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Clash of clans th9 farming guide

farming in TH9 is very simple, because you can still count on the emergence of warehouses for decent (but not good) prey. Remember that the best loot is always found in collectors, but storage raids are a good way to get a decent income, and (at least in TH9) this is no longer true, dead bases are the best, no matter how cut it. Always go for dead bases, so barch is the only army which will ever need TH9 is the first TH one pschmiller may stay for longer, so your good to know the costs associated: AQ 1 to 20: 1.1ml DE BK 10 to 20: 675k DE buildings + Lego walls; (assume gold = elixir) for 400-600ml resources All more for heroes and walls are for own fun I highly recommend to hurry to TH10 after these important points or even in front of them. The beginning of TH9 farming is more difficult because your troops are weak, collectible raids do not get significantly more profitable and elixir demand is huge. Dead bases are so profitable, with decent farming you should not have any problems. For the first time you will have to farm almost 20mil elixir in the first week of TH9, which is about 3mil per day. Unless you are dedicated enough to be rushed or to rush, it will not save you from this. That's why you're reading this guide to learn how to process it properly. Let's jump right into the military compasses. 1. Barch (70-110 barbie, 110-150 arch, optional 6-8 frescoes) Best army farming in the game and the most universal. At TH9, Bartsch can be done easily. You can easily find collectors raids around 1500-1900 and just raid them. DE may be a little low, but elixir needs can be made quickly. You will not get into many details, just a spam line of skewers and a line or shooters behind the spikes. Target bases with >300k each or >1.5k DE in drill bits. 2. Gibarch (32 barbie, 96 arch, 12 giants, 12 WB, 4 minions) It's generally my favorite army comp to use in TH9. This can be used better than barch, because I can choose not to use all my giants and attack a base with complete collectors; or spam all my giants on a basis with decent storage revenue. Best of all, if I use 4-8 giants of attack, my army training time is only 13-15 mins, which makes it faster training than barch. Besides, I can forge things by hitting storage raids to prevent boredom and I'm able to hit collectors (especially drills) deep inside bases. Good range for this is about 1600-2000. When the troops are dropped, divide the base into 4 segments where you want to drop troops. Decide how many giants you want to drop in each segment, then drop 8 roships, 20 arches behind the giants to collect all the collectors. Target bases with >250k each or >1.5k DE in drill bits or warehouse base >250k And >1.6k DE. No longer profitable to use gibarch now, stick to Barch Look at the size of the loot in this base, the first thing in any attack is to let shooters cut useless buildings first. First. The spell factory, camps and barracks, they are unprotected and can be easily taken down by archers. Just put one shooter on a building and wait. Note that the southwest (8 o'clock in the direction) has more collectors, so I decided to launch 4 giants of TSI, then 2 giants from SE 1 giant to the east and 1 giant to the north, followed by the corresponding quantities of barch. Total profit: 314k gold, 328k elixir, 450 DE; Decent yield to use 15min army and no spells. This is the second attack from the attack log: This is called tailor base. It's outrageous that he's pretty bad defensively and a lot of people laugh at him. He defends badly against DE, but is actually quite good at stopping the loss of gold/elixir. This base has 4K DE, which is the main reason why I attacked it in the first place. Looking at the base, I can estimate that about 1.5-1.8k DE is from training, 800 from the north and south. The DE tank is located right in the center, worth about 2-2.5k DE. Since the southern drill is right on the edge, I can use 2 giants and 2 WB to open the compartment, and then steal de. When I can throw all my giants north, open the compartment and continue with my raincoat. For these bases, I carry and use my CC. I tend to have maxiji that are brought from my TH10 account, I recommend having at least wv and preferably in gypsies/bowlers in CC to help hit bases like these. Then I heal giants, and then rush to the center, easily penetrate the core to get to all the T.N. Final gain: 63k gold, 294k elixir and 4K DE; very good for an army that takes 20 minutes to train and only 2 spells. 3. Goblins' knife I recently started a goblin to see how good he is. I feel that while it's not a bad comp, it's not much better than gibarch and sacrifice your gold/elixir income for about 50% more DE. Weigh your preferences, I will still talk about a goblin knife, but I personally find it significantly worse than a simple barch TH idea of this comp is simple, you can find a base with good DE, funnels goblins in the core and watch them melt everything inside with their double damage. They are the highest DPS/space platoon in the game with their double fault. No, a few weeks after I came back with the help of gibarch. The knife is quite weak for 3 reasons: Higher price than barch and trains slowStaveenStecix and gold attack tend to be lower, DE only marginally betterA quality of failure, why use something with an 80% success rate when gibarch is easily 100%? If you insist on drivers, look at it on YouTube. I will not bother to cover it in depth To share it Fab Farming TH9 and Up (TH: 9+, trophies: 1000-1200)/From:GoldenVolveTown Hall Level:9 + Trophy Level: 1000-1200Introduction: This is a farming strategy I understood after trying everything! so good! Remember, servants are optional. And you don't have to use the spikes or the giants. Army Army you are at a higher level, and it does not work. Depending on the problem, you will need to adjust the composition. Execution: Lure of clan fortress troops and barbarian king out with mostly barch. Then kill them with a few barriers, archers and your servants. Pick an attacking spot. You will best know this place after reading the other rules. Try to choose a place that does not have too many walls between the warehouses, and that there are no towers of wizards. Try to disperse the shooters. Not too much, just above the area from which you want the gold and elixir. Drop giants. Use the wall breakers intelligently, stay out of place. Try saving some if possible. These are the most expensive part of the lineup. The goal is to fully open a path for the goblins to get to the warehousesTecte tabulates, if possible and attack the warehouses. Try to choose a base that does not have towers-wizards that keep their warehouses and that has most of its warehouses in 1 pocketConclusion:I hope it works!! PM me if you have any problems!!!! Community content is available under CC-BY-SA, unless otherwise specified. I made this guide to help all those TH9 players who always complain about the bad prey. For a long time I've heard how farming in TH9 is terrible and that's the death of your game. Fortunately, since I'm min/maxer it took me a while to get to TH9 and there are probably a lot more goals for us now. Now that I'm here, anyway, it's not so bad :D Actually, my personal files have been in TH9 before. On average, my gold in 30 minutes is about 6-700k, regularly hitting 1 million. I don't have time to do much time, but my best in TH9 is 2.25 million so far. I've never been better than the farm. These practices can also be applied to other TH levels very successfully. I smashed each section into a short summary for all players who can't be sniked to read the table of the text :D Using the Combo Summary field: Mathematical BAM (Barb, Arch, Minion) is the most effective combination for agriculture after being used correctly. Explanation: BAM is effective because it gets 6 sheds that work instead of 4. Braces are needed for a little flooding and shooters for buildings behind walls. Increasing production capacity by 50% only means that you can spend more time farming and less waiting time. Although it is possible to get good farming results with other combos, over time BAM should lead to better results just because you make more troops faster. Using Goblin can have similar results, as you can skip buffer buildings and go straight to mines, but I haven't taken the time to make a comparison. Choosing the summary of the right base: Choosing the right base is probably more important than what combo you use or how much gold is available for fast efficient farming. Learn the signs. Explanation: This is the most important part of increasing the for choosing the right base can take you back in time, cups, and troops. When analyzing the defense, try to get used to thinking about how many soldiers you may need to use to get the gold easily. 200,000 or less that require all my soldiers to get it is an instant jump for me. See the Math section for the GPU you want to target. Gold Available - apparently the first thing to look at while spam next. I usually only scan the base if it's over 100,000. This may give you some clues as to how much is in the pumps, however. That's why I usually skip TH10s like TH9, because even with 300k shows it means there's probably only 60k in the pumps. TH10 I need to see over 360k or if it was weighted to consider doing so. Gold warehouses - I do a quick scan to see if the gold warehouses are full. If they're not empty, I miss out unless the loot is over 300k or the warehouses are easy to access. Gold storage graphics are tapped however, so empty looking storage is not enough information to press go. Mining positions - if the gold available is good, I scan to see if the mines are outside or on the first layer of wall. Some bad bases randomly sprinkle the mines in the core. I'll probably miss them unless the loot is high and it's worth the extra troops they're going to take to get there. Even the amounts of resources - even the numbers in the mines, such as 75000 or 150000 are a good sign, they are as large as possible [i.e. dady and gray75] Similar resources - resources close together as gold 190k and 190k elixir. - No, no, no, no, no, no, no, no, no, no, no, no, no Elxir pump levels - I didn't know this had been fixed, but now they show graphically whether they're full or not, a good indicator of possible mini levels too. [tfx siv75] De Drills - once I have decided that the mines are good, I look for de drills. These are one of the few reliable ways to see if the base has been abandoned. If the small square box on top is full, it's a good chance and the mines. Tombstones - if the DE drills are not convincing, I scan for tombstones to see if the base is inactive and has been attacked. I often miss a base if I don't see tombstones, even if the other signs look good. Workers - Some bases can fool you as everything above looks good. But if you see that several buildings are being renovated, there is a good chance that the loot was in the warehouses and the player purposefully does not collect tombstones. It takes some practice to take place through all these, but it will become second nature to an experienced farmer. Attack effective Summary: Set a GPH target and keep it at the back of your mind. This will determine the amount of gold each unit needs to generate at least to achieve your goal. Explanation: It takes a lot of practice to get off, but if it's your want to get all the loot with the least soldiers used and therefore increase your agricultural efficiency. Single Mines - My default spam is 4 razors, followed by 4 shooters, 1I these and just look away from the next mine. If I spy aoe or too much PT def nearby can add multiple units. I didn't sleep with mine. Always use a shooter or minion where possible. Two or more mines - If there is a row of mines, it may be more effective to release a line of spikes, followed by a line of archers. You're going to take down the mines with fewer troops than the spam of a mine. Mines and de drills - If you do not plan to get 50%, do not engage in elixir. Enemy BK - My default spam for lv1 BK is 3-4 with a few servants to keep it hooked. If you are fast, you can lure BK to one side of the map and remove the mines while it is busy on foot. Outdated CC - Usually the bases I hit will have an enemy CC. Don't try to take down a dragon that's terrible. Don't forget the servants! - It's easy to forget to use minions and just take down an easy base with spikes and archers. But if you think about every attack, it's about HP and DPS. Adding some minions to each attack means less barbie/arch spent and your army will be ready faster if you are relying on 6 barracks, not just 4. Soldiers ready - don't worry, waiting for your camps to fill all the way up. I'm usually good to leave if I have at least 30 barbies, 30 shooters and 12 servants. You must be thinking- Oh, no! What if I find the legendary base 600,000? There is an instinctive need for players to have to get every drop of the spoils and for efficiency it's just completely wrong. Based on 60,000, which still means there are 400,000 in the mines! Take the mines and worry about the next battle! It's the same as skipping a 200k base that you know is all in the core of warehouses. AQ - This goddness is all about skill and experience. Keeping her from damage can increase her efficiency A LOT, something I'm still really bad at. Use her to pick up mines, but always make sure she's in front of tanks and use her towards the end of the battle so you don't forget about her and kill her. BK - Really only good only for downloaded exposed TH fast. If you use it on a core charge, it will be out for a long time, so save it for when you really need it. Spells - if you had to use a spell, you probably didn't succeed in the selection step based on :D Basically, I'll never use a spell unless I'm struggling. Lining up: Always keep your barracks running. Explanation: While you are invading all the barashi must collapse. He's always gone too far with the barracks and rearranged between attacks. As mentioned above, to maximize efficiency never wait for full military camps, because it does not take many troops to lazy farm. If my cups are in my range, I will start looking as soon as I have about 30 barch, 30 arch, 12 servants. If my glasses are low in my range, I'll wait longer to go for 50%. For BAM I like to have a little more shooters than spikes, so I run 3 raz of shooters, 1 on the barch and DE raz of servants. I'm going to replace one cancer with a few roships. Maintaining a summary of the cup range: Go to 50% on weaker bases or guaranteed exposed THs to maintain the cup range. Explanation: If you are farming for extended periods of time you cannot keep farming down these bases with minimal troops and dropping cups. Some tips for maintaining the range of cups. Use a trophy base or hybrid base that you know works well. Cups accumulated in downtime can save you time by having to earn them while farming. Leave your elixir warehouses outside and exposed for easy cups. -They're very narrow-minded. Add free TH to your scanning criteria when you press the next one. You must be 100% SURE before you go for it or you'll have wasted a bunch of troops taking down a TH covered by a Tesla for a few miserable cups. I made this mistake in my :) Go for 50% on weaker bases that you've come up with open mines. I would stick to TX lower than yours to go with 50% of weaker and fewer buildings mean less wilderness. Suggested Agricultural Range Summary: Depends on your TH level and time of day. Explanation: For TH9 I found 1500-1650s good. I heard teB's good from 1400-1500. Ranges seem to change all the time, so ask your clans for updates ^^ Maths' n Stuff Summary: BAM is far and away the most effective combo from a mathematical point of view. Explanation: Let's compare 2 popular agricultural settings. BAM set a target of 1 million gold per hour. Using BAM, we can determine the maximum number of soldiers that can be produced in 1 hour if all 6 sheds are built without interruption. 2 barb, 2 arches, 2 mini-racial races can produce 808 units in 1 hour. I usually prefer a little more shooters (78 arch, 70 barb, 36 minions) and so my hourly amount to 791 units created, or 1264 gold per unit needed to achieve 1 million GPH. BAG Compare this with a typical BAG combo (40 arch, 40 barb, 64 orbs, 8 WBS), which takes

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