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Guide to building a base in clash of clans

Clash of Clans is one of the biggest mobile games to ever release. With an active player base for about 8 years, Clash of Clans has cemented himself as one of the most popular mobile games ever released. Given this popularity, there are always a number of players joining the ever-growing user base. Whether some return players can find themselves stuck in the early parts of Clash of Clans and are in need of guidance. This guide will aim to help new or return players in the construction of their base. It will have some common tips to help with the creation of said base and what players should aim to start their new Clash of Clans base. The rebuilding of the Clan Castle in Clash of Clans The first priority of any new Clan player is to rebuild their respective Clan Castle. The Clan Castle is probably the most important structure in the game as it allows players to join clans in-game. Joining a clan is an important aspect of starting out in Clash of Clans and is the determining factor in achieving success in the game. Rebuilding the Clan Castle player will need 10,000 coins. This amount is impossible for new players as their maximum coin storage is far too low to carry this amount. To rebuild the Clan Castle, it is essential that new players upgrade their town hall and storage facilities. The main facility to upgrade first would be the town hall as it allows for all other facilities to obtain higher upgrade capabilities. Behind the town hall, the gold storage facility would be, upgrading your gold storage is the only way to rebuild the Clan Castle, which is your best avenue to develop a strong base. The most effective way to upgrade these facilities is to engage in the Goblin campaign, which gives material to upgrade these facilities. To enter these Goblin bases, a player needs soldiers, which can be created by camps placed throughout your base. These camps are similar to storage facilities, but instead of raw materials, they store troops used for invasion. Be careful not to engage a goblin base that is too difficult for the number of soldiers in your possession at that time. After your storage capacity is high enough to rebuild the Clan Castle. At a clan in Clash of Clans After rebuilding the Clan Castle, the next step in developing a powerful base is to join a clan. By joining a clan players has the ability to request troops from other members. Choosing a clan is completely player based, however, a proposal for newer players is to join a request-and-late clan with a major player base. Request-and-exit is a clan that offers a member base that offers strong troops to new players and allows newer players to request troops then leave. This type of clan are in that they ask little about newer players and offer them a powerful soldier base as they build. It is not necessary to make use of a request-and-late clan, if a player finds a clan that is open to newer players, it is definitely an option as it is more likely that request-and-late clans will provide useful troops for new players to use in creating their bases. However, it is difficult to join clans at lower levels. This is due to the responsibility that clan members like, such as providing troops and winning intruders. That's not to say all clans are not willing to allow newer players access to membership, but it is unlikely compared to the no questions asked of most request-and-late clans. The clan a new player uses is directly linked to his success in developing a powerful base. It is incredibly important that no matter the clan is joined, that it is one that offers high-level troops. Invasion will be the main avenue that new players will utilise to develop their respective facilities. Intrusive bases in Clash of Clans After joining a clan, the next step after creating a powerful base is to invade other bases using your troops and troops gained through clan trade. Players must invade the rest of the Goblin bases found in the goblin campaign. It will continue to provide resources to be used to upgrade facilities, mainly the town hall, storage facilities and investment in powerful defences. After players invaded all the Goblin bases, the next step is to tackle fellow player's bases. If players start the transition to player bases it is essential that you upgrade your troop capacity, as player bases can be significantly harder to invade than goblin bases. As mentioned before request-and-late clans is useful as newer players begin to tackle fellow player bases. The ability to have access to powerful troops early in your Clash of Clans career is a clear advantage when player bases enter. If you continue to invest your intrusions to invest in defensive measures in order to keep your newly upgraded base protected from enemies. Just as you can invade the bases of others, you are also susceptible to the attack. The most effective means of defense is a wall that is both firm and protects your resources against the attack. The wall upgraded cannons and archer's towers are also effective in keeping enemy troops away from your base. Invades will use the primary method new players will use to upgrade their base in Clash of Clans. After a series of successful intruders, players will be set to continue upgrades and further develop their own base. More People spend more than \$200 million on mobile games on Christmas Day alone clash of clans are available on the Apple App Store and Google Play Store. Watch Dogs: Legion mods are about to get wild as source code leaks Related Topics Game Guides Clash of Clans One of the most important aspects of collision, and bots well, is protecting your trophies and bot. It scrambles on your base and how designed. Beyond a great strategy for offensive attacks, defensive layouts offer you the chance to protect resources you produced or raided. A poor building base can give your enemies easy access to Looting, your trophies, or your war stars, while a well-designed base can protect important resources and keep your enemies (and their goblins). Here are our expert tips to keep all your best things under lock and key. Buildings: What does protection need? When considering your base design, know what to protect and what not to protect is critical. As a general rule, your defense and storage should all be in a protected position within the walls, while other structures, such as army camps, should never be within your walls. Think of your base as a dart board with the bullseye is the most protected part of your base. What's in the bullseye? Town Hall – depending on your strategy, you can either place your Town Hall inside or outside your walls. In trophy mode, your TH is the bullseye. This is the building you want to protect most of any other. Destroying this is the difference between a 1-star and 2-3 star attacks. For trophy hunting, your town hall must be within your walls in the middle of your base and well protected by defense. In farming mode (focused exclusively on resources to build your town), your TH must be placed outside your walls in the corner. This gives any invading enemy the chance for easy trophies while leaving your precious resource storage intact. Storage – Unless you are designing a war base or pushing into a full scale trophy, your storage is the main building to protect. From the storage locations, the main resource in the game is dark elixir. Outside your TH, dark elixir storage must be your most protected building. It should be in the middle of your base, well-walled with defense. No exceptions. Other storage sites must be placed within your walls with defence (preferably splashing) close to protection. Storages must be spaced throughout your base and not in a central location. One critical mistake that many players make puts all their storage places together in the middle of their base. A skilled raider will easily gain access to the middle of the base, thus stealing all the resources. Distribution of storage sites makes it harder to steal all available spoils. Don't do this. Do it: Clan Castle - Your clan castle should be considered both a defensive building and a storage. Your clan castle allows you to add an extra layer of protection with clan troops (provided you're in a clan) and also keep all the war spoils. A suggested post for your clan castle is in the middle of your base near your dark elixir storage. This will make it harder to release the clan castle troops pre-attack and also ensure that your bot is well protected. Inner most layer of defense just outside the bullseye Just outside your most protected buildings, you should place your first line of defense. These defenses include those who have splash damage or high levels of damage. Mortar – Mortar defense offers splash damage to various targets. Mortar has a wide off-sight range and must be of your base. This will allow them to attack and destroy groups of troops (such as archers) from afar. X-Bow & Inferno Tower – Xbow and inferno towers should almost always be placed towards the middle of your base. Both of these defenses provide high levels of damage to any intrusive troops and are extremely valuable in protecting your bot. Hidden Tesla - At the town hall 7 and above, you have access to hidden tesla. These defensive buildings offer surprise defense against raid troops. In farming mode, placement of tesla near storage provides extra defensive support. In trophy mode, teslas should be placed near your town hall. Mid level layer defense Just outside your mortar, you should defend what acts as the 2nd layer of defense to archer towers and cannons (discussed below). Wizard Tower – Wizard towers trade splash damage to various targets, but has a narrow range for attack. Suggested placement is in the 2nd layer defense (near arc-shatter towers and cannons) and close to storage sites for farming bases. Placement near storages will allow them to quickly destroy groups of troops such as archers, pubs and goblins. Air Defence & Air Sweeper - Air defences serve only one goal: attacking air troops. They are incredibly destructive for air units, but act simply as an obstacle to any land unit. Suggested placement is spread throughout the inner layers your base gives maximum defensive cover if you are attacked from the sky. Note: for early town hall levels outside of the war, air strikes are far less common than ground attacks, so air defenses are not so important for protection and can be placed to outer layers of your base for distractions. Heroes – Place your heroes in your walls add an extra layer of defense. They must be placed within the walls behind the first layer of defensive buildings such as cannons and archer towers. Outer rings of defense The outermost of your base should have your first layer of defense. This defense must have a wide radius for attack so that they can begin to destroy enemy troops early. Cannon & Archer Tower - This defense offers some target damage and has a wide radius for their attacking series. Suggested placement for these units is just within your walls to act as the first layer of defense. Everything else traps – Well-placed traps are essential for good defense. Scattering your traps around your layout will increase the likelihood that enemy troops are triggering them. After observing attacks on your base, you should be able to know where troops are often likely to travel. Adjust your traps accordingly. Army Camp, Barracks, Laboratory, Spelt Factory, Collectors, Builder's Booths - All these buildings are nothing more than obstacles to intrusive troops. If you regularly collect resources from your collectors, these buildings are placed outside your wall as a distraction for troops such as barbarians, archers and magicians. These obstacles can be spaced from wall, but in the scope of defense. While intrusive troops are engaged in them as distractions, your defense will have more time to destroy them. Walls – Regardless of whether you are or trophy hunting, walls are one of your biggest assets. Walls are your first line of defense and can make your defense valuable extra time against intrusive troops. There are several strategies for wall layouts: One layer This design uses a single layer wall to prevent troops from accessing the main portions of the base. Think of it as a fence around a house. Typically this fence is used with an inner fence that protects your most valuable resources. This type of base is usually quite easy to penetrate with any raid army that has wall breakers, especially for early town levels. Compartmentalized This design uses walls to create many separate compartments with one to several buildings within the base. The advantage of this design is that it slows down attacking troops significantly as they move from one compartment to another leaving time for your defense to destroy them. The downside to this method is that it requires a majority of your walls sometimes means that you need to make a choice of what to keep inside and outside your base. Tips! Distribute your storages – Don't place any one defense directly next to the same defense. Spread them out! Check out replays and work your base – Use the replays on your base to help improve your defense and keep the next raider out. From.