

# Quickstart guide

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# Battlefield

# 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**.

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## 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