



I'm not robot



**Continue**

## Best troop loadout clash of clans th9

Jump to Content | Town Hall 9 3 Star Farm Attack Strategy! Giant + Healer vs Golem + Valkyrie vs Lava + Balloon 3 Stars . Clash of Clans Which strategy is your favorite? Clash of Clan tactics on Capitol 9 war base and agricultural base layout Find the best Clash of Clans attack strategy for 3 stars in all levels of town hall, 9 farm attack strategy, hay tht tng hp tt c Video clips hay v town hall 9 farm attack strategy nh mit clash of this army attack strategy works amazingly with town hall 7,8,9,10 strategy attack farm clash town hall army clash. Best Farm Attack Strategy Town Hall 9 (TH9) - Giants + Healers + Hog - Clash of Clans 2017 | Today I will share one of the best Capitol 9 war bases. The most popular attack strategy ... GoWiVa is a relatively new Clans attack strategy and not many players know about it. Clash of Clans Forum How to make a farm in the clash of the army Best Clash of The Army Defense Strategy for Capitol 9 Floor: Best Capitol Level 9 Agricultural Strategy for ... noob with bow + thorns attack lol coc attack strategy; Capitol 8 agricultural base with ... dragons not working very well. Clash of Clans (Coc) Capitol 9 (Th9) TOP TEN Ultimate Attack Strategy 2016. The best attack strategy! Ultimate Th9 Farm Attack Strategy 2018! Upgrade farming strategy and attack the best for 9's new town hall in Clash of Clans. Town Hall 9 3 Star Farm Attack Strategy! 9. Capitol Level 9 Attack strategy for all capitol levels except when using all dragon attacks to lure out CC... Duration: 6:00 HoLoWiWi's whole point is that it takes advantage of the base rather than purely attack strategy. Find the best clan farming strategy to generate millions. Find the best clan farming strategy to generate millions. They differ the clash of clan tactics on the Internet for base & agricultural base layout at all levels of the capitol... the best farming base for Town Hall 9. The best farming strategy for Capitol 8 and 9 in The Clash of Clans, so here's the best Capitol Attack Strategy, 7 Army Wars, Army Recruiting... Capitol 7 Base: Best Layout and Design. Home & Town Hall 9 Warbase Style 4, form a war base for Capitol-9. Form a war base for Capitol-9. Read more to see which army elements are best. Combo Giant + Healer vs Golem + Valkyrie vs Lava + Balloon 3 Stars. This advanced guide for Town Hall 9 brings advice, tips, farming techniques and all the necessary attack strategies to you into a wonderful and powerful village. This amazing work with Capitol 7,8,9,10. Town Hall 9 Attack:Potential Army Elements:----- GoWiWi: Golems, 1:3319 (+6 CC)92 22Option 2:3416 (+6 CC)9222 The concept behind this attack is to allow your golems to protect your golems. This type of attack can take some patience, because you will need to hold on to a few wizards for the next part of the attack. It is important to use your spells wisely, because wizards can easily pick off the middle-line fight. One strategy is to use all wall breakers for your main (medium) force and allow outside golems to cover while your exterior wizard brings the surrounding buildings and protective structures. Those golems may eventually break into the base or stop attacking the wall and circle around the base (that is when you would deploy your saved wizards) -----GoWiWiPe: Golems, Witches, Wizards, and Pekkass Troops: GolemsWitchesPekkassWizardsWall Breakers Giants / Balloons Archer / Barb (CC)Heal Rage JumpOption 1:3426 (+ 6 CC)40 2121Option 2:3418 (+ 6 CC)72 2 (+1 non-CC)121Option 3:3518 (+ 6 CC)60 2 (+1 non-CC)111-----GoGiWiWi: Golems, Giants, Witches, and WizardsAttack Name:GolemsWitchesHogsWizardsWall BreakersLighteningHeal Rage Jump -----HoGoWiWi:Hog Riders, Golems, Witches, and Wizards(Advanced GoWiWi Tactics)Attack Name:GolemsWitchesHogsWizardsWall BreakersHeal Rage Jump August 16th, 2017 #1 Hey fellas Although i know no army combo is perfect but still i need at least some proven ideas. ฉันกำลังมองหาการรวมกันของกองทัพบางอย่างที่สามารถทำงานได้ดีในทุก th9 (ตั้งแต่ระดับสูงสุด) Please suggest a specific level of force, as you may know, sometimes you compete with th10, so consider this too. August 16, 2017 #2คุณต้องการหนึ่งชั้นที่ทำงานได้ (late) th9 vs Don't think you'll get an answer. It's always the most bitter wardrobe engineer. Try to maintain a righteous stance while doing what they claim hate lashing out at anyone who points out clearly. August 16, 2017 #3 for all th9, GoHo is the best army consisting of wizards, golem, hogs and some wallbreaker with 3 treatments with 1 jump/fury for th10's, GoWitch best for 2 stars with a high percentage. August 16, 2017 #4 on my maxed TH9, I used a more spanking witch recently. There are different elements, but the core of the strategy is to have 3-5 witches down to one side of the base, with 2 doctors and 3-5 witches plus two doctors down to the other, with a kill team based on golem and cc bowlers with two keys: having an airdef can be destroyed by a kill team before they kill the keeper (or as inside, so they can't reach the keeper of the edge), and there is a killing team powerful enough to bring protection within all the witches who can't reach it from the outside. To help in the latter, I have seen variables that increase fire power; Sometimes golem is reduced in favor of valks, common spells are to jump, two rage and two poison treatments, and all used in the kill squad, but the shape of the base and the composition of the kill team will affect that. If you have valks in your KS, you don't need to jump much because angry valks pass through the walls quickly. Generally speaking, th9 to achieve (3 stars) war attacks you need maximum forces for TH9, so if you still only have a 4th class pig, don't try attacking the pig. Having an upgraded CC provides a lot of flexibility because you can get maximum forces from others, which are very coordinated if your attack wants to say one golem, the key of TH9 is basically to refine the war attack to the target base, and to provide a specific plan for each main objective: 1.How to kill the enemy q? 3.Is there a specific purpose of attack, such as destroying the airdef before starting the air phase or clearing giant bombs before deploying pigs? High-level attackers pay attention to how to route soldiers through the base. I still rarely, but some people can do things like predict that their golems will go in the middle of the enemy base and hit the respective defenses needed to keep golems in front of your queen. High-level strategies tend to depend on having high heroes and therefore not suitable for intermediate players. If you have AQ15, walking your queen won't be very successful because it takes longer than AQ15 to clear the garbage towers than AQ20 or AQ30 kill team with 3 golems more powerful than many people realize th9s it takes a long time for TH9 to break 3 golems, so if the shape of the base allows you to destroy the defense while keeping golems in front of the kill team, it may be very successful. Go back The day before, the standard TH9 goho army blower, based on 3 golems, two jump spells were very powerful for a strong kill team that had to move through most of the base. It's hard to design a base that can't be opened up by two jumping spells. August 16, 2017 #5ดังนั้นฉันมีสองกองทัพที่ฉันใช้กับรูปแบบเล็ก based on the AQ position and that I want to kill the team to get to I have very low-level heroes, and most of them are low-level soldiers Dorsan and mossack can certify their performance. Wizards, 4 wall breakers, and 8 archers. Spells I use 1 jump 3 rage (also not rushed) Ground: 2 golems, 10 wizards, 4 wall breakers, 12 archery, pig rest with pigs in cc of spells is 1 jump 3 treatment. Conquer this base with the Air Force above, kill the team going in from 6:00 am (south corner) remove key elements and then lavaloon from 9:00 a.m. Last edited by SuperStorm103 #6ฉันจะเห็นด้วยกับนายจากกองทัพเหล่านั้นที่ทำงานเป็นรถถัง; I use the very same comp, but with the higher forces it can change. If they are in the middle to the maximum (golem 3-4, hounds 2), I'll reduce the KS and bring the cc blower and 4 more loons in the air section 3 expedition since he doesn't have them jumping 2 rage (one for KS) and double venom. The composition is like this golem-2 hounds-4wb-3wiz-2babies-18loons, cc bowls of spells used above Golem, baby drag and wiz make the funnel, heroes behind and bowl. In the box to access ads, aq, and cc mules. Jumping spells and rage to help KS to run another ad within range. Surgery, hounds, hounds and loon deployed afterwards (rushing to accelerate the deployment of the default loon and rushing to take off the wiz building, the rage to hit over the frail hunting dogs with the loons behind) a very difficult attack for the time involved and managing the forces and sounding like what the storm was doing. You can modify the same army. Remove the hounds and lumps. Add another golem out, rush and anger one and add treatment. Even though both armies can destroy the most th9 when I use it, slapping the witch. \*Note\* These comps are not friendly to th10 as the tank says practically TH9 comps do not work like they do with other TH9 on 10am. But they are universal for th9's hit, no matter the base. August 17, 2017 at 2:46 pm My friend in the game @ August 17th. 2017 #7 I use a gob knife a lot of people have th on the outside so 2 is ez August 17th. 2017 #8 Originally posted by TankStraina you want one strat at any work (late) th9 Don't think you'll get an answer. August 17, 2017 #9โพสดีโดย rryshouse I use a knife gob a lot of people have th on the outside, so 2 is ez how many times you find that th is out in war? Last edited by SKicker; August 17, 2017 at 6:34 pm August 17, 2017 #10โพสดีโดย a littledoctor on my top TH9, I've used more and more witch slaps recently. There are different elements, but the core of the strategy is to have 3-5 witches down to one side of the base, with 2 doctors and 3-5 witches plus two doctors down to the other, with a kill team based on golem and cc bowlers with two keys: having an airdef can be destroyed by a kill team before they kill the keeper (or as inside, so they can't reach the keeper of the edge), and there is a killing team powerful enough to bring protection within all the witches who can't reach it from the outside. To help in the latter, I have seen variables that increase fire power; Sometimes golem is reduced in favor of valks, common spells are to jump, two rage and two poison treatments, and all used in the kill squad, but the shape of the base and the composition of the kill team will affect that. If you have valks in your KS, you don't need to jump much because angry valks pass through the walls quickly. Generally speaking, th9 to achieve (3 stars) war attacks you need maximum forces for TH9, so if you still only have a 4th class pig, don't try attacking the pig. Having an upgraded CC provides a lot of flexibility because you can get maximum forces from others, which are very coordinated if your attack wants to say one golem, the key of TH9 is basically to refine the war attack to the target base, and to provide a specific plan for each main objective: 1.How to kill the enemy q? 3.Is there a specific purpose of attack, such as destroying the airdef before starting the air phase or clearing giant bombs before deploying pigs? High-level attackers pay attention to how to route soldiers through the base. I still rarely, but some people can do things like predict that their golems will go in the middle of the enemy base and hit the respective defenses needed to keep golems in front of your queen. High-level strategies tend to depend on having high heroes and therefore not suitable for intermediate players. If you have AQ15, walking your queen won't be very successful because it takes longer than AQ15 to clear the garbage towers than AQ20 or AQ30 kill team with 3 golems more powerful than many people realize th9s it takes a long time for TH9 to break 3 golems, so if the shape of the base allows you to destroy the defense while keeping golems in front of the kill team, it may be very successful. Back in the days before the bowlers, he was a great bowler. The standard GOHO ARMY TH9, based on 3 golems, two jumping spells, is very powerful for a strong kill team that has to move through most of the base. It's hard to design a base that can't be opened up by two jumping spells. Thanks for the guide.