

# **CrazyGamingFamily**

## **Hardcore**

## **Strategy**

**(Wrecked BattleField Map)**



## **We. Just. Win**

**Discord Link: <https://discord.gg/cgf>**

**YouTube Channel: [Subscribe](#)**

**Autumn Falling Document: [Click Here](#)**

# Important Notes

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- Player 1 must be good at chaining COA to win.
- Player 2 must be good at using Medic.
- This strategy ONLY works on Wrecked Battle Field.
- You can place Military Bases anywhere.
- Skip wave : 1, 2, 3, 4, 5, 6, 9, 10, 13
- Sell Military Bases when you're at max troops placement.
- Surviving wave 25 with a Regular Minigunner all depends on good COA timing and P1's Accelerator's placement.

Place the 1st Ace Pilot like that :



First Accelerators / Turrets shall be placed  
on the mud before placing them on the  
grass :



-There is a very small chance of losing at  
wave 19.

# Loadouts



## Player 1

				
Farm	Ranger	Accelerator	Commander	Military Base

## Player 2

				
Farm	Ace Pilot	Accelerator or Turret	Minigunner	Medic

## Player 3

				
Farm	Golden Minigunner	Accelerator	DJBooth	Military Base



# Map Placement



Dark Purple = Accelerators

Light Purple =

Dark Red = Medics

Late Game Accelerators

Green = Farms

*(Move when the Void Reaver is  
out of range)*

Brown = Ace Pilots

Light Blue = Commanders

Gray = Turrets (If P2 uses it)

Pink = DJBooth

Yellow = First (Golden) Minigunners

Dark Green = Player 1's first Accelerator

Blue = Late game (Golden) Minigunners

Orange = First Rangers

Light Orange = Other Rangers

Black = Late Game COA's *(When the Void Reaver is out of range)*

White = Late Game DJ *(When the Void Reaver is out of range)*

# The Strategy

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## Player 1

Waves	Strategy
0 - 11	<ul style="list-style-type: none"><li>-Place 3 lvl 1 Farms (<i>Place a Farm and upgrade it, don't spam lvl 0 Farms!</i>)</li><li>-Upgrade 1 lvl 1 Farm to lvl 2</li><li>-Place a Farm lvl 1</li><li>-Upgrade a lvl 1 Farm to lvl 2</li><li>-At wave 11, Place a Military Base lvl 2 and place a lvl 0 Farm</li></ul>
12 - 24	<ul style="list-style-type: none"><li>-Upgrade the lvl 0 Farm to lvl 2</li><li>-Upgrade a lvl 1 Farm to lvl 2</li><li>-At wave 14, place a Military Base lvl 2 then place a Farm lvl 0</li><li>-Upgrade 2 lvl 2 Farms to lvl 3 then upgrade the Farm lvl 0 to lvl 1</li><li>-At wave 17, Place a Military Base lvl 2 then upgrade a lvl 1 Farm to lvl 2</li><li>-Upgrade a lvl 2 Farm to lvl 3 and</li></ul>

	<p>place a lvl 1 Farm, then place a lvl 0 Farm</p> <ul style="list-style-type: none"> <li>-At wave 19, place 2 lvl 2 Military Bases</li> <li>-Upgrade your 2 lvl 2 Farms to lvl 3</li> <li>-At wave 21, place a Commander lvl 1 and upgrade it to lvl 2</li> <li>-At wave 23, place an Accelerator lvl 0 (Use COA at 1:04)</li> <li>-At wave 24, upgrade the Accelerator to lvl 2 (Use COA at 0:11)</li> </ul>
25 - 38	<ul style="list-style-type: none"> <li>-At wave 25, upgrade the Accelerator to lvl 3 (Use COA at 0:40)</li> <li>-At wave 26, use COA at 0:20</li> <li>-Farm until you have 8 Farms lvl 3 (At wave 27, Use COA at 0:36)</li> <li>-At wave 27 / 28, get 2 Commanders lvl 2 (Now, chain COA)</li> <li>-Place a lvl 2 Ranger then upgrade it to lvl 3</li> <li>-Place 9 Rangers lvl 3</li> </ul>
39 - 50	<ul style="list-style-type: none"> <li>-Max a Commander lvl 2</li> <li>-Place 8 max lvl Accelerators</li> <li>-Max all of your Rangers</li> </ul>



-Max the rest of your  
Commanders

*(Note : move Accelerators and COAs to the back  
when the Void Reaver is out of range)*

# Player 2

Waves	Strategy
0 - 19	<ul style="list-style-type: none"><li>-Place an Ace Pilot lvl 0 then upgrade it to lvl 2 (<i>Rotate 2 times</i>)</li><li>-Place 2 lvl 1 Farms (<i>Place and upgrade, don't place 2 lvl 0 Farms!</i>)</li><li>-Place an Ace Pilot lvl 1 near the first one</li><li>-Place a lvl 1 Farm</li><li>-Place a lvl 0 Farm</li><li>-Upgrade 2 lvl 1 Farms to lvl 2</li><li>-Upgrade the lvl 0 Farm to lvl 1</li><li>-Upgrade a lvl 1 Farm to lvl 2, then place a lvl 0 Farm</li><li>-Upgrade a lvl 2 Farm to lvl 3, then upgrade the lvl 1 Farm to lvl 2</li><li>-Upgrade the lvl 2 Ace Pilot to lvl 3 (<i>Set both Ace Pilots to "Strongest", set back to first once the Lead Bosses die</i>)</li></ul>
20 - 25	<ul style="list-style-type: none"><li>-Upgrade the lvl 0 Farm to lvl 2</li><li>-Upgrade a lvl 2 Farm to lvl 3</li><li>-Place a lvl 3 Minigunner</li></ul>

26 - 36

- Farm until you have 8 lvl 3 Farms
- Sell your lvl 1 Ace Pilot, then max the lvl 3 one
- Max the lvl 3 Minigunner
- Place a max lvl Turret / Accelerator

37 - 50

- Place your remaining Turrets / Accelerators and max them
  - Place 2 max lvl Medics
  - Place 3 max Mingunners
  - Place 2 max Minigunners near the entrance
- (Get ready to micro Medic (use it's ability then place another one) at wave 50!)*



# Player 3

## (Player 3 POV)

Waves	Strategy
0 - 19	<ul style="list-style-type: none"><li>-Place 3 lvl 1 Farm (<i>Place a Farm and upgrade it, don't spam lvl 0 Farms!</i>)</li><li>-Upgrade a lvl 1 Farm to lvl 2</li><li>-Place a lvl 1 Farm then upgrade another lvl 1 Farm to lvl 2</li><li>-On wave 11, place a lvl 2 Military Base</li><li>-Place a lvl 0 Farm, then upgrade it to lvl 2</li><li>-Upgrade a lvl 1 Farm to lvl 2</li><li>-On wave 14, place a lvl 2 Military Base</li><li>-Upgrade a 2 lvl 2 Farms to lvl 3, then upgrade the lvl 0 Farm to lvl 1</li><li>-On wave 17, get a Military Base lvl 2, then upgrade a lvl 1 Farm to lvl 2</li><li>-Upgrade a lvl 2 Farm to lvl 3 and</li></ul>

	<p>place a lvl 1 Farm, then place a lvl 0 Farm</p> <ul style="list-style-type: none"> <li>-On wave 19, Get 2 lvl 2 Military Bases</li> <li>-Upgrade 2 lvl 2 Farms to lvl 3</li> <li>-On wave 19, Place a lvl 2 Military Base, then upgrade a lvl 1 Farm to lvl 2</li> </ul>
20 - 29	<ul style="list-style-type: none"> <li>-Place a lvl 2 Farm</li> <li>-Upgrade a lvl 1 Farm to lvl 2</li> <li>-On wave 21, place a Golden Minigunner lvl 0, then upgrade a lvl 2 Farm to lvl 3</li> <li>-Upgrade the Golden Minigunner to lvl 2</li> <li>-On wave 24, place another lvl 2 Golden Minigunner</li> <li>-On wave 25, place a lvl 2 Minigunner, then place a lvl 3 DJ</li> <li>-Farm until you have 8 lvl 3 Farms</li> <li>-Upgrade both of your Golden Minigunners to lvl 3</li> </ul>
30 - 50	<ul style="list-style-type: none"> <li>-Max the DJ</li> <li>-Place 8 max lvl Accelerators</li> <li>-Upgrade 2 lvl 3 Minigunners to</li> </ul>

max lvl, then spam max lvl

## Minigunners

*(Move your DJ to the other placement when the Void Reaver is out of range of the Accelerators)*

*(Get some Golden Minigunners at the back if Souls get past)*

# Triumph Proofs

1st Win Achieved :



Win from someone else :





## P3 Turret Variet :



## P2 Turret Variet :





## P2 Turret Variet + Regular Crook Boss :



## P2 Turret Variet and P3 Turret Variet : (Credits to Baskets, Kai and Kobe for giving me this picture)





## Regular Minigunner :

(Credits to Oak for doing all of the job!)



## Regular Minigunner + P2 Turret Variet :





## Updated Triumph :



## Golden Perks update triumph!! :



# Credits

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[CrazyGamingFamily#5166](#)

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Strategy Creator



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[whydoesthishappen#9114](#)

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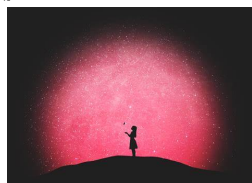
Major Tester/ Contributor  
Good at chaining CTA

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[Baskets#6114](#)

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Tester/Contributor



# Update Logs

3/25/2022	Strategy Created.
3/27/2022	Video and Document released.
4/1/2022	Fixed errors on every Player's strategy's.
4/2/2022	Made Player 2 able to bring Turret.
4/3/2022	Made Player 2 able to bring a regular Crook Boss.
4/6/2022	The strategy is now usable without golden skins!
4/7/2022	Updates logs added. P3 can bring Turret! Huge changes have been made to the document!
4/22/2022	Map placement remade. Fixed more issues. Added more important notes.
9/13/2022	We're back! Strategy revamped Players being poor is fixed!

