

The Aircraft Carriers

Hardcore Strategy

Notes:

- Must be in Paradoxum Group for an extra **\$100**
- Player 1 needs to **chain** and **micro** Commanders correctly
- Skip all waves except waves **16,24, and 31**
- Player 2 cannot use normal **Pyromancer**

Credits:

rain1010cz5 - **creator**

kymowastaken - **creator**

puvpol - **tester**

qwertypizza101 - **tester**

mansy1018 - **tester**

Placement Map:



Proof:









Players	Towers				
Player 1	Farm	Ranger	Ace Pilot	DJ Booth	Commander
Player 2	Farm	Ranger	Pursuit	Accelerator	G-Pyromancer

Strategy

Player 1

Instructions

				
Waves	Strategy			
0-5	<ul style="list-style-type: none"> Place level 2 Ace 			
5-15	<ul style="list-style-type: none"> Place 3 level 1 Farms (one by one) Upgrade 2 level 1 Farms to level 2 Set Ace to strongest on wave 12 Place level 1 Farm Upgrade 2 level 2 Farms to level 3 			
15-20	<ul style="list-style-type: none"> Upgrade Ace to level 3 Skip at 0:25 (On wave 16) Place level 2 Ace on wave 17 (Strongest) next to the other ace 			




- Upgrade 2 level 1 **Farms** to level 2
- Place level 0 **Farm**
- Upgrade the 3 **Farms** to level 3
- Place level 3 **Farm** (Should have 6)






20-30



- Upgrade the 1st **Ace** to level 5
- Place 2 level 3 **Farms**
- DO not skip wave 24
- Upgrade the 2nd **Ace** to level 5
- Place level 3 **DJ Booth**



- Place 3 level 2 **Commanders** and start chaining

	
30-40	<ul style="list-style-type: none"> • Place 5 level 3 Rangers • DO not skip wave 31 • Upgrade DJ Booth to level 5 • Place 5 level 3 Rangers • Upgrade 1 Commander to level 4
40-50	<ul style="list-style-type: none"> • Upgrade 5 Rangers to level 5 • Upgrade the other 2 Commanders to level 4 • Upgrade the final 5 Rangers to level 5 • Sell all Farms • Place and max all Aces • On wave 50, begin to micro Commanders (if your main Commanders are stunned, buy another and use its ability, then sell it)

<h1>Strategy</h1> <h2>Player 2</h2>				
Instructions				
				

Waves	Strategy
0-5	<ul style="list-style-type: none"> Place 3 level 1 Farm (One by one)
5-9	<ul style="list-style-type: none"> Upgrade Farms to level 2
10-13	<ul style="list-style-type: none"> Place level 2 Pyromancer 
13-16	<ul style="list-style-type: none"> Upgrade Farms to level 3 Place 1 Level 3 Farm & 1 Level 1 Farm Skip at 0:25 (On wave 16)
15-21	<ul style="list-style-type: none"> Place level 3 Accelerator (Make sure it has range) 
20-23	<ul style="list-style-type: none"> Place all 8 level 3 Farms
23-32	<ul style="list-style-type: none"> Place level 3 Accelerator DO not skip wave 24 Upgrade both Accelerators to level 4

	<ul style="list-style-type: none"> Place level 4 Accelerator
32-36	<ul style="list-style-type: none"> Place level 4 Accelerator DO not skip wave 31 Place level 4 Accelerator Upgrade 1 Accelerator to level 5
36-45	<ul style="list-style-type: none"> Max all current Accelerators Max Pyromancer (Set to furthest) Place remaining level 5 Accelerators
45-50	<ul style="list-style-type: none"> Place max Pursuits Place all max Rangers
50	<ul style="list-style-type: none"> Place max Pyromancer 