

This tier list is for each individual tower path, with the fifth tier image representing its tiers 3-5, in CHIMPS mode. A ‘+’ sign indicates that further upgrades are strategy-specific and shouldn’t always be purchased.

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 also helps with leads.
- Stim provides a slightly stronger buff over brew, is mainly exclusive to a single main DPS tower. For multiple tower uptime, doubling up on Brew is cheaper and better.
- Pbrew is too expensive and not ideal for most strategies.
- Best paths: 3+xx

S Tier:

Brickell

- Has a good earlygame due to mine potential 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 immense potential, removing massive amounts of RBE when stacked.
- Generally the best hero for any build that struggles to pop ZOMGs and BFBs, but is also fairly strong against DDTs and the BAD with stalling.

Bottom Glue

- MOAB Glue is a good slowdown tower against both dense and DDT rounds.
- Combos extremely 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 similar to the old bugged Relentless Glue, and is a good but expensive staller for all types of bloons.
- 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.
- Bloon Sabotage is one of the best abilities in the game, especially against DDTs.
- 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 requires max merge to do much of anything, but its fast attack speed makes it better than Condor against ceramics and MOABs.
- Giant Condor now 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 global T5 but needs more support than before as it struggles to deal enough damage for the lategame rounds.
- Producing only 1 child bloon greatly helps Pouakai manage the lategame.
- Best paths: xx3 (24), xx4 (29 or 32)

S- Tier:

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.
- 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 so it deals decent BAD damage.
- With the cooldown nerfs, timing her abilities correctly for hard rounds is a very important task.

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 Mglue and other slowdowns.
- Faster Rangs has a more frequent knockback and better damage while Glaives gives it more pierce and stall for dense rounds.
- MOAB Domination is a good tier 5 for its price range that functions on many maps.
- 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 gives it some unique uses that Sabo can't provide, most notably with Brickell.

- Absolute Zero is an okay T5 that slows down the game dramatically.
- Best paths: 032, 1+40

Top Ace

- Fighter Plane is worse than a Mauler.
- Operation: Dart Storm actually does very well when alched, cutting down moabs and ceramics.
- Sky Shredder is one of the best T5 towers, as it has amazing MOAB DPS, decent ceramic cleanup, and global range.
- Centered Path gives the ace a lot more mobility and microability.
- Best paths: 502

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 slightly more damage to moabs.
- Pop and Awe gained a massive amount of attack speed while keeping its 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, use with overclock as well.
- Best paths: 250

Mid Spact +++

- MOAB SHREDR can be used as a strong moab damager if you can immediately remove the ceramics.
- Spike Storm can wipe the screen of MOABs during the midgame, or handle DDTs and the BAD lategame.
- Carpet of Spikes is weak against ceramics, but it deals incredible amounts of moab damage across the whole map, easily taking out the BAD, every DDT, and a decent chunk out of dense rounds.
- Only use Smart Spikes when over half the track is inactive at a time, and you have access to lead popping.
- Best paths: 1+50

Bottom Spact +

- Long Life Spikes and Deadly Spikes can serve as a weaker spiked balls, but are usually bad.
- Permaspike now 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 (Both work)

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 a huge stun bonus for Pop and Awe.
- 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 still makes him a decent hero, especially if paired with other explosive type damage towers.

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.
- Capable of saving up 60-70k on every expert without much issue.
- 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.

Psi

- Has a decent earlygame due to being able to instantly kill pretty much every bloon that exists in that stage of the game.
- Lvl3 stun is very good at clumping bloons and giving you a few more seconds.
- Being able to take out ceramics makes Psi a pretty good midgame hero.
- Lvl 14 and 16 are *astronomical* power spikes that make Lvl 10 remove most of the threats in lategame.
- Can no longer stall out the end of the round, so abilities must be used carefully.

Geraldo

- After nerfs, most items are significantly worse (ex. Genies not lasting for 98-100) but gerald is still gerald.
- Has many items that help out in the earlygame, most notably the glue and pickles.
- Pickles and Sharpening Stone have potent buffing power. Synergizes with low damage towers.
- Gerry's Fire has good synergy with Mid Ninja, Bottom Druid, and Mid Boomer.
- Rejuv potion can be used with big abilities, but other heroes are often better with stalling.

Mid Bomb

- Maulers fell off, 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 premium T5 that eliminates entire ZOMGs and can also skip the BAD similar to First Strike when doubled with Striker's level 20. Use with strong cleanup towers.
- All middle bombs pair well with Primary Mentoring.
- Best paths: x5x

Top Sniper

- Deadly Precision is a niche way to beat the 40s.
- Maim MOAB is incredibly strong utility in midgame and carries into late well.
- Run alongside bloon damage towers such as Bouncing Bullets.
- As a stall, very suboptimal, but extremely easy to perform.
- Cripple deals a lot of damage now but is outclassed by other cheaper debuffs.
- Best paths: 420

Top Sub

- Submerge and Support is the best decamo option on many maps with water.
- Reactor is a decent earlygame, dealing with most sub-ceramic bloons with consistent camo.
- Pairs well with other water towers for the cooldown reduction.
- Energizer is a premium T5 that can be used with heroes that have powerful high levels, especially Brickell for the additional cooldown reduction.
- Best paths: All of them

Mid Sub -

- Ballistic spam with Sub Commander is a decent strategy if water is close to a choke point.
- First Strike is one of the best BAD damagers, usually used to kill off the BAD on maps with water, and blast away groups of MOABs before that with the splash damage.
- Pre-emptive strike pairs well with Sub Commander and can instantly kill all DDTs alone, but it is not necessary, and does little on other rounds.
- Best paths: 040

Mid Boat

- Cannon Ship is decent early, but worse than sub.
- Monkey Pirates is a decent midgame T4 that deals good damage to moabs.
- Plord is a premium T5 that is one of the most cost efficient towers in the game.
- Place between 2 parts of the track to utilize the double-sided attack such as #Ouch and Quad.
- On simultaneous lane maps, the hook can change which path will trigger Brickell's Mega Mines, maximizing their potential.

- Best paths: 250

Mid Ace

- Bomber Ace is incredibly difficult to maximize.
- 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 is a premium tier 5 that deals a single instance of extreme damage, pairs well with slows, and somewhat stalls for itself with the stun on ZOMGs.
- Best paths: 050

Mid Heli --

- Downdraft is the global option for ceramic stalling, being able to rotate to another lane easily.
 - Downdraft is great for stalling, pushing superceramics into an Awind or Owl.
 - Chinook enables a much larger variety of towers to be used on maps such as Geared and Muddy Puddles, however it's usually useless.
 - Special Poperations is an average tier 5 with good cleanup.
- Best paths: 030+

Bottom Heli

- Shove is a strong yet cheap midgame support which can clump or create gaps between moabs.
- Comanche Defense is a solid midgame that holds well by itself on single lane maps.
- Very difficult to maximize, a lot of technical know-how and micromanagement required.
- Comanche Commander has many low damage projectiles and is a natural combo with Glue Storm.
- Comcom basically needs Geraldo or Gwen's pierce and damage buffs to function.
- Best paths: 00+3

Bottom Mortar

- Signal Flare is a decent decamo option that can be moved across the map.
- Shattering Shells is decent support against rounds like 96 and 98, but very expensive for the job it does.
- Blooncineration is a good tier 5 lategame on single path and multi paths alike, but requires knowledge of how to micro it.
- Blooncin pairs well with Striker or any hero that does strong ceramic DPS.
- 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 premium T5 tower that needs little help to take out lategame. Use AMDs for lead.
- Best paths: 024, 205

Bottom Super

- Pierce nerfs have made Dark Knight into mainly a MOAB attacker pre-80.
- The knockback and good DDT damage makes it an effective tower lategame as well.
- 023 pairs fairly well with Geraldo's Sharpening Stone, trading damage and lead popping for range and maneuverability.
- Dark champion is an expensive but now viable lategame DPS option. Dark Knight saves into it easily.
- Best paths: 203, 023 with Geraldo

Top Spact -

- Spiked Balls are a failsafe against small amounts of ceramics and MOABs.
- A decent tank for DDT rounds, but unhelpful if you have no DDT DPS.
- Spiked Mines is an even stronger midgame and backline, being roughly as powerful as two Spalls and consistently taking down large clumps of bloons with the high damage explosions.
- Don't even try getting Super Mines on experts.
- Best paths: 3+20, 3+02 on certain maps

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, but requires 43 power to oneshot superceramics.
- Max merge T-Rex layerskips through moabs with its attacks, making it a good option.
- Giganotosaurus is unusable unless at max power, which is virtually unobtainable.
- Best paths: x4x (64)

A- 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.
- A bit weak to MOABs in the 50s, however makes up for that with high DPS past that.
- Level 3 ability makes grouped ceramics and bloons much easier.
- Level 10 can destroy large amounts of MOABs for his shells to clean up.
- Level 13 and 17 massively increase the damage of shells, making them important breakpoints for maximizing effectiveness.

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.
- Gets even stronger at lvl 14, enabling him to give a whole +3 damage to those towers.
- His slaps have great stunning power and pair nicely with Press. Combos with towers that synergize with his roar, making him a stall and burst machine.

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 until level 16.
- Sword Charge is especially good on converging lanes while leaping sword deals more damage.
- Slowdowns and harm effects give Sauda a huge DPS boost on the main attack and abilities. Relentless Glue is a tower that can easily activate both.
- Good on X-Factor, Sanctuary and Quad where multiple lanes overlap.

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.
- Pairs well with mentoring due to cooldown reduction and free tier 1 upgrades.
- Best paths: 250

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.
- Low pierce proves to be a problem especially on single lanes where all the bloons are clumped.
- 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 all ceramics.
- The huge buff to Solver's puddles enables it to start a chain reaction that can pop up to BFBs and FMOABs.
- Still weak to DDTs and ZOMGs, requiring another tower to cover for it.

- Best paths: 520

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's debuff now consistently catches ceramics and slows them immensely. Pairs very well with any strategy that needs lead coverage and more damage.
- Best paths: 052

Top Boat -

- Destroyers have high DPS and are a good saveup where it uses the double-sided attack.
- Aircraft Carrier and Carrier Flagship suffer from numerous problems, including general price, lack of DPS, and unreliability.
- Carrier Flagship is mainly used on Flooded Valley due to lack of land availability.
- All of them pair well with Brickell or Pat.
- Best paths: 31+0

Mid Wiz -

- Dragon's Breath is a powerful early-mid tower that deals okay damage to moabs.
- Phoenix is an expensive midgame tower, but it is strong enough to easily save to WLP.
- Doesn't hold as well against lategame ceramics anymore due to the main attack nerf.
- WLP is a strong lategame T5 that can deal lots of damage over a long duration.
- Guided Magic makes for some funny scenes if you can afford to obtain camo detection another way.
- Best paths: 032

Mid Super -

- Robo can serve as a good midgame option which has enough lategame DPS when paired with Sharpening Stone and Glue Storm.
- Tech Terror is a good mid-lategame tower and can one-shot fortified BFBs and knock back ZOMGs on r98, removing nearly all the danger of the round.
- Comparable to Tsar Bomba, but has a limited range and a longer cooldown.
- Anti is not really going to be affordable.
- Best paths: 03+2

Top Ninja -

- Double Shot has some early game uses.
- Bloonjitsus benefit greatly from Geraldo's Sharpening Stone 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.
- Best paths: 4+02

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.
- Perma-Spike and Snowstorm make conc rushes much more manageable.
- Transforming Tonic was bugged to be horrible, and is now a high power midgame option.
- 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: 030+, 051

Mid Druid

- Druid of the jungle is a strong earlygame option on single lane maps such as Geared and Muddy as a global alternative to 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’s rework makes it a great option for single lane maps, but it still handles multiple lanes decently if you control when each side breaks apart.
- 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. Popluts can boost speed even more.
- Unlike Grandmaster Ninja, Avatar of Wrath still has a lot of power by itself, as it can be run with just Alch and a strong hero. Obyn isn’t actually the best for his pierce buffs.
- Often significantly weaker on rounds 92, 95, 99 due to not much RBE being on screen.
- Speed buffs pair well with Gerry’s Fire, but Psi and Adora also cover weaknesses.
- Best paths: 015

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.
- Ultraboost 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 FFBs 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.

Etienne

- While drones start off as a flying dart monkey, they gain significant boosts at level 7 and 9 that allow them to dent earlygame rounds.
- Even post-nerf, the UCAV ability is still a powerful midgame ability, it has high grouped and single target DPS and when timed correctly can last for multiple rounds.
- Lategame it is noticeably worse than before though, and perma-UCAV antistalls hard.
- Level 8 is nice allowing you to save space on camo villages, however this is not the main reason to be using Etienne.

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, but is not a lategame tower.
- 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 during the ability.
- 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 consistently hit all DDTs.
- Pairs well with pretty much every low damage tower but especially with Overdrives.
- Super Brittle is effectively the same as the above, except other damage increasers means the higher potency is not as preferable.
- Best paths: 41+0

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 due to strengthening its moab pushback, and anything with high pierce due to its clumping capabilities.
- For dense rounds, Deep Freeze is an important upgrade to increase pierce and freeze duration.
- Best paths: 025

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, and its buff to snipers is amazing for sniper builds.
- Very good when paired with Maim, as that covers for spaced moabs.
- Potent with Geraldo, as his Sharpening Stone provides huge bonuses for this path.
- Best paths: 03+2

Bottom Sniper -

- 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 and make 025 barely viable.
- Best paths: 205

Bottom Sub -

- Triple Guns is a good early game tower that can upgrade into AP Darts for midgame moab damage.
- Sub Commander is weak to super ceramics in lategame, especially on simultaneous lanes.
- Contrary to popular belief, Sub Commander is better when run with Ballistic Missiles.
- Pair with Pat or Brickell for their water tower buffs.
- Best paths: 203+

Top Heli

- Rotors is decent but not good enough to save into Apache on its own.
- Apache Dartship is generally consistent enough to save up to Apache Prime and gets decent benefit from Geraldo, but is still weak as a standalone tower.
- 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 with burny is a decent early that can burn through rainbows.
- The Big One with burny stuff is good for ceramic damage, but lacks moab damage.
- 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 prime choice as both towers benefit from Striker.
- Best paths: 520

Top Wiz -

- Arcane Mastery is a good earlygame that is usable on many maps.
- Arcane Spike works fine in the midgame but isn't the main reason to use the tower.
- Archmage has been buffed many times and deals good damage with a fine saveup.
- The increased range from Monkey Sense gives these upgrades even more map control.
- Best paths: 3+02

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 does not see use alone.
- Prince of Darkness received its range back, meaning it can handle split lanes pretty well again.
- Pairs well with any tower that does not stall since damage is greatly reduced without graveyard..
- Best paths: xx5 (Depends on map)

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 buffed by Permanent Brew or Geraldo's Pickles.
- Best paths: 302

Top Druid

- Druid of the storm is now able to function without straight lines, but is still inconsistent.
- Ball lightning can handle midgame ceramics due to the damage increases.
- Can be used with popluts 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, but +3 pierce and further reduced cooldown is especially nice on certain towers, like Perma Charge.
- Best paths: 3+xx

B- Tier:

Top Bomb

- Despite recent buffs, Really Big Bombs is still terrible.
- Impact can now not die to ceramics exiting the range, but is still pretty expensive.
- Better radius, rate, pierce, and duration makes it a more powerful Cryo Cannon.
- 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.
- Pairs really well with alch and village to increase the low pierce of the meteor.
- Best paths: 402

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 an insanely price efficient burst damage tower when paired with damage buffs such as Pat's roar. Extra duration allows it to chump through longer rounds.
- Best paths: 052

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, requiring downdraft or other ceramic cleanup.
- Synergizes with Ezili's hex due to hex removing insides of Moabs.
- Ray of Doom is too expensive.
- Best paths: 420

Mid Dartling -

- Hydra Rocket Pods is underwhelming as a standalone.
- Rocket Storm is a good tower for 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, pair with Snowstorms and Downdraft. Difficult to handle.
- All of the upgrades in the path pair well with alch due to it multiplying the explosions.
- Best paths: 140

Bottom Ninja

- Flash Bomb is underwhelming for its price, lacking consistency and value. 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 received a massive amount of DPS, and can now solo most lategame rounds by itself and even has high BAD damage. It still struggles to hold back multiple lanes at once.
- Best paths: 105

C 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 midgame.
- Brambles are decently powerful earlygame but are reliant on RNG for pre-placement.
- Totems are pretty good lategame for slowing down waves though not consistent at all.
- Wall of trees holds very little RBE relative to the strength of other heroes level 10 abilities, but can be a crutch for stray bloon leaks, and can now be aimed.
- His buffs to magic towers are outclassed by Gwen/Pat/Geraldo, but are decent enough on some low pierce towers such as Druids and Supers.

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 enough.
- Heavily reliant on synergies, the Pspike nerf also made Ben a lot less usable than before.

Bottom Dart

- Crossbow loves to miss its shots but layerskipping makes it a decent earlygame.
- Sharp Shooter is a decent early-mid that comes after Crossbow, but needs something to clean up the reds and blues it leaves behind.
- Crossbow Master can be a weaker midgame but it falls off heavily lategame. The buffs make it less of a burden on cash, but not much stronger.
- Best paths: 024

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.
- Homeland Defense is very expensive and typically not worth it.
- Somewhat usable with subtowers like Sentry Champion and Comanche Commander.
- Best paths: x3+x

Top Engi -

- Sprockets lacks both camo and lead, but is a good earlygame.
- Sentry Expert is a well statted attacker in the midgame with good damage and pierce.
- 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: 300+

Top Beast -

- Great White can deal some moab damage and some splash damage midgame.
- Orca is a semi-expensive BFB instakiller that deals some thrash damage around it.
- Orca 64 dragging in ZOMGs transforms it into a below average lategame attacker for 36k.
- Run with stalls such as snowstorm and buffs such as Overclock to maximize its thrash damage.
- Megalodon is now somewhat affordable, but it's just used to flex on r100.
- Best paths: 3xx (24), 4xx (64)

D Tier:

Top Dart -

- Spike-o-pult is far too slow and weak.
- 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.
- Despite buffs, lacks single target which leaves it hanging after round 80.
- Best paths: 520

Top Boomer

- Glaive Ricochet's buffs didn't help it do any better against any higher tier bloons.
- MOAR Glaives is decent bloon DPS midgame, however completely useless against moabs.
- Can complement towers that completely shut down moabs, but is usually an unnecessary cost.
- Glaive Lord is barely usable, but is shafted by tiny range and weakness to fortified superceramics. Without a good bend and other support, it is unable to handle anything.
- Best paths: 502

Bottom Bomb -

- Lack of single target on Cluster Bomb requires purchase of heavy bombs, which necessitates Primary Expertise.
- Recursive can somewhat beat dense rounds again, but isn't much of an improvement over Cluster Bomb.
- A short range low DPS tower that demands a lot of other towers to help with it.
- Bomb Blitz has the same issues as Recursive but even more pronounced. The extra fortified damage somewhat helps against heavy fortified rounds.
- Best paths: 203+

Bottom Ace -

- Neva-Miss Targeting is an okay early game option, but is shafted due to not transitioning to midgame well and inability to handle ceramics for its price.
- Completely dependent on alch buff to do pretty much anything.
- Spectre is an overpriced t4 that is underwhelming for its cost and is not a good tower overall.
- Fortress is not going to be affordable.
- Best paths: 203

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

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.