, 20s initial)
 - drops a *crate* worth \$5000

PATH 3

001 - FAST FIRING - \$350

- *bullet* buffed
 - 70%s (1.113s)

002 - EVEN FASTER FIRING - \$350

- *bullet* buffed
 - 70%s (0.7791s)

003 - SEMI-AUTOMATIC - \$3,000

- *bullet* buffed
 - 33.33% (0.2597s)

004 - FULL AUTO RIFLE - \$4,200

- *bullet* buffed
 - 50% (0.12985s), +2md (4md)
 - can pop lead
- crosspath
 - 104: +1md (7md)
 - 204: +1md (11md)

005 - ELITE DEFENDER - \$16,000

- *bullet* buffed
 - 50% (0.064925s)
 - additionally shoots x% faster, where x% is how far along the track the furthest forward bloon is
- gains *retaliation* ability (10s cooldown, 7s duration, triggered bloons coming close to the exit)
 - 25%

MONKEY SUB

MONKEY SUB - \$325 (500 MM)

- size: 7 radius
- placeable on: water
- *dart* attack
 - 1d, 2p, 42r, 0.75s, sharp type
 - moderate homing (360 turn rate)

PATH 1

100 - LONGER RANGE - \$130

- *dart* attack
 - +10r (52r)

200 - ADVANCED INTEL - \$500

- uses *shared range*
 - can target anything in the visible range circle of any tower - usually the range of the primary attack

- a projectile can see camo if aiming at the range of a tower that can see camo with its primary attack, so, any tower that “gains camo detection”

300 - SUBMERGE AND SUPPORT - \$950

- gains *submerge* targeting option
 - while *submerged*, *dart* is replaced by *sonar*
 - ∞p, 52r zone, 1.5s passive, decamo
- crosspath
 - 301: *sonar* 85%s (1.275s)
 - 302: *sonar* 75%s (0.95625s)

400 - BLOONTONIUM REACTOR - \$2,600

- *sonar* buffed
 - 0.4s
- while *submerged*, gains *radioactive* attack
 - 1d, 26p, 52r zone, 0.4s passive, shatter type
- while *submerged*, abilities of water towers in range -15% cooldown time
- crosspath
 - 410: *radioactive* +9p (35p)
 - 420: *radioactive* +11d, +15p (50), normal type
 - 401: *radioactive* 85%s (0.34s)
 - 402: *radioactive* 75%s (0.255s)

500 - ENERGIZER - \$32,000

- *radioactive* buffed
 - 5d, 10cd (15cd), 1000p
- while *submerged*, abilities of water towers in range have -50% cooldown time, all other abilities have -20% cooldown time
- hero in range gains +75% XP
- hero upgrade cost reduced by ?

PATH 2

010 - BARBED DARTS - \$300

- *dart* attack
 - +3p (5p)

020 - HEAT-TIPPED DARTS - \$300

- *dart* attack
 - normal type

030 - BALLISTIC MISSILE - \$1,600

- *dart* attack
 - +8r (50r)
- gains *missile* attack
 - 50r, 1.105s
 - on expire (0.6s): *explosion*
 - 2d, 5cd (7cd), 5md (7md), 50p, 18r blast, explosion type
- crosspath
 - 230: *missile shared range*
 - 031: *missile* 90%s (0.9945s)
 - 032: *missile* 90%s (0.89505s)

040 - FIRST STRIKE CAPABILITY - \$14,000

- gains *first-strike* ability (60s cooldown, battle ready)
 - 7,000d, ∞r, normal type, camo, strong priority
 - penetrates blimp layers
 - creates *explosion*
 - 200d, 80p, 65r blast, normal type
 - penetrates blimp layers

050 - PRE-EMPTIVE STRIKE - \$32,000

- *missile* buffed
 - 0.5s
- *missile explosion* buffed
 - +8d (10d), +9cd (25cd), +9md (25md)
- *first-strike* buffed
 - 30s cooldown
- gains *pre-emptive-strike* ability (triggered by a blimp entering the map)
 - 800d, normal type, camo
 - targets blimp that triggered the ability

PATH 3

001 - TWIN GUNS - \$300

- *dart* attack
 - 50%s (0.375s)

002 - AIRBURST DARTS - \$700

- *dart* replaced by *airburst*
 - 1d, 1i, 42r, 0.375s, sharp type
 - on contact or expire: *subdart*

- 1d, 3j 75° spread, 2p, sharp type

003 - TRIPLE GUNS - \$800

- 67%_s (0.25_s)

004 - ARMOR PIERCING DARTS - \$2,800

- *airburst* buffed
 - +1d (2d), +2md (4md)
- *subdart* buffed
 - +1md (2md), +3p (5p)

005 - SUB COMMANDER - \$25,000

- *airburst* buffed
 - 50%_s (0.125625_s)
- gains *command* buff
 - affects subs in range, including self
 - +20r
 - double damage and +6p to all attacks except for *first-strike* ability

MONKEY BUCCANEER

MONKEY BUCCANEER - \$500 (500 MM)

- size: 8 radius
- placeable on: water
- *dart* attack
 - 1d, 4p, 60r, 1.0_s, sharp type
- this attack is duplicated in both directions

PATH 1

100 - FASTER SHOOTING - \$350

- *dart* buffed
 - 75%_s (0.75_s)

200 - DOUBLE SHOT - \$550

- *dart* buffed
 - +1j (2j)

300 - DESTROYER - \$2,850

- *dart* buffed

- 20%_s (0.15s)
- crosspath
 - 310: *grape* 33.33%_s (0.325s)

400 - AIRCRAFT CARRIER - \$6,800

- spawns three permanent *plane* subtowers
 - *forward-dart* attack
 - 1d, 2j, 9p, 0.15s, sharp type
 - can only aim directly in front
 - *radial-dart* attack
 - 1d, 8j, 9p, 1.0s passive, sharp type
 - *moab-missile* attack
 - ∞_r, 3.0s
 - can only affect blimps
 - moderate homing
 - on contact: *explosion*
 - 20d, 3p, 30r blast, normal type
 - note: inherits buffs to the buccaneer, except alchemist buffs
- crosspath
 - 401: *forward-dart* +1p (10p), *radial-dart* +1p (10p)

500 - CARRIER FLAGSHIP - \$25,000

- *dart* buffed
 - normal type
- *plane forward-dart* buffed
 - +1d (2d), 1j, +3cd (5cd), +5p (14p), ∞_r, normal type
 - aimed according to the main tower's targeting instead of straight forward
- *plane radial-dart* buffed
 - +1d (2d), +3cd (5cd), +5p (14p), normal type
- *plane moab-missile* buffed
 - 50%_s (1.5s)
- *plane moab-missile explosion* buffed
 - +40d (60d), +1p (4p), normal type
- gains *flagship* buff
 - affects all water towers and aces, including self (which affects the planes)
 - 85%_s
- gains 2 small platforms that can be used to place towers
 - towers on a platform should see over most obstacles

PATH 2

010 - GRAPE SHOT - \$550

- gains *grape* attack
 - 1d, 5j 80° spread, 1p, 1.3s, sharp type
 - this attack is duplicated in both directions
- crosspath
 - 110: *grape* 75%s (0.975s)
 - 210: *grape* +5j (10j)
 - 011: *grape* +1p (2p)

020 - HOT SHOT - \$500

- *grape* buffed
 - fire type
 - applies *burn* status
 - 1d/1.5s, fire type, 3.1s duration

030 - CANNON SHIP - \$900

- gains *cannonball* attack
 - 1.2s
 - on contact: *explosion*
 - 1d, 28p, 40r blast, explosion type
 - on contact: *frags*
 - 1d, 8j, 1i, sharp type
 - damage cannot be buffed
 - this attack is duplicated in both directions

040 - MONKEY PIRATES - \$5,250

- cannonball buffed
 - +2j (3j ? spread), 1.3s
- explosion buffed: +1d (2d)
- gains takedown ability (50s cooldown, battle ready)
 - targets the strongest "small" blimp (not ZOMG or BAD), immediately removing it

050 - PIRATE LORD - \$21,000

- *dart* buffed
 - 50%s (0.5s)
- *grape* buffed
 - 5d, +5cd (10cd), 50%s (0.65s)
- *takedown* replaced by *zomg-takedown* (30s cooldown, battle ready)
 - hooks up to 3 blimps other than BAD

- ZOMGs use 2 hooks

PATH 3

001 - LONG RANGE - \$300

- dart buffed
 - +11r (71r), +1p (5p), projectile speed increased

002 - CROW'S NEST - \$400

- gains camo detection

003 - MERCHANTMAN - \$1,600

- \$300 end of round income

004 - FAVORED TRADES - \$5,400

- +\$700 end of round income (\$1,000)
- *dart* buffed
 - 50%*s* (0.5*s*)
- gains *cashback* buff
 - affects anything in range, including self
 - +10% sellback price
- *crosspath*
 - 014: *grape* 0.75*s*

005 - TRADE EMPIRE - \$19,000

- +\$2,000 end of round income (3,000\$)
- all attacks buffed: +1d (2d), +1cd (3cd), +1md (3md)
- gains trade buff
 - affects up to 20 xx3 or xx4 buccaneers
 - +1d, +1cd, +1md
 - +5% * n income, where n is the number of buffed towers

MONKEY ACE

Monkey Ace - \$700 (500 MM)

- size: 28 units * 18 units
- placeable on: land
- 22r
- *radial-dart* attack
 - 1d, 8j 360° spread, 5p, 1.5*s* passive, sharp type
- flies on a circular path with radius 80, or a figure 8 or figure infinite with radii 40

PATH 1

100 - RAPID FIRE - \$550

- *radial-dart* buffed
 - 75%_s (1.125s)

200 - LOTS MORE DARTS - \$600

- *radial-dart* buffed
 - +4j (12j)

300 - FIGHTER PLANE - \$1,000

- flies 20% faster
- gains *moab-missile* attack
 - 2j, 3.0s
 - can only affect blimps
 - moderate homing (accelerates from a starting turn rate of 25 up to 400, accelerating projectile speed as well)
 - on contact: *explosion*
 - 20d, 4p, 30r blast, normal type
- crosspath
 - 310: *moab-missile explosion* +2p (6p), +4.5r (34.5r)

400 - OPERATION: DART STORM - \$3,000

- *radial-dart* buffed
 - +4j (16j), +2p (7p), 48%_s (0.54s)
- *moab-missile* buffed:
 - 50%_s (1.5s)
- *explosion* buffed
 - +6d (26d)

500 - SKY SHREDDER - \$40,000

- *radial-dart* buffed
 - +2d (3d), +2cd (5cd), +16j (32j), +3p (10p), 50%_s (0.27s), normal type
 - much faster projectile speed
- *explosion* buffed
 - 180d, +1p (5p)

PATH 2

010 - EXPLODING PINEAPPLE - \$200

- gains *pineapple* attack
 - 2.0s
 - on expire: *explosion*
 - 1d, 20p, 25r blast, 2.0s, explosion type
- crosspath
 - 110: *pineapple* 60%s (1.2s)
 - 011: *explosion* +12p (32p)

020 - SPY PLANE - \$350

- gains camo detection
- all attacks buffed: +1cad (2cad)

030 - BOMBER ACE - \$900

- *pineapple* replaced by *bombing-run*
 - 4j, 1.7s
 - can only be used above a path
 - on expire: *explosion*
 - 3d, +1cad (4cad), 12p, 35r blast, 1.7s, explosion type
- crosspath
 - 130: *bombing-run* +8p (20p), 60%s (1.02s)
 - 031: *bombing-run* +12p (24p)

040 - GROUND ZERO - \$14,000

- *bombing-run* buffed
 - +7d (10d, 11cad), +20p (40p)
- gains *ground-zero* ability (45s cooldown, battle ready)
 - 700d, 1000p, normal type

050 - TSAR BOMBA - \$30,000

- *bombing-run* buffed
 - normal type
- *ground-zero* replaced by *tsar-bomba* (35s cooldown, battle ready)
 - 3000d, 5000p, normal type
 - applies *stun*: 8.2s duration

PATH 3

001 - SHARPER DARTS - \$450

- *radial-dart* buffed
 - +3p (8p)

002 - CENTERED PATH - \$300

- gains centered path targeting
 - fly on a circular path around a chosen point with radius 90

003 - NEVA-MISS TARGETING - \$2,200

- *radial-dart* buffed
 - +4p (12p), moderate homing (360 turn rate), increased projectile speed

004 - SPECTRE - \$20,000

- *radial-dart* replaced by *barrage*
 - oor, 0.04s
 - always targets first
 - alternately fires *dart* and *bomb*
- *dart* projectile
 - 2d, 2cd (4cd), 15p, sharp type
 - very weak homing (80 turn rate)
- *bomb* projectile
 - very weak homing (80 turn rate)
 - on contact: *explosion*
 - 4d, 2cd (6cd), 30p, 20r blast, explosion type
- crosspath
 - 204: *dart* +25%p (18.75p)
 - 014: *bomb explosion* +15p (45p), +3r (23r)
 - 024: *dart* +1cad (3cad), *bomb* +1cad (4cad)

005 - FLYING FORTRESS - \$75,000

- *barrage* buffed
 - 62.5% (0.025s)
- *dart* buffed
 - +2d (4d), +10md (14md), normal type
- *bomb* buffed
 - +3d (6d), normal type
- gains 2 more copies of *barrage*, which target last and close

HELI PILOT

HELI PILOT - \$900 (500 MM)

- size: 23 units * 23 units
- placeable on: land
- 22r
- *dart* attack
 - 1d, 2j, 3p, 42r, 0.53s, sharp type

PATH 1

100 - QUAD DARTS - \$600

- gains a second *dart* attack
- note: this means that alchemist buffs are used up twice as fast

200 - PURSUIT - \$250

- gains *pursuit* targeting option
 - always flies towards a point slightly ahead of the first bloon

300 - RAZOR ROTORS - \$1,900

- gains *rotor* attack
 - 2d, 13p, 35r zone, 0.55s, normal type

400 - APACHE DARTSHIP - \$19,600

- *dart* buffed
 - 75%s (0.3975s)
- *rotor* buffed
 - +2d (4d), +7p (20p)
- gains *machinegun* attack
 - 1d, 9p, 42r, 0.05s, sharp type
- gains *rocket* attack
 - 4j, 173r, 1.0s
 - moderate homing (? turn rate)
 - on contact: *explosion*
 - 2d, 3cd (5cd), 3md (5md), 40p, 25r blast, *explosion* type
- crosspath
 - 402: *machinegun* 80%s (0.04s), *rocket* 80%s (0.8s)

500 - APACHE PRIME - \$45,000

- *dart* buffed: +5d (6), +20p (23), energy type
- *rotor* buffed: +4d (8d), +20p (40p)

- *machinegun* buffed: +4d (5d), +6p (15p), plasma type
- *rocket* buffed: +12cd (17cd), +12md (17md)

PATH 2

010 - BIGGER JETS - \$200

- flies faster

020 - IFR - \$350

- gains camo detection

030 - DOWNDRAFT - \$3,200

- gains *downdraft* attack
 - 1p, 32r zone, 0.15s
 - cannot affect blimps or lead
 - sends bloons 32-300 units back
- crosspath
 - 032: downdraft 80%s (0.12s)

040 - SUPPORT CHINOOK - \$7,500

- gains *redeploy* ability (60s cooldown, battle ready)
 - move a tower, except for: aces, helis, farms, villages, aircraft carriers (4xx or 5xx buccaneers), and temples (4xx or 5xx supers)
- gains *supplies* ability (60s cooldown, 20s initial)
 - drops \$4000 cash and 15 lives

050 - SPECIAL POPERATIONS - \$30,000

- *supplies* ability buffed
 - \$8000 and 15 lives
- gains *special-poperations* ability (25s cooldown, battle ready)
 - deploy a *marine* subtower
 - 30s lifetime
 - *bullet* attack
 - 6d, 20p, 50r, 0.05s, normal type
- crosspath
 - 052: *marine bullet* 80%s (0.04s)

PATH 3

001 - FASTER DARTS - \$150

- *dart* buffed

- increased projectile speed, increased projectile lifespan

002 - FASTER FIRING - \$250

- *dart* buffed
 - 80% (0.456s)

003 - MoAB SHOVE - \$3,700

- gains *shove* attack
 - 1p
 - slows MOABs to - 33% normal speed, BFBs to 0%, DDTs and ZOMGs to 33%
- crosspath
 - 013: *shove* pushes back more (MOABs - 44%, BFBs - 11%, ZOMGs and DDTs 22%)

004 - COMANCHE DEFENSE - \$8,500

- *dart* buffed
 - +1d (2)
- gains *comanche-defense* ability (triggered by bloon progress)
 - summons up to 1 *mini-comanche* when a bloon crosses 25% of the track, 2 *mini-comanches* when a bloon crosses 50%, and 3 at 75%
 - *mini-comanche* subtower
 - 15s lifetime
 - *dart* attack
 - 1d, 3j, 4p, 42r, 0.15s, sharp type
 - *rocket* attack
 - ∞r, 3.0s
 - moderate homing (250 turn rate)
 - on contact: *explosion*
 - 1d, 2cd (3cd), 2md (3md), 100p, 18r blast, normal type
 - *mini-comanche* flight pattern locked on Pursuit
 - only summons enough *mini-comanches* to reach the target number, existing ones will have their lifetime refreshed
- crosspath
 - 104: *mini-comanche* *dart* +2j (5j)

005 - COMANCHE COMMANDER - \$35,000

- *dart* buffed
 - +1d (3d)
- *rocket* buffed
 - +12d (15d), +6md (8md)
- *mini-comanche* buffed:
 - ∞ lifetime, all 3 *mini-comanche* subtowers are summoned, +1d

MORTAR MONKEY

MORTAR MONKEY - \$700 (500 MM)

- size: 8 radius
- placeable on: land
- 30r
- *shell* attack
 - 2.0s passive
 - targets randomly within 18 units of selected point
 - bug: does not have target deviation
 - on expire (0.5s): *explosion*
 - 1d, 40p, 20r blast, explosion type

PATH 1

100 - BIGGER BLAST - \$350

- explosion buffed
 - +5p (45p), +8r (28r)

200 - BLOON BUSTER - \$500

- explosion buffed
 - +1d (2d)

300 - SHELL SHOCK - \$950

- explosion buffed
 - +10r (38r)
- *shell* buffed
 - on expire: *stun-explosion*
 - 45p, 19r blast
 - cannot affect black, zebra, or blimps
 - applies stun status: 0.5s duration
 - on expire: *shockwave*
 - 1d, 45p, 57r blast, explosion type
 - additionally ignores anything within half of the blast radius
 - note: blimps are large enough that they won't fully fit in this inner radius and so get hit
- crosspath
 - 302: *burn* 2d/0.625s, 1.875s duration

400 - THE BIG one - \$7,500

- *explosion* buffed
 - +5d (7d), +40p (85p), +20r (58r), normal type
- *stun-explosion* buffed
 - +40p (85p), +10r (29r)
- *shockwave* buffed
 - +40p (85p), +30r (87r), normal type
- crosspath
 - 402: *burn* 5d/0.625s

500 - THE BIGGEST one - \$28,000

- *explosion* buffed
 - +18d (25d), +25cd (50cd), 35md (60md), +115p (200p), +16r (74r), normal type
- *stun-explosion* buffed
 - +115p (200p), +8r (37r), additionally stuns blimps for 0.35s
- *shockwave* buffed
 - +115p (200p), +20cd (21cd), +24r (111r), normal type
- crosspath
 - 502: *burn* 45d/0.625s

PATH 2

010 - FASTER RELOAD - \$300

- *shell* buffed
 - 75%s (1.5s)

020 - RAPID RELOAD - \$500

- *shell* buffed
 - 72%s (1.08s)

030 - HEAVY SHELLS - \$900

- *explosion* buffed
 - normal type, +3cd (4cd), +1md (2md), +1fd, +1ld, +2sd

040 - ARTILLERY BATTERY - \$7.600

- 25%s (0.27s), +4 BAD damage (6 BAD damage)
- gains *bombardment* ability (60s cooldown, 8s duration, battle ready)
 - 25%s (0.0675)
 - ~~*explosion* +15%r (23)~~

050 - POP AND AWE - \$27,000

- *explosion* buffed
 - +9cd (13cd), +6md (7md), +3fd (4fd), +6 BAD damage (17 BAD damage), +3ld (4ld), +8 sd (10sd)
- gains *pop-and-awe* ability (45s cooldown, 10s duration, battle ready)
 - 20d, ∞p, ∞r, 1.0s, normal type
 - applies *stun* status: 1s duration
 - gains *artillery-buff*
 - all x4x mortars get +6 BAD damage

PATH 3

001 - INCREASED ACCURACY - \$200

- *shell* buffed
 - 8 units random target variance

002 - BURNY STUFF - \$600

- *explosion* buffed
 - on contact: applies *burn* status
 - 1d/1.25s, fire type, 3.75s duration

003 - SIGNAL FLARE - \$700

- gains camo detection
- *shell* buffed
 - on expire: *flare*
 - 80p, 50r blast
 - on hit: decamo bloons including DDTs
- crosspath
 - 103: flare +20r (70r)

004 - SHATTERING SHELLS - \$8.500

- *burn* buffed
 - +4d (5d)
- *shell* buffed
 - on expire: *strip*
 - 40p, 20r blast
 - cannot affect ZOMG or BAD
 - on hit: degrow, defortify, removes lead from DDTs
 - note: cannot defortify DDTs
- crosspath
 - 104: *strip* +5p (45p), +8r (28r)

- 204: *burn* +3d (8d)

005 - BLOONCINERATION - \$40,000

- *shell* buffed
 - on expire: places *wall-of-fire*
 - 4d, 40p, 15r zone, 0.1s, fire type, camo
 - 4.5s lifetime
- *explosion* buffed
 - normal type
- *burn* buffed
 - 5d/0.625s, 100md/0.625s
- *strip* buffed
 - can affect DDTs and ZOMGs
- crosspath
 - 105: *wall-of-fire* +5p (25), +6r (21)
 - 205: *burn* +50d (150d), *wall-of-fire* +1d (5)

DARTLING GUNNER

DARTLING GUNNER - \$800 (500 MM)

- size: 7 radius
- placeable on: land
- 20r
- dart attack
 - 1d, 2p, 0.2s passive, sharp type
 - targets randomly within 23° of selected point
- rotates towards cursor at 180°/s

PATH 1

100 - FOCUSED FIRING - \$250

- random targeting spread reduced by 60% (9.2°)

200 - LASER SHOCK - \$600

- *dart* buffed
 - applies *shocked1* status
 - 1d/0.95s, 1s duration

300 - LASER CANNON - \$3,000

- *dart* replaced by *laser*
 - 2d, 1 *shocked2* damage (2 *shocked2* damage), 5p, 0.2s passive, plasma type

- applies *shocked2* status
 - 1d/0.95s, 2s duration

400 - PLASMA ACCELERATOR - \$12,000

- *laser* replaced with *beam*
 - 1d, +1 *shocked3* damage (2 *shocked3* damage), 40p, 0.2s passive, plasma type
 - one solid beam from the tower to the target (or an obstacle on the way)
 - applies *shocked3* status
 - 1d/0.95s, 5s duration
 - any pierce not used on bloons is used to create a *focus* at the target
 - 2d, 10md (12md), +1 *shocked3* damage, plasma type
 - applies shocked-3 status
- crosspath
 - 402: +30p (70p)

500 - RAY OF DOOM - \$80,000

- *beam* replaced by *full-beam*
 - 30d, +15 *shocked4* damage (50 *shocked4* damage), 1000p, 0.2s passive, normal type
 - one solid beam to the edge of the screen
 - applies *shocked4* status
 - 20d/0.95s, 5s duration

PATH 2

010 - ADVANCED TARGETING - \$250

- gains camo detection

020 - FASTER BARREL SPIN - \$500

- *dart* buffed
 - 66% (0.132s)

030 - HYDRA ROCKET PODS - \$5,600

- *dart* replaced by *rocket*
 - 7i, 0.132s
 - uses 2 impact per hit (4 total explosions)
 - on contact: *explosion*
 - 1d, 6p, 8r blast, normal type
- crosspath:
 - 032: *rocket* gets +3i (5 total explosions), *explosion* gets +3p (9p)

040 - ROCKET STORM - \$5,100

- gains *rocket-storm* ability (40s cooldown, 8s duration, battle ready)
 - 1i, 10j, 0.5s *passive*
 - 120° random spread
 - on contact: *explosion*
 - 4d, 6p, 8r blast, normal type
- crosspath:
 - 140: *rocket-storm* ability random spread decreased to 48°
 - 042: *rocket-storm* ability *explosion* gets +2p (10p)

050 - M.A.D - \$68,000

- *rocket* buffed
 - 3d, 500md, 300%s (0.396)
- *explosion* buffed
 - +2d (3)
- *rocket-storm explosion* buffed
 - +5cd (9), +13md (17md), +10p (18p), +4r (12r)

PATH 3

001 - FASTER SWIVEL - \$150

- rotates twice as fast (360°/s)

002 - POWERFUL DARTS - \$800

- *dart* buffed
 - +3p (5p), shatter type, increased projectile speed

003 - BUCKSHOT - \$3,400

- *dart* replaced with *buckshot*
 - 4d, 6j 23° spread, 7p, 130r, 1.5s *passive*, shatter type
 - applies *knockback* status
 - 0.2s duration
 - 300% slow for regular bloons, 150% for leads and ceramics
- crosspath
 - 103: +32.5r (162.5r)

004 - BLOON AREA DENIAL SYSTEM - \$14,500

- gains 3 more *buckshot* attacks, which attack in sequence for effectively 0.375s attack cooldown
- gains *independent targeting*
 - attacks are no longer *passive*

- priorities (from top to bottom): first, last, close, strong
- note: each barrel has a different vertical position, so higher ones may see over obstacles that lower ones do not

005 - BLOON EXCLUSION ZONE - \$53,000

- gains 2 more *buckshot* attacks, for effectively 0.25s cooldown
 - *independent* targeting priorities: first, strong
- all attacks buffed
 - +4d (8d), +6j (12j), +2p (9p)

WIZARD MONKEY

WIZARD MONKEY - \$400 (750 MM)

- size: 7 radius
- placeable on: land
- *magic-bolt* attack
 - 1d, 3p, 40r, 1.1s, energy type

PATH 1

100 - GUIDED MAGIC - \$150

- *magic-bolt* buffed
 - moderate homing (360 turn rate)
 - can see past obstacles

200 - ARCANe BLAST - \$350

- *magic-bolt* buffed
 - +1d (2d)

300 - ARCANe MASTERY - \$1,200

- *magic-bolt* buffed
 - +20r (60)
- *magic-bolt* buffed
 - +1d (3d), +4p (7p), 50%s (0.55s), plasma type

400 - ARCANe SPIKE - \$9,000

- *magic-bolt* buffed
 - +5d (8), +10md (18md), +4ld, 50%s (0.275s)

500 - ARCHMAGE - \$32,000

- *magic-bolt* buffed
 - +2d (10d), +15md (35md), +4ld(+8ld), +4p (11p), 50%s (0.1375s)
- gains *shimmer* attack
 - 200p, 70r zone, 1.25s, camo
 - can see past obstacles
 - decamo
- gains *flame* attack
 - 1d, 1cd (2cd), 1md (2md), 4p, 70r, 0.05s, fire type
 - can see past obstacles, but will collide with them
 - applies *burn* status
 - 1d/1.5s, fire type, 3.1s duration
- crosspath
 - 510: *fireball* 50%s (1.3s), +6d (9d), +9md (18md)
 - 520: *wall-of-fire* 50%s (2.75s), +1md (2md)

PATH 2

010 - FIREBALL - \$300

- gains *fireball* attack
 - 2.6s
 - on damage: *explosion*
 - 2d, 15p, 20r blast, explosion type
- crosspath
 - 110: *fireball* can see past obstacles

020 - WALL OF FIRE - \$900

- gains *place-fire* attack
 - 5.5s passive, 1.0s initial cooldown
 - places *wall-of-fire* on the closest track
 - 1d, 15p, 15r zone, 0.15s, fire type
 - 4.5s lifetime
- crosspath
 - 120: *wall-of-fire* can be placed behind walls, and receives manual targeting on any location within range
 - 021: *wall-of-fire* +5p (20p)

030 - DRAGON'S BREATH - \$3,000

- *fireball* buffed
 - *explosion* +6d (9d)
- *place-fire* buffed

- 4.5s
- *wall-of-fire* buffed
 - 0.1s, +5p (20p)
- gains *flame* attack
 - 1d, 1cd (2), 4p, 50r, 0.1s, fire type
 - applies burn status
 - 1d/1.5s, fire type, 3.1s duration
- crosspath
 - 130: *flame* can see past obstacles, but will collide with them
 - 031: *flame* +2p (6p)

040 - SUMMON PHOENIX - \$4,000

- gains *summon* ability (45s cooldown, 20s duration, battle ready)
 - summons *phoenix* subtower
 - *flame* attack
 - 6d, 8p, oor, 0.1s, fire type, camo
 - can see past walls
 - inherits priority
 - note: does not inherit buffs, but can receive buffs by flying through their range of influence

050 - WIZARD LORD PHOENIX - \$50,000

- *fireball* buffed
 - *explosion* +24d (33d)
- *wall-of-fire* buffed
 - +2d (3d)
- *flame* buffed
 - +5d (6d), +46p (50p)
- has a permanent *phoenix* subtower
- *summon* replaced by *transform* (45s cooldown, 20s duration, battle ready)
 - *phoenix* transforms into *phoenix-lord*
 - *flame* attack
 - 30d, 50p, oor, 0.1s, normal type, camo
 - can see past walls
 - *meteor* attack
 - 50d, 8j, 255p, oor, 1.0s passive, normal type, camo
 - can see past walls
 - note: technically a separate tower so is not affected by buffs to the original wizard
 - while active, doubles all phoenix subtowers' damage

PATH 3

001 - INTENSE MAGIC - \$300

- *magic-bolt* buffed
 - +5p (8p), double projectile speed

002 - MONKEY SENSE - \$300

- gains camo detection

003 - SHIMMER - \$1,500

- gains *shimmer* attack
 - 200p, 70r zone, 1.5s, camo
 - can see past obstacles
 - decamo

004 - NECROMANCER: UNPOPPED ARMY - \$2,800

- gains a *graveyard*
 - stores pops (layers not damage) that occur within 70 range, up to a total capacity of 450
 - pops after round 30 are worth 7-13 (at random) in the graveyard, instead of 1
 - each individual pop may only be stored by one wizard
- gains *reanimate* attack
 - 60r, 1.5s
 - spawns 1-4 *zombloons*, each using 1-10 pops from the graveyard
 - 2d, 2-11p (pops used +1), normal type, 10s lifetime
 - travels backwards along the track at red bloon speed
 - +1d for every 200 graveyard bloons, stacking additively up to 10 times
 - -10%s for every 100 graveyard bloons, stacking additively up to 5 times (eg 200-299 in the graveyard means 80% = 1.2s)
- crosspath
 - 104: *zombloons* position targetable manually
 - 014: *fireball* +1d for every 200 graveyard
 - 024: *wall-of-fire* +0d for every 200 graveyard

005 - PRINCE OF DARKNESS - \$24,000

- *magic-bolt* buffed
 - 25%s (0.275s)
- *shimmer* buffed
 - 50%s (1.25s)
- graveyard buffed
 - 3000 capacity

- graveyard damage buff now requires 300 bloons each
- gains *reanimate-blimp* attack
 - 60r, 3s
 - if less than 2000 pops in the graveyard, uses 20 to spawn a *zmoab*
 - 40d, 20p, normal type, 20s lifetime
 - travels backwards along the track at 60% red speed
 - +1d for every 300 graveyard bloons, stacking additively up to 10 times
 - if more than 2000 pops in the graveyard, uses 50 to spawn a *zbfbs*
 - 100d, 50p, normal type, 12.5s lifetime
 - travels backwards along the track at 60% red speed
- gains buff: +1d and +50% lifetime to all *zombloons*, *zmoabs*, and *zbfbs* from any wizard (including self)

SUPER MONKEY

SUPER MONKEY - \$2,100 (750 MM)

- size: 8 radius
- placeable on: land
- *dart* attack
 - 1d, 1p, 50r, 0.045s, sharp type

PATH 1

100 - LASER BLASTS - \$2,300

- *dart* replaced by *laser*
 - +1p (2p), energy type

200 - PLASMA BLASTS - \$4,500

- *laser* replaced by *plasma*
 - 66.66% (0.03s), +1p (3p), plasma type

300 - SUN AVATAR - \$11,000

- *plasma* replaced by *sunbeam*
 - +5p (8p), +2j (3j), ???° spread

400 - SUN TEMPLE - \$100,000

- size: 20 radius
- *sunbeam* replaced by *sunblast*
 - 6d, 30p, 65r, 0.06s, normal type
 - cannot see past obstacles unlike its BTd6 counterpart
- when upgraded

- all towers in range are sacrificed to the temple
- gains buffs and additional attacks from up to three categories of tower, depending on the total cost (amount spent) of the sacrifices
- NOTE: \$20,000 spent in each category gives the max temple
- detailed sacrifice info is unavailable

500 - TRUE SUN GOD - \$400,000

- size: 25 radius
- *sunblast* buffed
 - +14d (20d)
- when upgraded, absorbs all towers in range for even more power (same \$20,000 threshold as the Sun Temple)
- detailed sacrifice info is unavailable

PATH 2

010 - SUPER RANGE - \$1,000

- *dart* buffed
 - +1p (2p), +10r (60r)

020 - EPIC RANGE - \$1,400

- *dart* buffed
 - +2p (4p), +12r (72), faster projectile speed

030 - ROBO MONKEY - \$7,000

- *dart* buffed
 - +3p (7p)
 - 10d crit every 15-20 shots
- gains a second attack, which is a copy of the first, with independent choice of targeting priority
- note: this means that an alchemist buff is used up twice as fast

040 - TECH TERROR - \$20,000

- *dart* replaced by *plasma*
 - 1d, 9p, 72r, 0.036s, plasma type
- gains *annihilate* ability (45s cooldown, battle ready)
 - 2500d, 2000p, 70r blast, normal type, camo
 - penetrates blimp layers

050 - THE ANTI-BLOON - \$90,000

- *plasma* buffed

- +4d (5d), +5p (14p), +10r (82r), normal type
 - 50d crit every 13-17 shots
- *annihilate* replaced by *anti-bloon* (45s cooldown, battle ready)
 - 5000d, 10000p, 120r blast, normal type, camo
 - penetrates blimp layers

PATH 3

001 - KNOCKBACK - \$3,000

- applies *knockback* status
 - 0.5s duration
 - 125% slow for regular bloons, 60% for leads and ceramics, and 30% for blimps
- note: 125% slow means move backwards at 25% speed

002 - ULTRAVISION - \$1,200

- *dart* buffed
 - +3r (53r)
- gains camo detection

003 - DARK KNIGHT - \$5,600

- *dart* replaced by *monkeyrang*
 - 1d, 2md (3md), 5p, 53r, 0.06s, sharp type
- *knockback* buffed
 - 100% slow to leads and ceramics
- gains *darkshift* ability (20s cooldown, battle ready)
 - teleport to a chosen point within range

004 - DARK CHAMPION - \$55,000

- *monkeyrang* buffed
 - +1d (2d), +2cd (4cd), +1md (5md), +2p (7p), 50% (0.0225s), normal type
- *darkshift* buffed
 - can teleport anywhere

005 - LEGEND OF THE NIGHT - \$240,000

- *monkeyrang* buffed
 - +8d (10), +4cd (16), +5md (18md), +15p (22p), +4r (57r)
- gains *black-hole* ability (120s cooldown, 8s duration, battle ready, triggered by something about to leak)
 - anything about to leak is deleted instead
 - deleted bloons give no cash and do not add to any damage counter
 - cooldown persists after selling

- does not work during sudden death

NINJA MONKEY

NINJA MONKEY - \$450 (750 MM)

- size: 6 radius
- placeable on: land
- gains camo detection
- *shuriken* attack
 - 1d, 2p, 40r, 0.7s, sharp type

PATH 1

100 - NINJA DISCIPLINE - \$250

- all attacks buffed
 - +17.5%r (47r), 62%s (0.434s)

200 - SHARP SHURIKENS - \$300

- *shuriken* buffed
 - +2p (4p)

300 - DOUBLE SHOT - \$650

- *shuriken* buffed
 - +1j 30° spread (2j)

400 - BLOONJITSU - \$2,750

- *shuriken* buffed
 - +3j 45° spread (5j)

500 - GRANDMASTER NINJA - \$35,000

- *shuriken* buffed
 - +1d (2d), +10r (57), 50%s (0.217s), +3j 60° spread (8j)

PATH 2

010 - DISTRACTION - \$300

- all attacks buffed
 - on damage: 15% chance to send bloons 10-300 units back

020 - COUNTER-ESPIONAGE - \$375

- all attacks buffed
 - on damage: decamo

030 - SHINOBI TACTICS - \$2,000

- gains *shinobi* buff
 - affects ninjas in range
 - stacks up to 10 times
 - 85%*s*, stacking multiplicatively
 - +15%*p*, stacking multiplicatively

040 - BLOON SABOTAGE - \$4,500

- gains *sabotage* ability (60s cooldown, 15s duration, battle ready)
 - all bloons and blimps move at half speed
 - this does not affect the children of blimps, but it affects the children of bloons
 - currently sabotaged blimps will remain slowed for the duration of the ability if this ninja is sold

050 - GRAND SABOTEUR - \$25,000

- *sabotage* replaced by *grand-sabotage* (60s cooldown, 30s duration, battle ready)
 - all bloons and blimps move at half speed
 - this does not affect the children of blimps, but it affects the children of bloons
 - currently sabotaged blimps will remain slowed for the duration of the ability if this ninja is sold
 - 25%*d* to new blimps entering the map

PATH 3

001 - SEEKING SHURIKEN - \$200

- *shuriken* buffed: strong homing (instant turn rate, 144° fov)

002 - CALTROPs - \$300

- gains *caltrop* attack
 - 40*r*, 4.4*s* passive, places caltrop randomly on path
 - 1*d*, 6*p*, sharp type, 25*s* lifetime

003 - FLASH BOMB - \$2,000

- every 4th *shuriken* replaced by *flash-bomb*
 - 1*d*, 75*p*, 40*r* blast, normal type

- applies stun (1.3s duration) to bloons

004 - STICKY BOMB - \$4,500

- gains *sticky-bomb* attack
 - 60r, 5.0s
 - can only affect blimps
 - applies *bombed* status
 - 3s duration
 - on expiry: 450d to affected target
 - on expiry: *explosion*
 - 100d, 10p, 40r blast, normal type
- crosspath
 - 104: *sticky-bomb* +11.5r (70.5r)

005 - MASTER BOMBER - \$40,000

- *flash-bomb* buffed
 - +9d (10d), applies stun (0.25s duration) to blimps
- *sticky-bomb* buffed
 - oor, 40% (2.0s), applies stun (1s duration)
- *bombed* buffed
 - 850d
 - *explosion* 200d

ALCHEMIST

ALCHEMIST - \$550 (750 MM)

- size: 6 radius
- placeable on: land
- *potion* attack
 - 45r, 1.8s
 - can see past obstacles
 - on contact: *splash*
 - 1d single-layer, 14p, 14r blast, acid type
 - applies *acid* status: 1d/2.0s, 4.05s duration

PATH 1

100 - LARGER POTIONS - \$250

- *splash* buffed
 - +6p (20p), +7r (21r)

200 - ACIDIC MIXTURE DIP - \$350

- gains *acid-dip* attack
 - 45r, 10.0s
 - targets random towers, prioritizing those not currently buffed
 - does not target towers that do not directly attack (Farm, Village), or only attack by applying a status (Alchemist, Glue Gunner)
 - applies *acidified* buff
 - +1cd, +1md, +1 flead damage, can damage lead
 - lasts 10 shots
 - stacks by adding 10 more shots each time, capped at 200
- crosspath
 - 220: +3 shot limit (lasts 13 shots)

300 - BERSERKER BREW - \$1,650

- gains *brew* attack
 - 45r, 8.0s
 - targets closest buffable tower in range, except alchemists and towers that don't attack
 - applies berserk buff +1d, +2p, 90%s, +10%r
 - lasts 5.0s or 25 shots
 - cannot be reapplied for 5.0s
- crosspath
 - 320: *berserk* +1s duration (6.0s duration), +15 shot limit (lasts 40 shots), -1s reapplication cooldown (4.0s)

400 - STRONGER STIMULANT - \$2,800

- *brew* buffed
 - buff is now +1d, +3p, 85%s, +15%r
 - lasts 12.0s or 40 shots
- crosspath
 - 420: *berserk* +1s duration (13.0s duration), -1s reapplication cooldown (4.0s)

500 - PERMANENT BREW - \$55,000

- *acidified* and *brew* buffs are permanent (unless this alchemist is sold)

PATH 2

010 - STRONGER ACID - \$250

- *acid* status buffed
 - 1d/1s, 3s duration

020 - PERISHING POTIONS - \$475

- *potion* buffed
 - +1d (2d), +3md (5md), +7fmd (12fmd), can defortify bloons

030 - UNSTABLE CONCOCTION - \$4,000

- gains *unstable-potion* attack
 - 67.5r, 6.0s, can only target blimps
 - on contact: unstable-splash
 - 3p, 14r blast
 - applies unstable status
- *unstable* status
 - when popped, creates an explosion
 - 50p, 40r blast, normal type
 - damage to bloons depends on the unstable bloon: 2d from MOABs, 3d from BFBs, 4d from anything else
 - damage to blimps: 20d from MOABs, 70d from BFBs, 40d from DDTs, 400d from ZOMGs and BADs
 - ZOMGs and DDTs use 3p, BADs use 9p
- crosspath
 - 130: unstable-splash +7r (21r)

040 - TRANSFORMING TONIC - \$4,500

- gains *transform* ability (60s cooldown, 17.5s duration, battle ready)
 - transforms into a monster
 - 2d, 6p, 72r, 0.03s, plasma type
 - can see past obstacles, but will collide with them
 - can hit camos but cannot target them
- crosspath
 - 140: monster +3p (9p)
 - 041: monster 0.024s

050 - TOTAL TRANSFORMATION - \$45,000

- *transform* replaced by *total-transform* (40s cooldown, 17.5s duration, battle ready)
 - additionally transforms 5 nearby land-based monkey towers (tier 3 or lower) into monsters
 - 2d, 10p, 72r, 0.03s, plasma type

PATH 3

001 - FASTER THROWING - \$550

- all attacks buffed

- 60% (1.08s)

002 - ACID POOL - \$450

- *potion* buffed
 - targets track if no bloons in range, creating a puddle
 - 7s lifetime
 - 1d, 5p, applies acid status

003 - LEAD TO GOLD - \$1,000

- *potion* buffed
 - +18ld (19ld) including DDTs
 - no longer single-layer
 - applies golden-lead status
 - gives \$50 when the lead layer is popped, unaffected by income cuts or cash modifiers

004 - RUBBER TO GOLD - \$2,500

- gains *gold-potion* attack
 - 45r, 3.8s
 - cannot target BADs
 - on contact: gold-splash
 - 15p, 14r blast
 - applies golden status
- *golden* status
 - affected bloons give \$1 per layer popped
- crosspath
 - 104: gold-splash +8p (23p)

005 - BLOON MASTER ALCHEMIST - \$40,000

- gains *shrink-potion* attack
 - ∞r, 8.5s
 - cannot target BADs
 - on contact: *shrink-splash*
 - 200p
 - MOABs use 20p, BFBs and DDTs use 50p, and ZOMGs use 100p
 - transforms target into a red bloon

DRUID

DRUID - \$425 (750 MM)

- size: 7 radius

- placeable on: land
- *thorn* attack
 - 1d, 5j, 1p, 35r, 1.1s, sharp type
 - projectiles have random spread

PATH 1

100 - HARD THORNS - \$250

- *thorn* buffed
 - +1p (2p), normal type

200 - HEART OF THUNDER - \$1,000

- gains *lightning* attack
 - 5i, 35r, 2.2s
 - on contact
 - 1d, plasma type
 - if any impacts remain, splits into 2
 - both copies jump to a new target within 43 units
 - note: this means up to 31 targets can be hit in total, which can't be increased with pierce buffs

300 - DRUID OF THE STORM - \$1,500

- gains *tornado* attack
 - 0d, 30p, 2.5s, normal type
 - upon hitting, sends back bloons 250 units, removes glue and frozen status
 - has moderate homing
 - cannot target blimps or lead
 - note: damage can be buffed

400 - BALL LIGHTNING - \$4,300

- gains *lightball* attack
 - 6.0s
 - 5s lifetime
 - has a modified lightning attack (2d, 43r, 0.35s passive)

500 - SUPERSTORM - \$60,000

- gains camo detection
- *lightning* buffed
 - +2d (3d)
- *lightball* lightning buffed
 - +3d (5d)

- gains *superstorm* attack
 - 12d, 150p, 4.0s
 - cannot target BADs
 - MOABs use 5p, BFBs 20p, ZOMGs 50p, and DDTs 30p
 - 5.7s lifetime
 - upon hitting, sends back bloons 250 units, removes glue and frozen status
 - has moderate homing
 - has a modified *lightball* attack (1.0s, random spread)

PATH 2

010 - THORN SWARM - \$250

- *thorn* buffed
 - +3j (8j)

020 - HEART OF OAK - \$350

- all attacks buffed
 - on damage: degrow

030 - DRUID OF THE JUNGLE - \$750

- gains *vine-grab* attack
 - oor, 1.4s, targets strongest bloon
 - can see past obstacles
 - applies *snared* status
 - 1d + 13%d per 0.15s
 - fully pops the bloon
 - attack cooldown does not start until the previous target has been popped

040 - JUNGLE'S BOUNTY - \$2,800

- *thorn* buffed
 - +20r (55r)
- gains jungle-bounty ability (40s cooldown, 15s initial)
 - gain \$1,000

050 - SPIRIT OF THE FOREST - \$35,000

- *thorn* buffed
 - +13d (14d)
- +\$3,000 end of round income
- *vine-grab* buffed
 - time between grabs 0.3s, damages per 0.15s
- gains *brambles* attack

- o oop, 55r zone, camo
 - o range increases by 6 units every 2s until the map is covered
 - o anywhere in range: 2d/0.5s, 10cd/0.5s, 10md/0.5s, sharp type
 - o within 100r: +1d (3d), +4cd (15cd), +4md (15md), sharp type
 - o within 50r: +1d (4d), +4cd (20cd), +4md (20md), sharp type
 - o note: as a damage-over-time, the damage cannot be buffed
- gains *jungle-lives* ability (40s cooldown, 15s initial)
 - o +25 lives
- crosspath
 - o 150: brambles attack becomes normal type

PATH 3

001 - DRUIDIC REACH - \$100

- *thorn* buffed
 - o +10r (45r)

002 - HEART OF VENGEANCE - \$400

- all attacks buffed
 - o +x% speed, capped at +100%, where x is 20 plus the number of lives below the amount when this upgrade was purchased, ignoring any lives above the starting amount for the current mode
 - o note that this is a buff to speed, NOT reload time

003 - DRUID OF WRATH - \$750

- all attacks buffed
 - o +5% speed per 10 damage dealt, capped at +100%, reset if this druid is idle for 2s
 - o note again that this is a speed buff, and that it stacks multiplicatively with any buff gained from tier 2

004 - POPLUST - \$2,500

- gains *poplust* buff
 - o affects druids in range, including self
 - o +15%p, +15% speed
 - o can stack (additively) up to 5 times total
 - o note that this is yet another speed buff, which also stacks multiplicatively with tiers 2 and 3

005 - AVATAR OF WRATH - \$45,000

- *thorn* buffed
 - o +3d (4), +5r (50), 50% (0.55), longer projectile lifespan

- +1d for every 3000 RBE on screen, capped at +24

MONKEY VILLAGE

MONKEY VILLAGE - \$1,000 (1,000 MM)

- size: 11 radius
- placeable on: land
- 40r
- *support* buff
 - affects anything in range, excluding self
 - +10%r

PATH 1

100 - BIGGER RADIUS - \$400

- +8r (48r)

200 - JUNGLE DRUMS - \$1,500

- *support* buffed
 - 85%*s*

300 - PRIMARY TRAINING - \$800

- gains *primary-support*
 - affects primary towers in range
 - +1p, +10%r, increased projectile speed

400 - PRIMARY MENTORING - \$2,500

- *primary-support* buffed
 - +5r, free tier 1 upgrades, -10% ability cooldown time

500 - PRIMARY EXPERTISE - \$25,000

- +7r (55r)
- *primary-support* buffed
 - +2p (+3 overall), free tier 2 upgrades, -10% ability cooldown time (-20% overall)
- gains *catapult* attack
 - 10d, 190cd (200cd), 190md (200md), 100p, oor, 2.5s, normal type, camo
 - blimps use 10p
 - jumps to a nearby target after hitting

PATH 2

010 - GROW BLOCKER - \$250

- applies *antigrow* status (cannot regrow) to bloons in range
 - oop

020 - RADAR SCANNER - \$1,700

- gains camo detection
- *support* buffed
 - grants camo

030 - MONKEY INTELLIGENCE BUREAU - \$7,000

- *support* buffed
 - grants normal type damage

040 - CALL TO ARMS - \$21,500

- gains *call-to-arms* ability (45s cooldown, 8s duration, battle ready)
 - buffs towers in range: +50%p, 66.67%s

050 - HOMELAND DEFENSE - \$45,000

- *call-to-arms* replaced by *homeland-defense* (45s cooldown, 17s duration, battle ready)
 - buffs all towers: +100%p, 50%s

PATH 3

001 - MONKEY BUSINESS - \$500

- *support* buffed
 - +10% discount to base towers and upgrades up to tier 3

002 - MONKEY COMMERCE - \$500

- *support* buffed
 - +5% discount to base towers and upgrades up to tier 3, stackable up to 3 times total
 - Note: this means that the maximum discount from villages is $(10+3*5)\% = 25\%$, which stacks additively with support temples

003 - MONKEY TOWN - \$5,000

- gains *bonus-eco* buff
 - +10% bloon eco from bloon sends with positive eco, and -10% eco loss from bloon sends with negative eco

004 - MONKEY CITY - \$7,000

- +10r (50r)
- *bonus-eco* buffed
 - +20% eco gain / -20% eco loss
- gains auto-collect: automatically collects all collectable items dropped within range

005 - MONKEYOPOLIS - \$20,000 + \$5,000 * BANANA FARM

- farms in range are sacrificed to the village when upgraded
- gains *income*
 - \$2400 + \$600 per \$2,000 spent on sacrifices per round
 - divided throughout the round into at most 10 crates, but at least 6 crates

BANANA FARM

BANANA FARM - \$1,000 (1,000 MM)

- size: 27 units*27 units
- placeable on: land
- 40r
- *banana* attack
 - \$120 income, split between 3 bananas throughout the round
 - 15s lifetime

PATH 1

100 - INCREASED PRODUCTION - \$550

- *banana* attack buffed
 - +2j (5j), +\$80 income (\$200)

200 - GREATER PRODUCTION - \$550

- *banana* attack buffed
 - +2j (7j), +\$80 income (\$280)

300 - BANANA PLANTATION - \$2,600

- *banana* attack buffed
 - +9j (16j), +\$360 income (\$640)

400 - BANANA RESEARCH FACILITY - \$16,000

- *banana* attack buffed
 - 5j, \$3,000 income

500 - BANANA CENTRAL - \$66,000

- *banana* attack buffed
 - +\$11,000 income (\$14,000)
- gains *productivity* buff
 - +20% income to all 4xx farms
 - stacks multiplicatively with x2x valuable bananas

PATH 2

010 - LONG LIFE BANANAS - \$200

- *banana* attack buffed
 - +15s lifetime (30s)

020 - VALUABLE BANANAS - \$700

- *banana* attack buffed
 - +25% income

030 - MONKEY BANK - \$5,100

- *banana* attack buffed
 - +\$50 income (\$150)
 - money is held in the bank instead of being emitted as bananas, to be collected at any time
 - \$400 end of round income
 - bank's balance increases by 20% at the end of a round, up to a capacity of \$14,000
 - this includes the end of round income
- crosspath
 - 130: +\$100 income (\$250) (adds money 2 more times)
 - 230: +\$100 income (\$350) (adds money 2 more times)
 - 031: has a flashing dollar sign when full
 - 032: autocollects if the balance is capped at the end of a round

040 - IMF LOAN - \$7,500

- *banana* attack buffed
 - +\$6,000 capacity (\$20,000)
- gains loan ability (90s cooldown, 20s initial)
 - loan \$20,000, to be repaid by taking 50% from all future income
 - note that only one loan will take repayments at a time, even if enough is gained at once to cover several existing loans

050 - MONKEY-NOMICS - \$45,000

- *banana* attack buffed
 - +\$10,000 capacity (\$30,000)
- loan replaced by grant (60s cooldown, 20s initial)
 - gain \$20k, which does not need to be repaid

PATH 3

001 - EZ COLLECT - \$250

- *banana* attack buffed
 - banana collection radius +50%

002 - BANANA SALVAGE - \$200

- *banana* attack buffed
 - expired bananas are worth 50%
- +10% sellback (80%)

003 - MARKETPLACE - \$2,800

- *banana* attack buffed
 - +11j (14j), +\$440 income (\$560)
- *bananas* are automatically collected immediately

004 - CENTRAL MARKET - \$13,000

- *banana* attack buffed
 - +\$1,680 income (\$2,240)
- gains *marketplace* buff
 - +10% end of round income to all xx3+ buccaneers
 - stacks additively up to 10 times (+100%)

005 - MONKEY WALL STREET - \$46,000

- \$10,000 end of round income

SPIKE FACTORY

SPIKE FACTORY - \$800 (1,000 MM)

- size: 8 radius
- placeable on: land
- *spikes* attack
 - 34r, 1.75s passive
 - places *spikes* randomly on track

- 1d, 5p, 40s lifetime, camo

PATH 1

100 - BIGGER STACKS - \$700

- *spikes* buffed
 - +5p (10p)

200 - WHITE HOT SPIKES - \$600

- *spikes* buffed
 - normal type

300 - SPIKED BALLS - \$2,500

- *spikes* buffed
 - +1d (2d), +6cd (8cd), +1fd (+3fd), +4p (14p)
 - total: 28 damage per spike, 112 ceramic, 42 fortified

400 - SPIKED MINES - \$9,500

- *spikes* buffed
 - at 100%p and on expire: explosion
 - 10d, 2cd (12cd), 1fd, 40p, 19r blast, explosion type
 - applies burn status: 1d/2s, 6s duration
 - note: the projectile timing out triggers both explosions, but using up pierce only triggers one

500 - SUPER MINES - \$110,000

- *spikes* buffed
 - 200%s (3.5s)
 - +40d (50d), +18cd (70cd), +14fd
 - on damage: mini-explosion
 - 20d, 10cd (30cd), 5fd, 30p, 20r blast, normal type
- *explosion* buffed
 - +990d (1000d), +250fd, 0cd, +20p (60p), 100r, normal type

PATH 2

010 - FASTER PRODUCTION - \$600

- *spikes* buffed
 - 80%s (1.4s)

020 - EVEN FASTER PRODUCTION - \$700

- spikes buffed
 - 70% (0.98s)

030 - MOAB SHREDR - \$2,500

- spikes buffed
 - +4md (5md)
 - total: 25 moab damage per spike
 - 103: 50 moab damage per spike

040 - SPIKE STORM - \$5,000

- gains *spike-storm* ability (40s cooldown, 1s duration, battle ready)
 - cor, 0.005s
 - note: this can be buffed by the xx2 passive ability
 - places *storm-spikes* randomly on track
 - 1d, 4md (5md), 5p, sharp type
 - total: 25md per spike
 - 10-13s lifetime
 - not affected by external pierce buffs
- crosspath
 - 140: *storm-spikes* +5p (10p)
 - total: 50md per spike
 - 041: *storm-spikes* +50% lifetime

050 - CARPET OF SPIKES - \$40,000

- spikes buffed
 - +2d (3d, 7md)
 - total: 15 damage per spike, 35 moab
 - 150: 30 damage per spike, 70 moab
- *storm-spikes* buffed
 - +5d (6d), +2md (8md)
 - total: 30 damage per spike, 45 moab
 - 150: 60 damage per spike, 80 moab
- *spike-storm* is additionally triggered automatically every 15s

PATH 3

001 - LONG REACH - \$150

- spikes buffed
 - +8r (42r), 100s lifetime

002 - SMART SPIKES - \$400

- gains extra targeting options
 - close: closest point to the tower in range
 - far: furthest point from the tower in range
 - note: the track has discrete points so there is usually only one furthest point; it is impossible to tell in advance whether it will be at the "start" or "end" of the visible range
 - smart: point closest to the exit, on active paths only
- passive ability (1 round cooldown): 4× faster (0.4375s) for 2.5s

003 - LONG LIFE SPIKES - \$600

- spikes buffed
 - 170s lifetime

004 - DEADLY SPIKES - \$3,500

- spikes buffed
 - +1d (2d), 240s lifetime
 - total: 10 damage per spike
 - 104: 20 damage per spike

005 - PERMA-SPIKE - \$30,000

- spikes buffed
 - +8d (10d), +45p (50p), 3.0s, 300s lifetime
 - total: 500 damage per spike
- crosspath
 - 105: +40p (90p)
 - total: 900 damage per spike

ENGINEER MONKEY

ENGINEER MONKEY - \$400 (1,000 MM)

- size: 7 radius
- placeable on: land
- *nail* attack
 - 1d, 3p, 40r, 0.7s, sharp type

PATH 1

100 - SENTRY GUN - \$500

- gains *build-sentry* attack
 - 40r, 10.0s

- places a *sentry* subtower randomly on land
 - 25s lifetime
 - nail attack
 - 1d, 2p, 0.98s, 45r, sharp type
 - inherits buffs or can be buffed directly
 - cannot be buffed by alchemist
- crosspath
 - 110: *sentry nail* +4r (49r)
 - 120: *sentry nail* +1md, +1fd
 - 101: *sentry nail* +1p (3p), shatter type
 - 102: *sentry nail* applies *pinned* status on damage

200 - FASTER ENGINEERING - \$400

- build-sentry* buffed
 - 60%s (6.0)

300 - SPROCKETS - \$525

- nail* buffed
 - 60%s (0.42s)
- sentry* buffed
 - nail* 60%s (0.59s)

400 - SENTRY EXPERT - \$2,500

- build-sentry* buffed
 - places *crushing-sentry*, *boom-sentry*, *cold-sentry*, *energy-sentry* on a cycle, but sentries may be skipped depending on the bloons on screen
 - crushing-sentry*
 - spiked-ball* attack
 - 2d, 1cd (3cd), 16p, 50r, 1.1s, sharp type
 - skipped if there are leads (unless black and white are also present), but never skipped if there are ceramics
 - boom-sentry*
 - bomb* attack
 - 50r, 0.9s
 - on contact: *explosion*
 - 2d, 30p, 18r blast, explosion type
 - skipped if there are blacks (unless white and lead are also present)
 - cold-sentry*
 - ice-ball* attack
 - 50r, 1.5s

- on contact: *freeze*
 - 1d, 15p, 12r blast, cold type
 - applies frozen status: 1.5s duration
 - applies permafrost status: 50% slow
 - skipped if there are whites (unless lead and black are also present)
 - *energy-sentry*
 - *laser* attack
 - 2d, 8p, 50r, 0.57s, energy type
 - skipped if there are leads (unless black and white are also present), and always skipped if there are purples
- crosspath
 - 410: all *sentries* +4r
 - 410: all *sentry* attacks +1md and +1fd
 - 401: *spiked-ball* 28p, *bomb* 38p, *ice-ball* 19p, *laser* 10p
 - 402: all *sentry* attacks can apply *pinned* status

500 - SENTRY CHAMPION - \$32,000

- *build-sentry* buffed: places *champion-sentry*
 - *plasma* attack
 - 2d, 5p, 50r, 0.035s, plasma type
 - on expire: *selfdestruct* attack
 - 200d, 100p, 45r blast, plasma type
 - activates either when sold or 2s after expiring
- crosspath
 - 501: *champion-sentry plasma* +1p (6p)
 - 502: *champion-sentry plasma* applies *pinned* status

PATH 2

010 - LARGER SERVICE AREA - \$250

- all attacks buffed
 - +20r (60r)

020 - DECONSTRUCTION - \$350

- nail buffed
 - +1md (2md), +1fd

030 - CLEANSING FOAM - \$800

- gains *place-foam* attack
 - 60r, 2s

- places *foam* on track based on targeting, defaults on close
 - 1ld, 20p, normal type
 - this means that fortified leads will not be one-shot
 - 8.5s lifetime
 - decamo, degrow
 - deleads DDTs
 - note: pierce is used even if a bloon does not have camo or regrow properties to remove
- crosspath
 - 230: *place-foam* 60%_s (1.2s)
 - 031: *foam* +10p (30p)

040 - OVERCLOCK - \$13,500

- *nail* buffed
 - +12p (15p)
- gains *overclock* ability (45s cooldown, battle ready)
 - chosen tower's reload time is reduced by 40% (attacks 1.667× faster) for the next (105 - 15 tier)s
 - a hero's tier is considered to be floor(level / 4), so level 20 is equivalent to tier 5
 - farms can be *overclocked*, giving them a +50% income buff
 - villages can be *overclocked*, even when not upgraded to 5xx: the range is increased by 25%

050 - ULTRABOOST - \$100,000

- *nail* buffed
 - +15p (30p)
- *overclock* replaced by *ultraboost* (20s cooldown, battle ready)
 - applies *overclock* buff as before
 - additionally applies a permanent 8% reload buff, which stacks additively up to 5 times
 - this means that after the first ultraboost, the tower has a 92% reload multiplier, after the second it is replaced by 84%, and so on down to 60% (1.667× faster)
 - in the case of villages, this is +2.5% to range, then 5%, etc, up to +25%

PATH 3

001 - OVERSIZE NAILS - \$450

- *nail* buffed
 - +5p (8p), shatter type

002 - PIN - \$220

- *nail* buffed
 - on damage: applies *pinned* status
 - 1s duration, 100% slow, blimps are immune

003 - DOUBLE GUN - \$450

- *nail* buffed
 - 50% (0.35s)

004 - BLOON TRAP - \$3,500

- gains *build-trap* attack
 - places a *trap* on the closest point of track in range
 - 500p, 9.0s
 - can only place a trap after a deploy time of 2.1s of collecting the previous trap
 - note: the first trap is placed immediately
 - pops any visible non-MOAB-class bloon up to its pierce limit
 - once full, can be collected manually (100r) or automatically (5s)
 - when collected, gives \$2 times the amount of natural RBE collected
 - attack rate and deploy time can't be buffed
- crosspath
 - 204: *trap* build time 60% (5.4s)
 - 014: allows the *build-trap* attack to be targeted manually anywhere in range, and retargeting the trap collects the current one

005 - XXXL TRAP - \$54,000

- *trap* buffed
 - 10,000p, 1.5s
 - deploy time 1.5s
 - cash per trap increased to natural bloon RBE captured*0.75
 - can trap blimps other than BAD
 - can capture blimps beyond the pierce limit

HERO XP INFORMATION

- Rounds 1-10: +80 xp per round, starting at 760 on round 1
 - (+760, +840, +920, etc...)
- Rounds 11-25: +160 xp per round
- Rounds 26-30: +360 xp per round
- Rounds 31+: +540 xp per round

- Note: There could be a bigger increase in hero xp gained per round at a higher round, but that would need to be tested more.

Quincy

- Leveling Rate: 1.0x
- Unlock Cost: None

Level 1 - \$450

- size: 7 radius
- placeable on: land
- *arrow* attack
 - 1d, 4p, 50r, 0.95s, sharp type
 - jumps to nearby (50 units) targets

Level 2

- *arrow* buffed
 - +2p (6p)

Level 3

- gains *rapid-shot* ability (45s cooldown, 6.2s duration, 11.25s initial)
 - 33.33%
◦ duration increases 0.5s per level (2 + 0.5 level)

Level 4

- *arrow* buffed
 - +2r (52)

Level 5

- gains camo detection

Level 6

- *arrow* buffed
 - +1j (2j 10° spread)

Level 7

- every third *arrow* replaced by *bomb-arrow*
 - same stats as *arrow*
 - on first hit: *explosion*
 - 1d, 10p, 25.7r blast, explosion type

- note: bloons can be hit by both the arrow and the explosion

LEVEL 8

- all attacks buffed
 - +2md (3ms)

LEVEL 9

- *arrow* and *bomb-arrow* buffed
 - +2p (8p)

LEVEL 10

- gains *storm-of-arrows* ability (60s cooldown, 3s duration, battle ready)
 - 6d, 6md (12), oop, 100r zone, 0.05s, sharp type
 - 7.5% chance of hitting (per frame)
 - can rehit after 0.05s
 - centered according to Quincy's targeting when activated

LEVEL 11

- *arrow* buffed
 - 0.6s

LEVEL 12

- *arrow* buffed
 - +1p (9p)

LEVEL 13

- *arrow* buffed
 - +2r (54r)

LEVEL 14

- all attacks buffed
 - +2md (5md)

LEVEL 15

- *rapid-shot* buffed
 - 35s cooldown, is now a 25% buff

LEVEL 16

- *arrow* buffed
 - 0.4s

Level 17

- *arrow* buffed
 - +25% lifetime
- *bomb-arrow* buffed
 - every other arrow is replaced by bomb-arrow

Level 18

- *arrow* buffed
 - 0.25s
- *storm-of-arrows* buffed
 - 50s cooldown
 - 10% chance to hit

Level 19

- *arrow* buffed
 - +1j (3j), +2p (11p)

Level 20

- *arrow* buffed: 0.2s
- *storm-of-arrows* buffed
 - +9d (15d), +9md (30md)
 - 15% chance to hit

CYBER QUINCY (QUINCY ALT)

- Leveling Rate: 1.0x
- Unlock Cost: 2,000 MM + 40,000 Quincy Points

Level 1 - \$450

- size: 7 radius
- placeable on: land
- *arrow* attack
 - 1d, 4p, 50r, 0.95s, sharp type
 - jumps to nearby (50 units) targets

Level 2

- *arrow* buffed: +2p (6p)

Level 3

- gains *cyber-shot* ability (45s cooldown, 5s duration, 11.25s initial)
 - +15p (21p), +5r (55r)
 - duration increases 0.5s per level (5 + 0.5 level)

Level 4

- *arrow* buffed
 - +2r (52r)

Level 5

- gains camo detection

Level 6

- *arrow* buffed
 - +1j 10° spread (2j)

Level 7

- every third *arrow* replaced by *emp-arrow*
 - same stats as *arrow*
 - on first hit: *emp-blast*
 - 1d, 10p, 25.7r blast, plasma type
 - note: bloons can be hit by both the *arrow* and the *emp-blast*
- *emp-blast* is buffed by *cyber-shot*
 - +2d (+3d), +10p (20p)

Level 8

- all attacks buffed
 - +2md (3md)

Level 9

- *arrow* buffed
 - +2p (8p)

Level 10

- gains *cyber-storm* ability (60s cooldown, 1.5s duration, battle ready)
 - 25d, 25md (50md), ∞p, 50r zone, 0.05s, plasma type
 - 7.5% chance of hitting (per frame)
 - can rehit after 0.05s
 - centered according to Quincy's targeting when activated

Level 11

- *arrow* buffed
 - 0.6s

Level 12

- *arrow* buffed
 - +1p (9p)

Level 13

- *arrow* buffed
 - +2r (54r)

Level 14

- all attacks buffed
 - +2md (5md)

Level 15

- *cyber-shot* buffed
 - 35s cooldown, is now a +30p (39) buff to *arrow* and a +4d (5d) buff to *emp-blast*

Level 16

- *arrow* buffed
 - 0.4s

Level 17

- *arrow* buffed
 - +25% lifetime
- *emp-arrow* buffed
 - every other *arrow* is replaced by *emp-arrow*

Level 18

- *arrow* buffed
 - 0.25s
- *cyber-storm* buffed
 - 50s cooldown
 - +10d (35), +10md (70)
 - 10% chance to hit

Level 19

- *arrow* buffed

- +1j (3j), +2p (11p)

LEVEL 20

- *arrow* buffed
 - 0.2s
- *cyber-storm* buffed
 - +25d (60d), +25md (120md)
 - 15% chance to hit

GWENDOLIN

- Leveling Rate: 1.0x
- Unlock Cost: Complete Training Camp

LEVEL 1 - \$700

- size: 7 radius
- placeable on: land
- *fire* attack
 - 1d, 4p, 38r, 0.5s, fire type

LEVEL 2

- *fire* buffed
 - +1p (5p)

LEVEL 3

- gains *cocktail-of-fire* ability (30s cooldown, 7.5s initial)
 - can see past obstacles
 - places *wall-of-fire* on the track, targetable manually anywhere within range
 - 1d, 40p, 15r zone, 0.2s, fire type, camo
 - 12s lifetime

LEVEL 4

- gains *heat-it-up* attack
 - 3d, ∞p, 38r blast, fire type
 - triggered by either the 28th shot or any shot after 4.5s (whichever takes longer)
 - applies *heat-it-up* buff to towers in range
 - 10s duration, +1p, lead popping

LEVEL 5

- *fire* buffed

- +2p (7p)
- grants *pyro-expert* buff
 - affects all 4xx+ tack, xx3+ mortar, and x3x+ wizard
 - +10%r, 90%s

LEVEL 6

- *fire* buffed
 - applies *burn* status
 - 1d/1.5s, fire type, 3.05s duration

LEVEL 7

- *heat-it-up* buffed
 - +5r (43r)

LEVEL 8

- *fire* buffed
 - +1j (2j)

LEVEL 9

- *fire* buffed
 - +1d (2d)

LEVEL 10

- gains *firestorm* ability (60s cooldown, battle ready)
 - 5d, 20md, oop, oor, fire type
 - applies *burn* status
 - 1d/0.5s or 15md/1s, fire type, 8s duration
 - applies *extra-heat-it-up* buff to all towers on screen
 - +1d, +1p, lead popping for 8s

LEVEL 11

- *fire* buffed
 - +3r (41r)
- *heat-it-up* buffed
 - +3r (46r)

LEVEL 12

- *fire* buffed
 - 0.4s
- *heat-it-up* now triggered by 34 shots

Level 13

- *fire* buffed
 - +3p (10p), increased projectile speed

Level 14

- *wall-of-fire* buffed
 - +1d (2d)
 - applies *burn* status to blimps
 - 5md/1s, 10s duration

Level 15

- *fire* buffed
 - 0.3s
- *heat-it-up* now triggered by 40 shots

Level 16

- all attacks buffed
 - normal type
- *firestorm burn* buffed
 - 10s duration

Level 17

- *heat-it-up* buffed
 - +1d, +1ld (2ld)

Level 18

- *fire* buffed
 - 0.15s
- *heat-it-up* now triggered by 64 shots
- *pyro-expert* buffed
 - +20%r, 20%s

Level 19

- *fire* buffed
 - +1j (3j)

Level 20

- *firestorm* buffed
 - +5d (10d), +40md (50md); burn 2d/0.5s, 50md/1s

SCIENTIST GWENDOLIN (GWENDOLIN ALT)

- Leveling Rate: 1.0x
- Unlock Cost: 2,000 MM + 40,000 Gwendolin Points

LEVEL 1 - \$700

- size: 7 radius
- placeable on: land
- fire attack
 - 1d, 1ld (2ld), 1frd (2frd), 4p, 38r, 0.5s, fire type

LEVEL 2

- *fire* buffed
 - +1p (5p)

LEVEL 3

- gains *chemical-cocktail* ability (30s cooldown, 7.5s initial)
 - can see past obstacles
 - places *wall-of-fire* on the track, targetable manually anywhere within range
 - 1d, +1ld (2ld), +1 frd (2frd), 60p, 15r zone, 0.15s, fire type, camo
 - 8s lifetime

LEVEL 4

- gains *heat-it-up* attack
 - 3d, ∞p, 38r blast, fire type
 - triggered by either the 36th shot or any shot after 4.5s (whichever takes longer)
 - applies *heat-it-up buff* to towers in range
 - 8s duration, +1p, lead popping, +1ld, +1frd

LEVEL 5

- *fire* buffed
 - +2p (7)
- grants *pyro-expert* buff
 - affects all 4xx+ tack, xx3+ mortar, and x3x+ wizard
 - +10%r, 90%*s*

LEVEL 6

- *fire* buffed
 - applies *burn* status

- 1d/1.5s, fire type, 3.05s duration

Level 7

- *heat-it-up* buffed
 - +5r (43r)

Level 8

- *fire* buffed
 - +1j (2j)

Level 9

- *fire* buffed
 - +1d (2d)

Level 10

- gains *science-storm* ability (60s cooldown, battle ready)
 - 5d, 20md, oop, oor, fire type
 - applies burn status
 - 1d/0.25s or 15md/0.5s, fire type, 3.5s duration
 - applies extra-heat-it-up buff to all towers on screen
 - +1d, +1ld (+2ld), +1frd (+2frd), +1p, lead popping for 8s

Level 11

- *fire* buffed
 - +3r (41r)
- *heat-it-up* buffed
 - +3r (46r)

Level 12

- *fire* buffed
 - 0.4s
- *heat-it-up* now triggered by 48 shots

Level 13

- *fire* buffed
 - +3p (10p), increased projectile speed

Level 14

- *wall-of-fire* buffed
 - +1d (2d)

- applies burn status to blimps
 - 5md/0.5s, 5s duration

Level 15

- *fire* buffed
 - 0.3s
- *heat-it-up* now triggered by 64 shots

Level 16

- all attacks buffed
 - normal type
- *science-storm burn* buffed
 - 5s duration

Level 17

- *heat-it-up* buffed
 - +1d, +1ld (+2ld), +1frd (+2frd)

Level 18

- *fire* buffed
 - 0.15s
- *heat-it-up* now triggered by 70 shots
- *pyro-expert* buffed
 - +20%r, 20%s

Level 19

- *fire* buffed
 - +1j (3j)

Level 20

- *science-storm* buffed: +5d (10d), +40md (50md); *burn* 2d/0.25s, 50md/0.5s

OBYN GreenFoot

- Leveling Rate: 1.58823529x
- Unlock Cost: 3,000 MM

Level 1 - \$650

- size: 7 radius
- placeable on: land

- *spirit* attack
 - 2d, 4p, 43r, 1.35s, plasma type
 - moderate homing (360 turn rate)
 - can see past obstacles

LEVEL 2

- gains *natures-wrath* buff
 - affects druids in range
 - +1p

LEVEL 3

- gains *brambles* ability (35s cooldown, 10s initial)
 - places *brambles* on the track
 - manually placed anywhere within range or defaulting to close
 - 1d, 40p, sharp type
 - 95s lifetime

LEVEL 4

- gains *natures-ward* attack
 - 18s
 - places on closest part of the track
 - places a ward-totem on the track
 - 28r, 25% slow / 12.5% for blimps, 15s lifetime
 - note: camos can be slowed, but the totem does not allow camos in range to be targeted by subs

LEVEL 5

- *spirit* buffed
 - 1.1s

LEVEL 6

- *spirit* buffed
 - +5p (9p), increased projectile speed

LEVEL 7

- *brambles* buffed
 - +40p (80p)

LEVEL 8

- *ward-totem* buffed

- 35% slow / 17.5% for blimps

Level 9

- *spirit* buffed
 - +2d (4d)

Level 10

- gains *wall-of-trees* ability (90s cooldown, battle ready)
 - places a tree on the track
 - manually placed anywhere within range or defaulting to close
 - 2,000p
 - pops anything up to its pierce limit and grants (\$2 x natural bloon RBE eaten) split across 10 bananas once full
 - note: blimps can only be captured if their remaining RBE doesn't exceed the tree's remaining pierce, however bloons can bypass this

Level 11

- *natures-wrath* buffed
 - affects magic towers in range
 - +2p, +5r
 - note: stacks with the existing +1p for druids

Level 12

- *spirit* buffed
 - 0.8s

Level 13

- *spirit* buffed
 - +5p (14p), increased projectile speed

Level 14

- *spirit* buffed
 - +2d (6d)

Level 15

- *natures-ward* buffed
 - 12s
- *ward-totem* buffed
 - 34r, 50% slow / 25% for blimps

Level 16

- *brambles* buffed
 - +420p (500p), normal type

Level 17

- *spirit* buffed
 - 0.5s

Level 18

- gains *improved-wrath* buff
 - affects all xx3+ druids
 - whenever a round starts, wrath counter is set to the maximum 200 pops for +100% speed

Level 19

- *spirit* buffed
 - +2d (8d)

Level 20

- *tree* buffed
 - +3,000p (5,000p)

OCEAN OBYN (OBYN GREENFOOT ALT)

- Leveling Rate: 1.58823529x
- Unlock Cost: 2,000 MM + 40,000 Obyn Greenfoot Points

Level 1 - \$650

- size: 7 radius
- placeable on: land and water
- *spirit* attack
 - 2d, 4p, 43r, 1.35s, plasma type
 - moderate homing (360 turn rate)
 - can see past obstacles

Level 2

- gains *wrath-of-the-sea* buff
 - affects magic monkeys in range
 - +1p

LEVEL 3

- gains *living-coral* ability (35s cooldown, 10s initial)
 - Places living-coral on the track
 - manually placed anywhere within range or defaulting to close
 - 1d, 20p, sharp type
 - can regenerate
 - +10p/10s, max 100p
 - 95s lifetime

LEVEL 4

- gains *oceans-ward* attack
 - 18s
 - places on closest part of the track
 - places a *ward-totem* on the track
 - 32r, every 4th unique bloon that passes over is knocked back 50-300 units, 15s lifetime
 - note: camos can be knocked back, but the totem does not allow camos in range to be targeted by subs

LEVEL 5

- *spirit* buffed
 - 1.1s

LEVEL 6

- *spirit* buffed
 - +5p (9p), increased projectile speed

LEVEL 7

- *living-coral* buffed
 - +20p (40p)
- *regenerate* buffed
 - +20p/10s, max 200p

LEVEL 8

- *ward-totem* buffed
 - knocks back every 3rd bloon

LEVEL 9

- *spirit* buffed
 - +2d (4d)

Level 10

- gains *unleash-the-krakens* ability (90s cooldown, battle ready)
 - places 2 krakens randomly on the track
 - one kraken favors opponent bloons and one favors natural bloons when it comes to targeting
 - 1,000p each
 - pops anything up to its pierce limit and grants (\$2 x natural bloon RBE eaten) split across 10 bananas once full
 - note: blimps can only be captured if their remaining RBE doesn't exceed the kraken's remaining pierce, however bloons can bypass this

Level 11

- *wrath-of-the-sea* buffed
 - affects magic towers in range except druids
 - +1p, +5r
 - note: stacks with the existing +1p for magic monkeys
 - note: this means that druids still only get +1p

Level 12

- *spirit* buffed
 - 0.8s

Level 13

- *spirit* buffed
 - +5p (14p), increased projectile speed

Level 14

- *spirit* buffed
 - +2d (6d)

Level 15

- *oceans-ward* buffed:
 - 12s
- *ward-totem* buffed
 - knocks back every other bloon
 - stuns every 4th blimp for 0.5s

Level 16

- *living-coral* buffed
 - +160p (200p), normal type
- *regenerate* buffed
 - +100p/10s, max 800p

Level 17

- *spirit* buffed
 - 0.5s

Level 18

- gains *crystal-clarity* buff
 - affects all magic monkeys
 - 90%_s

Level 19

- *spirit* buffed
 - +2d (8d)

Level 20

- *unleash-the-krakens* buffed
 - +1,500p (2,500p)

Striker Jones

- Leveling Rate: 1.58823529x
- Unlock Cost: 3,000 MM

Level 1 - \$750

- size: 6 radius
- placeable on: land
- gains *bomb* attack
 - 55r, 1.2s
 - on contact: *explosion*
 - 1d, 10p, 15r blast, explosion type

Level 2

- *explosion* buffed
 - +4r

Level 3

- gains *concussive-shell* ability (16s cooldown, 5s initial)
 - oor, strong priority
 - can see past obstacles
 - on contact: *explosion*
 - 2d, 48p, 27r blast, normal type, 1s stun

Level 4

- gains *explosive-expert* buff
 - affects all bomb and mortar towers 90%

Level 5

- applies *blast-weakness* status to all bloons
 - black property has a 50% chance of being ignored by explosions

Level 6

- *explosion* buffed
 - +10p (20p), +50%r (28.5r)

Level 7

- *bomb* buffed
 - +1d (2d)
- gains *mortar-expert* buff
 - affects all mortars
 - +10% blast radius

Level 8

- gains *bomb-expert* buff
 - affects *bomb* towers in range
 - +25%p, +5%r

Level 9

- *bomb* buffed
 - 0.9s
- *concussive-shell* buffed
 - +10d (12d) +10p (58p)
 - stuns bloons for 5s and blimps for 3s

Level 10

- gains *artillery-command* ability (30s cooldown, battle ready)

- every bomb and mortar ability is immediately ready to use

Level 11

- *bomb* buffed
 - 0.65s

Level 12

- *bomb* buffed
 - +1d (3d), +3r (58r)

Level 13

- *bomb* buffed
 - 0.5s

Level 14

- *concussive-shell* buffed
 - +50%r (40.5r)
 - 50% longer stun (7.5s on bloons, 4.5s on blimps)

Level 15

- *concussive-shell* buffed
 - 11s cooldown

Level 16

- *bomb* buffed
 - 0.35s

Level 17

- *bomb* buffed
 - +1d (4d), +2r (60r)

Level 18

- *explosive-expert* buffed
 - 81%r

Level 19

- *bomb* buffed
 - 0.2s
- *blast-weakness* buffed
 - black property is always ignored by explosives

Level 20

- *artillery-command* buffed
 - for the next 10s, every bomb and mortar has double damage and double pierce

BIKER BONES (STRIKER JONES ALT)

- Leveling Rate: 1.58823529x
- Unlock Cost: 2,000 MM + 40,000 Striker Jones Points

Level 1 - \$750

- size: 6 radius
- placeable on: land
- gains *bomb* attack
 - 55r, 1.2s
 - on contact: *explosion*
 - 1d, 10p, 15r blast, explosion type

Level 2

- *explosion* buffed
 - +4r

Level 3

- gains *concussive-fire* ability (24s cooldown, 7.5s initial)
 - oor, strong priority
 - can see past obstacles
 - on contact: *explosion*
 - 3d, 48p, 27r blast, normal type, 1s stun
 - on damage: applies burn status
 - 2d/1.5s, lasts for 4s

Level 4

- gains *explosive-expert* buff
 - affects all bomb and mortar towers
 - 90%^s

Level 5

- applies *blast-weakness* status to all bloons
 - black property has a 50% chance of being ignored by explosions

LEVEL 6

- *explosion* buffed
 - +10p (20), +50%r (28.5)

LEVEL 7

- *bomb* buffed
 - +1d (2d)
- gains *mortar-expert* buff
 - affects all mortars
 - +10% blast radius

LEVEL 8

- gains *bomb-expert* buff
 - affects bomb towers in range
 - +25%p, +5%r

LEVEL 9

- *bomb* buffed
 - 0.9s
- *concussive-fire* buffed
 - +17d (20d), +10p (58p)
 - stuns bloons for 5s and blimps for 3s

LEVEL 10

- gains *artillery-fire* ability (60s cooldown, 7s duration, battle ready)
 - every bomb and mortar has double damage and applies *burn* status
 - 2d/1.5s, lasts for 4s

LEVEL 11

- *bomb* buffed
 - 0.65s

LEVEL 12

- *bomb* buffed
 - +1d (3), +3r (58)

LEVEL 13

- *bomb* buffed
 - 0.5s

Level 14

- *concussive-fire* buffed
 - +50%r (40.5r)
 - 50% longer stun (7.5s on bloons, 4.5s on blimps)

Level 15

- *concussive-fire* buffed
 - 16s cooldown

Level 16

- *bomb* buffed
 - 0.35s

Level 17

- *bomb* buffed
 - +1d (4d), +2r (60r)

Level 18

- *explosive-expert* buffed
 - 76.5%*s*

Level 19

- *bomb* buffed
 - 0.2s
- *blast-weakness* buffed
 - black property is always ignored by explosives

Level 20

- *artillery-fire* buffed
 - now triples damage and pierce of all bombs and mortars

CAPTAIN CHURCHILL

- Leveling Rate: 1.5x
- Unlock Cost: 4,000 MM

Level 1 - \$1,500

- size: 8 radius
- placeable on: land
- *shell* attack

- 3i, 63r, 0.7s
- on contact: *explosion*
 - 1d, 15p, 18r blast, explosion type

LEVEL 2

- *explosion* buffed
 - +3p (18)

LEVEL 3

- gains *armor-piercing-shells* ability (35s cooldown, 9s duration, battle ready)
 - all *attacks* have normal type
 - buffs shell
 - +4i (7i)
 - buffs *explosion*
 - +3cd (4cd), +3md (4md)
 - duration increases 0.5s per level (7.5 + 0.5 level)

LEVEL 4

- shell buffed
 - +3r (66r)

LEVEL 5

- gains *machine-gun* attack
 - 1d, 1p, 66r, 0.1s, sharp type, targets first always

LEVEL 6

- gains camo detection

LEVEL 7

- *explosion* buffed
 - +1i (4i)
- *explosion* buffed
 - +1d (2)

LEVEL 8

- *shell* buffed
 - 0.5s

LEVEL 9

- *shell* buffed

- +1i (5i)

Level 10

- gains *moab-barrage* ability (60s cooldown, battle ready)
 - gains up to 10 *barrage* attacks, one for each of the 10 strongest blimps
 - 250d, 0.5s, normal type
 - attacks up to 16 times, or until target pops

Level 11

- explosion buffed: +5p (23p)

Level 12

- *shell* buffed
 - +1i (6i)
- *explosion* buffed
 - +1d (3d)

Level 13

- *armor-piercing-shells* buffed
 - buffs *explosion*
 - +1d (4d), +7cd (11cd), +7md (11md)

Level 14

- *explosion* buffed
 - +1d (4d)
- *machine-gun* buffed
 - +1d (2d)

Level 15

- *explosion* buffed
 - +1fd
- *machine-gun* buffed
 - +1fd

Level 16

- *shell* buffed
 - 0.3s

Level 17

- *armor-piercing-shells* buffed

- *buffs explosion*
 - +2d (6d), +12cd (18cd), +12md (18md)

Level 18

- *explosion* buffed
 - +1d (5d)

Level 19

- *shell* buffed: +1i (7i)

Level 20

- *moab-barrage* buffed
 - 30s cooldown
 - *buffs explosion*
 - +3d (8d)
 - *barrage* buffed
 - 800d

SENTAI CHURCHILL (CAPTAIN CHURCHILL ALT)

- Leveling Rate: 1.5x
- Unlock Cost: 2,000 MM + 40,000 Captain Churchill Points

Level 1 - \$1,500

- size: 8 radius
- placeable on: land
- shell attack
 - 3i, 63r, 0.7s
 - shell uses up all impacts upon hitting a purple bloon
 - on contact: *explosion*
 - 1d, 5p, 18r blast, *explosion* type
 - on damage: applies *shock* effect
 - 1d/1s, lasts for 1s
 - on damage: applies *shock* effect
 - 1d/1s, lasts for 1s

Level 2

- *explosion* buffed
 - +2p (7p)

LEVEL 3

- gains *high-energy-shells* ability (45s cooldown, 9s duration, battle ready)
 - all attacks have normal type
 - buffs shell: 55%^s ? (0.385s ?)
 - buffs shock: 1d/0.5s, lasts for 1.5s
 - duration increases 0.5s per level (7.5 + 0.5 level)

LEVEL 4

- *shell* buffed
 - +3r (66r)

LEVEL 5

- gains *machine-gun* attack
 - 1d, 1p, 66r, 0.1s, sharp type, targets first always

LEVEL 6

- gains camo detection

LEVEL 7

- *shell* buffed
 - +1i (4i)
- *explosion* buffed
 - +1d (2d)

LEVEL 8

- *shell* buffed
 - 0.5s

LEVEL 9

- *shell* buffed
 - +1i (5i)

LEVEL 10

- gains *orbital-barrage* ability (60s cooldown, battle ready)
 - gains up to 5 *barrage* attacks, one for each of the 5 strongest blimps
 - 90d, 0.1s, normal type
 - attacks up to 64 times, and attacks the target's children with remaining shells

Level 11

- *explosion* buffed
 - +2p (9p)

Level 12

- *shell* buffed
 - +1i (6i)
- *explosion* buffed
 - +1d (3d)

Level 13

- *high-energy-shells* buffed
 - buffs *shock*
 - 3d/0.5s

Level 14

- *explosion* buffed
 - +1d (4d)
- *machine-gun* buffed
 - +1d (2d)

Level 15

- *explosion* buffed
 - +1fd
- *machine-gun* buffed
 - +1fd

Level 16

- *shell* buffed
 - 0.3s

Level 17

- *high-energy-shells* buffed
 - buffs *shock*
 - 6d/0.5s

Level 18

- *explosion* buffed
 - +1d (5d)

Level 19

- *shell* buffed
 - +1i (7i)

Level 20

- *orbital-barrage* buffed
 - 30s cooldown
 - buffs *explosion*
 - +3d (8d)
 - buffs *machine-gun*
 - +3d (5d)
 - barrage *buffed*
 - 300d

BENJAMIN

- Leveling Rate: 1.58823529x
- Unlock Cost: 5,000 MM

Level 1 - \$1,000

- size: 7 radius
- placeable on: land
- 20r
- \$100 end of round income

Level 2

- +\$50 end of round income (\$150)

Level 3

- gains *biohack* ability (45s cooldown, 11.25s initial)
 - applies *hacked* buff to the nearest 4 towers
 - 6s duration, +1d
 - cannot attack for 2s after the buff expires

Level 4

- gains *skimming*
 - +\$1 income for each new natural bloon that spawns

Level 5

- gains *bank-hack* buff

- affects all x3+x farms
- +8% income during the round

LEVEL 6

- +5 end of round lives
 - note: cannot go above 150 lives

LEVEL 7

- gains *trojan* attack
 - oor, 5s-7s randomly
 - targets a random bloon with 2+ children up to MOAB
 - affected bloon spawns no children

LEVEL 8

- +\$250 end of round income (\$400)

LEVEL 9

- *bank-hack* buffed
 - now +14%

LEVEL 10

- gains *syphon-funding* ability (65s cooldown, 17s duration, battle ready)
 - all new spawns below a DDT or BAD are downgraded by one layer
 - can only downgrade up to 10 ZOMGs in an ability, but still continues to downgrade other bloons after this threshold is reached

LEVEL 11

- +\$400 end of round income (\$800)

LEVEL 12

- *skimming* buffed
 - +\$2 income

LEVEL 13

- *biohack* buffed
 - affects 6 towers, 35s cooldown
- *hacked* buffed
 - now +2d, 8s duration

Level 14

- +5 end of round lives (10)
- can heal to 250 lives

Level 15

- +\$600 end of round income (\$1400)

Level 16

- *trojan* buffed
 - 3s-4s

Level 17

- +\$1100 end of round income (\$2500)

Level 18

- gains camo detection
- *trojan* buffed
 - can now target BFBs and DDTs

Level 19

- *hacked* buffed
 - now +3d, 9s duration

Level 20

- *syphon-funding* buffed
 - can affect DDTs

DJ BENJAMMIN' (BENJAMIN ALT)

- Leveling Rate: 1.58823529x
- Unlock Cost: 2,000 MM + 40,000 Benjamin Points

Level 1 - \$1,000

- size: 7 radius
- placeable on: land
- 20r
- +\$75 end of round income

LEVEL 2

- +\$37 end of round income (\$112)

LEVEL 3

- gains *good-vibes* ability (45s cooldown, 11.25s initial)
- applies *party-time* buff to the nearest 5 towers
 - 6s duration, +1d
 - cannot attack for 1s after the buff expires

LEVEL 4

- gains *skimming*
 - +\$1 income for each new natural bloon that spawns

LEVEL 5

- gains *bank-hack* buff
 - affects all x3+x farms
 - +8% income during the round

LEVEL 6

- +5 end of round lives
 - note: cannot go above 150 lives

LEVEL 7

- gains *trojan* attack
 - oor, 5s-7s randomly
 - targets a random bloon with 2+ children to MOAB
 - affected bloon spawns no children

LEVEL 8

- +\$188 end of round income (\$300)

LEVEL 9

- *bank-hack* buffed
 - now +14%

LEVEL 10

- gains *beatdown* ability (65s cooldown, battle ready)
 - 10 strongest bloons on screen up to a BFB are downgraded by 1 layer
 - can only downgrade up to 3 BFBs in an ability, but can still downgrade other bloons if this threshold is reached

Level 11

- +\$300 end of round income (\$600)

Level 12

- *skimming* buffed
 - +\$2 income

Level 13

- *good-vibes* buffed
 - affects 7 towers, 35s cooldown
- *party-time* buffed
 - now +2d, 8s duration

Level 14

- +5 end of round healing (10)
- can heal to 250 lives

Level 15

- +\$450 end of round income (+\$1050)

Level 16

- *trojan* buffed: 3s-4s

Level 17

- +\$825 end of round income (\$1,875)

Level 18

- gains camo detection
- *trojan* buffed
 - can now target BFBs and DDTs

Level 19

- *good-vibes* buffed
 - affects 8 towers
- *party-time* buffed
 - now +3d, 15s duration, towers now aren't disabled after buff expires

Level 20

- *beatdown* buffed
 - can affect DDTs
 - can affect up to 10 BFBs
 - can affect up to 2 ZOMGs

EZILI

- Leveling Rate: 1.5x
- Unlock Cost: 5,000 MM

Level 1 - \$600

- size: 7 radius
- placeable on: land
- gains camo detection
- *curse* attack
 - 1d, 1i, 40r, 1.2s, plasma type
 - can see past obstacles
 - applies *cursed* status
 - 1d/2.5s, 2.6s duration
 - if the target is already *cursed*, its duration is refreshed
- *splash* attack
 - 1d, 5p, 8r blast, plasma type
 - note: does not affect original target

Level 2

- *curse* buffed
 - +3r (43r)

Level 3

- *heartstopper* ability
 - 45s cooldown, 10s duration
 - ∞p, ∞r, 0.1s
 - applies heartstop status: all bloons on screen cannot regrow and lose purple immunities for 10s

Level 4

- *splash* buffed
 - applies *cursed* status

Level 5

- *curse* buffed
 - 1s

Level 6

- *cursed* status buffed
 - 1d/1.8s, 5.5s duration

Level 7

- *sacrifice* ability
 - 90s cooldown
 - costs 10 lives
 - places sacrificial-totem at selected point
 - note: sacrificing lives does trigger effects based on losing lives (xx5 bomb, xx5 sniper, xx2+ druid)
- *sacrificial-totem* subtower
 - 30s lifetime
 - 78r
 - grants *support* buff
 - affects all towers in range
 - +1p, +20%r, 85%*s*, camo detection, increased projectile speed
 - wizards instead get +2p, +20%r, 66%*s*, camo detection, increased projectile speed

Level 8

- all attacks buffed
 - +19md
- *cursed* status buffed
 - 2d/1.8s, 30md/1.8s

Level 9

- all attacks buffed
 - on damage: decamo, degrow, and defortify bloons (not blimps)

Level 10

- *moab-hex* ability (60s cooldown, 8.5s duration, battle ready)
 - targets one blimp, excluding BADs, according to current priority
 - applies hex status
 - (4%+1)d/1s
 - spawns no children
 - transfers to the next target if it pops with time remaining

Level 11

- *curse* attack buffed
 - +2r (45r)
- gains buff for all xx4+ wizards: zombloon +1p, zmoab +10p

Level 12

- all attacks buffed: +10md
- heartstopper ability buffed
 - 40s cooldown, 15s duration
 - heartstop status buffed: 15s duration

Level 13

- *splash* buffed
 - +10p (15p), +3r (11r)

Level 14

- *cursed* status buffed
 - 2d/1s, 30md/1s, 4.05s duration

Level 15

- *curse* buffed
 - +2r (47r)
- *cursed* status buffed
 - 6.05s duration

Level 16

- *sacrifice* ability buffed
 - costs 1 life
- *sacrificial-totem* subtower buffed
 - 60s lifetime

Level 17

- *splash* buffed
 - +10p (25p), +2r (13r)

Level 18

- *curse* buffed
 - 0.8s

Level 19

- *cursed* status buffed
 - 3d/1s, 31md/1s

Level 20

- all attacks buffed
 - +20md
- *moab-hex* ability buffed
 - 40s cooldown
- *hex* status buffed
 - (5%+1)d/1s, can affect BADs

SMUDGE CATT EZILI (EZILI ALT)

- Leveling Rate: 1.5x
- Unlock Cost: 2,000 MM + 40,000 Ezili Points

Level 1 - \$600

- size: 7 radius
- placeable on: land
- gains camo detection
- *curse* attack
 - 1d, 1i, 40r, 1.2s, plasma type
 - can see past obstacles
 - applies *cursed* status
 - 1d/2.5s, 2.6s duration
 - if the target is already *cursed*, its duration is refreshed
- *splash* attack
 - 1d, 5p, 8r blast, plasma type
 - note: does not affect original target

Level 2

- *curse* buffed: +3r (43r)

Level 3

- *screech* ability
 - 45s cooldown
 - oop, oor
 - all regrow bloons on screen instantly lose the regrow property
 - all purple bloons on screen instantly lose the purple property

LEVEL 4

- *splash* buffed
 - applies cursed status

LEVEL 5

- *curse* buffed
 - 1s

LEVEL 6

- *cursed* status buffed
 - 1d/1.8s, 5.5s duration

LEVEL 7

- *scratch* ability
 - 45s cooldown
 - costs 5 lives
 - places sacrificial-totem at selected point
 - note: sacrificing lives does trigger effects based on losing lives (xx5 bomb, xx5 sniper, xx2+ druid)
- *scratching-post* subtower
 - 15s lifetime
 - ?r
 - grants *support* buff
 - affects all towers in range
 - +1p, +20%r, 85%*s*, camo detection, increased projectile speed
 - smudge catt ezili gets an additional 66%*s* (56.1%*s* total) and +35md

LEVEL 8

- all attacks buffed
 - +19md
- *cursed* buffed
 - 2d/1.8s, 30md/1.8s

LEVEL 9

- all attacks buffed
 - on damage: decamo, degrow, and defortify bloons (not blimps)

LEVEL 10

- *go-smudge-go* ability (60s cooldown, 5s duration, battle ready)

- targets the three strongest blimps, excluding BADs
- applies *clawed* status
 - (4%+1)d/1s
 - spawns no children
 - transfers to the next target if it pops with time remaining

Level 11

- *curse* buffed
 - +2r (45r)
- +9 end of round lives (does not go above starting lives)

Level 12

- all attacks buffed
 - +10md
- *screech* ability buffed
 - 40s cooldown, 15s duration
 - additionally removes the camo property and all immunities for Bloons on screen

Level 13

- *splash* buffed
 - +10p (15p), +3r (11r)

Level 14

- *cursed* status buffed
 - 2d/1s, 30md/1s, 4.05s duration

Level 15

- *curse* buffed
 - +2r (47r)
- *cursed* status buffed
 - 6.05s duration

Level 16

- *scratch* ability buffed: costs 1 life
- *scratching-post* subtower buffed
 - 60s lifetime

Level 17

- *splash* buffed: +10p (25p), +2r (13r)

LEVEL 18

- *curse* buffed: 0.8s

LEVEL 19

- *cursed* status buffed: 3d/1s, 31md/1s

LEVEL 20

- all attacks buffed
 - +20md
- *go-smudge-go* ability buffed
 - 40s cooldown
 - clawed status buffed: (5%+1)d/1s, can affect BADs

PAT FUSTY

- Leveling rate: 1.15x
- Unlock cost: 5,000 MM

LEVEL 1 - \$900

- size: 8 radius
- placeable on: land and water
- *slam* attack
 - does 3d, +2cd (5), 1i, 24r, 1.1s, normal type
 - on contact: aoe
- *aoe* attack
 - 2d, +2cd (4cd), 8p, 10r blast, 1.1s, normal, 8r blast
 - note: can affect the original target

LEVEL 2

- *slam* buffed
 - +5 blast radius (13 blast radius)

LEVEL 3

- *rallying-roar* ability (50s cooldown, 7s duration, 12s initial)
 - buffs himself and Ice Monkeys in 30r
 - +1d, ?%s

LEVEL 4

- *slam* buffed: 81.82%s (0.9s)

Level 5

- *slam* buffed
 - every 5 attacks replaced by *slap*
 - 7p
 - cannot affect BFBs or higher
 - applies knockback status
 - move backwards at 2× normal speed, 1s duration

Level 6

- *slam* buffed
 - all normal Bloons are stunned for 0.3s when attacked
- *aoe* buffed
 - +7r blast (17r blast)

Level 7

- *slam* buffed
 - +1d (4d)
- *aoe* buffed
 - +1d (3d), +4p (11p)

Level 8

- *slam* buffed
 - +3r (27r)

Level 9

- *slam* buffed
 - 83.33% (0.75s)

Level 10

- *big-squeeze* ability (30s cooldown, 5s duration, battle ready)
 - grabs the strongest MOAB-class non-BAD bloon in range and spends 4s popping it
 - Pat cannot attack during the ability duration
 - Pat cannot activate *rallying-roar* during the ability duration
 - once popped, stuns the children for 2s

Level 11

- *slam* buffed
 - +1d (5d)
- *aoe* buffed

- +1d (4d)

Level 12

- *slam* buffed
 - 86.67% (0.65s)

Level 13

- *slam* buffed
 - stuns MOABs for 0.2s
 - +0.1s stun duration (0.4s stun duration)

Level 14

- *rallying-roar* ability buffed:
 - 50s cooldown
 - 9s duration
 - +10r
 - gives +3d instead of +1

Level 15

- *slap* buffed
 - +7p (14p)

Level 16

- *slam* buffed
 - +2r, +5cd (12cd)
- *aoe* buffed
 - +6cd (12cd)

Level 17

- *slam* buffed
 - 84.62% (0.55s)

Level 18

- *aoe* buffed
 - +10p (21p)

Level 19

- *slam* buffed
 - +5d (10d)
- *aoe* buffed

- +5d (9d)

Level 20

- *big-squeeze* buffed:
 - 2.5s duration
 - affects 4 eligible bloons instead of 1
 - spends 2 seconds to pop the bloons instead of 4

FUSTY THE SNOWMAN (PAT FUSTY ALT)

- Leveling rate: 1.15x
- Unlock cost: 5,000 MM + 40,000 Fusty Points

Level 1 - \$900

- size: 8 radius
- placeable on: land and water
- *slam* attack
 - does 3d, +2cd (5), 1i, 24r, 1.1s, normal type
 - on contact: aoe
- aoe attack
 - 2d, +2cd (4cd), 8p, 10r blast, 1.1s, normal, 8r blast
 - note: can affect the original target

Level 2

- *slam* buffed
 - +5 blast radius (13 blast radius)

Level 3

- *chilling-cheer* ability (50s cooldown, 7s duration, 12s initial)
 - buffs Ice Monkeys and self in 60r, including self
 - +1d
 - -15% attack cooldown

Level 4

- *slam* buffed: 81.82% (0.9s)

Level 5

- *slam* buffed
 - every 5 attacks replaced by *slap*
 - 7p
 - cannot affect BFBs or higher

- applies knockback status
 - move backwards at 2× normal speed, 1s duration

LEVEL 6

- *slam* buffed
 - all normal Bloons are frozen for 0.7s when attacked
- *aoe* buffed
 - +7r blast (17r blast)

LEVEL 7

- *slam* buffed
 - +1d (4d)
- *aoe* buffed
 - +1d (3d), +4p (11p)

LEVEL 8

- *slam* buffed
 - +3r (27r)
- *chilling-cheer* buffed
 - Ice Monkeys can now target and inflict 2x damage to MOAB-class bloons but without associated slowing status effects.
 - Ice Monkey's Arctic Wind *slow* attack can affect all non-BAD MOAB-class bloons

LEVEL 9

- *slam* buffed
 - 83.33% (0.75s)

LEVEL 10

- *crushing-ice* ability (30s cooldown, 5s duration, battle ready)
 - grabs the strongest MOAB-class non-BAD bloon in range and spends 4s popping it
 - Pat cannot attack during the ability duration
 - Pat cannot activate *rallying-roar* during the ability duration
 - once popped, creates *freeze-bomb*
 - 50r blast
 - freezes bloons for 4s, or 2s for non-BAD MOAB-class bloons

LEVEL 11

- *slam* buffed
 - +1d (5d)
- *aoe* buffed

- +1d (4d)

Level 12

- *slam* buffed
 - 86.67%_s (0.65s)

Level 13

- *slam* buffed
 - freezes MOABs for ?s
 - +?s freeze duration (?s freeze duration)

Level 14

- *chilling-cheer* ability buffed:
 - 9s duration
 - +10r
 - gives +3d instead of +1

Level 15

- *slap* buffed
 - +7p (14p)

Level 16

- *slam* buffed
 - +2r, +5cd (12cd)
- *aoe* buffed
 - +6cd (12cd)

Level 17

- *slam* buffed
 - 84.62%_s (0.55s)

Level 18

- *aoe* buffed
 - +10p (21p)

Level 19

- *slam* buffed
 - +5d (10d)
- *aoe* buffed
 - +5d (9d)

Level 20

- *crushing-ice* buffed:
 - affects 4 eligible bloons instead of 1
- *freeze-bomb* buffed
 - 50d, +50md (100md), +40r blast (90r blast)
 - freezes bloons for 10s, or 5s for non-BAD MOAB-class bloons

Some levels are still incomplete and may be incorrect. Please bear with us as we try to fix these levels.

AGENT JERICHO

- Leveling rate: 1.58823529x
- Unlock cost: 5000 MM

Level 1 - \$750

- size: ? radius (small)
- placeable on: land
- *bullet* attack
 - 3d, 1i, 0.9s, ?r, sharp type

Level 2

- *bloon-adjustment* passive ability
 - every 4th bloon, gives a natural bloon on the opponent's side an extra layer
 - note: cannot upgrade to a MOAB-class bloon

Level 3

- *seize-assets* ability (70s cooldown, 10s duration, 15s initial cooldown)
 - takes \$25 from the opponent every 1s
 - note: if the opponent does not have enough money, they do not go into debt

Level 4

- *regrow bloon* modifier buffed
 - \$-0.2x (\$1.4x)

Level 5

- *bloon-adjustment* buffed
 - adjusted bloons will randomly be either camo, fortified, or regrow
 - note: can apply fortified property to opponent's natural blimps

LEVEL 6

- *bullet* buffed
 - 50%_s (0.45s)
- *seize-assets* buffed
 - now takes \$65/1s

LEVEL 7

- *bullet* buffed
 - +2d (5), +?r (?), camo
- camo bloon modifier buffed
 - -\$0.4x (\$1.6x)

LEVEL 8

- *bloon-adjustment* buffed
 - Now applies every other bloon spawned naturally

LEVEL 9

- *seize-assets* buffed
 - now takes \$100/1s
- fortified bloon modifier buffed
 - \$-0.4x (\$1.7x)

LEVEL 10

- *decoy* ability (90s cooldown, battle ready)
 - spawns a *decoy-moab* on the opponent's track
 - same properties as a normal MOAB, but with infinite health
 - does not get affected by speed ramping from rounds 25+
 - consumes all pierce on projectiles that hit it
 - disappears when it has reached 66.67% of the track

LEVEL 11

- *seize-assets* buffed
 - now takes \$130/1s

LEVEL 12

- *bullet* buffed
 - 50%_s (0.225s)
- *decoy-moab* buffed
 - now has the same properties as a BFB

Level 13

- *bloon-adjustment* buffed
 - applies more modifiers to adjusted bloons

Level 14

- *seize-assets* buffed
 - now takes \$250/1s

Level 15

- *bloon-adjustment* buffed
 - affects your bloon sends as well

Level 16

- *bullet* buffed
 - 66.67% (0.15), +??d (??)

Level 17

- *decoy-moab* buffed
 - now has the same properties as a ZOMG

Level 18

- *seize-assets* buffed
 - 15s duration

Level 19

- *bullet* buffed
 - +??d (??)

Level 20

- *decoy* ability buffed
 - ??s cooldown

Some information is currently unavailable

HIGHWAYMAN JERICHO (AGENT JERICHO ALT)

- Leveling rate: 1.58823529x
- Unlock cost: 5000 MM + 40,000 Agent Jericho Points

Level 1 - \$750

- size: ? radius (small)
- placeable on: land
- *bullet* attack
 - 3d, 1i, 0.9s, ?r, sharp type

Level 2

- *bloon-adjustment* passive ability
 - every 4th bloon, gives a natural bloon on the opponent's side an extra layer
 - note: cannot upgrade to a MOAB-class bloon

Level 3

- *stand-and-deliver* ability (100s cooldown, ? initial cooldown)
 - takes \$200 from the opponent
 - if the opponent does not have \$200, their cheapest tower that can pay back the debt is sold for 100% sellback to pay

Level 4

- regrow bloon modifier buffed
 - $-\$0.2x$ ($\$1.4x$)

Level 5

- *bloon-adjustment* buffed
 - adjusted bloons will randomly be either camo, fortified, or regrow
 - note: can apply fortified property to opponent's natural blimps

Level 6

- *bullet* buffed
 - 50% s (0.45s)
- *stand-and-deliver* buffed
 - now takes \$650

Level 7

- *bullet* buffed
 - +2d (5), +?r (?), camo
- camo bloon modifier buffed
 - $-\$0.4x$ ($\$1.6x$)

LEVEL 8

- *bloon-adjustment* buffed
 - Now applies every other bloon spawned naturally

LEVEL 9

- fortified bloon modifier buffed
 - \$-0.3x (\$1.7x)
- *stand-and-deliver* buffed
 - now takes \$1,000

LEVEL 10

- *misdirection* ability (? cooldown, ? initial cooldown)
 - takes the strongest MOAB-class bloon up to a BFB and puts it at the opponent's entrance
 - bloon health is retained

LEVEL 11

- *stand-and-deliver* buffed
 - now takes \$1,300

LEVEL 12

- *bullet* buffed
 - 50%_s (0.225_s)
- *misdirection* buffed
 - now affects DDTs

LEVEL 13

- *bloon-adjustment* buffed
 - applies more modifiers to adjusted bloons

LEVEL 14

- *stand-and-deliver* buffed
 - now takes \$2500

LEVEL 15

- *bloon-adjustment* buffed
 - affects your bloon sends as well
- *misdirection* buffed
 - affects ZOMGs

Level 16

- *bullet* buffed
 - 66.67%s (0.15), +??d (??)

Level 17

- *misdirection* buffed
 - fully heals the affected bloon

Level 18

- *stand-and-deliver* buffed
 - ??s cooldown

Level 19

- *bullet* buffed
 - +??d (??)

Level 20

- *misdirection* ability buffed
 - ??s cooldown

Some information is currently unavailable

BLOONS

If you're looking for efficiency info or other info on stats besides the base bloon send stats, then check out [this sheet](#) made by [r/thewarrior71](#).

MODIFIERS

REGROW

- Unlocked Round 8
- Cash modifier: \$1.6x

CAMO

- Unlocked Round 12
- Cash modifier: \$2x

FORTIFIED

- Unlocked Round 18
- Cash modifier: \$2x
- Eco modifier for Blimps only: 2x greater eco loss

BLOONS

REDS

- Base Speed: 25 (1.0x)
- Spaced: N/A
- Grouped
 - Rounds: 1-11
 - Count: 8
 - Total time: 0.8s
 - Eco: +\$1.0
 - Cost: \$20

BLUES

- Base Speed: 35 (1.4x)
- Spaced
 - Rounds: 1-2
 - Count: 5
 - Total time: 1.5s
 - Eco: +\$0.8
 - Cost: \$15
- Grouped
 - Rounds: 3-12
 - Count: 6
 - Total time: 0.6s
 - Eco: +\$1.0
 - Cost: \$24

GREENS

- Base Speed: 45 (1.8x)
- Spaced
 - Rounds: 2-4
 - Count: 5
 - Total time: 1.15s
 - Eco: +\$0.9
 - Cost: \$18
- Grouped
 - Rounds: 5-16
 - Count: 5
 - Total time: 0.4s
 - Eco: +\$1.4
 - Cost: \$35

YELLOWS

- Base Speed: 80 (3.2x)
- Spaced
 - Rounds: 3-6
 - Count: 5
 - Total time: 1.15s
 - Eco: +\$1.2
 - Cost: \$24
- Grouped
 - Rounds: 7-19
 - Count: 4
 - Total time: 0.24s
 - Eco: +\$1.6
 - Cost: \$40

PINKS

- Base Speed: 87.5 (3.5x)
- Spaced
 - Rounds: 4-8
 - Count: 3
 - Total time: 0.9s
 - Eco: +\$1.4
 - Cost: \$28
- Grouped
 - Rounds: 9+
 - Count: 4
 - Total time: 0.2s
 - Eco: +\$2.4
 - Cost: \$65

WHITES

- Base Speed: 50 (2x)
- Spaced
 - Rounds: 5-9
 - Count: 3
 - Total time: 0.84s
 - Eco: +\$1.5
 - Cost: \$30
- Grouped
 - Rounds: 10-21

- Count: 3
- Total time: 0.3s
- Eco: +\$2.6
- Cost: \$65

BLACKS

- Base Speed: 45 (1.8x)
- Spaced
 - Rounds: 6-9
 - Count: 3
 - Total time: 0.75s
 - Eco: +\$1.6
 - Cost: \$33
- Grouped
 - Rounds: 10-25
 - Count: 4
 - Total time: 0.32s
 - Eco: +\$3.0
 - Cost: \$75

PURPLES

- Base Speed: 85 (3.4x)
- Spaced
 - Rounds: 8-10
 - Count: 4
 - Total time: 1.6s
 - Eco: +\$3.3
 - Cost: \$70
- Grouped
 - Rounds: 11+
 - Count: 5
 - Total time: 0.175s
 - Eco: +\$2.7
 - Cost: \$115

ZEBRAS

- Base Speed: 75 (3.0x)
- Spaced
 - Rounds: 9-10
 - Count: 2
 - Total time: 0.6s

- Eco: +\$2.7
- Cost: \$60
- Grouped
 - Rounds: 11-29
 - Count: 3
 - Total time: 0.24s
 - Eco: +\$3.5
 - Cost: \$120

LEADS

- Base Speed: 45 (1.8x)
- HP (fortified): 6
- Spaced
 - Rounds: 10-11
 - Count: 2
 - Total time: 2s
 - Eco: +\$2.8
 - Cost: \$60
- Grouped
 - Rounds: 12+
 - Count: 4
 - Total time: 0.6s
 - Eco: +\$4.5
 - Cost: \$150

RAINBOWS

- Base Speed: 55 (2.2x)
- Spaced
 - Round: 12
 - Count: 1
 - Total time: 0.35s
 - Eco: +\$3.0
 - Cost: \$70
- Grouped
 - Rounds: 13+
 - Count: 4
 - Total time: 0.4s
 - Eco: +\$6.0
 - Cost: \$250

CERAMICS

- Base Speed: 62.5 (2.5x)
- HP (regular): 10
- HP (fortified): 30
- Spaced
 - Rounds: 13-15
 - Count: 1
 - Total time: 0.75s
 - Eco: +\$5.0
 - Cost: \$150
- Grouped
 - Rounds: 16-27
 - Count: 2
 - Total time: 0.24s
 - Eco: +\$1.8
 - Cost: \$400
- Tight
 - Round: 28+
 - Count: 40
 - Total Time: 0.8s
 - Eco: +\$0
 - Cost: \$4,000
- Super Ceramics
 - Round: 30
 - HP modifier: 6x
 - regular: 60 HP
 - fortified: 180 HP

MOABS

- Base Speed: 25 (1x)
- Base HP: 200
- Base HP (fortified): 400
- Spaced
 - Rounds: 17-18
 - Count: 1
 - Total time: 3s
 - Eco: +\$0
 - Cost: \$1,000
- Grouped
 - Round: 19+
 - Count: 1
 - Total time: 0.5s

- Eco: +\$0
- Cost: \$1,000

BFBS

- Base Speed: 8.5 (0.34x)
- Base HP: 700
- Base HP (fortified): 1,400
- Spaced
 - Rounds: 20-21
 - Count: 1
 - Total time: 3.5s
 - Eco: -\$25
 - Cost: \$1,800
- Grouped
 - Rounds: 22+
 - Count: 1
 - Total time: 0.6s
 - Eco: -\$25
 - Cost: \$1,800

ZOMGS

- Base Speed: 7 (0.28x)
- Base HP: 4,000
- Base HP (fortified): 8,000
- Spaced
 - Rounds: 22-23
 - Count: 1
 - Total time: 6s
 - Eco: -\$100
 - Cost: \$5,500
- Grouped
 - Rounds: 24-29
 - Count: 1
 - Total time: 1s
 - Eco: -\$100
 - Cost: \$5,500
- Tight
 - Rounds: 30+
 - Count: 4
 - Total time: 1.2s
 - Eco: -\$400
 - Cost: \$12,000

DDTS

- Base Speed: 68.75 (2.75x)
- Base HP: 400
- Base HP (fortified): 800
- Spaced
 - Rounds: 26-27
 - Count: 1
 - Total time: 1.4s
 - Eco: -\$150
 - Cost: \$2,500
- Grouped
 - Rounds: 28+
 - Count: 3
 - Total time: 0.6s
 - Eco: -\$300
 - Cost: \$6,000

BADS

- Base Speed: 4.5 (0.18x)
- Base HP: 12,500
- Base HP (fortified): 25,000
- Spaced
 - Rounds: 30-31
 - Count: 1
 - Total time: 7s
 - Eco: -\$400
 - Cost: \$15,000
- Grouped
 - Round: 32+
 - Count: 1
 - Total time: 1s
 - Eco: -\$400
 - Cost: \$15,000

HEALTH AND SPEED RAMPING

- Starting at Round 25 to Round 30
 - +20% base Blimp HP per round
 - +10% base speed per round
- Starting at Round 31+
 - +40% base Blimp HP per round

- +10% base speed per round
- Notes:
 - All of this is additive. In other words, the blimp HP/speed increases by a flat amount each round.
 - Only Blimps are affected by HP scaling, however speed scaling affects all Bloons

NATURAL ROUNDS

DISCLAIMER: Rounds with no prior changes are assumed to be identical to BTd6's even rounds (ex. R2 is assumed to be exactly the same as BTd6's R4)

Rounds can last anywhere from 5.5 seconds after the last natural bloon to 8.5 + *round seconds* after if not all bloons are popped yet

ROUND	CONTENTS	DURATION
1	35x red	19s
2	25x red, 18x blue, 10x red	17.31s
3	4x green, 15x red, 15x blue	18.7s
4	20x blue, 2x green, 10x red, 12x green	28.87s
5	57x blue	21.6s
6	10x green, 15x blue, 5x yellow	17.39s
7	31x red, 10x blue, 5x green, 4x yellow, 5x pink	17.13s
8	40x green, 8x yellow	16.02s
9	50x 5een	14.32s
10	6x black	5.25s
11	25x white	8s
12	1x cgreen, 60x blue	9s
13	23x pink, 12x zebra	12.51s
14	14x lead	5s
15	8x black, 8x white, 8x zebra, 2x rzebra	15.91s
16	15x black, 20x white, 20x purple	27.96s
17	160x yellow, 18x rainbow	27s
18	40x pink, 10x crgreen, 40x pink, 10x crgreen, 60x pink	20.99s

19	17x white, 42x pink, 25x lead, 20x zebra, 12x ceram	25.06s
20	1x MOAB	1s
21	30x rainbow, 20x crainbow	11.6s
22	50x rainbow	23.67s
23	10x fceram	7s
24	10x pink, 60x crpurple, 40x rainbow, 6x fceram	43.72s
25	1x MOAB, 20x flead, 20x red, 20x ceram, 1x MOAB	28.98s
26	25 Rainbow, 10 Ceramic, 2 MOAB	20.56s
27	35 Ceramic, 2 MOAB	19.41s
28	40 Camo Rainbow, 1 MOAB	16.18s
29	15 Ceramic, 10 Fortified Ceramic, 5 MOAB	43.98s
30	1x BFB	1s
31	250x purple, 5x MOAB, 2x fMOAB, 15x crainbow	48.29s
32	6 MOAB, 3 Fortified MOAB	9.53s
33	8 MOAB, 3 Fortified MOAB	22.75s
34	4 MOAB, 1 BFB	8.44s
35	120 Camo Regrow White, 200 Rainbow, 4 MOAB	41.14s
36	38 Regrow Ceramic, 2 BFB	21.7s
37	50 Ceramic, 60 Fortified Ceramic, 25 Camo Regrow Fortified Ceramic, 1 BFB	82.39s
38	11 MOAB, 5 BFB	58.92s
39	80 Purple, 150 Rainbow, 75 Ceramic, 72 Camo Ceramic, 1 BFB	90s
40	1x ZOMG	2s
41	10 BFB, 5 Fortified BFB	35.68s
42	50 MOAB, 10 BFB	25s
43	5 Fortified BFB	20.85s
44	18 MOAB, 8 BFB, 2 ZOMG	14.55s
45	50 Camo Regrow Fortified Lead, 3 DDT	11.9s

46	50 Fortified MOAB, 4 ZOMG	35s
47	25 BFB, 6 ZOMG	15s
48	40 Fortified MOAB, 30 BFB, 6 ZOMG	32.12s
49	30 Fortified BFB, 8 ZOMG	30s
50	1x BAD	1s

NOTE: Missing rounds (51-100) will be added at a future date

ACCOLADES

- Total Accolades found: 65

WIN STREAKS

- Get a win streak of 5
- Win 5 games in a row with first blood
- Win 5 games in a row with no lives lost
- Get a win streak of 10
- Win 10 games in a row with first blood
- Win 10 games in a row with no lives lost
- Get a win streak of 20
- Win 20 games in a row with first blood
- Win 20 games in a row with no lives lost

WINS

- Win 50 casual games
- Win 100 casual games
- Win 500 casual games
- Win 50 ranked games
- Win 100 ranked games
- Win 500 ranked games
- Win 1000 ranked games
- Win 50 games with first blood
- Win 100 games with first blood
- Win 500 games with first blood
- Win 1000 games with first blood
- Win 25 games with no lives lost
- Win 50 games with no lives lost
- Win 250 games with no lives lost
- Win 500 games with no lives lost

BLOONS

- Send 50,000 bloons at your opponent
- Send 100,000 bloons at your opponent
- Send 500,000 bloons at your opponent
- Send 1,000,000 bloons at your opponent
- Send 100 <MOAB-class bloon>s at your opponent
- Send 200 <MOAB-class bloon>s at your opponent
- Send 1000 <MOAB-class bloon>s at your opponent
- Send 2000 <MOAB-class bloon>s at your opponent

ECO & FARMS

- Get 1,000 eco in 100 games
- Get 1,000 eco in 500 games
- Get 1,000 eco in 1000 games
- Collect \$1,000,000 from banana farms
- Collect \$10,000,000 from banana farms
- Collect \$100,000,000 from banana farms

GAMEMODES

- Win a total of 10 no pain no gain games with 10 or lower lives remaining
- Win a total of 20 no pain no gain games with 10 or lower lives remaining
- Win a total of 50 no pain no gain games with 10 or lower lives remaining
- Win a total of 50 <event gamemode> games
- Win a total of 100 <event gamemode> games
- Win a total of 500 <event gamemode> games
- Win a total of 50 mixed rules games
- Win a total of 100 mixed rules games
- Complete <event gamemode> 3 times
- Complete a club event 3 times

MAPS

- Win a total of 50 games on <map>
- Win a total of 100 games on <map>

TOWERS & HEROES

- Win a total of 50 games with <tower>
- Win a total of 100 games with <tower>
- Win a total of 500 games with <tower>

- Win a total of 1000 games with <tower>
- Upgrade <tower> to <5th tier upgrade> 10 times
- Upgrade <tower> to <5th tier upgrade> 50 times
- Upgrade <tower> to <5th tier upgrade> 100 times
- Upgrade <tower> to <5th tier upgrade> 500 times
- Win a total of 25 games with <tower category> towers
- Win a total of 50 games with <tower category> towers
- Win a total of 250 games with <tower category> towers
- Win a total of 500 games with <tower category> towers
- Win a total of 50 games with <hero>
- Win a total of 100 games with <hero>
- Win a total of 500 games with <hero>
- Win a total of 1000 games with <hero>
- Upgrade <hero> to level 20 in 50 games

SACRIFICES

- Sacrifice 100 monkeys to the Sun God
- Sacrifice 500 monkeys to the Sun God
- Sacrifice 1000 monkeys to the Sun God
- Sacrifice 2000 monkeys to the Sun God

DAYS PLAYED

- Play a game for 30 days in a row
- Play a game for 90 days in a row

SEASON BLING

- Collect Golden Bananas from completing each Daily Goal. Unlock new cosmetics from reaching minimum threshold of Golden Bananas. Golden Bananas can also be bought with Monkey Money at a 1:1 ratio.
 - Rewards
 - Bronze: 40 (80) Golden Bananas
 - Silver: 80 (160) Golden Bananas
 - Gold: 120 (240) Golden Bananas
 - **Note:** Bracketed is the value given when Banana Booster IAP is active.
 - Up to 3 Bronze, 3 Silver, 3 Gold, refreshes cooldown every 12:00pm NZST. Duration is between start and end of season.
 - Rerolling a Daily Goal requires a watched ad (Mobile) or reward token (Steam)
- Thresholds for each bling reward
 - Main Bling:

- 100, 500, 1,100, 2,000, 3,000, 4,000, 5,000, 6,000, 7,250, 8,750, 10,250, 12,000
- Total bling items: 12
- Hero Showcase 1:
 - 13,750, 15,500, 17,500, 19,500, 21,500, 24,000
 - Total bling items: 6
- Hero Showcase 2:
 - 26,500, 29,000, 31,500, 34,000, 37,000, 40,000
 - Total bling items: 6

BRONZE

- Pop 4000 Bloons
- Play 2 games
- Win 1 game
- Deal 200 damage to your opponents
- Spend \$10,000 on towers and upgrades

SILVER

- Win one game with Primary Monkeys Only
- Win one game with Military Monkeys Only
- Win one game with Magic Monkeys Only
- Win two games on Casual Mode
- Win two games on Ranked Mode
- Win two games on Event Mode
- Get 1000 income in a single game
- Use 5 Tower Boosts
- Use 5 Bloon Boosts

GOLD

- Get a No Lives Lost Win
- Win 5 games
- Win 3 games in a row
- Get First Blood in 3 games
- Get 4,500 Hero XP from games
- Get 7,500 Tower XP from games
- Win 3 games without losing more than 50 lives

MISCELLANEOUS

BLOON BOOST

- applies *bloon-boost* buff to all bloons on the opponent's side, including **natural and sent**, increasing movement speed by 25%. Duration of 12 seconds, cooldown of 30 seconds, initial cooldown of **12 seconds**. Max 3 uses per game.

TOWER BOOST

- applies *monkey-boost* buff to all towers on the player's side by 0.6x attack cooldown. Duration of 12 seconds, cooldown of 40 seconds, initial cooldown 26.66 seconds. Max 3 uses per game.

CASUAL BATTLE

- Rewards
 - Tower and Hero XP
 - Non-Flawless Win: 25MM
 - Non-Flawless Loss: 10MM
 - First Blood: +5MM
 - No Lives Lost: +10MM

RANKED BATTLE

- Arenas
 - Red Bloon Camp
 - 0-19 trophies
 - Maps: Bloontonium Mines, Docks, In the Wall, Mayan, Thin Ice, and standard maps
 - No bloon modifiers
 - Yellow Stadium
 - 20-29 trophies
 - Maps: Bloontonium Mines, Docks, In the Wall, Mayan, Thin Ice, and standard maps
 - White Wasteland
 - 30-39 trophies
 - Maps: Banana Depot, Bloontonium Mines, Building Site, Docks, In the Wall, Mayan, Thin Ice, and standard maps
 - +5% XP
 - Lead Dungeon
 - 40-49 trophies

- Maps: **Pirate Cove**, Banana Depot, Bloon Bot Factory, Bloontonium Mines, Building Site, Docks, In the Wall, Mayan, Thin Ice, and standard maps
 - +8% XP
 - Ceramic Crucible
 - 50-59 trophies
 - Maps: **Pirate Cove**, Banana Depot, Bloontonium Mines, Building Site, Docks, In the Wall, Mayan, Thin Ice, and standard maps
 - +10% XP
 - MOAB Pit
 - 60-69 trophies
 - Maps: **Pirate Cove**, Banana Depot, Bloontonium Mines, Building Site, Docks, In the Wall, Mayan, Thin Ice, and standard maps
 - +15% XP
 - BFB Colosseum
 - 70-84 trophies
 - Maps: **Pirate Cove**, Banana Depot, Bloontonium Mines, Building Site, In the Wall, Mayan, Thin Ice, and standard maps
 - +15% XP
 - ZOMG Superdome
 - 85-99 trophies
 - Maps: **Pirate Cove**, Banana Depot, Bloontonium Mines, Building Site, In the Wall, Thin Ice, and standard maps
 - +15% XP
 - Hall of Masters
 - 100 trophies
 - Maps: **Pirate Cove**, Banana Depot, Bloontonium Mines, Building Site, and standard maps
 - +15% XP
 - Standard maps
 - Basalt Columns, Castle Ruins, COBRA Command, Dino Graveyard, Garden, Glade, Koru, Oasis, Off-Tide, Sands of Time, Star
- Rewards (Hall of Masters)
 - Win
 - 50MM
 - Positive score increase
 - May receive zero or negative score
 - Loss
 - 20MM
 - Negative score increase
 - May receive zero or positive score
 - No Lives Lost
 - 20MM Bonus

- First Blood
 - 10MM Bonus
- Rewards (except Hall of Masters)
 - Win
 - 50MM
 - +1 trophy
 - Loss
 - 20MM
 - -1 trophy
 - Except in Red Bloon Camp
 - Trophy count cannot drop below 20
 - No Lives Lost
 - 20MM bonus
 - First Blood
 - 10MM bonus
 - Win Streak
 - +1 trophy when on a win streak of 3 or more
 - Does not apply in ZOMG superdome

EVENT THEATRE

- **Note:** All Heroes and Towers and their upgrades enabled in Event Theatre.
- Random Quad
 - Picks a random hero and map, followed by a balanced random set of 3 towers.
- Speed Battle
 - Bloon speed increased by +40%, bloon sends start 1 round earlier (but bloon sends still start after 6 seconds), eco cooldown reduced to 4.2s. No minimum round length.
- Play With Fire
 - All bloon sends sent at both players, eco gain and loss multiplied by 2x.
 - Special Interactions in Play With Fire
 - Self-sent bloons count as "sent bloons" (e.g. Lead to Gold +\$50, Bloon Trap +\$0 per RBE)
- Bananza
 - Eco gain and loss multiplied by 2x, all income sources increased by 2x, starting with \$1300 starting cash and 500 eco.
 - Special Interactions in Bananza
 - Bank (x3+x Farm) capacities unchanged
 - IMF Loan ability lending amount doubles
 - *more to be added*
- No Pain, No Gain
 - Costs of all towers and heroes including their upgrades, and Bloon Sends, start at 200% price. Losing lives reduces price until 1 life at 70% price.

- Rounds prices to the nearest integer

LEGACY

UNIVERSAL XP Removed in version 2.0

- Obtained through daily rewards and playing battles

BATTLE POINTS Removed in version 2.0

- Obtained through preseason events, daily rewards, and playing ranked battles
 - Extra earned through winning and/or getting No Lives Lost or First Blood

BATTLE CHEST Removed in version 2.0

- Battle Chest (Bronze)
 - Cost: 35 Battle Points
 - Rewards: 150-250 MM, 500 Tower XP for 2 towers, 400 Hero XP for 1 Hero, 1000 Universal Tower XP. 20% chance for reward boost for 30 minutes, 20% chance for reward boost for 1 hour.
 - Chance from 3 Ranked Wins: 75%
- Great Chest (Silver)
 - Cost: 100 Battle Points
 - Rewards: 400-600 MM, 1000 Tower XP for 2 towers, 800 Hero XP for 2 Heroes, 2000 Universal Tower XP. Guaranteed reward boost for 1 hour, 50% chance for 2 hours.
 - Chance from 3 Ranked Wins: 20%
- Mighty Chest (Gold)
 - Cost: 200 Battle Points
 - Rewards: 1500-2500 MM, 1500 tower XP for 4 towers, 1200 Hero XP for 4 Heroes, 5000 Universal Tower XP. Guaranteed reward boost for 2 hours.
 - Chance from 3 Ranked Wins: 5%

Terminology

DAMAGE TYPES

Type	Black	White	Purple	Lead	Frozen
Normal	✓	✓	✓	✓	✓
Acid	✓	✓	✓	✓	✓
Sharp	✓	✓	✓		
Explosion		✓	✓	✓	✓

Cold	✓		✓		
Glacier	✓		✓		✓
Shatter	✓	✓	✓		✓
Energy	✓	✓			✓
Plasma	✓	✓		✓	✓
Fire	✓	✓		✓	✓

OTHER TERMINOLOGY

- Damage: d
 - MOAB damage: md
 - Fortified damage: fd
 - Fortified MOAB damage: fmd
 - Ceramic damage: cd
 - Lead damage: ld
 - Camo damage: cad
 - Frozen damage: frd
 - Stunned bloon damage: sd
- Pierce: p
- Impact: i
 - impact is like pierce, but it cannot be buffed by a normal pierce buff. For example, if a base sniper has 1i, that means it will not hit 2 bloons when affected by the brew of an [alchbuff](#), or another buff that gives more pierce.
- Range: r
- Projectiles: j
 - If there is spread mentioned after the projectile count (like "4j 180° spread"), then the projectiles are evenly distributed across that spread. If there is nothing mentioned, then the projectiles shoot parallel to each other, at a certain distance apart that is not implemented here yet.
- Attack cooldown (the time BETWEEN attacks): s
 - (Example: 0.95s means the time between each attack is 0.95 seconds)
 - Attack cooldown buffs (i.e. 75%s) decrease the time between attacks
 - (Example: 75%s on a 1s attack would become 0.75s, because 75% of 1s is 0.75s)
- Initial: The initial cooldown when you first buy the upgrade
 - example: could be displayed as "10s initial"
- Battle ready: The ability has no initial cooldown
- Note: Use the [Advanced Popology's Appendix](#) for a more thorough explanation of these stats.