

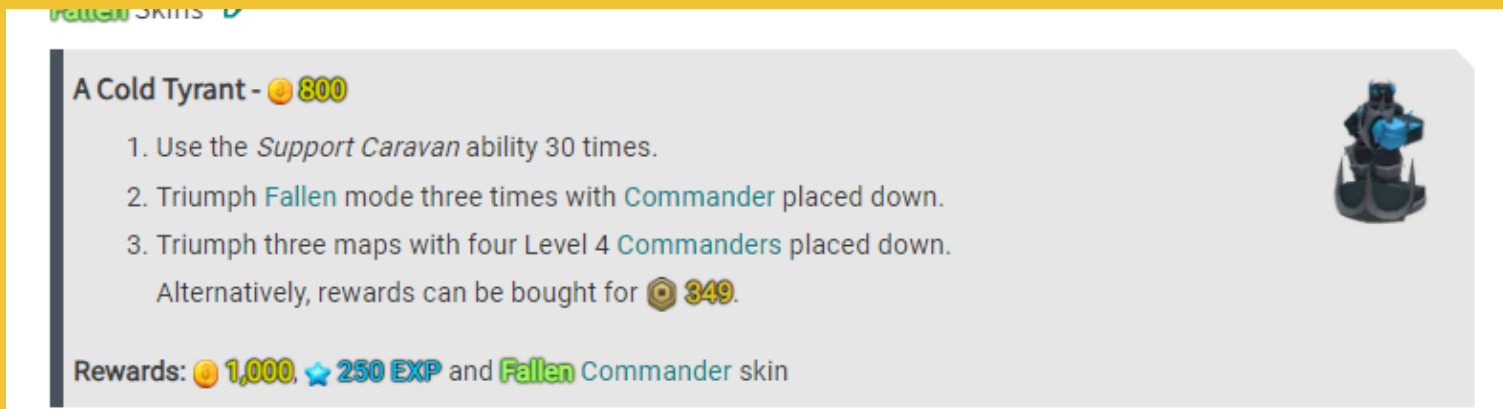
Tabb 1

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Fallen Shavels 2.0

Solo fallen grind 3000+ per hour

BEST Strategy to obtain Fallen Commander



Credits

Creators: @xtos4
Co-Creators: @jowbreaker @shadowofhallows
Testers: @xtos4
@jowbreaker @shadowofhallows
Thumbnail maker: @alejandrosmah1

Notes






- Must be in [Paradoxum Group](#) for an extra 100\$.




- THIS STRATEGY CONSISTS OF YOU NEEDING TO GO TO A PRIVATE SERVER FOR HONEY VALLEY MAP.
- Skip waves 1-30 32-40 (Skipping is optional.)
- If you using gcowboy get 8 lvl 2 and then start to upgrading to lvl 3 then get the rest
- For Pursuits, YOU CAN NEVER GET Bottom Path due to low damage.
- You have to use airdrop ability on the bridge
- Recommended to see POV
- Set all merc bases to random targetting

Loadout

Loadout	Towers				
Towers:	Cowboy	Electroshocker	Mercenary Base	Commander	Pursuit

(Player 1) Loadout

Difficulty: Easy/Medium [POV 1 / POV 2]				
				
Important	Strategy			

<p>Placement Map</p>		
<p>Quick Notes:</p>	<ul style="list-style-type: none"> • You MUST skip w10 bc you can upgrade more cowboys to lvl 3 and the map is long so you can leak like 10 hp • You're allowed to use timescale Tickets but you have to have a fast reaction when enemies go fast. 	<ul style="list-style-type: none"> • If you using gcowboy get 8 lvl 2 and then start to upgrading to lvl 3 then get the rest
<p>Waves: 1 - 30</p>	<ul style="list-style-type: none"> • Place 12 lvl 2 Cowboys • Upgrade all Cowboys to lvl 3 • Place 1st and 2nd Electroshocker lvl 3 as its marked in placement map • Place 1st Mercenary Base lvl 3 (set 2 troops to grenadier) • Max/Upgrade Cowboys to Level 4 -> lvl 5 • Upgrade 1st Mercenary Base to lvl 4 (grenadiers) • Place last 2 Mercenary Bases to level 4 (set to 3 riot guards and 2 and 1 grenadier rifleman on last 2 Mercenary Bases) • Max/Upgrade 1st Electroshocker to Level 5 • Place last 2 Electroshockers max level 1 by 1 	
<p>31</p>	<ul style="list-style-type: none"> • Start upgrading 1st Mercenary Base to level 6/Max and airdrop the 1st max Mercenary Base troops on this bridge on wave 31.(3 riot guards) • Upgrade the last 2 Mercenary Bases to Level 6/Max 1 by 1 	

32-40	<ul style="list-style-type: none">Place 5 Level 5/Max Pursuit (upper path) 1 by 1 <p>The Pursuit Patrol Range should at least reach both loops:</p> <ul style="list-style-type: none">Place 4 Level4/Max Commander and chain ability and use the APC ability on wave 39Use the Airdrop ability from the max Mercenary Bases (9 riot guards)on wave 40 multiple times (Aka just spam the ability on the bridge)AND also use the APC ABILITY TOO	

Common Issues

Waves	Reasons
1 - 40	<ul style="list-style-type: none">Late cowboys upgrade aka you didn't upgrade cowboys before wave 10 started because of hiddens.YOU SHOULD SKIP on wave 10 bc of you can get more lvl 3 cowboysLate electroshokersUpgraded pursuits to the bottom pathsYou didn't put the patrol zone as i showed in screenshot.

Proofs

POVs: Player 1



Best Time - 17:09

Dm @xtos4 if you have a faster time.



With Timescale ticket
6000+ per hour



Why u even got here