

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 indicates that further upgrades are strategy-specific and shouldn't always be purchased. An 'x' sign indicates that crosspaths are relatively balanced 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, is mainly exclusive to a main DPS tower.
- Pbrew is too expensive and not ideal for most strategies.
- Best paths: 3+xx

S TIER:

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 Nourishment and Recovery allow you to reach level 20 by the end of the game, which greatly improves his two highest damaging spells.
- Often leaks ceramics and is good with towers that consistently clean up after him.
- May be somewhat difficult to learn, but not super difficult to play.

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 weakness and harming.
- Super Glue is a much more powerful Relentless, being able to stun hordes of moabs 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.
- 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

S- TIER:

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 straights, however it is not great.
- Press is very potent against dense and slow bloons. Use it with Moab Glue and other slowdowns.
- Faster Rangs 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 MORTAR

- Heavy Shells provides small benefits but is not the star of the path.
- Artillery Battery became much stronger with the additional damage on base mortar, and now shreds through ceramics with ease and deals decent damage to moabs.
- Pop and Awe attacks fast and still has a fairly large bonus to stunned bloons. One ability can take out the majority of the rounds in the game.
- Absolutely insane pairing with Striker's ability reset and stunning capabilities.
- Needs help dealing with the BAD as it cannot be affected by stuns. Corvus is a good option.
- Best paths: 250

MID SUPER +

- Robo is still a relatively affordable and powerful midgame that scales well with damage increasers.

- Tech Terror is an extremely strong mid-lategame tower that can one-shot fortified BFBs and knock back ZOMGs on r98, as well as deleting many other lategame rounds.
- Comparable to Tsar Bomba, but has a relatively strong main attack that scales with damage increasers.
- Anti is not really going to be affordable.
- Best paths: x4x

MID SPAC

- MOAB SHREDR can be used as a strong moab damager or BAD damager if insides can be dealt with.
- Spike Storm can still shred through separated moabs 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 SPAC

- Long Life Spikes can serve as a weaker spiked balls, but are usually bad.
- Deadly Spikes can stack up more than Spiked Balls but is not a tower that should be used alone.
- Permaspike can build a solid spike pile without large amounts of stalling, but still benefits hugely from extending the end of each round.
- Use with Concoction, a form of stall, and a hero good at clearing RBE.
- Best paths: xx5

BOTTOM BEAST

- Golden Eagle requires max merge to do much of anything, but its fast attack speed makes it better than Condor against ceramics and MOABs.
- Giant Condor requires 29 power to grab the second BFB. Upgrading from Golden Eagle 24 brings the condor to 32 which is sufficient.
- 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: xx3 (24), xx4 (29 or 32)

A TIER:

STRIKER

- Concussive Shell is good against grouped or strong bloons. Helpful against the r40 MOAB.
- Midgame, his lvl3 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.
- The interaction with spike factories is overrated except for MOAB SHREDR for BAD damage.

ADORA

- Decent earlygame due to high pierce homing projectiles and long range from Laol.
- Has a very weak midgame and level 10 ability that needs to be covered with powerful towers.
- Is basically useless from round 40 onwards until she reaches max level.
- Level 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.

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.
- Level 17 allows pistol to deal relatively high single target damage for a hero.

- The maximum amount of mega mines has been reduced significantly meaning she needs more help on the later rounds, often leaving many moabs and bloons behind.

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 the bloons.
- 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.

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 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 an okay T5 that slows down the game dramatically by applying permafrost.
- Best paths: 031+

MID GLUE +

- Glue Hose has so many other replacements that are more viable than it.
- Glue Strike helps a bit during the midgame and for round 100 if you need extra DPS.
- Glue Storm consistently catches ceramics and slows them immensely. Pairs very well with any strategy that needs lead coverage and more damage.
- Despite price nerfs, having the triple benefit makes it very optimal with many strategies.
- Best paths: 052

TOP SUB

- Submerge and Support can be an earlygame decamo but struggles without submerge micro.
- 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. Can help get some heroes to level 20 for additional power, such as Sauda, Psi, or Brickell.
- Best paths: 40x

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 damagers, 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

BOTTOM HELI

- Shove is a strong yet cheap mid and late support which can clump or create gaps between moabs.
- Comanche Defense is a powerful midgame that holds well by itself on single lane maps.
- Difficult to maximize due to the mini helis having short lifespans and multiple breakpoints.
- 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: 104+

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 rounds like 96 and 98, but very expensive for the job it does. High burn damage does decent at saving for Cin.
- Bloonincineration has high moab burn damage, and stacking buffed walls of fires can deal decent damage.
- Best paths: 023

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.
- Laser Shock BEZ is a powerful T5 tower that needs little help to take out lategame. Use AMDs for lead.
- Best paths: 024, 205

BOTTOM WIZARD

- Shimmer is a weak decamo option due to tendency to whiff and lack of consistency.
- Necromancer is a decent ceramic damager that saves to Prince of Darkness, but falls off quickly.
- Prince of Darkness received its range back, meaning it can handle split lanes pretty well again.
- 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 dumb Dark Knight is not very worthwhile after the price shifted to the middle crosspath.
- The high ceramic knockback slow and good DDT damage makes it an effective tower lategame.
- Dark Champion is an expensive but now viable lategame DPS option. Dark Knight saves into it easily.

- Even if you started the game with a Dark Champion, you cannot afford Legend.
- Best paths: 203

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 and consistently taking down large clumps of bloons.
- 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 BEAST

- Velociraptor struggles to keep up with everything due to the longer reposition cooldown.
- 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.
- 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:

EZILI -

- Very strong 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

- Level 3 ability does decent damage on the track and now lasts a fair amount of time.
 - Level 10 clears ceramic rushes easily but is weak against super ceramics until level 16.
 - Stuns and harming 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.

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 level 20. Pair with towers that have good cleanup.
- All middle bombs pair well with Primary Mentoring.
- Best paths: x5x

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

TOP GLUE

- Dissolver is completely worthless.
- Liquefier doesn't quite have the pierce or puddle damage to handle groups of smaller bloons.
- Solver's strong puddles enables it to start a chain reaction that can pop up to BFBs and FMOABs in addition to taking out every ceramic.
- Still weak to DDTs and 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 very strong moab utility in midgame and carries 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 BOAT

- Destroyers have high moab DPS and can be a decent midgame where it uses the double-sided attack.
- Aircraft Carrier suffers from numerous problems, including lack of DPS and unreliability.
- Carrier Flagship now 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 Carrier Flagship a nice pierce increase for lategame.
- All of them pair well with Geraldo, Brickell or Pat.
- Best paths: 310, 501+

TOP ACE -

- Fighter Plane is worse than a Mauler.
- Operation: Dart Storm actually does fairly well when alched, cutting down moabs and ceramics.
- Sky Shredder is a powerful but difficult to use T5 tower, as it has amazing MOAB DPS, decent ceramic cleanup, and global range but requires ace micro.
- Centered Path gives the ace a lot more mobility and microability.
- Best paths: 502

MID HELI -

- Downdraft is the global option for ceramic stalling, being able to rotate to another lane easily.
 - Chinook enables a much larger variety of towers to be used on maps such as Geared and Muddy Puddles, and also has a much stronger downdraft effect.
 - Special Poperations is a below average tier 5 as chinook is usually not worth.
- Best paths: 030+

TOP WIZ

- Arcane Mastery is a good 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 has deals good damage with a fine saveup, but can struggle to handle ceramic groups.
 - The increased range from Monkey Sense gives these upgrades even more map control.
- Best paths: 3+02

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 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: 150

TOP NINJA

- Double Shot has some early game uses.
- Bloonjitsus 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.
- 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 almost no damage during downtime.
- 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: 0+30, x5x

MID DRUID

- Druid of the jungle is a strong earlygame option on single entrance maps as a global Wall of Fire.
- 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 is a great option for single lane maps, but it still handles multiple lanes decently if you control when each side breaks apart. Use damage increasers as attack speed cannot be changed.
- Best paths: 13+0

BOTTOM DRUID

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

MID ENGI

- Foam is a good option for decamoing DDTs, target slightly off track to avoid ceramics.
- 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.
- Ultraboot takes far too long to stack up considering its high price.
- Best paths: 040

B TIER:

QUINCY

- Has a decent early game and can start. Most notable use early is in Muddy Puddles.
- 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 FBFs and ZOMGs.
- After multiple lategame buffs, he deals a decent amount of damage lategame, but still struggles heavily before his final levels.

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 with pretty good uptime (effectively permanent if paired with alch and jungle drums).
- Gwen's main attack ramps up burn damage after level 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.
- Tries to do things but is generally outclassed by other heroes at her job.

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.
- Roar is strong but the uptime is quite low so he works best with towers that can clear rounds fast.

ETIENNE ---

- While drones start off as a flying dart monkey that whiffs half its shots, they gain significant boosts at level 7 and 9 that allow them to dent earlygame rounds.
- Level 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.

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 high power but is very hard to use.
- Pairs well with mentoring due to cooldown reduction and free tier 1 upgrades.
- Best paths: x5x

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: 042+

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 consistently hit all 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. Stronger shards does little compared to the debuff.
- Best paths: 410

BOTTOM ICE

- Cryo Cannon is heavily nerfed and is a cheap but pretty weak ceramic catcher.
- Icicles is generally only purchased if midgame help is needed, or if 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.
- Best paths: 025

BOTTOM SHIPER

- Semi-Auto takes out zebras and leads but is too expensive to be used for early.
- Full Auto can deal some moab damage and break open ceramics in the midgame.
- 205 Edef is a decent midgame that can break open ZOMG and DDT layers 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.
- 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

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

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

TOP DRUID

- Druid of the storm is now able to function without straight lines, but is still a little inconsistent.
- Ball lightning can handle groups of midgame ceramics, but is similar to dots lategame.
- Can be used with poplusters as AoW saveup, however, generally unnecessary.
- Superstorm is very difficult to save up to and struggles with DDTs and the BAD.
- Best paths: 300+

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:

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 are decently powerful earlygame but are reliant on RNG for pre-placement.
- Totems are pretty good for slowdown. If placed right, they can consistently target a certain spot.
- His buffs to magic towers are mainly outclassed by Geraldo, but are decent enough on some low pierce towers such as Druids and Supers.
- Wall of trees at level 20 can hold a decent amount of DDTs, making him a decent counter to 95/99.

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.
- Level 10 can destroy large amounts of MOABs but requires cleanup.
- Level 13 massively increase the damage of shells, making it an important level for lategame power.

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.
- Crush is a free pass to round 100 on single lanes, but is very expensive and range limited.
- Best paths: 420

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 tends to miss DDTs.
- Pairs really well with alch and village to increase the low pierce of the meteor.
- Best paths: 4+xx

MID SNIPER -

- 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.
- Esniper 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

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

TOP BEAST

- Great White can oneshot moabs but is far far worse than Golden Eagle at everything else.
- Orca is a semi-expensive BFB instakiller that deals some thrash damage around it.
- Orca 64 dragging in ZOMGs transforms it into an inconsistent lategame attacker with high damage.
- Run with Overclock to maximize its thrash damage, and make sure you can survive constant leaks.
- Megalodon is somewhat affordable but not good in any capacity.
- Best paths: 4xx (64)

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. Great for towers that struggle to dense rounds like Shredder and Pspike.
- 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

BOTTOM DART

- Crossbow loves to miss its shots but is fine 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

TOP BOOMER +

- Glaive Ricochet is cheap enough to be an earlygame but struggles to bounce when bloons are split up.
- MOAR Glaives is decent bloon DPS midgame, however completely useless against moabs.
- Can be spammed with debuffs as a hilarious full screen lategame DPS.
- Glaive Lord can now consistently shut down most non-fortifieds in its range. Without a good bend and other support, it still isn't a great DPS.
- Best paths: 420, 502

BOTTOM BOMB -

- Cluster Bombs is not good at all, and doesn't do anything without Striker.
- Recursive how 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.
- With increased base damage, the attack speed matters more than the extra damage.
- Bomb Blitz has the same issues as Recursive but even more pronounced. The extra fortified damage somewhat helps against heavy fortified rounds.
- Best paths: 024

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 through longer rounds while attack speed chunks through fast targets.
- Best paths: 052

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, however is still weak lategame.
- Fortress is not going to be affordable.
- Best paths: 204

TOP DARTLING -

- Laser cannon is an overly expensive early-mid tower.
- 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 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 very weak alone, but essentially receives village buffs twice, as drums and call to arms boost both sentry deploy and attack rate.
- Best paths: 3+00+

D TIER:

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 gained some attack speed back, but is still far too slow to deal with DDTs or Moabs. The rapid ZOMG instakill doesn't justify the high price with no saveup.

- Trap can eat up bloons while traveling in the air, so targeting trap far from the engi increases consistency.

- Best paths: 003, 015

F TIER:

BOTTOM BOAT

- You receive: A Tier 2 Buccaneer. I receive: \$34,400.

BOTTOM ALCH

- <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.