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Coc air defense vs lightning spell

Lightning Spell Tactics is one of many Spells Tactics in the Clash of Clans game. Electrify your enemies with lightning! Throw this spell at the enemy village to damage buildings and units inside a small area. Common information about Flash Spell is Here. Key notes seem as in the new Game Update the accuracy of Lightning Spell's strikes improved. Two lightning-shaped 7 flashes can't destroy the Level 8 Air Deference. Offensive Tactics In this first episode of the new series, Master the Spells in Clash of Clans, I want to start with the very first Spell you see in Clash of Clans - the Lightning Spell. You can ruin things with Lightning Spell for sure, but I want to show you how you can destroy things more effectively with it. You can either use lightning spell to destroy enemy troops from the Clan Castle, or some buildings mortars, wizard towers, archer towers, etc. Often used to destroy enemy Air Defenses, followed by the attack of the Dragons. You can even destroy a Builder's Hut with it if you need to get the last percentage of your victory (see here a list of buildings you can destroy with Lightning Spell). Destroying Buildings and Killing Troops is also something that Poison and Earthquake Spells can do so this post will focus on the things that will really need to be lightning spell. Attention! Using the Lightning spell on storages is no longer possible. Since the update on July 1, 2015 Storages will not lose any hit points or resources from Spells! The interesting fact is not what you can do with Lightning Spell – the secret of becoming a Master of the Lightning Spell lies behind the placement and timing of Spell correctly, and this is what the next part of this post is all about. Place lightning spell correct first and most important to remember when talking about Lightning Spell: the Lightning Spell does not deal with area damage, it treats the entire damage at the very point you place it and gets weaker closer to the outside! Knowing this can win you not only fights, maybe even Clan Wars. You have to place it correctly to be successful with it. Here's how you can do this Killing Troops with Lightning Spell With the new Poison Spell there is no real reason to use your Lightning Spell to kill Troops any more – Poison Spell deals more damage to them, has better area damage and even slows them down. Read here my guide for Poison Spell. This part is only if you don't have any Poison Spell yet: It's important that you just fire your Lightning Spell if the Clan Castle troops are grouped up. They leave Clan Castle one by one and you need them to make a group: How do you do that? They will always go after any squad at the battle site, so you have to deploy single troops, one by one, until they are in a group. The smaller the group, the better. Don't waste too much time. In this case, I did it with Hog Riders, but you can also do it with barbarians or Archers: It's important that you don't use your Golems, Dragons or anything like that with high health because they really drop in health when they get in the radius of the defending Clan Castle troops. Once you have grouped them, you need to put lightning spell EXACTLY at the very point they stand to get full damage. You can see here that the Wizards got the full damage of lightning spell but the Archers next to them didn't get any. I had to use my second Lightning Spell. In this case no problem, because the Lightning Spell I took was not good enough to kill the Wizards level 5+ so I knew I had to take two of them. Would I have double-dropped them in between these two groups, I probably would have had some Wizard survivors and my Hog Rider would have had a big problem later in the attack. Destroy Defense with Lightning Spell Many now believe that earthquake spell is way better to destroy buildings, but as you can read in my post about earthquake spell, the Lightning Spell is the best choice to destroy some buildings while earthquake spell is better to destroy walls. First of all, you need to know how many Lightning Spells to take in a raid. If you go after a Mortar or a Wizard Tower you need 2 Lightning Spells and for an Air Defense you need to bring 3 Lightning Spells. As we have seen above, you also need to place the Lightning Spell directly in the center of the building to have full damage. The damage outside is treated randomly – it may not be enough. It's a great combination to use 2 Lightning Spells plus a 1 Earthquake Spells on specific buildings because earthquake spell will take down the last hitpoints but only take 1 Residential Space. In addition, if there are two buildings next to each other that you want to destroy, you can place the Lightning Spell right in the place where they touch each other and you can destroy them both this will need a lot of practice and we recommend you to fully zoom in on your device for placement of spell. We've managed to do this on the iPad Mini, but always fail on a phone because the screen is simply not big enough. What Troops supported by Lightning Spells You can use them very well with Hog Riders to clear the Clan Castle Troops or with all the Dragons to destroy an Air Defense or also what I can really recommend is BARCH, because you can clear out one to two Mortars and maybe even another Wizard Tower if they are close together. Take Down the Town Hall Did you ever have moments when before the destruction of the town hall by the enemy and victory remained a great deal, but you have not left a single troop? In this case, the decisive factor for the outcome of the battle can play a remaining Lightning Spell. This is due to the Town Hall Level! You are dealing with, and what level Lightning Spell you have. Complicating the situation is that you do not know the exact number of hitpoints left at the town hall, so we recommend doing this when the town hall is no more than 10% of the remaining health. Defensive Tactics Remember, that Lightning Spells are used to destroy certain buildings (usually defenses) or against defending Clan Castle Troops in lower Town Hall regions. Never give the attacker the ability to use it to destroy two Defenses for the price of one. Attackers always want to destroy a certain type of defense – BARCH hates Mortar and Wizard Towers, air attackers want to take down Air Defense. For example, never place two Mortars or Air Defenses side by side to each other. Otherwise, the attacker will be able to destroy more than one Mortar or Air Defense at once and that's what you don't want to happen! So, never place the same Defenses next to each other without at least some empty space in between! Lightning Spell Attack Strategy Video (HD) Lightning Spell Level 7 Tests Video (Full HD) . . . If you found an error, select it and press Shift + Enter or click here to inform us. Welcome to a first sneaky preview of Clash of Clans Autumn/Clash-O-Ween Update! Today we are sharing balance changes that will be implemented when the update is live (date TBC). We've got some pretty good discounts for Dark Elixir Troops along with some balancing of different units. Check out the details below! As part of an ongoing and endless quest to make Clash of Clans the best battle game ever, we constantly analyze game balance to ensure that the game remains fair, yet challenging. In this update we are faced with a few rounds of balancing to troops and defense. Wall Breakers Wall Breakers will now be able to use Jump Spells! Wall Breakers AI has been improved for greater target consistency and reduces the risk of attacking different Wall segments when used! Some attack injuries have been moved to wall breakers exploding damage to make them more predictable and viable, assuming max laboratory level for your Town Hall level! 1x Raged Wall Breaker will destroy a Wall! 2x Wall Breakers will destroy up to level 9 Wall (TH9 and below). 3x Wall Breakers will destroy a level 10+ Wall (TH9 and up). 6x Wall Breakers can destroy a level 10+ Wall (TH9 and above) if they die in proximity. See the table below for the updated Wall Breaker injury statistics. NOTE: All damage versus walls have a 40x damage multiplier. Level Hit Damage Death Damage 1662109315134201654323655530766368754298648 Electro Dragon Dragon's Chain Lightning will now prefer targets with the highest hit score if multiple targets are equal. Siege Barracks To Give Wizards Some Breathing Space and Follow International Clash Labor Laws. Level 4 Siege Wizards have dropped from 12 to 11. Super Archer Super Archer will no longer miss the target within 0.1 plates of her. Inferno Dragon Inferno Dragon's beam will no longer warm up in flight; however, the charging time for higher injury levels has decreased. General Flight Units AI change Improved AI for all flying devices by not forcing them to retarget when a Hidden Tesla appears when their current target is better. Skeleton Spell The number of Skeletons spawned in each level has been increased by 1 Skeleton. Air Defense Hit scores of Level 8 Air Defense (Town Hall 10) have increased by 10 HP, making them more resistant to Lightning Spell strikes. We have reduced upgrade times and costs for several Dark Elixir troops. For the full list of changes, please refer to the tables below! TroopLevelOld Upgrade Time (Days)New Upgrade Time (Days)Old Upgrade Cost (Dark Elixir)New Upgrade Cost (Dark Elixir)Minion23 210 00010 00033.52.520 00015 00044330 00020 00055.5440 00030 00067.5550 000 40 000711.57.5140 00090 00081414180 000180 000915.515.5250 000250 000Hog Rider23.52.520 00015 00034330 00020 00044.53.540 00025 000564.550 00035 00067.55.560 00050 000711.58150 000100 00081412200 000180 00091414240 000240 000101616280 000280 000Valkyrie243.540 00025 00035.5450 00030 00046.54.560 00035 00058670 00060 000611.58.5150 000110 00071414190 000190 00081616260 000260 000Golem243.550 00030 00035.5460 00035 00046.54.570 00040 00058680 00070 00069.57.5120 000100 000711.58180 000120 00081412200 000180 00091414220 000220 000101616270 000270 000Witch26575 00050 000396.5120 00080 0004129.5160 000130 00051414200 000200 000Lava Hound26.5560 00050 000386.570 000 70 000411.59150 000125 00051414200 000200 00061616270 000270 000Bowler28.57120 00090 000312 10 160 000140 00041414200 000200 00051616280 000280 000 You can also read this article about clashofclans.com And we welcome you to share your thoughts and comments, and join the discussion on our Forums! 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