



Credits



*Created by the
legend :*



@theballerisfriend



Shotgunner exp grind on Fallen mode

Pretty **unique** strategy that focuses on easy high performance
steps

Rewards:

Coins	Player Exp	Tower Exp
12500~ 	3400~ 	1650~ 

Dps Options:

		
The Best	Good option (Normal works)	Good option

⚡ Strategy

Modifiers that can be used : Hidden enemies , Exploding enemies , Committed ,
Limitation , Glass

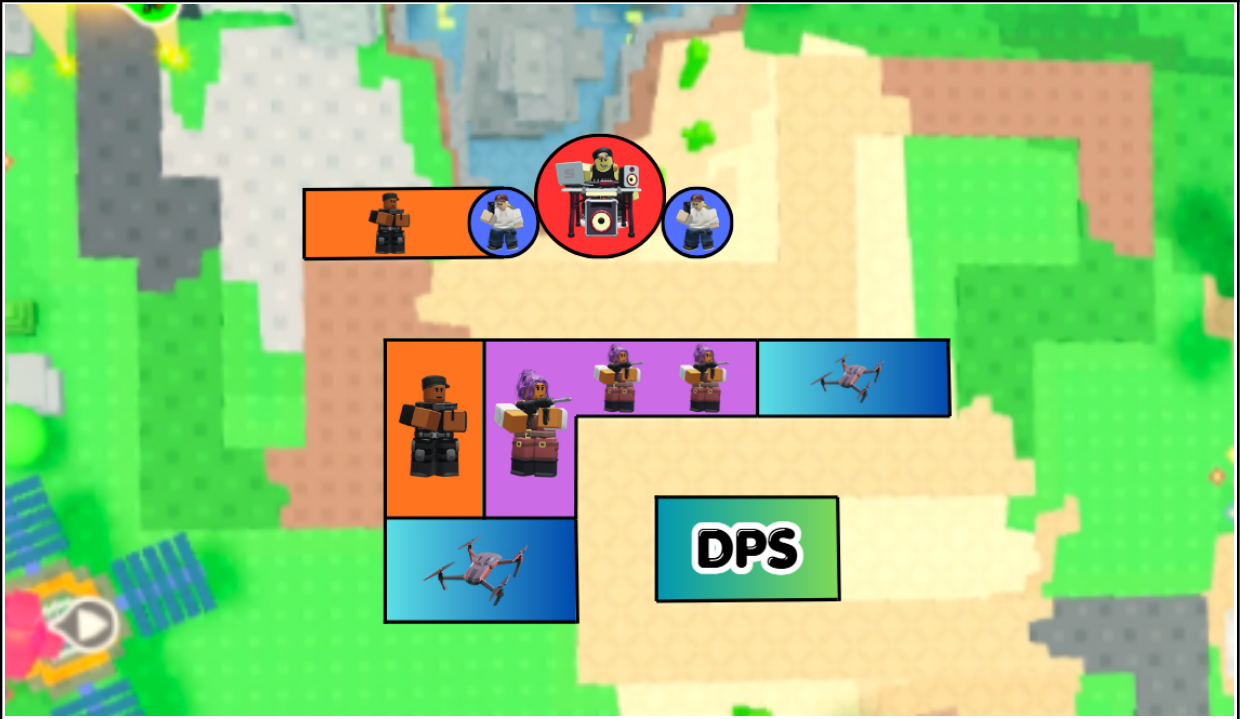
Dps Options:

		
The Best	Good option (Normal works)	Good option

THE START WORKS ON FROST , for more rewards

Easy	Engineer	Shotgunner	Hacker	Dj	Dps	Pov
Player1						Here

Map

Waves	
Notes	• Skip: 1 - 29 , 32 - 35 , 38 - 40 🤖 Red: 30+ 🤖 (Green 1 - 29)
1-40	• Place 2 Engineer lv 2 -> lv 3 ds • Place 1 Hacker lv 2 -> Get 6 Engineers lv 3 • Place Dj lv 3 -> Place 9 Shotgunner lv 2 > lv 3 • Up Engineers to lv 5 -> 2 Hacker lv 4 • Place Juggernaut lv 4A -> Max Dj -> Max Shotgunner • Max Engineer -> Max Hacker (bottom) -> Max Juggernaut -> Clone (Juggernaut > Engineer)



Wave	Common Issues (soon)
1-40	 • (Skill issue)



Fastest Proof (timescale):



Proof (No timescale):

