COC – A3

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Stealth Archers

To spawn a health archer simply click 5/6/7, for the first 10 seconds no defense building will detect it, but if any other troop is detected Invisible archers get damage too.

Healers

They are aerial troops which look for the nearest king/troop, rush to them and start to heal them. All troops in a radius around them get heal. Manhattan distance is used here.

Level Buildings

Each building is randomly allocated a level between 1-5. For Wizard Tower & Cannon their levels effect the Attack & health properties.

Wall

Each wall upon destruction, depending on its level explodes. Upon explosion each ground troop including King which is within coordinate +-2 of the wall will get a constant damage of 200.