

Battle Plan: TH12 Queen-Walk E-Drag Snipe

Use **Rocket Balloons** to snipe corner defenses → **Battle Blimp** (CC: PEKKA + 3 Balloons) to snipe Town Hall corner → **Queen Walk + BK** clears outer ring → opposite side **Grand Warden + Electro Dragons** smash Eagle/core.

Army Composition & Spells

Troops (280 / 280 Housing Space)

- **Electro Dragons** ×5 (150 HS)
- **Rocket Balloons (Super)** ×7 (56 HS)
- **Regular Balloons** ×8 (40 HS)
- **Healers** ×2 (28 HS)
- **Headhunter** ×1 (6 HS)

Clan Castle (40 / 40 Capacity)

- **P.E.K.K.A** ×1 (25 HS)
- **Balloons** ×3 (15 HS)

Siege Machine

- **Battle Blimp**

Heroes

- **Archer Queen:** Queen Walk
- **Barbarian King:** Outer Funnel/Clear
- **Grand Warden:** (Air Mode) With Electro Dragons

Spells (13 / 13 Housing Space)

- **Lightning Spell** ×2 (4 HS) — Target air sweepers blocking the air path.
- **Freeze Spell** ×3 (3 HS) — Freeze TH Giga Bomb / Infernos / Core cluster.
- **Rage Spell** ×2 (4 HS) — On Electro Dragons at core entry and center.
- **Poison Spell** ×1 (1 HS) — For defending CC troops.
- **Haste Spell** ×1 (1 HS) — Optional use on Rocket Balloons or CC Balloons.

Pre-Attack Checklist

- **Confirm CC:** 1 PEKKA + 3 Balloons (40 capacity) donated.
- **Confirm Siege:** Battle Blimp selected.
- **Confirm Troops:** Rocket Balloons (super) are trained.
- **Confirm Spells:** Lightning level can destroy target air sweeper(s).
- **Scan Base:**
 - (A) Mark TH corner (Blimp target).
 - (B) Mark nearest air defenses and wizard towers around that corner.
 - (C) Note sweeper orientation.
 - (D) Note Eagle location & core infernos.

- **Note Enemy Heroes/CC:** Identify enemy Queen path and if CC is central or offset. Plan Headhunter timing.

Deployment Sequence (Step-by-Step)

Phase 0 — T=0s: Lightning Sweepers

- **Action:** Use **Lightning** ×2 on the air sweeper(s) that will most disrupt the E-Drag / Rocket Balloon pathing.
- **Why:** This clears the air path and ensures your air troops reach their intended targets.

Phase 1 — T ≈ 2–8s: Queen Walk & Funnel

- **Action:** Deploy **Archer Queen + 2 Healers** on your chosen funneling side (not the TH corner unless intended).
- **Barbarian King:** Deploy shortly after the Queen to clear outer buildings and secure her pathing.
- **Headhunter:** Hold this troop. Deploy it only if an enemy hero threatens your Queen.

Phase 2 — T ≈ 10–18s: Rocket Balloon Snipe

- **Action:** Send **Rocket Balloons** (7) in 1–2 controlled groups aimed at the TH corner defenses. Use **Haste** if necessary.
- **Goal:** Remove immediate air-targeting defenses (Air Defenses, Wizard Towers) so the Blimp can reach the Town Hall safely.

Phase 3 — T ≈ 14–24s: Main Push (E-Drags + Warden)

- **Action:** On the opposite side of the base (towards the Eagle), deploy **E-Drags** in a staggered line. Place the **Grand Warden (air)** behind them.
- **Objective:** Drive the E-Drags into the core to destroy the Eagle Artillery and central defenses. Use the first **Rage Spell** as they enter the base.

Phase 4 — T ≈ 18–30s: Battle Blimp (Manual-Pop)

- **Condition:** Launch the blimp once Rocket Balloons have neutralized the corner defenses.
- **Action:** Launch the **Battle Blimp** toward the Town Hall. **Manually pop the Blimp** just before it reaches the TH.
- **Mechanics:** Balloons (lower housing) deploy first to clear remaining threats, followed by the PEKKA to destroy the Town Hall.
- **Freeze:** Use a **Freeze Spell** on the Giga Bomb / Inferno as the PEKKA engages the Town Hall.

Phase 5 — T ≈ 22–40s: Core Destruction

- **Action:** Use the second **Rage Spell** on the E-Drags as they hit the densest part of the core.
- **Warden Ability:** Activate the Grand Warden's ability to shield E-Drags through heavy burst damage from the Eagle or Infernos.
- **Freeze/Poison:** Use remaining **Freeze** on high-damage core defenses. Use **Poison** on any defending CC troops that emerge.

Phase 6 — Cleanup

- **Action:** Use any surviving heroes and leftover troops to clear the remaining buildings on the map.

Contingencies & Decision Making

- **If Lightning doesn't kill sweeper(s)...**

Use Haste on Rocket Balloons and be prepared to pop the Blimp earlier.
- **If Enemy Queen threatens your Queen Walk early...**

Deploy the Headhunter immediately. Be ready to use a Rage on your Queen if she takes heavy damage.
- **If Blimp is intercepted by heavy air defense...**

Manual-pop it early so the Balloons can clear a path for the PEKKA. If the snipe fails, use heroes to clear the corner manually.
- **If Defending CC is air (Dragons, Lava Hound)...**

Drop Poison as soon as they emerge to slow them down and reduce their damage.

Quick Checklist (For Screenshot)

- **CC:** PEKKA + 3 Balloons ✓
- **Troops:** 5 E-Drags, 7 Rocket Loons, 8 Loons, 2 Healers, 1 HH ✓
- **Siege:** Battle Blimp ✓
- **Spells:** L×2, Freeze×3, Rage×2, Poison×1, Haste×1 ✓
- **Prelights:** Lightning kills sweeper(s) first. ✓
- **Phase 1:** Queen Walk (AQ + 2 Healers), HH on threat. ✓
- **Phase 2:** Rocket Balloons snipe corner defenses. ✓
- **Phase 3:** E-Drags + Warden opposite push. Rage on core. ✓
- **Phase 4:** Blimp manual pop (Balloons out first). ✓
- **Phase 5:** Freeze TH Giga as PEKKA engages. ✓