



Xploit

ZE·RO

Turrets vs Crawlers

Xploit ZERO Combat Guide

"If you know the enemy and know yourself, you will not fear the outcome of the battle." — Sun Tzu

Classified: destroy after reading. Contains important information about your enemies and the means at your disposal to destroy them.

Turrets vs Crawlers

Simple Turret



The Simple Turret aims very quickly and has long range. Its downside is that its rate of fire is only medium, but thanks to its low cost, it's the ideal turret for rapidly deploying your defenses at the start of each level.



Basic Walker

They can't withstand many hits; however, their high speed allows Basic Walkers to evade much of the damage from slow-aiming turrets or those with a low rate of fire.

Matchup

The Simple Turret is the perfect nemesis for the Basic Walker because its low cost, fast aiming movement and wide firing range make it especially effective against Basic Walkers that can evade slower turrets with less firing range.

Turrets vs Crawlers

Double Turret



Its medium aiming speed and firing range, combined with a high rate of fire, make it ideal for dealing damage to slow enemies.



Chunky Walker

Although it's slow, its armor is quite resistant to Basic Turret attacks, so you'll need more sophisticated means to stop it.

Matchup

The Double Turret's high rate of fire makes it especially lethal against slow enemies, such as the Chunky Walker.

Turrets vs Crawlers

Laser Turret



It has high aiming speed, a medium range, and fires a continuous laser beam. Because its laser is precisely calibrated to deal damage to Inverted, it isn't particularly effective against other enemies.



Inverted

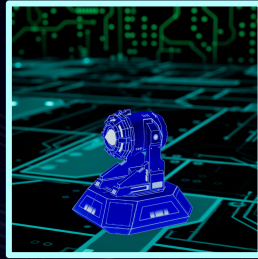
They exploit quantum effects to appear directly at the Neurogate and travel the path in reverse back to the breach to steal data, effectively splitting the efficiency of your defensive structures.

Matchup

The Laser Turret is the perfect weapon against Inverted thanks to its continuously-modulated discharge beam. It's also a solid option against almost any enemy when paired with a Slow Turret.

Turrets vs Crawlers

Slow Turret



It warps space-time by generating an orb that slows down any enemy that passes through it. It doesn't deal damage on its own, but it greatly boosts the effectiveness of other turrets when combined with them.



Teleporter

Teleporters use the tunneling effect to warp to a more advanced position whenever they take damage. They're fast and relentless if you don't have the right defenses in place.

Matchup

The Slow Turret is the perfect defense against Teleporters, as it disables their teleport ability. However, it needs to be paired with damage-dealing turrets to be effective.

Turrets vs Crawlers

Hammer Turret



It generates a surface electromagnetic pulse that damages any threat within its radius. Although its firing rate is slow, it's highly effective against large concentrations of enemies.



Splitter

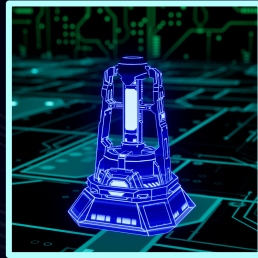
The Splitter divides into multiple enemies when one of its segments is destroyed, making it a very serious threat.

Matchup

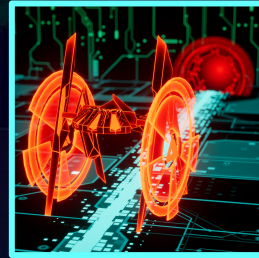
The Hammer Turret, thanks to its area-of-effect damage, can hit clusters of enemies, making it highly effective against Splitters—especially after they divide. When combined with a Slow Turret, it becomes devastating.

Turrets vs Crawlers

Antenna Turret



The most powerful weapon. It can be tricky to deploy because it projects its power vertically and has a limited radius, but when placed correctly it's absolutely devastating. However, its low firing rate and high cost make it less useful against minor enemies.



Tank

The most fearsome enemy. Despite its slow movement, its twin side shields give it exceptional durability. It attacks while safeguarding the crawlers hidden inside, making it a double threat.

Matchup

Because of its high damage output, which strikes directly at the core of Tanks while bypassing their shields, the Antenna Turret can eliminate them very effectively. However, it must be placed with precision, which isn't always easy in the rush of battle.