

Black = no complaints
 Blue = overperformance
 Red = underperformance

Tech	Minor			Major
Ambush	Ambush Turret	Bastille turret	Interceptor turret	EMP Turret
Concussion	Concussion Turret	Micro Missile Turret	Seeker missile turret	Holocene Missile Silo
Disruptive	Pike turret	Translocator Turret	Jammer turret	Plasma Turret
Fusion	MLRS Turret	Fusion Turret	Imploder turret	Fuseball Turret
Generalist	Tritium Sniper Turret	Ablative Turret	Blaster Turret	mini fortress
Melee	Shredder Turret	Deathgrip Turret	Bulwark turret	Crusher Turret
Raid	Makeshift Turret	Scrap Turret	Ruffian Turret	Blitzkrieg Turret
Splash	Grenade Turret	Tesla Turret	Hailstorm Turret	Beam Cannon
Subterfuge	Spider Turret	Counter Sniper Turret	Vampire Turret	Solar Flare Turret
Technologist	Subverter Turret	Harmonic Turret	Acid Turret	Gemini Turret

Just as a general thing, nearly every turret that's not infinite range, ambush or melee tech needs a range buff.

Interceptor: it's damage bonus is pretty niche, so perhaps rename it to tripper turret, and focus on having it deal bonus damage to high engine gx (same as agravic pods) and a lower damage bonus to fast moving units.

Seeker: damage reduced. Like all the way down.

MLRS: It's damage is rather lacking, and it's damage bonus is overwritten by the Subverter Turret. Perhaps increase base damage or increase fire rate.

Tritium Sniper: this one underperforms because it seems that auto target always targets things not with albedo .3. If we can fix that, this wouldn't be an issue. Ive noticed this issue myself, but can never really get good saves.

Blaster Turret: This one needs another DPS buff. Yes i know, it's already got a high base dps, but it seems nothing compared to later marks where other specialized turrets can eat much larger sections of untis.

Bulwark turret: this one just doesn't seem to attract that much fire from the enemy. If it acted as a better bullet sponge then it would be useful

Scrap turret: this turret just kills itself too quickly to be useful with its damage. If it released some units on death it would have an incentive to use

Ruffian turret: this one specifically needs a range buff. Somewhere along the lines of plasma turret range if not infinite range. This thing was meant to be a cheap siege unit.

Acid turret: damage amplification seems low

Counter Sniper: is a really powerful all rounder

Harmonic turret: range is low, and so is the damage, consider buffing range as well as damage. Doesn't deal more damage per markup? Also consider condensing turret damage bonus.

Raid tech note: Seems weak on defense, look on increasing defense viability there.

Base turrets:

Range:

1. Low range
 - 1a. Tesla (2,5k), Ambush (5,6k), Grenade (6,5k)
2. Medium range
 - 2a. Pike (10,1k)
3. High range
 - 3a. Nucleo-MLRS-Beam (12k), Concu-Plasma (15k)
4. Infinite range
 - 4a. Tritium (inf), Spider (inf)

Expansion turrets:

Range:

1. Low Range:
 - 1a. Crusher-Deathgrip-Shredder (4,2k), EMP-Bulward (6k), Hailstorm-Bastille (6,5k)
2. Medium range
 - 2a. Blaster-Fusion (8k),
 - 2b. Subverter-Makeshift-Translo-Jammer-Fuseball-Imploder-MiniFort-Blitz-vampire-scrap-Gemini-Acid-Harmonic (10,1k)
3. High Range
 - 3a. MicroConcu-Ablative-SolarFlare-Ruffian (12k), Seeker (15k)
4. Infinite Range
 - 4a. Intercep-Holo-CounterSnipe (inf)

ArnaudB turret range notes