

Torero's V.2.0

Lowest requirements Polluted Wasteland II strat

Toro go brrrrrrrrrr



Win Proof



Hall of fame

V.1 Strategy 🏠

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V.2 Strategy 🌟

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Notes

- You must join [Paradoxum Games](#) for the extra starting \$100.
- If either P3 or P4 joins a bit late, you may still win
- This strategy is mostly consistent, but you may lose to bad RNG on Wave 40.
- This strategy has been tested without the use of special towers by any players.

- **DO NOT USE THE XR-500 SKIN FOR TURRET. Any other skin is fine as they are all immune to Nuclear Monster's range debuff.**
- Player 2 may use Golden Minigunner.
 - Player 2 might also be able to replace Minigunner entirely with Accelerator or Pursuit **but this has not been tested**
- **Player 3 MUSN'T use Golden Minigunner.**
- Use the Optional skip for faster time (so if you lose by rng, you can retry quickly)

Loadout

| Players | Towers | | | | |
|-----------------------|--------|-----------|--------|------------|------------|
| Player 1 Level 50+ | Farm | DJ | Turret | Ace Pilot | Ranger |
| Player 2 Level 50+ | Farm | Medic | Turret | Ace Pilot | Minigunner |
| Player 3 Level 50+ | Farm | DJ | Turret | Ranger | Minigunner |
| Player 4 Level 50+ | Farm | Commander | Turret | Pyromancer | Ranger |

Placement Map



Strategy






Player 1
POV Video soon

Instructions

|  |  |  DO NOT USE XR-500. |  |  |
|---|--|---|--|---|
| Waves | Strategy | | | |
| Notes | <ul style="list-style-type: none"> • Must Skip waves: 1, 2, 12, 13 • Optional skip (for faster time): 1-29 (not including 29) | | | |
| 0-18 | <ul style="list-style-type: none"> • Place a Level 2 Ace Pilot. • Place 8 Level 2 Farms. <ul style="list-style-type: none"> ◦ Any farming method can be used. • Place a Level 3 DJ. <ul style="list-style-type: none"> ◦ Place it in the "DJ1" spot. • Upgrade all Farms to Level 3. | | | |
| 18-33 | <ul style="list-style-type: none"> • Place 2 Level 3 Turrets one by one. • Max the DJ. • Place 3 Level 3 Turrets one by one. • Sell Ace Pilot • Max the Turrets one by one. | | | |
| 34-40 | <ul style="list-style-type: none"> • Get 6 Level 4 Rangers <ul style="list-style-type: none"> ◦ Try to place in a 'W' pattern to save space. If done properly, you can fit all 6 on one bar. ◦ Sell farms if you need space. • Get 8 Level 5 Ace Pilots in total. <ul style="list-style-type: none"> ◦ Sell farms if you need space. • Replace Turrets in the back when the boss gets into the half of the 2nd circle | | | |

Player 2


[Player 2 POV](#)

| | | | | |
|---|--|---|--|---|
|  |  |  DO NOT USE XR-500. |  Can be Golden or normal. |  |
| Waves | Strategy | | | |
| Notes | <ul style="list-style-type: none"> • Medic needs to be used correctly <ul style="list-style-type: none"> ◦ Micromanaging Medic is the best way to use it. <ul style="list-style-type: none"> ■ To do this, place a Medic, max it immediately, use its ability, sell it, and repeat until victory. • Must Skip waves: 1, 2, 12, 13 • Optional skip (for faster time): 1-29 (not including 29) | | | |
| 0-16 | <ul style="list-style-type: none"> • Place a Level 2 Ace Pilot. • Place 4 Level 2 Farms one by one. • Place another Level 2 Ace Pilot. • Get 8 Level 3 Farms in total. • Sell both Ace Pilots. | | | |
| 16-40 | <ul style="list-style-type: none"> • Place 5 Level 3 Turrets one by one. • Max the Turrets one by one. • Place 3 Level 5 Medics (<i>only 1 if you know how to micromanage it</i>). <ul style="list-style-type: none"> ◦ Use its ability whenever towers are stunned. • Spam Level 4 Minigunners until you reach the placement limit. • Replace Turrets in the back when the boss gets into the second half of the second circle. | | | |

Player 3

[Player 3 POV](#)






Instructions

|  |  |  DO NOT USE XR-500. |  |  |
|---|---|---|--|---|
| Waves | Strategy | | | |
| Notes | <ul style="list-style-type: none"> • Must Skip waves: 1, 2, 12, 13 • Optional skip (for faster time): 1-29 (not including 29) | | | |
| 0-32 | <ul style="list-style-type: none"> • Place 8 Level 2 Farms <ul style="list-style-type: none"> ◦ Any farming method can be used. • Place a Level 2 Minigunner. <ul style="list-style-type: none"> ◦ Sell it when the first Level 2 turret is placed. • Upgrade all Farms to Level 3. • Place 5 Level 3 Turrets one by one. • Max the turrets one by one. | | | |
| 33-40 | <ul style="list-style-type: none"> • Place 6 Level 3 Rangers one by one. <ul style="list-style-type: none"> ◦ Try to place in a 'W' pattern to save space. If done properly, you can fit all 6 on one bar. ◦ Max the Rangers after you finish placing them. ◦ On Wave 34, place a max DJ in the "DJ 3" spot. • Spam max Minigunners until you hit the placement limit. • Replace Turrets in the back when the boss gets into the second half of the second circle. | | | |

Player 4

[Player 4 POV](#)

Instructions

|  |  |  DO NOT USE XR-500. |  |  |
|---|--|---|--|---|
| Waves | Strategy | | | |
| Notes | <ul style="list-style-type: none"> • Must chain CTA Correctly <ul style="list-style-type: none"> ◦ Tutorial • Must Skip waves: 1, 2, 12, 13 • Optional skip (for faster time): 1-29 (not including 29) | | | |
| 0-18 | <ul style="list-style-type: none"> • Place 3 Level 2 Farms one by one. • Place a Level 1 Pyro. • Place 5 Level 2 Farms one by one. <ul style="list-style-type: none"> ◦ Upgrade 2 of these Farms to Level 3. • Place 3 Level 2 Commanders one by one. <ul style="list-style-type: none"> ◦ Start to CTA Chain • Upgrade the rest of the Farms to Level 3. | | | |
| 19-33 | <ul style="list-style-type: none"> • Upgrade the Pyro to Level 3. • Place 5 Level 3 Turrets one by one. • Max the Turrets one by one. • Max the Commanders one by one. | | | |
| 34-40 | <ul style="list-style-type: none"> • Get 6 Level 4 Rangers <ul style="list-style-type: none"> ◦ Try to place in a 'W' pattern to save space. If done properly, you can fit all 6 on one bar. ◦ Sell some farms if need space • Spam Level 5 Pyros until you reach the placement limit. <ul style="list-style-type: none"> ◦ Place 2 in marked spots, the rest anywhere. • Replace Turrets in the back when the boss gets into the second half of the second circle. | | | |

| | |
|-------|----------------|
| Waves | Why did i die? |
|-------|----------------|

| | |
|-------|--|
| 0 - 8 | <ul style="list-style-type: none"> • P1 or P2 did not place Ace Pilots. • P1 or P2 did not upgrade their Ace Pilots. • P1 or P2 placed their Ace Pilots in the wrong spot. • Bad luck with Ace Pilots on Waves 7-9. |
| 10-15 | <ul style="list-style-type: none"> • P2 did not place their 2nd Ace Pilot. • P3 did not place their Minigunner and/or upgrade it. • P4 did not place/use commander ability. |
| 15-22 | <ul style="list-style-type: none"> • Someone did not place/upgrade turrets. • P4 did not chain Commander properly. |
| 23-40 | <ul style="list-style-type: none"> • P4 did not chain Commander properly. • Someone did not place/upgrade Turrets/Rangers/Sub-DPS. • P2 did not use Medic properly. <ul style="list-style-type: none"> ◦ While micromanaging Medic isn't necessary, it is strongly recommended. • Lost on wave 40 <ul style="list-style-type: none"> ◦ Might be because the team didn't replace Turrets or you just got bad RNG. |



BIG W, RONLD_ GOT G.PYRO