Battlefield

- Target mode

Target mode

Most turrets have an adjustable **target mode**. The target mode determines which enemies are targeted and attacked.

There are two main types of target modes:

1. Universal Target Modes:
These target modes attack **regular enemies**, **bosses**, and **unicorns**, but **not the dragon**.

2. Boss Target Modes:
These target modes attack **bosses**, **unicorns**, and the **dragon**, but **not regular enemies**.

Specific Target Modes:

1. Slowest Enemy:
This mode targets the enemy with the **slowest movement speed** within range. The target is based on its **maximum possible speed**, not its current speed. Slowed enemies won't be targeted if another enemy with a lower maximum speed is within range.

2. Fastest Enemy:
The opposite of "Slowest Enemy" – this mode always targets the **fastest** enemy within range. Status effects on the enemies do not affect the targeting.

3. Least life:
This mode targets enemies with the **lowest actual health**. It considers the **current health** rather than the maximum possible value.

4. Most life:
This mode targets the enemy with the **highest current health**. The targeting is based on the **actual health** at the moment.

5. Close to Start:
This target mode considers the **progress along the path**. It targets the enemy that has traveled the **shortest distance**from the start.

6. Close to goal:
This mode targets the enemy that has traveled the **farthest distance** and is closest to the goal.

7. Boss – Weakest:
This target mode **does not target regular enemies**, focusing only on **bosses**, **unicorns**, and the

dragon. The priority is:

Unicorn → Boss → Dragon.

However, it's still possible to hit regular enemies with area-of-effect attacks, even though the turret does not directly aim at them.

8. Boss – Strongest:

The same conditions as "Boss – Weakest," but with the reverse priority:

Dragon → Boss → Unicorn.

The table below further illustrates the targeting priorities:

Modus	Zombies	Unicorns / Bosses	Dragon
Slowest Enemy	+	+	-
Fastest Enemy	+	+	-
Least life	+	+	-
Most life	+	+	-
Close to start	+	+	-
Close to goal	+	+	-
Boss (weakest)	-	++	+
Boss (strongest)	-	+	++

++	Priority
+	Can be targeted
-	Can not be targeted