# Toxic Gunner

**Tower Ability:** Half Life

**Shop Price:** Halloween 2020 / game pass

**Shop description:** Spooky!

**Concept:**

* Becomes a cliff tower that locks onto enemies with poisonous particles
* Locks onto an enemy inflicting slowness
* “Rad” stat stands for radiation applied, applied once every 3 ticks
* Radiation scales between 1 and 1000
* The more enemies that die in the radiation the more it builds up
* The effect for radiation would be a green cloud
* At 1000 radiation then all enemies in the cloud will be slowed by 50% (10% for bosses)
* Different levels inflict different radiation amounts
* The cloud dissipates 1 radiation every tick, higher levels have higher tick rates
* Placement limit of 6

| Level | Damage | Cooldown | Range | Flying | Lead | Rad | Cost | Net Cost | DPS | CE |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 0 | 1 | .18 | 18 | True | True | 1 | 1800 | 1800 | 6.25 | 288 |
| 1 | 1 | .12 | 22 | True | True | 3 | 900 | 2700 | 8.33 | 324.12 |
| 2 | 2 | .12 | 25 | True | True | 5 | 2300 | 5000 | 16.67 | 299.94 |
| 3 | 4 | .12 | 28 | True | True | 5 | 4700 | 9700 | 33.33 | 291.02 |
| 4 | 6 | .12 | 32 | True | True | 12 | 12500 | 22000 | 70 | 314.28 |

Level 0: Toxic Gunner

Level 1: VaultTech

Level 2: Power Armor

Level 3: War Never Changes

Level 4: Powerful Object Intelligence System Of Neurotoxicity (P.O.I.S.O.N)

**“Radioactive” Debuff Stats**

Half Life - Unlocks at level 3 and deals 1 explosive damage every 2 “Radioactive” applied, but gets rid of the radiation cloud

Half life explodes all radiation, if there is 100 radiation or below on the map then half life will simply double the base slowness from the toxic gunner.

Cloud - Slows down enemies for 0.1% every 1 radiation dealt

Each level of toxic gunner slows down enemies down by 1.5x of radiation stat when locked on; separate of radiation cloud

Radiation is applied once every 3 ticks dealt to an enemy, more toxic gunners will trigger radiation faster due to more radiation being applied

Splash radius is a 1:100 ratio; with 100 radiation being 10

The higher the radiation the faster it decays

(Rad = radiation debuff applied)