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it again ... Attention! The base is becoming popular so people develop strategies against it. Don't use it again ... CC Troops:1x Lava Hound2x Head Hunter3x GoblinCC Troops:1x Head Hunter2x Witches1x Baby DragonCC Troops:1x Inferno Dragon3x Head Hunter12x ArcherCopy Base LinkCopy Base LinkCopy Base LinkCWL: Base here So let them the Town Hall be in this semi-exposed open compartment and the reason is that you want to prevent at any cost that the Yeti-Smash or Pekka-Smash attacks can be coated through town halls throughout the base. Also, you don't want to have a Suicide Hero approach to walking straight for Town Hall. The wall ensures that heroes will go and then be distracted by other buildings and defences so there is no easy take on Town Hall Another nice feature is the Inferno Tower lined up on their own islands. This is a very cold feature of this base because no matter what troops enter one of the parcels with the Inferno Tower, they cannot get to the next Inferno Tower. It is basically impossible to funnel through these three Inferno Tower islands and when only one of these Inferno Towers will survive cleaning forces or waste troops will have a hard time cleaning this base. Also this helps ask the attackers to use only certain attacking styles against this base, but more on that later below. Usually you see Eagle Artillery being in the middle of the construction of a war base, but this base here takes a different approach. Eagle Artillery is surrounded by dead zones to make it very difficult to really troop funnels through it from all over the side. So, this either gives the attacker a bad time or a stupid mistake trying to actually strike off that side and through that Eagle Artillery compartment. The only attack capable of actually getting this base somewhere close to the 2-Star eligible was the attack using PEKKA-Smash (yes, forgetting the airstrikes, they will fail miserably against this TH12 War Base). The reason is very difficult for the passage of Loons, Miners, Pigs or any other troops through the islands with Inferno Tower and PEKKA-Smash is the only one that is quite okay to do it. And there are many traps for those attacks as well, such as failing to create the right funnel, failing to lay down Earthquakes at core right to open the back of the base, etc. Trophy Base: There used to be a time when we town halls were exposed and surrounded by heavy hitpoint buildings and traps and there were so many players who still thought they were smarter us and go all-in with a suicide mission for town hall... Well, the time was over. Now the current build-up is more dependent on having town Hall in the core again and mess with funneling and letting it down to honestly attack vs. defending the style of combat power. The defense at this base is strategically set so there is no easy exploitation here. If you go ahead with the Queen Charge against this base, you'll get some nice points but the important defense really can't be achieved so that's nothing more than accumulating a percentage and that's it. It may seem like you can funny into the core areas easily just because there are routes but the Inferno Tower will ensure (especially with the Air Blaulter) that there is no easy way here, although many soldiers will factor that route - and this is the point at which this base continues to spoil with the route and the attackers walk into complicated places. I really recommend you to use this base – it's fresh and there's nothing you'll regret

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