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## Clash of clans highest level archer queen

Hello, chief! Today's preview of the June update brings some new content for our City Council 11 and City Council 12 players in the form of new levels. We're also applying a new balance to multiple units, defenses, and spells, so check out the details below to see what new changes are being implemented. \* NEW LEVELS \* Heroes: Barbarian King's maximum level has been increased from 60 to 65 Queen Archer from 60 to 65 maximum level Guardian grandmen from 30 to 40 troops: Golem's maximum level increased from 8 to 9 spells: Increased: Increased Golem's maximum level from 8 to 9 spells: Increased Increased the maximum Rage Spell level from 5 to 6 poison spells from 5 to 6 of Each maximum skeleton spell level increased from 5 to 6 buildings: the maximum mortar level has been increased from 11 to 12 all level 13 walls that can now be improved (i.e., 50 Additional Wall Pieces) Spells: Increased the maximum earthquake spell level from 4 to 5 Haste Spell from 4 to 5 \* HOME ALDEA BALANCE \* Reduced Great Warden regeneration times on all levels Splash Radius reduced Healer on all levels of 2 tiles to 1.5 tiles God's death damage radius has been increased from 1.2 chips to 1.5 Tiles Golem & Golemite's Death Damage now affects in levels 5-8 Earthquake Spell which now affects earthquake spell buildings and walls within a larger radius as you level it up: the radius increases by 0.3 tiles per level. Skeleton Spell now spawns armored skeletons. When the armor is destroyed, they become regular skeletons. The number of skeletons generated has been reduced (to 10, 11, 12, 13, 14 respectively) The level 11 mortar upgrade time has been reduced from 14 days to 12 days level 8 DPS

of the Tower of Wizards reduced from 48 to 45, and level 9 Wizard Tower DPS reduced from 54 hp to 50 HP of battle Blimp increased from 2500/3000/3500 to 3000/3500/4000 reduced wall ring costs from builder base walls. Level 6-8 walls now cost 3/4/6 instead of 4/6/8 wall rings. Giga Tesla upgrades, Changes, and Builder Base Army Camp are now affected by Builder Boost benefits. Obstacle Shovel can now be used to move the Loot Cart. To see the in-depth list of changes and statistics, be sure to check out our post on the forums! Confrontation! See Font Comments Share This elegant jacket is a master of destructive, if modest, strength in health. She snipes targets in her territory by defending, and can summon stealth and terrifying damage when attacking once her real layer ability is unlocked! Archer Queen Gladiator Queen Queen Autumn Queen Ice Queen Ice Queen Primal Queen Clockwork Queen Pirate Queen Summary The Archer Queen is essentially a more powerful version of the Archer. In addition to possessing much more damage and hitpoints, the Archer Queen also fires 1.5 chips further than a normal Archer (5 tiles instead of 3.5). The Archer Queen fires 3 quick arrows per shot (however, they cannot affect multiple targets). She's automatically once the Altar of the Archer Queen is built, it costs 20,000 Dark Elixir. The Archer Queen is an immortal unit, so it only has to be invoked once. However, if you are injured or defeated in an attack, you must regenerate your health by sleeping for a period of time before it can be used again. The Archer Queen will defend the people when she is not regenerating the health of a previous attack. The Archer Queen only defends her territory around her altar and will retreat if she attracts too far. If the people are attacked while she is regenerating health, her altar will be empty. If she is damaged or defeated in defense, she does not need to regenerate health afterwards. The amount of time you sleep to regenerate is directly proportional to the health you have left at the end of the battle. If the Archer Queen is not damaged, then she is ready to fight immediately; if she is beaten or falls into battle, then she must sleep for some time to regenerate. The higher the Archer Queen's level, the longer it will take to fully regenerate her health. Hero regeneration after a multiplayer battle begins as soon as the player begins searching for a multiplayer opponent. Therefore, if the player spent some time looking for an opponent to attack before completing an attack, part of the regeneration will be completed the moment the player returns to their village. However, if the player cancels the attack by pressing Finish Battle before completing an attack, the regeneration will be restored. This effect is most noticeable in the higher leagues below the legend where you can spend a significant amount of time searching for such opponents. You can temporarily quadruple the Hero's healing rate for 1 hour by spending 5 gems. In the January 29, 2014 update, the Archer Queen earned a new special ability: Royal Layer. This ability allows her to become invisible to enemy defenses for a short period of time, as well as significantly increase her damage, restore some of her health, and summon up to 19 Archers to help her in battle. The Archer Queen gains this ability at level 5 and becomes more powerful every five subsequent levels. The Archer Queen's Royal Layer ability summons archers of the same level that the player has researched in their Lab. For example, if the player has investigated Level 5 Archers, the Archer Queen will summon Level 5 Archers. If the archers have not been unlocked in the Barracks, they will appear at level 1. If the ability has not been used before the Archer Queen is about to be defeated, it will be automatically activated by default. However, this feature can be disabled in the settings (turning off Automatically use hero in KO). However, it is not a sure failure, as several defenses, such as X-Bows, can still kill her too quickly for it. Unlike the Barbarian King, the Archer Queen can attack air units such as Balloons, Balloons, or minions, making it effective in protecting a people from players who carry out airstrikes. Offensive Strategy The four heroes of Home Village play different roles in raids. Queen Archer is the hero specializing in damage, while the Barbarian King is the tank specialist, the Grand Warden is the support specialist and the Royal Champion is the defense specialist. She has a better range than an Archer (5 tiles instead of 3.5), so a good strategy is to place a group of Giants, P.E.K.K.As, Golems, or the Barbarian King as a coat of flesh, then a group of Archers, and finally the Archer Queen. This minimizes the chance of it being defeated or even beaten and can allow you to use it many times in a row without waiting for it to regenerate. You can use an Archer Queen with a Royal Layer Skill in raids to help you clean buildings by 50%. As the damage approaches 50%, simply deploy your Archer Queen and use the ability immediately so she can destroy some additional buildings, taking no damage at all. The combination of Queen Archer and Healer, better known as Paseo de la Reina, is a very viable strategy when searching for loot. You can smash base cores with the help of Rage spells and make sure Healers aren't touched. This, however, requires a high-level Queen due to the fact that the Queen alone cannot deal enough damage and will eventually run out of time. Air defenses bombing healers can easily destroy this, but this doesn't happen very often as the Archer Queen's reach and Healer's range allow Healers to stay out of range of most Air Defense. Searching for air mines can also destroy this. Periodically place some balloons near the healers to try to soak them. These balloons are often called Coco Loons. Try to bring about 3 or 4. Extras can also be used as regular balloons. The Royal Layer ability prevents defenses from targeting the Archer Queen, but may be affected by splash damage; for example, if nearby Archers summoned by the Archer Queen through her Royal Layer are attacked by a Mortar or Scatter Shot, the Mortar Splash Projectile and Scatter Shot will damage the Archer Queen if she is within range, regardless of whether her ability is active or not. The Royal Layer does not prevent the Archer Queen from activating Giant Bombs and Bombs and will still be damaged by them if it is within reach when within reach when within range. Exploit. The Royal Layer is excellent against single-target Hell Towers. When used, the damage of the Hell Tower does not will be reset, but often redirected to an summoned Archer. The Queen can quickly take down Hell with her damage under the cape, while Archers can provide great coverage and overwhelm Hell if not defended well by splash defenses (or other multi-targeting Infernos). The Royal Cloak ability will also not prevent any projectiles (such as cannon fire) that Queen Archer at the time of activation of the ability to hit her. If eagle Artillery has already been set and fired at the Queen, activating the Royal Layer will not prevent shots from hitting, resulting in great damage against your Queen. However, activating the cape just before firing will prevent eagle Artillery from firing at your Archer Queen and make the Queen temporarily unattainable by Eagle Artillery as normal. The Archer Queen is not affected by the Spring Trap, like all other heroes. A good idea is to put the Archer Queen with the other heroes. The Barbarian King absorbs the blows, the Archer Queen attacks from behind and the Great Warden supports them with his aura of life. If there are troops in Clan Castle, they also profit from the Great Warden and can help the Barbarian King and the Archer Queen in terms of defense and stagnation. Sending the Archer Queen and any other hero like this with little support (up to approximately 25 Housing Space) is known as a Sui Queen. This is best used to destroy external parts of the base and some key objectives later. Beware of the Barbarian King, as he can kill the Archer Queen in a 1v1 if they are at the same level or if the Archer Queen is only 5 levels or lower than the King. If you go to 1-on-1 the Barbarian King, place healers to support the Queen or place the wizards or any other high-damage troops to quickly defeat the King. The mechanism of the Royal Layer ability will make it considered a new target different from the original Archer Queen. Against a defending Electro Dragon, this ability can be counterproductive, as it can cause it to take two hits from the Electro Dragon's Chain lightning ability. If you don't need to use your skill during battle, it's not always necessary. If the battle ends and you do not use your skill, after the battle you will regain health equal to the recovery of the ability. Defensive Strategy The Archer Queen is more suitable for defense than the Barbarian King due to her faster attacks and harder punches, and she is able to attack from a longer range (in addition to being able to hit air units), but has dramatically lower health than the Barbarian King. The Queen's altar should be placed 3-4 spaces from the nearest wall to prevent the Queen from jumping and being attacked by melee troops. Protect your key defenses by keeping them more than 5 tokens away from the nearest open space, so the queen can't snipe. Against an Archer Queen The best strategy against an Archer Queen is often another Archer Queen. A Queen's Walk or an Archer Queen behind a tank troop can quickly take down an enemy Queen, especially if the Royal Layer ability is activated. The troops tanks may be of some use, but they won't last long against an Archer Queen. For example, a maximum Golem will last only 10-11 seconds against a maximum level Archer taking into account any other defenses that may be targeting her. If you are using a similar level, using the Barbarian King as a tank and the enemy Archer Queen does not hide behind a wall, then the barbarian king will be enough to defeat the Queen unless the nearby defenses or defending troops of Clan Castle or the Barbarian King are also attacking him. Activating the King's ability will allow him to defeat the Queen faster. If the Archer Queen is near the edge of the base, you can use a Barbarian King to remove it. You may need to use the King's ability if your king has a low level. Consider bringing a spell or spells to make the takedown process easier, such as a poison spell to slow down the Queen's attacks, a skeleton spell to distract her, or a freeze spell to prevent her from killing your troops too quickly. The Great Warden's Eternal Volume ability can keep troops alive while destroying an Archer Queen. Because the Queen's health is so low, the short duration of the Eternal Holy ability is rarely a problem. You can kill the Defending Archer Queen with high-level lightning spells if she has a low level. However, this is not a recommended strategy because it cannot be easily guaranteed that you will be hit by most hits. Even against high-level Archer Queens, the strategy can be useful if you bring enough lightning spells to destroy other key buildings along with pulling it out (such as Eagle Artillery). Trivia If you touch the Archer Queen, she will shout a high-pitched battle cry and stand still for a moment, similar to the Barbarian King. Your default skin will shake a hand towards the player. If you wear your Gladiator skin, you will instead lean towards the player. If you are in your Valkyrie Queen skin, you will lift your modified X-Bow and stand firm. The autumn queen's skin will turn counterclockwise, with an arch in her hand. If you wear the Ice Queen's skin, you'll raise your hand to your face. If you wear the skin of the Warrior Queen, you will bow to the user. If you wear the primal queen's skin, you'll put your hand on her costume and look up. If he wears the skin of the Queen of the Mechanism, he'll charge and fire his crossbow. If you wear the pirate queen's skin, you'll be greeting the player. If the Archer Queen attacks while her Royal Layer ability is active, her arrows change from their normal color as Elixir to Bright Orange. When injured or falling into battle, a small explosion occurs, screams in pain and a red ray fires into the sky. After that, like all other heroes, the Archer Queen stops and a dizzy animation is activated. Queen Archer is one of only units that can attack an Air Defense while being healed healer without the Healer being within reach of the aforementioned Air Defense. The other units capable of doing this are the Great Warden and the Super Super As you attack, if your opponent's Archer Queen Altar is empty and the Archer Queen wakes up during battle, the Altar will have a brief brilliant animation, but the Archer Queen will not appear to defend the base. If your Archer Queen wakes up while in village editing mode, a flash will appear anywhere in the original Altar location (even if you've already moved it). Each successive upgrade of the Archer Queen adds approximately 2.1% health and 2.5% damage, but every five levels adds a two-minute constant to her total regeneration time. As a result, the Archer Queen's regeneration rate changes as she levels up. Regeneration rate for each level; Click to expand the Archer Queen's regeneration rate fluctuates each level, with drops in the regeneration rate every fifth level and small increases for each other level. Starting at an initial regeneration rate of 72.5 HP per minute at level 1, it peaks at 77.1 HP per minute at level 4 and shows a downward trend to level 25, where there is a minimum of 59.65 HP per minute. Beyond level 25, drops in each fifth level are offset by increases in the other levels, eventually reaching 88.16 HP per minute at level 74 before falling once again to 84.75 HP per minute at level 75. Archer Queen's regeneration time has been reduced several times. The most recent reduction occurred on 22 June 2020. Before Archer Queen's texture became a 3D model, it had visual changes at levels 10, 20, and 41. Initially, the Archer Queen is similar to a giant Archer, but with a modified X-Bow, a silver crown, purple hair and a green dress. At level 10, his crown turned golden. At level 20, the stock of your modified X-Bow also turned to gold. His shots used to change from Elixir to gold. At level 41, its layer received a golden edge, and its gold-modified X-Bow material became a darker gold color or gained a purple glossy outline. The total upgrade time for the Archer Queen to reach level 1 to level 75 is 396 days. The Archer Queen is the only hero who appears barefoot in her default skin. The Warrior Queen's skin has unique pink particles after the Ice Queen's Skin unfolds it has unique ice-like particles when you activate her ability. The first person to maximize Archer Queen and Barbarian King was this player named jessiebrar. At that time the maximum levels were lv30. The Archer Queen's crossbow fires three arrows, even though it is designed to be loaded with a single arrow. When you touch the Archer Queen while wearing her Mechanism skin, she fires a single arrow. However, while in battles he shoots three. Before skins and 3D models were added, the Archer Queen used to have recoil when attacking, a clip of this can be seen here Queen Archer's crossbow is similar to sneaky Archer's. The Royal Cloak skill is also similar to that del Sneaky Archer - Cloak. Levels 1-9 Levels 10-19 Levels 20-40 Levels 41-60 Preferred Target Attack Type Movement Speed Attack Speed Range Search Radius None Ranged (Ground & Air) 24 0.75s 5 tiles 10 tiles Level Damage per Second Damage per Hit Hitpoints Regen Time Ability Level Upgrade Cost Upgrade Time Town Hall Level Required 1 160 120 725 10m N/A 20,000 N/A 9 2 164 123 740 10m N/A 22,000 12h 9 3 168 126 755 10m N/A 24,000 12h 9 4 172 129 771 10m N/A 26,000 1d 9 5 176 132 787 12m 1 28,000 1d 9 6 181 135.75 804 12m 1 30,000 1d 9 7 185 138.75 821 12m 1 32,000 1d 12h 9 8 190 142.5 838 12m 1 34,000 1d 12h 9 9 194 145.5 856 12m 1 36,000 1d 12h 9 10 199 149.25 874 14m 2 38,000 2d 9 11 204 153 892 14m 2 40,000 2d 9 12 209 156.75 911 14m 2 42,000 2d 9 13 215 161.25 930 14m 2 44,000 2d 12h 9 14 220 165 949 14m 2 46,000 2d 12h 9 15 226 169.5 969 16m 3 48,000 2d 12h 9 16 231 173.25 990 16m 3 50,000 3d 9 17 237 177.75 1,010 16m 3 53,000 3d 9 18 243 182.25 1,032 16m 3 56,000 3d 9 19 249 186.75 1,053 16m 3 59,000 3d 12h 9 20 255 191.25 1,076 18m 4 62,000 3d 12h 9 21 262 196.5 1,098 18m 4 65,000 3d 12h 9 22 268 201 1,121 18m 4 68,000 4d 9 23 275 206.25 1,145 18m 4 71,000 4d 9 24 282 211.5 1,169 18m 4 74,000 4d 9 25 289 216.75 1,193 20m 5 77,000 4d 12h 9 26 296 222 1,218 20m 5 80,000 4d 12h 9 27 304 228 1,244 20m 5 83,000 4d 12h 9 28 311 233.25 1,270 20m 5 86,000 5d 9 29 319 239.25 1,297 20m 5 89,000 5d 9 30 327 245.25 1,324 22m 6 92,000 5d 9 31 335 251.25 1,352 22m 6 98,000 5d 12h 10 32 344 258 1,380 22m 6 106,000 5d 12h 10 33 352 264 1,409 22m 6 114,000 5d 12h 10 34 361 270.75 1,439 22m 6 122,000 6d 10 35 370 277.5 1,469 24m 7 130,000 6d 10 36 379 284.25 1,500 24m 7 138,000 6d 10 37 389 291.75 1,532 24m 7 146,000 6d 12h 10 38 398 298.5 1,564 24m 7 154,000 6d 12h 10 39 408 306 1,597 24m 7 162,000 6d 12h 10 40 419 314.25 1,630 26m 8 170,000 7d 10 41 429 321.75 1,664 26m 8 180,000 7d 11 42 440 330 1,699 26m 8 182,000 7d 11 43 451 338.25 1,735 26m 8 184,000 7d 11 44 462 346.5 1,771 26m 8 186,000 7d 11 45 474 355.5 1,809 28m 9 188,000 7d 11 46 486 364.5 1,847 28m 9 190,000 7d 11 47 498 373.5 1,885 28m 9 192,000 7d 11 48 510 382.5 1,925 28m 9 194,000 7d 11 49 523 392.25 1,965 28m 9 196,000 7d 11 50 536 402 2,007 30m 10 198,000 7d 11 51 547 410.25 2,058 30m 10 200,000 7d 12 52 558 418.5 2,110 30m 10 204,000 7d 12 53 570 427.5 2,163 30m 10 208,000 7d 12 54 582 436.5 2,218 30m 10 212,000 7d 12 55 594 445.5 2,274 32m 11 216,000 7d 12 56 606 454.5 2,331 32m 11 220,000 7d 12 57 619 464.25 2,390 32m 11 224,000 7d 12 58 632 474 2,450 32m 11 228,000 7d 12 59 645 483.75 2,512 32m 11 232,000 7d 12 60 658 493.5 2,575 34m 12 236,000 7d 12 61 671 503.25 2,639 34m 12 240,000 7d 12 62 684 513 2,705 34m 12 240,000 7d 12 63 698 523.5 2,773 34m 12 240,000 7d 12 64 712 534 2.842 34m 12 240,000 7d 12 65 726 544.5 2,913 3 6 m 13 240,000 7d 12 66 739 554.25 2,980 36m 13 250,000 7d 13 67 751 563.25 3,040 36m 13 260,000 7d 12h 13 68 762 571.5 3,095 36m 13 270,000 7d 12h 13 69 772 579 3,145 36m 13 280,000 7d 12h 13 70 781 585.75 3,190 38m 14 290,000 8d 13 7 789 591.75 3,230 38m 14 292,000 8d 13 72 796 597 3,270 38m 14 294,000 8d 13 73 802 601. 5 3,310 38m 14 296,000 8d 13 74 808 606 3,350 38m 14 298,000 8d 1375 814 610.5 3,390 40m 15 300,000 8d 13 Royal Cloak Ability Ability Level Increase Health Recovery Ability Time Invoked Units 1 300 150 3. 6s 5 2 355 175 3.8s 3 416 200 4.0s 7 4 483 225 4.2s 8 5 557 250 4.4 9 6 638 275 4.6s 10 7 725 300 4.8s 11 8 819 325 5.0s 12 9 920 350 5.2s 13 10 1,020 375 5.4s 14 11 1,120 400 5.6s 15 12 1,220 425 5.8s 16 13 1,300 450 6.0s 17 14 1,370 475 6.2s 18 15 1,430 500 6.4s 19 Skin availability The following table denotes the months when Archer Queen designs were available. They could usually only be obtained by reaching a default Season Challenge level after purchasing that season's corresponding Golden Pass. Skins that are not available in a Gold Pass are highlighted in blue. Skins that can be purchased with gemstones are highlighted in green. Available fur season Gem Cost Gladiator Queen May 2019 1,500 Valkyrie Queen July 2019 1,500 Autumn Queen September 2019 1,500 Ice Queen November 2019 1,500 Warrior Queen1 January 2020 - - - 2020 - - Queen of the Clock June 2020 - 1 Chinese-style skin available in lunar New Year 2020 (literally Heroic Mulan, but simply known as Warrior Queen outside China) was only available through the store as a separate purchase; cost \$9.99 USD (or its equivalent depending on your country). Troops Dark Elixir Troops Heroes Special Skills Domestic Village community content is available in CC-BY-SA unless otherwise noted. More Wiki Wiki Clan Clash

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