

This tier list is for each individual tower path, with the fifth tier image representing tiers 3-5. Towers that moved up are labeled with a '+' while towers that moved down are labeled with a '-'.

The best upgrade for the path is mentioned in each section. A '+' sign right after an upgrade path indicates that further upgrades are strategy-specific and shouldn't always be purchased. An 'x' sign indicates that crosspaths are relatively balanced/unrelated to the main path and should be chosen based on the strategy.

SS TIER:

TOP ALCH

- Brew and Stim can provide massive DPS buffs to certain towers and are used with almost every strat. Certain towers benefit more than others due to shot limits and flat number buffs.
- Brew is also cheap enough to be an affordable earlygame buff and helps with leads.
- Stim provides a slightly stronger buff over brew, and is mainly exclusive to a main DPS tower.
- Permanent Brew is too expensive and not ideal for most strategies.
- Best paths: 3xx, 4xx

S TIER:

BOTTOM GLUE

- MOAB Glue is a cheap lategame support tower that works well against both dense rounds and DDTs. Combos very well with Press.

- Relentless creates a chain reaction of stuns that is very good at holding back MOABs and DDTs. Good at activating Sauda's prey effects to stunned and slowed bloons.
- Super Glue is a much more powerful Relentless, being able to stun hordes of moab-class bloons for a long time.
- Low attack speed and non piercing projectiles causes some issues with it if positioned badly.
- Best paths: 01+3+

MID NINJA +

- Shinobis are good when paired up with any ninja T5, it greatly increases their attack speed and pierce and also distracts ceramics constantly. Combos very well with Gerry's Fire.
- Bloon Sabotage is one of the best abilities in the game, especially against DDT rounds. Has a long cooldown so make sure it is available when DDTs come. Notably weaker against hyperdense rounds due to not slowing insides, but can still prove useful.
- Grand Saboteur greatly improves Gerry's Fire on shinobis, can take out entire rounds when combined with the spawn damage and slow.
- Best paths: 040

BOTTOM BEAST ++

- Golden Eagle can prove quite useful at low degrees moving clumps of ceramics and bloons around. Utilizing the 1 child bloon mechanic, it can also kill these if targeted near a damage tower.
- High power eagle, while not as strong anymore due to significant nerfs, is a relatively cheap bloon/moab control tower that has global range.
- Giant Condor requires degree 17 (one additional) power to grab the second BFB now. It is a very strong MOAB/BFB controller, being able to move them to other lanes as well. Requires the right targeting/reticle placement to be used optimally, but can prove very powerful with basic micro.
- Merging Condor to degree 41 allows it to grab a 3rd BFB, making it even more powerful. This degree also allows it to grab a second DDT, so it is recommended if you decide to give the condor a form of lead popping.
- Pouākai is a powerful high cost T5 that can trivialize many rounds with its high pierce.
- Producing only 1 child bloon greatly helps Pouakai manage the lategame.

- Best paths: xx4 (17 or 41)

S- TIER:

ADORA

- Decent earlygame due to high pierce homing projectiles and long range from LAOL.
- Has a very weak midgame by design as a key aspect of her gameplay is relying on midgame towers that she can later use Blood Sacrifice on for EXP.
- Lvl 20 Blood Sacrifice provides a very powerful and long lasting buff to Adora, allowing her to wipe out entire lategame rounds. Also improves Ball of Light massively.
- With the cooldown nerfs, timing her abilities correctly for hard rounds is a very important task.

GERALDO -

- Has many items that help out in the earlygame, most notably the glue and pickles. Nails can also cheat death from leaks at any point in the game.
- Sharpening Stone's nerf changed it from a strategy centric item to a bonus to certain sharp towers.
- Blade Trap and Creepy Idol are great ways to reduce density for mid and late.
- Gerry's Fire has good synergy with Mid Ninja, Bottom Druid, and Mid Boomer.
- Throwing down multiple Upgraded Shooty Turrets and his Genie Bottles give him a powerful lategame.
- Pet Bunny is a worthwhile mid-late attacker which can jump across the map. It returns to Geraldo if no bloons are in its jump range so Geraldo's placement matters.

BOTTOM BOOMER

- Kylie can be used earlygame on maps with straight lines for kylie to fly along, however it is not great.
- Press is very potent against dense and slow bloons. Use it with Moab Glue and other slowdowns.
- Faster Rang's has more frequent knockbacks while Glaives gives it more pierce and stall time.

- MOAB Domination is a good tier 5 for its price range that functions on many maps.
- Best paths: xx4

MID SUB

- Ballistic spam with Sub Commander is decent if water is close to a choke point.
- First Strike is one of the best BAD damage towers, usually used to kill off the BAD's insides on maps with water, and blast away ZOMGs with groups of MOABs.
- Pre-emptive strike can instantly kill all DDTs alone in addition to taking out any natural moabs. However it is very expensive for this job.
- Best paths: 040

MID MORTAR

- Heavy Shells can do some earlygame work, but is not the star of the path.
- Artillery Battery shreds through ceramics with ease and deals good damage to moabs. High damage during the ability also allows it to stay useful lategame if you do not upgrade to Pop and Awe.
- Pop and Awe permanently keeps the bombardment attack speed, trading the ability out for an 8 second global stun to anything that enters the screen.
- Has an incredible synergy with Striker due to his ability to stun MOABs on his own, reset the cooldown of the ability, and double its damage for a 10 second period. Other stunning towers are also a great synergy, due to the stun bonus.
- Needs help dealing with the BAD as it cannot be affected by stuns. Elim is the natural combo.
- Best paths: 250

TOP DRUID +

- Heart of Thunder can prove to be a rather useful earlygame tower with its seeking lightning. The ability to upgrade into druid of the storm makes it a great option for early rounds.
- Druid of the storm is a cheap and strong ceramic counter, especially against superceramics. The large distance tornadoes can travel offsets their relatively slow fire speed.

- Its cheap price and ability to serve useful in earlygame from Heart of Thunder allows it to be bought reasonably for round 40, and it still has use in midgame blowing back significant clumps of bloons.
- Ball lightning deals sufficiently more damage than its previous tier, allowing it to handle clumps of midgame ceramics and get rid of some of the superceramics it blows back lategame.
- Can be used with popluts as a saveup, however, generally unnecessary.
- Superstorm is difficult to save up to and struggles with DDTs and the BAD.
- Best paths: 300-302

BOTTOM SPAC

- Long Life Spikes can serve as a weaker spiked balls, but are usually bad. Has a niche use of cheap round 100 damage if round 99 can be stalled out long enough.
- Deadly Spikes can stack up more than Spiked Balls, but is not a tower that should be used alone.
- Perma Spike can build a solid spike pile without large amounts of stalling, but benefits hugely from extending the end of each round.
- Use with Concoction, a form of stall, and a hero good at clearing RBE like brickell or corvus.
- Best paths: xx5

MID BEAST +

- Velociraptor can serve as a solid midgame, eliminating any bloons in its range due to the high pierce and ability to oneshot fortified ceramics. Recent price buffs and reposition buffs help it greatly.
- Due to the small range it is very microintensive to maximize effectiveness.
- T-Rex takes out regular ceramics with ease and still has decently high moab damage, as well as a very frequent stun ability for the utility. Pair with overclock.
- Max merge T-Rex layerskips through moabs with its attacks, making it the best option.
- Giganotosaurus is not great unless at max power, which is virtually unobtainable.
- Best paths: x4x (64)

A TIER:

STRIKER

- Concussive Shell is good against grouped or strong bloons. Helpful against the r40 MOAB.
- Midgame, his level 3 shuts down 63 and wrecks half of 76 and 78.
- Lategame, his stun provides massive control over ZOMGs and anything near them.
- Lvl10 is strictly useful for Artillery Battery, but at lvl20, it synergizes with all bombs and mortars.
- Outside of bomb or mortar based strategies, Concussive and his range and pierce buffs still makes him a decent hero, but should not be the main reason to run him.
- Being able to increase the pierce of any nearby tower is not incredibly useful, with the best being MOAB presses. The spike factory interaction is overrated except with MOAB SHREDR for BAD damage.

BRICKELL

- Has a good earlygame due to sea mines and buffing the best earlygame tower, sub.
- Use water towers that combo with Naval Tactics or high pierce towers that combo with Mega Mine.
- Mega Mines have very high potential and are able to remove lots of bloons when stacked. Requires careful positioning, consider testing out placements in sandbox.
- Lvl 17 allows her pistol to deal relatively high single target damage for a hero.

PSI

- Has a decent earlygame due to being able to instantly kill most bloons that exist earlygame.
- Lvl3 stun is very good at clumping bloons and giving you a few more seconds to pop them.
- Being able to take out ceramics makes Psi a pretty good midgame hero despite having low pierce.
- Lvl 14 and 16 are *huge* power spikes that make Psionic Scream reduce moab density lategame.
- Can no longer stall out the end of the round, so abilities must be used carefully.

CORVUS -

- Still has a strong earlygame due to the spirit being a global attacker, but Spear heavily lacks pierce.
- Make sure he is always near bloons so that he can gain mana constantly.
- Has a variety of spells that can help out massively at all stages of the game for basically no cost at all.
- Optimizing and stalling for Nourishment allows you to barely reach lvl 20 by the end of the game.
- Often leaks ceramics and is good with towers that consistently clean up after him.
- Corvus is a difficult hero to learn and play needing active management as well as knowledge and fitting execution of spell combos.

MID BOMB

- Maulers are fairly weak in the lategame now, and only sees niche use popping the MOAB.
- Assassin doubles moab damage of mauler, ideal for bomb spam strategies. The ability can remove MOAB and BFBs during the midgame.
- Eliminator is a strong T5 that eliminates entire ZOMGs and can also skip the BAD similar to First Strike when doubled with Striker's lvl 20. Pair with towers that have good cleanup.
- All middle bombs pair well with Primary Mentoring.
- Best paths: x5x

TOP ACE +

- Fighter Plane is worse than a Mauler.
- Operation: Dart Storm is decent when alched, cutting down moabs and ceramics.
- Sky Shredder is a decent but difficult to use T5 tower, as it has amazing MOAB DPS, decent ceramic cleanup, and global range, but requires significant micro to maximize its damage.
- Centered Path makes the ace much more controllable and gives it much needed mobility.
- Best paths: 502

BOTTOM HELI -

- Shove is a strong yet cheap mid to late support which can clump or create gaps between moabs.
- Comanche Defense is a powerful tower that holds well by itself on any map.
- Even with the bug fixed, maximizing mini comanche uptime makes this a solid midgame.
- Comanche Commander has many low damage projectiles and is extremely good with Geraldo.
- Needs MIB or some form of lead removal to damage DDTs. Glue Storm is a good option.
- Best paths: 01+3, 104+

MID SUPER -

- Robo is still a relatively affordable and powerful midgame that scales well with damage increasing options.
- Tech Terror is much more expensive, but can still delete the majority of round 98 with one ability.
- Comparable to Tsar Bomba, but has a relatively strong main attack that scales with damage increasers.
- Anti is not really going to be affordable still. Rosalia does not reach level 20 naturally before round 100.
- Best paths: 031+

MID SPAC -

- MOAB SHREDR can be used as a strong moab damager or BAD damager if insides can be dealt with.
- Spike Storm shred through separated moabs or DDTs, but struggles to take down denser groups.
- Carpet of Spikes is weak against ceramics, but it deals incredible amounts of moab damage across the whole map, easily taking out the BAD and all DDTs.
- Best paths: 1+4+0

BOTTOM ENGI +

- Double Gun can get an early Churchill on some hard maps, but is fringe otherwise.
- Bloon Trap is a thousand times worse than Spiked Balls.
- XXXL has a bug where if you relocate the trap before it can build another one, the new trap will immediately get sent out when the Engi is prepared, keeping a trap on the field at all times. Only works if Larger Service Area is purchased before the trap.
- Deconstruction allows the trap to eat up many more fortified moabs and BFBs.
- Best paths: 025

A- TIER:

Gwen

- Cocktail is pretty good for earlygame and is usable for midgame ceramic cleanup when alched.
- Heat it up has a damage and pierce boost at higher levels, and is permanently up at lvl 18.
- Gwen's main attack ramps up burn damage after lvl 9 which adds up against moabs.
- Firestorm is effectively just Heat It Up on demand, the damage is underwhelming. Can be used on r63/76/78 to help pop the ceramics.
- Heat it up as a consistent lead solution gained some relevance with Glue Storm duration dropping.

OBYN

- Relatively powerful against early bloon rounds, but hampered by the fact that he can't be afforded on r6. Main attack falls off in power pretty quickly.
- Brambles can be used as RNG defense in the earlygame, and deals an ok amount of DDT damage lategame if alched.
- Totems provide significant value due to the moab slowdown, and help your towers not leak ceramics.
- His buffs to magic towers are mainly outclassed, but his synergy with top path druids is very strong.

- Wall of trees at lvl 20 can hold a good amount of DDTs, making him a decent counter to 95/99.

EZILI

-Not very strong earlygame, but can provide some use as she can pop both camo and lead, as well as remove purple immunity.

-Very good MOAB DPS with her main attack, capable of spreading her DoT to numerous Moabs, fulfilling her role as an RBE minimizer.

-Hex has great synergy with towers with controlled DPS, capable of eliminating the insides of up to 24 moabs when timed correctly.

-Is generally good on every single map in the game as Hex is global ranged.

-On expert maps, her L20 only costs 13k-16k, completely eliminating the worry for R100 while being cheaper than other Anti-BAD options like First Strike.

SAUDA

- Lvl 3 ability does decent damage on the track and now lasts a fair amount of time.

- Lvl 10 clears ceramic rushes easily, but is weak against super ceramics until lvl 16.

- Her prey effects give Sauda a huge DPS boost on the main attack and abilities. Relentless Glue is a tower that can easily activate both.

- Is especially good on converging lanes where Sword Charge hits multiple times.

TOP BOOMER ++

- Glaive Ricochet is cheap enough to be an earlygame, but struggles to bounce when bloons are split up.

- MOAR Glaives is good bloon DPS midgame, however completely useless against moabs.

- Can be spammed with debuffs as a hilarious full screen lategame DPS, but this is a meme strategy.

- Glaive Lord can now consistently shut down most non-fortifieds in its range and deal damage bouncing across the screen.

- The ability to re-hit targets with the glaive allows Glaive lord to deal an excessive amount of damage if the map allows good bounces

- Best paths: 5XX

BOTTOM TACK

- Tack Sprayer is bad.
- Most useful for Overdrive, which does great MOAB DPS. Pair with Embrit and Brew.
- Tack Zone can be used on non-experts as a main DPS. Typically used with Pat or Geraldo.
- Best placement of tacks are under the track, due to the "dead zone" which lets the tacks deal the most damage. Notably very powerful on Quad and Dungeons.
- Best paths: 204

MID ICE

- Arctic Wind is a cheap ceramic stall in a small range, and also enables ice stall.
- Arctic Wind can freeze water on maps such as Flooded if you need the space.
- Snowstorm's ability has a huge freeze slow on moabs and DDTs gives it some unique uses that Sabo can't provide, most notably with Brickell. Beware of frozen bloons and moabs blocking sharp attacks.
- Absolute Zero is a subpar T5 that slows down the game dramatically by applying permafrost but doesn't manage to be a good support for the price tag.
- Best paths: x4x

TOP GLUE

- Dissolver is worthless.
- Liquefier lacks the pierce or puddle damage to handle groups of smaller bloons.
- Solver's strong puddles enable it to start a chain reaction that can pop up to BFBs and FMOABs in addition to taking out every ceramic.
- Still weak to ZOMGs, requiring another tower to cover for it.
- Best paths: 51+0

TOP SNIPER

- Deadly Precision is a niche way to beat the 40s.
- Maim MOAB is a very strong moab utility midgame, carrying some power into late.

- Synergizes well with pierce buffs due to shrapnel stunning groups of moabs.
- As a stall, very suboptimal, but extremely easy to perform.
- Cripple deals a lot of damage, but is outclassed by other cheaper debuffs.
- Best paths: 420

TOP SUB

- Submerge and Support struggles to even decamo the earlygame due to the delay when submerging.
- Reactor is a decent early-mid, having consistent decamo and dealing with most sub-ceramic bloons.
- Pairs well with other water towers for the cooldown reduction.
- Energizer's power has been greatly reduced as most of the heroes that used Energizer are no longer as viable. Still, it can get heroes to lvl 20 for additional power, such as Sauda, Psi, or Brickell.
- Best paths: 400+

TOP BOAT -

- Destroyers have good moab DPS and can be a decent midgame when it uses the double-sided attack.
- Aircraft Carriers have an incredible amount of damage and can be both a saveup and lategame DPS.
- Carrier Flagship also has a good amount of damage when paired with damage buffs and is commonly used on water heavy maps to allow land towers.
- Long Range gives carriers a nice pierce increase for lategame, but on destroyer grapes are preferred.
- All of them pair well with Brickell.
- Best paths: 4+02

BOTTOM DARTLING -

- Buckshot shouldn't be used alone due to its slow attack rate. 203 is even worse.
- BADS is a strong mid game tower, it even performs well in some of the hardest maps.

- Laser Shock greatly amplifies the tower's damage, but sacrifices camo and knockback rate.
- Laser Shock BEZ is a powerful T5 tower that needs little help to take out lategame. Use MIB for lead.
- Best paths: 205

TOP WIZ

- Arcane Mastery is a great earlygame that is usable on many maps with walls.
- Arcane Spike works fine in the midgame, but isn't the main reason to use the tower.
- Archmage deals decent damage with a fine saveup, but can struggle to handle ceramic groups and has poor single target damage.
- The increased range from Monkey Sense gives these upgrades even more map control.
- Best paths: 302

MID WIZ

- Dragon's Breath is a simple early-mid attacker, but after nerfs, its lategame value has dropped.
- Phoenix is an expensive midgame tower, but it is strong enough to save to WLP.
- Neither holds up very well against lategame ceramics anymore.
- WLP is a powerful lategame T5 that can deal lots of damage over a long duration.
- Guided Magic makes for some funny scenes if you can obtain camo detection.
- Best paths: x4x

BOTTOM WIZARD -

- Shimmer is a weak decamo option due to tendency to whiff and lack of consistency.
- Necromancer is a decent ceramic damager midgame. It saves to Prince of Darkness, but falls off quickly.
- Prince of Darkness cleans up DDTs and Ceramics pretty well.
- Pairs well with Corvus as he antistalls for graveyard and leaves lots of ceramics for POD to clean up.
- Best paths: xx5

BOTTOM SUPER -

- Pierce nerfs have made Dark Knight into mainly a MOAB attacker pre-80.
- The high ceramic knockback and DDT utility makes it an effective tower lategame.
- The dumb Dark Knight (023) is not very worthwhile after the price shifted to the middle crosspath
- Dark Champion is an expensive lategame DPS option, but not incredibly powerful. Dark Knight saves into it easily.
- Legend of the Night is so expensive that if you started the game with a dark champion, you still couldn't afford it.
- Best paths: 203

MID DRUID

- Druid of the jungle is a strong earlygame option on single entrance maps as a global Wall of Fire. On multi lanes, it is significantly weaker.
- Use its targeting system to your advantage by maximizing damage while not dying to leaks.
- Jungle's Bounty is only used to save up to its T5.
- Spirit of the Forest serves as a strong cleanup once moabs start breaking into ceramics. It's a great option for single lane maps, and still handles multiple lanes decently if you control when each side breaks apart.
- Use damage increases as attack speed cannot be changed.
- Best paths: 15050

TOP SPAC -

- Spiked Balls are a failsafe against small amounts of ceramics, MOABs and DDTs.
- Spiked Mines is an even stronger midgame and backline, being roughly as powerful as two Spalls lategame and consistently taking down large clumps of bloons midgame.
- Both are great with Corvus who needs towers to clean up ceramics for him.
- Don't even try getting Super Mines on experts.
- Best paths: 3+xx

MID ENGI

- Foam gets good value in early and midgame due to the slow and lead popping.
- Lategame it can decamo all DDTs by targeting it slightly off the track. It can still serve as a decent ceramic slow.
- Overclock is decent on a few towers, especially the highest DPS tier 5 towers.
- However, it is generally expensive compared to other support such as slowdowns.
- Ultraboost takes far too long to stack up considering its high price.
- Best paths: 03+0+

TOP BEAST

- At base, great white serves as a decent r40 band-aid, but the addition of downtime can make it a downgrade vs barracuda.
- At max, great white deals greatly increased damage, allowing it to defeat MOABs with the thrash as well as the instakill. Incredibly fast MOAB instakill time is a double edged sword due to low thrash uptime.
- Orca is a semi-expensive BFB instakiller with OK thrash damage. Starts to fall off in the 70s as a MOAB solo, but can still provide utility lategame with the slow and oneshots.
- Orca 64 dragging in ZOMGs transforms it into an inconsistent lategame attacker with high damage. Downtime is still its biggest weakness, leaking ceramics and DDTs. Has very little BAD damage.
- Pair with overclock(get by r71) and anything that can handle leaks, such as a condor or spike factory. During midgame, you can keep orca at only degree 38 and spend the rest of the degrees on barracudas for bloons, and merge them into the orca for max degree on round 80.
- Don't use megalodon.
- Best paths: 4xx (64)

B TIER:

QUINCY

- Has a decent early game and can start. Most notable starts are Muddy Puddles and Sanctuary.

- Midgame, lvl10 can provide decent cleanup while his lvl3 can beat FMOABs and BFBs.
- Lategame, lvl20 SOA can clean superceramics and MOABs and lvl3 can beat FBFBs and ZOMGs.
- After multiple lategame buffs, his damage spikes in the 80s and carries decent overall dps into lategame, but before he gets to his later levels the damage is underwhelming.

PAT

- Lvl 3 ability's damage buff synergizes extremely well with low damage/high attack speed towers such as Grandmaster Ninja, Sun Avatars, Tack Zone, etc.
- Lvl 10 ability has a short cooldown, but hugging stops his main attack for a long time.
- Roar gets even stronger at lvl 14, enabling him to give a whole +3 damage.
- His slaps have great stunning power and pair nicely with Press and other slowdowns. Overclocking Pat for faster stunning is also an option.
- Roar is strong, but the uptime is quite low so he works best with towers that can clear rounds fast.
- Stuns become less relevant on maps with more lanes active.

MID BOOMER

- Bionic Boomer is consistent, but there are much better options.
- Turbo Charge is a good midgame and can save to its T5 upgrade.
- Perma Charge is a decent and affordable T5 that can survive the lategame.
- Both Turbo and Perma Charge pair extremely well with Gerry's Fire, multiplying its DPS.
- Best paths: 052

TOP ICE

- Ice Shards is relegated to races.
- Embrittlement can provide a MIB skip and is a good debuffer in a small area. With Sabotage, it can more consistently hit DDTs.
- Pairs well with pretty much every low damage tower that doesn't deal extra damage to camos.

- Super Brittle is effectively the same as the above, except other damage increasers means the higher potency is not as preferable. Faster attack speed means it doesn't need a sabo unlike Embrittlement.
- Best paths: 410

MID GLUE --

- Glue Hose has so many other replacements that are more viable than it.
- Glue Strike helps a bit during the midgame and is good for round 100 if you need extra DPS.
- Glue Storm's ceramic slow has been drastically reduced as well as the duration of the ability.
- Glue storm can now no longer be used as a consistent de-lead for all DDTs and instead requires your defense to handle some of them alone or rejuv the ability
- Despite price nerfs, having the triple benefit makes it very optimal with many strategies.
- Best paths: 04+1+

BOTTOM SNIPER

- Semi-Auto takes out zebras and leads, but is too expensive to be used for earlygame.
- Full Auto can deal some moab damage and break open ceramics in the midgame.
- 205 Elite Defender is a decent midgame that can break open ZOMG and DDTs and help against the BAD.
- Geraldo's items can also act like a mini permanent brew on 025, making it a decent grouped DPS.
- Best paths: 205, 025 with Geraldo

BOTTOM SUB

- Triple Guns is a good early game tower that can upgrade into AP Darts for midgame moab damage.
- Does decently against bloons with brew along with having high moab damage.
- Sub Commander is weak to super ceramics in lategame, especially on simultaneous lanes. Its buffs to subs can be taken advantage of, but are not extremely impactful as most subs are on the weaker side.

- Pair with Pat or Brickell for their water tower buffs or Geraldo for general support and sharp type synergy.
- Best paths: 203+

MID BOAT

- Cannon Ship is an okay earlygame, but worse than sub.
- Losing single target damage from the frag nerf greatly weakened Monkey Pirates' moab damage.
- Pirate Lord was also massively affected by the change and now needs additional single target.
- Place between 2 parts of the track to utilize the double-sided attack such as #Ouch and Quad.
- Best paths: 250

MID ACE

- Bomber Ace is incredibly difficult to maximize and very inconsistent to boot.
- Ground Zero is a lesser midgame tower as it is now too expensive to reliably save up to with early game towers. However, its lategame cleanup is still good.
- Tsar deals a single instance of extreme damage, pairs well with slows, and somewhat stalls for itself with the stun on ZOMGs.
- Best paths: 050

BOTTOM ACE ++

- Neva-Miss Targeting is an okay early game option, but does not transition to midgame well and struggles to ceramics without sufficient track length.
- Completely dependent on alch buff to do pretty much anything.
- Spectre is a good amount stronger and can survive all of midgame, and can take out lategame with a good amount of support.
- Fortress is not going to be affordable.
- Best paths: 204

TOP MORTAR

- Shell Shock is a decent early that can burn through rainbows or blast down clumps of smaller bloons.
- The Big One is good for ceramic damage, but lacks moab damage. Requires Striker for black popping.
- The Biggest One is a high pierce moab DPS that struggles to deal point damage.
- TB1 can now be run without Overclock, but still requires another tower to handle ZOMGs and the BAD for it. Elim is the best choice as both towers benefit from Striker.
- Best paths: 520

BOTTOM MORTAR -

- Signal Flare is a decent decamo option that can be moved across the map. Lowered pierce means it's susceptible to leaking camos on r78.
- Shattering Shells is decent support against 98, but very expensive for the job it does. High burn damage is decent at saving for Cin.
- Bloincineration has high moab burn damage, and stacking buffed walls of fires can deal decent damage.
- Best paths: 023

TOP NINJA -

- Double Shot as an early is subpar.
- Bloonjitsu benefit greatly from Geraldo's Pickles or Pat's Rallying Roar, and is a very competent midgame with shinobis. Builds into any T5 ninja with ease but several of them can also function as your main dps source.
- Grandmaster Ninja is a strong black border strategy when buffed with shinobis, notably on #Ouch and X Factor. Also greatly benefits from Geraldo or Pat.
- Geraldo's Sharpening Stone change hurts this strategy a lot, reducing its damage potential.
- Best paths: 402

MID ALCH

- Unstable Concoction does a lot of damage for its cost, but is hindered by creating “conc rushes”, which are the massive ceramic or MOAB rushes it leaves behind. Make sure you have other high pierce towers.
- Transforming Tonic is a high power midgame that’s held back by long cooldowns.
- Lategame Tonic turns into a concoction with a powerful DPS ability.
- Total Transformation is an interesting tier 5 for lategame DPS. Run with damage increasers and Druids, but Ninjas, Ices, and Snipers are all possible.
- Best paths: x3+x

BOTTOM DRUID -

- Druid of Wrath synergizes well with Total Transformation, as you get the extra attack speed for great lategame DPS. Poplusts can boost speed even more.
- Speed buffs pair well with Gerry’s Fire, and sharpening stone as well as pickle is great for DPS.
- Unlike Grandmaster Ninja, Avatar of Wrath does not require supporting poplusts though they do help.
- Often significantly weaker on DDT rounds due to not much RBE being on screen.
- Best paths: 014+

TOP VILLAGE

- Primary Training is useful for many primary towers, especially ones with low pierce.
- Primary mentoring is mainly bought for primary ability towers. Can also be bought to discount upgrades or provide extra range.
- Primary Expertise is below average for cleanup and damage, but +3 pierce and further reduced cooldown is okay on certain towers.
- Best paths: 3+xx

B-TIER:

CHURCH

- Despite being expensive, early levels usually do not matter.
- Long range makes him a decent option even though he may not have the best vision.
- Very weak in the midgame due to lacking pierce and being unable to use up many of his explosions.
- AP Shells makes grouped ceramics and bloons much easier and allows black popping power.
- Lvl 10 can destroy large amounts of MOABs, but requires cleanup.
- Lvl 13 massively increase the damage of shells, making it an important level for lategame power.

Etienne

- While drones start off as a flying dart monkey, they gain significant boosts at lvl 7 and 9 that allow them to dent earlygame rounds.
- Lvl 8 is nice for avoiding camo upgrades, however this is not the main reason to use Etienne.
- UCAV has high grouped DPS, and when timed correctly, can last for multiple rounds.
- Is often used to help save up to DPS towers by destroying the midgame, but somewhat falls off late.
- Perma-UCAV kills most end of round stall rather quickly which hurts many ability towers.

ROSALIA =

- Has a decent earlygame with the high damage laser and bouncing grenades.
- No Run and Gun with Drunk Jetpacking makes her movement and level 7 ability clunky to use.
- Kinetic Charge can deal damage that exceeds Brickell's Mega Mine, but requires existing damage to amplify the strength of the explosion.
- Her DPS doesn't scale well into the lategame, and she is relegated to the moab knockback on the enhanced 10th laser gun attack.
- Sadly her discounts don't provide high enough numbers to be a noteworthy part of her kit.

MID DART

- Triple darts is a cheap earlygame that works fine on Ravine or Dungeons.
- Super Monkey Fan Club is expensive, lacks mobility and doesn't have enough damage.
- Plasma Monkey Fan Club is a great tower for lategame burst DPS, given you have something to stall or cover downtime. The tower has good power, but is hard to use.
- Pairs well with mentoring due to cooldown reduction and free tier 1 upgrades.
- Best paths: x5x

TOP TACK

- Hot Shots is bad.
- Ring of Fire is good bloon DPS midgame and can take down weakened superceramics.
- Inferno Ring is a below average lategame win condition, doing enough DPS while relying on meta support. The meteor gives it some strength at long range, but it tends to miss DDTs.
- Pairs really well with alch and village to increase the low pierce of the meteor.
- Best paths: 4+xx

BOTTOM ICE

- Cryo Cannon is heavily nerfed and is a pretty weak ceramic catcher.
- Icicles is generally only purchased if midgame help is needed and you're running Impale.
- Icicle Impale is a heavy stall T5 which requires another tower to deal damage. Pairs well with MOAB Press, and anything with high pierce due to its clumping capabilities.
- Deep Freeze is an important upgrade to increase pierce and freeze duration. Lead problem can be fixed with Acidic Mixture Dip.
- Best paths: 025

MID SHIPER

- Bouncing Bullets have been greatly weakened, but are usable as a midgame attacker.
- Don't stop at Supply Drop, the extra bounce is not worth it.
- Elite Sniper is a very easy to use midgame, though its power has dropped greatly along with sniper strats.
- Good when paired with towers that clump bloons and moabs. Maim is a natural combo.

- Despite sharpening stone no longer increasing damage and price shuffling, faster attacks is still favorable with alch buffed shrapnel.

- Best paths: 032

TOP HELI

- Rotors is decent, but not good enough to save into Apache on its own.

- Apache Dartship can save up to Prime, but is still weak as a standalone tower, making this difficult.

- Apache Prime does good DPS on single lane maps, but is very expensive and very weak to DDTs.

- Microing the heli behind the bloons maximizes rotors and machine gun damage.

- Best paths: 502

MID HELI -

- Downdraft is the global option for ceramic stalling, but at the cost of being weaker than other options.

- Chinook enables a much larger variety of towers to be used on maps such as Geared and the Puddles, and also has a much stronger downdraft effect.

- Make sure you plan ahead as chinook's cooldown is fairly long and the tower is inactive while moving.

- Special Poperations is a below average tier 5 with lackluster stats and a nonexistent niche.

- Best paths: 040+

TOP DARTLING

- Laser cannon is an expensive early-mid tower that can't pop leads or purples.

- Plasma accelerator can serve as a decent midgame with high MOAB DPS.

- Completely falls off past round 80 due to very low ceramic damage, requiring other ceramic cleanup.

- Synergizes with Ezili's hex due to being a controllable DPS that helps hex remove moab children.

- Ray of Doom is too expensive and can still die to lategame if you aren't careful.

- Best paths: 420

MID DARTLING

- Hydra Rocket Pods is underwhelming as a standalone.
- Rocket Storm is a workable tower midgame, being able to save up large amounts on single lanes, but now outclassed by a variety of other towers.
- MAD is a powerful MOAB DPS tower with little ceramic damage. Pair with heavy ceramic control.
- All of the upgrades in the path pair well with alch due to it multiplying the explosions.
- Best paths: 14+0

TOP SUPER

- Sun Avatar is a decent saveup tower for its cost and can be used as a lategame attacker.
- Range helps it deal more damage, but knockback is better at controlling ceramics.
- Becomes far stronger when combined with damage buffs such as Geraldo's Pickles.
- The rest of this path is a meme in CHIMPS mode.
- Best paths: 301+

BOTTOM NINJA

- Flash Bomb is still quite underwhelming for its price, lacking consistency and damage. Relegated to a supporting tower in Grandmaster Ninja strategies.
- Sticky Bomb can be used as a midgame moab damager and is decent at BAD damage.
- Master Bomber is a stronger target for shinobis, but doesn't synergize with damage buffs as well as Grandmaster. It still struggles to hold back multiple lanes at once though stuns a little better.
- Best paths: 105

MID VILLAGE +

- MIB is only used as DDT support. Often skippable, but sometimes necessary.
- Call to Arms is fairly expensive and is similar to an Overclock, but for multiple towers.

- Somewhat usable with towers that use subtowers like Carrier Flagship and Comanche Commander.
- Homeland Defense is very expensive and typically not worth it.
- Best paths: x3+x

TOP ENGI +

- Sprockets lacks both camo and lead, but is a high power earlygame.
- Sentry Expert is a well statted attacker in the midgame that can sometimes support lategame
- Sentry Expert's AI actively screws it over sometimes since the reactive system means the sentries are replaced only once every 6 seconds.
- Sentry Champion is weak alone, but essentially receives village buffs twice, as drums and call to arms boost both sentry deploy and attack rate.
- Best paths: 520

C TIER:

Ben

- Ben's lower levels are completely worthless due to income and life generation being disabled.
- Lvl 3 is a Pat roar that disables the tower for a few seconds when it runs out.
- Lvl 7 actively harms you by removing cash, but this can be blocked by LOS.
- Lvl 10 ability can remove great amounts of RBE, allowing you to essentially delete the hardest rounds in the game, but loses money from the downgraded bloons. Great for towers that struggle to dense rounds like Shredder and Perma Spike.
- Lvl 18 can now siphon away the DDTs on round 99 as well, provided that you place Ben down early.

TOP DART

- Spike-o-pult even with double damage is hurt by the low projectile speed and lower attack speed.

- Juggernaut's knockback is way too unimpactful to be used outside of earlygame.
- Ultra-Juggernaut is very potent on a select few maps with obstacles, including Mesa, Dungeons, etc.
- Near useless on every other map as lack of single target leaves it hanging after round 80.
- Best paths: 520

TOP BOMB -

- Despite recent buffs, Really Big Bombs is not good enough.
- Impact is a high power stun and knockback tower in a small range, but is fairly expensive.
- Better radius, rate, pierce, and duration makes it more powerful than most ceramic control towers, but it is still not a perfect ceramic control.
- Crush is a free pass to round 100 on single lanes, but is very expensive and range limited.
- Best paths: 420

BOTTOM BOMB +

- Cluster Bombs is not good at all, and doesn't do anything without Striker.
- Recursive now has enough damage to wreck ceramics with ease. However it still struggles to handle superceramics lategame though it can deal pretty decent grouped moab damage.
- Bomb Blitz regained some of the lost power and isn't as terrible anymore.
- Best paths: 025

MID TACK

- Blade Shooter is bad.
- Blade Maelstrom can be used to cheese r63, 76 and 78, but is quite expensive at this job.
- Super Maelstrom is a very cheap burst damage tower when paired with damage buffs.
- More Tacks allows it to burn longer rounds while attack speed chunks through stronger targets.
- Best paths: 250

D TIER:

BOTTOM DART

- Crossbow loves to miss its shots and is somewhat expensive, but is barely passable for earlygame.
- Sharp Shooter is a decent early-mid that comes after Crossbow, but has very bad pierce.
- Crossbow Master can be a weaker midgame, but it falls off heavily lategame. It's fairly inexpensive, but not a good investment overall.
- Best paths: 023+

F TIER:

BOTTOM BOAT

- You receive: A Tier 2 Buccaneer. I receive: \$34,400.
- Buffs to other merchantmen is a rather powerful stat buff, but merchantmen aren't built to deal dps and this buff doesn't change or help that.

BOTTOM ALCH

- Lead to Gold is truly an incredible DDT damage option.
- Rubber to Gold looks really cool.
- <https://streamable.com/zh8gyg>

BOTTOM VILLAGE

- Monkey City lets you get 1 free dart per round, taking 65 rounds to pay off. That's what I call a long term investment.
- The extra range on your Jungle Drums is truly worth the 14k investment trust