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Roblox tower defense simulator best loadout

ALL POSTS
The best loadout in the game is difficult to decide your loadout, because you only have 5 slots. must have a loadout that is good with others but also good solo. Enter your loadout in the comments. My loadout as of today is: military bases, minigunners, outlaws and crook
What is yours, soon we can figure out the best loadout possible by calculating all your replies and variables. So I can say this load is the best tbh, it depends a lot on your teammates eating the head. Outlaws, commanders, DJs, minigunners, farms. You can exchange minigun for John if you want to buff. The strat is simple 8 farms get them to LVL 2 each get 10 upgrade outlaws they put dj to discount and command for so many speed upgrade farms. On wave 40 clear the farm and put 8 minigunners to max
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Best lev 100 download out motar, DJ, pursuit, scope aka outlaw, and turrent or speeding machine. If you have an express machine forget about turrent. If your solo starts with 5 mortar then save for 1 outlaw. Lev all mortar to lev 2 then spawn 2 pursuits make sure the pursuit is hovering on the runway. Then get the DJ if possible to get the DJ close to outlawing and pursue the mortar if not be sure that the DJ is close to pursuing because the pursuit needs it most. After you get dj lev it's up to 2 than get 2 more pursuits than the first 2 you should have 4 pursuits now lev up all the purpose to lev 2. Lev dj to 3 more lev up all purpose to 3 then lev up DJ to 4 then lay lev lev egg up (turrent or speeding machine) to 3 make sure the turrent is within DJ range. Get an extra 1 (turrent or speeding machine) lev it up to 3 then get 2 more pursuits lev them up to 3 you make sure that (turrents or speeding machine) and pursuit is within dj range. Lev up to Lev 5, if the mortar is within maximum range all mortar if not said to maximize every target instead. Then get an extra 3 (turrent or speeding machine) which ensures their DJ range then lev up all (turrent or acceleration machine) to 3. Max out all the stucco that is not in the DJ range. Then get 4 more pursuits then maximize them out. Then get 9 more outlaws aka ranger lev up all outlaws to 3 then max out all (tower or an express machine). If you haven't won the maximum out all the outlaws. Then if you're still not cold and vibe until you win or enemies out of range (turrent or speeding machine) if they get out of all clear range (turrent or speeding machine) and put them in the back then get chasing back there then maximize everything unless you've lost.
Rocket, Enforcer/Golden Scout/Holiday Archer, Outlaw, Commander/John, Farm (Use this when trio or quad)
Golden Scout for early For Templar, Commander for buffs, I don't need to talk outlaws, do I?
Cowboys, Mortars, Outlaws, Commanders, Executive/Golden Scout/Holiday Archer. (reed) Cowboy for money and since no one puts cowboys and steals money so you can get more money, and to kill zombie games soon. I used this on melting and the boss died in a few seconds
Loadout: Farm, Mil base, Dj, Mini and turret (if you don't have the turret using ranger) This loadout can also clap off!
0 My volume is accelerator, Motar, Farm, DJ Booth and, Ace Pilot/Commander
And this is my strat reduction 1 Get as many level 2 farms as possible 1 by 1 and then get 5 motars and upgrade them until wave 20 then set level 3 acceleration then max all the Farm 1 by 1 then get maximum DJ and 3 maximum commanders then maximum motars then maximum acceleration and other players need boot towers so your chances of damage are very low. If you do not have an express machine, you can switch it with turrets or rangers
If you get all 3 command chain calls to the arm for the rest of the game
Control: Need other players
Warning 2: This strat is not tested
Already has a best solo loadout: Farm, Outlaw, Commander, John, Mortar
There is also a best set must have towers in a multiple loadout:
Musts: Farm, Outlaw
One per person: Mortar, Rocketeer
At least one in each of the team: Commander, DJ, John
Filling option: Turret, Enforcer, powerful head tower
And then also the map depends. For example, Mortar and Outlaw just don't work well on maps with fewer cliffs
THAN ALL POSTS
Best Loadout Best Loadout (5/15/2020) Outlaw | Templar Killer | Early Tower Game | Support Tower | Farm Note: This only works for normal maps. Templar Killer Option Rocketeer (Best for general use). Mortar (Needed for Solo). Swarmer (Best for low levels. Can also be used as an early game tower). Early Game Tower Option Enforcer (2015) is difficult to use, but best for speedrun). Golden Scout (Easy to use, but not the best for speedrun). Holiday Archer (Easy to use, but not the best for speedrun). Tower Option Commander support (Required for use alone and in general). John. (Second best). DJ Booth. (Third best). I recommend always using Commander. Do you have any questions? DM me on Discord [Photon #6882].
0
Cowboy is really better and more flexible in most situations. But yes, as what I said, replace some towers to make your loadout more efficient (edited by Arec1275)
1 My loader is mini gunner because of its shooting speed as well, its damgin ranger as well, militant for hiddin deteck, tair rocket for damgin and roasting, promanster for um money to im not too sure if this is a loadout so it u can give some DJ comments of it, 3 commanders, 6 rangers, 5 cowboys, 5 turrets
0 I think outlaw, comander, mini, farm and pursuit
0 How good is electroshocker? I have it and use it in a few battles. I think it is pretty good. ALL POSTS
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