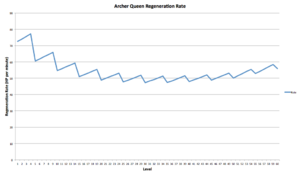
# Heroes

## Queen



"***This graceful huntress is a master of destructive force, though modest in health. She snipes targets in her territory when defending, and can summon stealth and terrifying damage when attacking once her Royal Cloak ability is unlocked!"***

|  |  |  |  |
| --- | --- | --- | --- |
| Archer Queen1 | Archer Queen10 | Archer Queen20 | Archer Queen41 |
| **Levels 1-9** | **Levels 10-19** | **Levels 20-40** | **Levels 41-60** |

* **Summary**
  + The Archer Queen is essentially a much more powerful version of the [Archer](https://clashofclans.fandom.com/wiki/Archer). In addition to possessing much higher damage and hitpoint amounts, the Archer Queen also shoots 1.5 tiles farther than a normal [Archer](https://clashofclans.fandom.com/wiki/Archer) (5 tiles instead of 3.5).
  + The Archer Queen shoots 3 rapid arrows per shot (they cannot affect multiple targets, however).
  + She is automatically summoned once the [Archer Queen Altar](https://clashofclans.fandom.com/wiki/Archer_Queen_Altar) is constructed, which costs 40,000 [Dark Elixir](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir).
  + The Archer Queen is an immortal unit, so she only has to be summoned once. However, if she is injured or falls in battle, she must regenerate her health by sleeping for a period of time before she can be used again. If you attack a village while its Archer Queen is still regenerating, its [Altar](https://clashofclans.fandom.com/wiki/Archer_Queen_Altar) will be empty.
  + The amount of time she sleeps to regenerate is directly proportional to the health she has left at the end of the battle. If the Archer Queen is not damaged then she is ready to fight immediately; if she gets hit or falls in battle then she must sleep for some time to regenerate. The higher level the Archer Queen, the more time it will take to fully regenerate her health.
    - Hero regeneration after a [Multiplayer Battle](https://clashofclans.fandom.com/wiki/Raids) starts as soon as the player starts to search for a Multiplayer opponent. So, if the player spent some time searching for an opponent to attack before completing an attack, part of the regeneration will be completed by the time the player returns to his/her village. However, if the player cancels the attack by pressing "End Battle" before completing an attack, the regeneration will be reset. This effect is more noticeable in the highest leagues where a significant amount of time can be spent searching for such opponents.
  + You can temporarily quadruple the hero's healing rate for 1 hour by spending 5 [Gems](https://clashofclans.fandom.com/wiki/Gems).
  + In the January 29th 2014 update, the Archer Queen gained a new special ability: Royal Cloak. This ability allows her to become invisible to enemy [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings) for a short period of time in addition to greatly increasing her damage, restoring some of her health, and summoning up to 16 [Archers](https://clashofclans.fandom.com/wiki/Archer) to aid her in battle. The Archer Queen gains this ability at Level 5 and it becomes more powerful every five subsequent levels.
    - The Archer Queen's Royal Cloak ability summons [Archers](https://clashofclans.fandom.com/wiki/Archer) of the same level that the player has researched in his or her [Laboratory](https://clashofclans.fandom.com/wiki/Laboratory). For instance, if the player has researched level 5 [Archers](https://clashofclans.fandom.com/wiki/Archer), the Archer Queen will summon level 5 [Archers](https://clashofclans.fandom.com/wiki/Archer).
  + Unlike the [Barbarian King](https://clashofclans.fandom.com/wiki/Barbarian_King), the Archer Queen can attack air units like [Balloons](https://clashofclans.fandom.com/wiki/Balloon), [Dragons](https://clashofclans.fandom.com/wiki/Dragon), or [Minions](https://clashofclans.fandom.com/wiki/Minion), making her effective in guarding a village against players who conduct air raids.
* **Offensive Strategy**
  + The Archer Queen is basically the counterpart of the [Barbarian King](https://clashofclans.fandom.com/wiki/Barbarian_King), and vice versa. The Archer Queen is the damage specialist, while the [Barbarian King](https://clashofclans.fandom.com/wiki/Barbarian_King) is the tank specialist, with the [Grand Warden](https://clashofclans.fandom.com/wiki/Grand_Warden) as the support specialist.
  + She has better range than an [Archer](https://clashofclans.fandom.com/wiki/Archer) (5 tiles instead of 3.5), so a good strategy is to place a group of [Giants](https://clashofclans.fandom.com/wiki/Giant), [P.E.K.K.As](https://clashofclans.fandom.com/wiki/P.E.K.K.A), [Golems](https://clashofclans.fandom.com/wiki/Golem), or the [Barbarian King](https://clashofclans.fandom.com/wiki/Barbarian_King) as a meat shield, then a group of [Archers](https://clashofclans.fandom.com/wiki/Archer), and finally the Archer Queen. That minimizes the chance of her being defeated or even hit and may allow you to use her many times in a row without waiting for her to regenerate.
  + You can use an Archer Queen with a Royal Cloak Ability in raids to help you clean up buildings for 50%. As damage approaches 50%, simply deploy your Archer Queen and use the ability immediately so that she can destroy a few extra buildings, not taking damage at all.
  + The Archer Queen and [Healer](https://clashofclans.fandom.com/wiki/Healer) combination, better known as Queen Walk, is a very viable strategy when you're targeting for loot. She can rip apart cores of bases with the assistance of [Rage Spells](https://clashofclans.fandom.com/wiki/Rage_Spell) and make sure the [Healers](https://clashofclans.fandom.com/wiki/Healer) aren't touched. This, however, requires a high level Queen due to the fact that the Queen alone cannot deal enough damage and will eventually run out of time. Make sure that at least one of the [Air Defenses](https://clashofclans.fandom.com/wiki/Air_Defense) are taken out so that the [Healers](https://clashofclans.fandom.com/wiki/Healer) can last longer. [Lightning Spells](https://clashofclans.fandom.com/wiki/Lightning_Spell) can be used to this effect.
  + The Royal Cloak Ability prevents [Defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings) from targeting the Archer Queen, but she can be affected by splash damage; for instance, if the nearby [Archers](https://clashofclans.fandom.com/wiki/Archer) summoned by the Archer Queen via her Royal Cloak are targeted by a [Mortar](https://clashofclans.fandom.com/wiki/Mortar), the splash projectile of the [Mortar](https://clashofclans.fandom.com/wiki/Mortar) will damage the Archer Queen if she is in range, regardless of whether her ability is active or not. Royal Cloak does not prevent the Archer Queen from triggering [Bombs](https://clashofclans.fandom.com/wiki/Bomb) and [Giant Bombs](https://clashofclans.fandom.com/wiki/Giant_Bomb) and she will still be damaged by them if she is in range when they explode.
  + The Archer Queen is not affected by the [Spring Trap](https://clashofclans.fandom.com/wiki/Spring_Trap), like all other heroes.
  + A good idea is to put the Archer Queen with the other heroes. The Barbarian King soaks up hits, the Archer Queen attacks from behind, and the Grand Warden supports them with his *Life Aura*. If they are troops in the [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle), they also get benefited by the Grand Warden and they can assist the Barbarian King and Archer Queen in terms of defending and stalling.
* **Defensive Strategy**
  + The Archer Queen can be placed next to the [Barbarian King](https://clashofclans.fandom.com/wiki/Barbarian_King) to fight together, concentrating their power. Alternatively, they can also be spaced out to cover a larger range. The appropriate placement depends on what is suitable for your particular village.
  + The Archer Queen is more suitable for defense than the [Barbarian King](https://clashofclans.fandom.com/wiki/Barbarian_King) because of her faster attacks and harder hits, and she is able to attack from a longer range (as well as being able to strike [air units](https://clashofclans.fandom.com/wiki/Category:Air_Troops)), but she has dramatically lower health than the [Barbarian King](https://clashofclans.fandom.com/wiki/Barbarian_King). The [Queen's altar](https://clashofclans.fandom.com/wiki/Archer_Queen_Altar) must be placed 3-4 spaces from the nearest [wall](https://clashofclans.fandom.com/wiki/Walls) to prevent the Queen from jumping out and getting targeted by melee troops.
* **Against an Archer Queen**
  + The best strategy against an Archer Queen is often another Archer Queen. A Queen Walk or an Archer Queen behind a tanking troop can take down an enemy Queen quickly, especially if her Royal Cloak ability is activated.
  + Tanking troops can be of some use, but they will not last long against an Archer Queen. For example, a level 4 [Golem](https://clashofclans.fandom.com/wiki/Golem) will last only 18 seconds against a level 30 Archer Queen, not accounting for any other defenses that may be targeting it.
  + Consider bringing a spell or spells to make the takedown process easier, such as a [Poison Spell](https://clashofclans.fandom.com/wiki/Poison_Spell) to slow the Queen's attacks, a [Skeleton Spell](https://clashofclans.fandom.com/wiki/Skeleton_Spell) to distract her, or a [Freeze Spell](https://clashofclans.fandom.com/wiki/Freeze_Spell) to keep her from killing your troops too quickly.
  + The [Grand Warden](https://clashofclans.fandom.com/wiki/Grand_Warden) Eternal Tome ability can keep troops alive while they destroy an Archer Queen. Because the Queen's health is so low, the short duration of the Eternal Tome ability is rarely a problem.
  + You can kill the defending Archer Queen with a high leveled [Lightning Spell](https://clashofclans.fandom.com/wiki/Lightning_Spell) if the player is rushed.
* **Upgrade Differences**
  + The Archer Queen goes through visual changes at levels 10, 20, and 41.
    - Initially, the Archer Queen is similar to a giant [Archer](https://clashofclans.fandom.com/wiki/Archer), but with a modified [X-Bow](https://clashofclans.fandom.com/wiki/X-Bow), a silver crown, purple hair, and a green dress.
    - At level 10, her crown becomes golden.
    - At level 20, the stock of her modified [X-Bow](https://clashofclans.fandom.com/wiki/X-Bow) becomes golden as well. Her shots change from Elixir-colored to gold.
    - At level 41, her cloak receives a golden rim.
* **Trivia**
  + If you tap on the Archer Queen, she will yell a high pitched battle cry and stand still for a moment, similar to the [Barbarian King](https://clashofclans.fandom.com/wiki/Barbarian_King).
  + If the Archer Queen attacks while her Royal Cloak ability is active, her arrows change from their normal Elixir-like color to a bright orange.
  + When she is injured or falls in battle (either attack or defense), a small explosion occurs, she yells in pain, and a red beam shoots to the sky. After that, like all other heroes, the Archer Queen stands still and a "dizzy" animation is engaged.
  + The Archer Queen's upgrades, up to and including level 8, cost less than it does to initially summon her. She, along with the [Grand Warden](https://clashofclans.fandom.com/wiki/Grand_Warden), are the only entities in the game that have more expensive purchase costs than upgrade costs.
  + While attacking, if your opponent's [Archer Queen Altar](https://clashofclans.fandom.com/wiki/Archer_Queen_Altar) is empty and the Archer Queen wakes up during the battle, the [Altar](https://clashofclans.fandom.com/wiki/Archer_Queen_Altar) will have a short sparkling animation but the Archer Queen will not appear to defend the base.
  + If your Archer Queen wakes up while you are in [Village Edit Mode](https://clashofclans.fandom.com/wiki/Village_Edit_Mode), a sparkle will appear wherever in the [Altar](https://clashofclans.fandom.com/wiki/Archer_Queen_Altar)'s original location (even if you moved it already).
  + Each successive upgrade of the Archer Queen adds approximately 2.1% health and 2.5% damage, but every five levels adds a constant three minutes to her total regeneration time. As a consequence, the Archer Queen's regeneration rate changes as she levels up.
  + [](https://vignette.wikia.nocookie.net/clashofclans/images/1/15/AQRegenChart.png/revision/latest?cb=20180628132531)

Regeneration rate for each level; click to enlarge

The Archer Queen's regeneration rate fluctuates each level, with drops in regeneration rate every fifth level and small increases for every other level. From an initial regeneration rate of 72.5 HP per minute at level 1, it reaches a maximum of 77.1 HP per minute at level 4 and shows a downward trend up to level 30, where there is a minimum of 47.29 HP per minute. Beyond level 30, the drops at every fifth level are outweighed by the increases from the other levels, eventually reaching 58.42 HP per minute at level 59 before dropping once more to 55.98 HP per minute at level 60.

* + The level *n* Archer Queen has⌊160∗1.025*n*−1⌋ DPS and ⌊725∗1.021*n*−1⌋ hitpoints.
  + The Archer Queen's regeneration time has been reduced multiple times. The most recent reduction occurred on June 26th, 2018.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Preferred Target** | **Attack Type** | [Movement Speed](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed) | **Attack Speed** | **Range** | **Search Radius** |
| None | Ranged (Ground & Air) | 24 | 0.75s | 5 tiles | 10 tiles |

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Level** | **Damage per Second** | **Damage per Hit** | **DPS in Ability** | **Hitpoints** | **Regen Time** | **Ability Level** | [Training Cost](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir)**[Dark Elixir](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir)** | **Training Time** | [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall)**Level Required** |
| 1 | 160 | 120 | N/A | 725 | 10m | N/A | 40,000 | N/A | 9 |
| 2 | 164 | 123 | N/A | 740 | 10m | N/A | 22,500 | 12h | 9 |
| 3 | 168 | 126 | N/A | 755 | 10m | N/A | 25,000 | 12h | 9 |
| 4 | 172 | 129 | N/A | 771 | 10m | N/A | 27,500 | 1d | 9 |
| 5 | 176 | 132 | 476 | 787 | 13m | 1 | 30,000 | 1d | 9 |
| 6 | 181 | 135.75 | 481 | 804 | 13m | 1 | 32,500 | 1d | 9 |
| 7 | 185 | 138.75 | 485 | 821 | 13m | 1 | 35,000 | 1d 12h | 9 |
| 8 | 190 | 142.5 | 490 | 838 | 13m | 1 | 39,000 | 1d 12h | 9 |
| 9 | 194 | 145.5 | 494 | 856 | 13m | 1 | 43,000 | 1d 12h | 9 |
| 10 | 199 | 149.25 | 554 | 874 | 16m | 2 | 47,000 | 2d | 9 |
| 11 | 204 | 153 | 559 | 892 | 16m | 2 | 51,000 | 2d | 9 |
| 12 | 209 | 156.75 | 564 | 911 | 16m | 2 | 55,000 | 2d | 9 |
| 13 | 215 | 161.25 | 570 | 930 | 16m | 2 | 59,000 | 2d 12h | 9 |
| 14 | 220 | 165 | 575 | 949 | 16m | 2 | 63,000 | 2d 12h | 9 |
| 15 | 226 | 169.5 | 642 | 969 | 19m | 3 | 67,000 | 2d 12h | 9 |
| 16 | 231 | 173.25 | 647 | 990 | 19m | 3 | 71,000 | 3d | 9 |
| 17 | 237 | 177.75 | 653 | 1,010 | 19m | 3 | 75,000 | 3d | 9 |
| 18 | 243 | 182.25 | 659 | 1,032 | 19m | 3 | 80,000 | 3d | 9 |
| 19 | 249 | 186.75 | 665 | 1,053 | 19m | 3 | 85,000 | 3d 12h | 9 |
| 20 | 255 | 191.25 | 738 | 1,076 | 22m | 4 | 90,000 | 3d 12h | 9 |
| 21 | 262 | 196.5 | 745 | 1,098 | 22m | 4 | 95,000 | 3d 12h | 9 |
| 22 | 268 | 201 | 751 | 1,121 | 22m | 4 | 100,000 | 4d | 9 |
| 23 | 275 | 206.25 | 758 | 1,145 | 22m | 4 | 105,000 | 4d | 9 |
| 24 | 282 | 211.5 | 765 | 1,169 | 22m | 4 | 110,000 | 4d | 9 |
| 25 | 289 | 216.75 | 846 | 1,193 | 25m | 5 | 115,000 | 4d 12h | 9 |
| 26 | 296 | 222 | 853 | 1,218 | 25m | 5 | 119,000 | 4d 12h | 9 |
| 27 | 304 | 228 | 861 | 1,244 | 25m | 5 | 123,000 | 4d 12h | 9 |
| 28 | 311 | 233.25 | 868 | 1,270 | 25m | 5 | 127,000 | 5d | 9 |
| 29 | 319 | 239.25 | 876 | 1,297 | 25m | 5 | 131,000 | 5d | 9 |
| 30 | 327 | 245.25 | 965 | 1,324 | 28m | 6 | 135,000 | 5d | 9 |
| 31 | 335 | 251.25 | 973 | 1,352 | 28m | 6 | 139,000 | 5d 12h | 10 |
| 32 | 344 | 258 | 982 | 1,380 | 28m | 6 | 143,000 | 5d 12h | 10 |
| 33 | 352 | 264 | 990 | 1,409 | 28m | 6 | 147,000 | 5d 12h | 10 |
| 34 | 361 | 270.75 | 999 | 1,439 | 28m | 6 | 151,000 | 6d | 10 |
| 35 | 370 | 277.5 | 1,095 | 1,469 | 31m | 7 | 155,000 | 6d | 10 |
| 36 | 379 | 284.25 | 1,104 | 1,500 | 31m | 7 | 159,000 | 6d | 10 |
| 37 | 389 | 291.75 | 1,114 | 1,532 | 31m | 7 | 163,000 | 6d 12h | 10 |
| 38 | 398 | 298.5 | 1,123 | 1,564 | 31m | 7 | 167,000 | 6d 12h | 10 |
| 39 | 408 | 306 | 1,133 | 1,597 | 31m | 7 | 171,000 | 6d 12h | 10 |
| 40 | 419 | 314.25 | 1,238 | 1,630 | 34m | 8 | 175,000 | 7d | 10 |
| 41 | 429 | 321.75 | 1,248 | 1,664 | 34m | 8 | 180,000 | 7d | 11 |
| 42 | 440 | 330 | 1,259 | 1,699 | 34m | 8 | 182,000 | 7d | 11 |
| 43 | 451 | 338.25 | 1,270 | 1,735 | 34m | 8 | 184,000 | 7d | 11 |
| 44 | 462 | 346.5 | 1,281 | 1,771 | 34m | 8 | 186,000 | 7d | 11 |
| 45 | 474 | 355.5 | 1,394 | 1,809 | 37m | 9 | 188,000 | 7d | 11 |
| 46 | 486 | 364.5 | 1,406 | 1,847 | 37m | 9 | 190,000 | 7d | 11 |
| 47 | 498 | 373.5 | 1,418 | 1,885 | 37m | 9 | 192,000 | 7d | 11 |
| 48 | 510 | 382.5 | 1,430 | 1,925 | 37m | 9 | 194,000 | 7d | 11 |
| 49 | 523 | 392.25 | 1,443 | 1,965 | 37m | 9 | 196,000 | 7d | 11 |
| 50 | 536 | 402 | 1,556 | 2,007 | 40m | 10 | 198,000 | 7d | 11 |
| 51 | 547 | 410.25 | 1,567 | 2,058 | 40m | 10 | 200,000 | 7d | 12 |
| 52 | 558 | 418.5 | 1,578 | 2,110 | 40m | 10 | 204,000 | 7d | 12 |
| 53 | 570 | 427.5 | 1,590 | 2,163 | 40m | 10 | 208,000 | 7d | 12 |
| 54 | 582 | 436 | 1,602 | 2,218 | 40m | 10 | 212,000 | 7d | 12 |
| 55 | 594 | 445.5 | 1,714 | 2,274 | 43m | 11 | 216,000 | 7d | 12 |
| 56 | 606 | 454.5 | 1,726 | 2,331 | 43m | 11 | 220,000 | 7d | 12 |
| 57 | 619 | 464.25 | 1,739 | 2,390 | 43m | 11 | 224,000 | 7d | 12 |
| 58 | 632 | 474 | 1,752 | 2,450 | 43m | 11 | 228,000 | 7d | 12 |
| 59 | 645 | 483.75 | 1,765 | 2,512 | 43m | 11 | 232,000 | 7d | 12 |
| 60 | 658 | 493.5 | 1,778 | 2,575 | 46m | 12 | 236,000 | 7d | 12 |

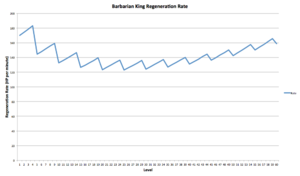
**Royal Cloak Ability**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Ability Level** | **Damage Increase** | **Health Recovery** | **Ability Time** | **Summoned Units** |
| 1 | 300 | 150 | 3.6s | 5 |
| 2 | 355 | 175 | 3.8s | 6 |
| 3 | 416 | 200 | 4.0s | 7 |
| 4 | 483 | 225 | 4.2s | 8 |
| 5 | 557 | 250 | 4.4s | 9 |
| 6 | 638 | 275 | 4.6s | 10 |
| 7 | 725 | 300 | 4.8s | 11 |
| 8 | 819 | 325 | 5.0s | 12 |
| 9 | 920 | 350 | 5.2s | 13 |
| 10 | 1,020 | 375 | 5.4s | 14 |
| 11 | 1,120 | 400 | 5.6s | 15 |
| 12 | 1,120 | 425 | 5.8s | 16 |

## King

***"This colossal menace soaks up huge amounts of damage and bashes anything in his path. He guards his territory fiercely when defending, and can launch into a devastating rage when attacking once his Iron Fist ability is unlocked!"***

|  |  |  |  |
| --- | --- | --- | --- |
| Barbarian King1 | Barbarian King10 | Barbarian King20 | Barbarian King41 |
| **Levels 1-9** | **Levels 10-19** | **Levels 20-40** | **Levels 41-60** |

* **Summary**
  + The Barbarian King is basically a larger, more aggressive, and more powerful [Barbarian](https://clashofclans.fandom.com/wiki/Barbarian). He is automatically summoned once the [Barbarian King Altar](https://clashofclans.fandom.com/wiki/Barbarian_King_Altar) is constructed, which costs 10,000 [Dark Elixir](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir).
  + The Barbarian King is an immortal unit, so he only has to be summoned once. However, if he is injured or falls in battle, he must regenerate his health by sleeping for a period of time before he can be used again. If you attack a village while its Barbarian King is still regenerating, the [Altar](https://clashofclans.fandom.com/wiki/Barbarian_King_Altar) will be empty.
  + The amount of time he sleeps to regenerate is directly proportional to the health he has lost by the end of the battle. If he is not damaged (or is fully healed before the battle ends), then he is ready to fight immediately; however, if he falls in battle or is wounded, then he must sleep for some time to regenerate. The more the Barbarian King is upgraded, the more time it will take to fully regenerate his health.
    - Hero regeneration after a [Multiplayer Battle](https://clashofclans.fandom.com/wiki/Raids) starts as soon as the player starts to search for a Multiplayer opponent. So, if the player spent some time searching for an opponent to attack before completing an attack, part of the regeneration will be completed by the time the player returns to his/her village. However, if the player cancels the attack by pressing "End Battle" before completing an attack, the regeneration will be reset. This effect is more noticeable in the highest leagues where a significant amount of time can be spent searching for such opponents.
  + The Barbarian King has two modes when defending, "Guard" and "Sleep". In Guard, he will guard the village but will have to regenerate health (sleep) if he takes damage, while in Sleep mode he will not appear to your opponent.
  + On defense, the Barbarian King only defends his territory around his platform and will retreat if lured too far out.
  + Starting at level 5, the Barbarian King obtains an ability called Iron Fist which can be used on the battlefield. It partially heals him, summons up to 28 additional [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian), and grants the Barbarian King and his summoned [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian) increased damage and speed. This **does not** stack with the [Rage Spell](https://clashofclans.fandom.com/wiki/Rage_Spell), and does not affect any other [troops](https://clashofclans.fandom.com/wiki/Troops), including other [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian) belonging to the regular army. This ability gets more powerful every fifth level.
    - If the ability is unlocked, once the Barbarian King is deployed, his icon in the troop deployment window becomes the activation method for Iron Fist. Simply click on his icon again and Iron Fist will be activated.
    - The Barbarian King summons [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian) equal to the level of your [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian) researched in your [Laboratory](https://clashofclans.fandom.com/wiki/Laboratory) (e.g. if you can train level 5 [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian), the Barbarian King will summon Level 5 [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian)).
* **Offensive Strategy**
  + The Barbarian King is basically the counterpart of the [Archer Queen](https://clashofclans.fandom.com/wiki/Archer_Queen), and vice versa. The Barbarian King is the tank specialist, while the [Archer Queen](https://clashofclans.fandom.com/wiki/Archer_Queen) is the damage specialist, with the [Grand Warden](https://clashofclans.fandom.com/wiki/Grand_Warden)as the support specialist.
  + When attacking, he can be deployed just like any other [unit](https://clashofclans.fandom.com/wiki/Troops). When he is damaged, he must sleep to recharge before he can be used again. The regeneration time is directly proportional to how much health he must recover. He may be instantly brought up to full health with [Gems](https://clashofclans.fandom.com/wiki/Gems).
  + He is best used with support from ranged troops, such as the [Archer](https://clashofclans.fandom.com/wiki/Archer) or [Wizard](https://clashofclans.fandom.com/wiki/Wizard).
  + He is also good for helping to destroy the remaining buildings of a village after most or all [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings" \o "Defensive Buildings)have been destroyed.
  + The Barbarian King can be easily swarmed by a group of [Archers](https://clashofclans.fandom.com/wiki/Archer) or [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian) as he only attacks one target at a time and has slow attack speed.
  + As the Iron Fist ability recovers some health, you should let your Barbarian King take some damage before activating this ability to maximize the recovered health provided by activating the ability.
  + The Barbarian King can be healed by [Healing Spell](https://clashofclans.fandom.com/wiki/Healing_Spell) or a [Healer](https://clashofclans.fandom.com/wiki/Healer) while battling; however, this healing occurs at 55% of the rate of that of normal [troops](https://clashofclans.fandom.com/wiki/Troops).
  + Avoid using the ability when the King approaches a [Bomb Tower](https://clashofclans.fandom.com/wiki/Bomb_Tower) or an area where you suspect a [Giant Bomb](https://clashofclans.fandom.com/wiki/Giant_Bomb) will be, unless you desperately need to recover health. If you do so, the summoned Barbarians will most likely be wiped out by the resulting explosion.
    - You can negate the explosion by using the Eternal Tome ability of the [Grand Warden](https://clashofclans.fandom.com/wiki/Grand_Warden), but you may find it more useful to save the ability for tackling a more heavily-defended section of the base.
* **Defensive Strategy**
  + Set the Barbarian King to "Guard" mode when he is at lower levels as he takes less time to regenerate and will not interfere when you are attacking.
  + Though he is very strong on offense, he only attacks one target at a time on defense which makes him easy to kill with multiple units, so protect him with splash-damaging defenses.
  + It is a good idea to place the [Altar](https://clashofclans.fandom.com/wiki/Barbarian_King_Altar) in the middle of a group of storages or other areas you wish to protect.
  + The Barbarian King is a melee troop, meaning cannot damage [air units](https://clashofclans.fandom.com/wiki/Category:Air_Troops) (though the [Archer Queen](https://clashofclans.fandom.com/wiki/Archer_Queen) and [Grand Warden](https://clashofclans.fandom.com/wiki/Grand_Warden) can).
  + Unlike [troops](https://clashofclans.fandom.com/wiki/Troops) in the [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle), the Barbarian King cannot be lured to the edge of the map and then destroyed out of range of the defenses (unless his [Altar](https://clashofclans.fandom.com/wiki/Barbarian_King_Altar) is near the edge). If his target moves out of his patrol area, he will retreat and engage another enemy inside his patrol area. If no enemies remain in his patrol area, he will resume patrolling.
  + Although the Barbarian King cannot be lured outside of his patrol range, he will lure attacking [troops](https://clashofclans.fandom.com/wiki/Troops" \o "Troops)towards him, sometimes ignoring the structure they were originally targeting. This may be a problem in some cases; if you put the Barbarian King near your [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall), the attacking troops can be lured toward the Barbarian King, and consequently get closer to the Town Hall.
* **Against a Barbarian King**
  + If a defensive King is causing trouble to your troops, use some small troops, such as [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian), behind a tanking troop. This will ensure the King is defeated with minimal loss in troops.
  + If the base has no [Archer Queen](https://clashofclans.fandom.com/wiki/Archer_Queen), or if she is far enough away from the Barbarian King, then attack with air troops, away from buildings that target air troops. You may have to deploy ground troops periodically in order to keep the Barbarian King in an area where your air troops may safely attack the King, so this strategy may not always be effective.
  + Air attacks such as [Balloons](https://clashofclans.fandom.com/wiki/Balloon) and [Minions](https://clashofclans.fandom.com/wiki/Minion) have little to worry from a Barbarian King; he can usually be ignored in such cases. While the Barbarian King cannot retaliate against air troops, he can still distract them away from other valuable targets, such as the [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall).
  + Although swarms of troops are effective against the Barbarian King, the [P.E.K.K.A](https://clashofclans.fandom.com/wiki/P.E.K.K.A) is also effective for taking down low level Barbarian Kings.
  + You can distract the enemy Barbarian King with troops such as Giants or Golems, and send in high damage troops behind such as [Wizards](https://clashofclans.fandom.com/wiki/Wizard) or the [Archer Queen](https://clashofclans.fandom.com/wiki/Archer_Queen). This tactic can defeat the Barbarian King fairly easily.
* **Upgrade Differences**
  + The Barbarian King goes through significant visual changes at levels 10, 20 and 41.
    - Initially, the Barbarian King is similar to a giant [Barbarian](https://clashofclans.fandom.com/wiki/Barbarian), with a steel crown, steel gauntlet, and steel shoulder guard. He uses a blunt sword with a stone hilt.
    - At level 10, his gauntlet changes from steel to gold.
    - At level 20, his shoulder guard's edge turns to gold, and the central spike turns gold as well.
    - At level 41, his crown also turns gold.
* **History**
  + He was introduced in the 10/1/13 update, with 30 levels.
  + The 23/5/13 update added the levels 31-40 for the newly added Town Hall 10, and decreased his upgrade time, regeneration time and upgrade costs on some levels.
  + The 29/1/14 update added the Iron Fist ability.
  + The 3/7/14 update reduced the effect of the [Rage Spell](https://clashofclans.fandom.com/wiki/Rage_Spell) on the King by 20%, but the Iron Fist ability recovers some health and summons more Barbarians.
  + The 16/9/14 update has halved the regeneration time relative to before that update (up to level 30).
  + The 24/5/16 update additionally decreased the regeneration time of all levels relative to before that by a significant amount.
  + The 19/12/16 update added levels 41-45 for the Barbarian King, and decreased his upgrade costs at levels 31-40.
  + The 18/12/17 update added levels 46-50 and decreased his upgrade costs at levels 8-45.
  + The 6/3/18 update changed the mechanics of the Barbarian King's Iron Fist ability; aside from the Barbarian King himself, it now only affects the Barbarians he summons and no longer has any effect on any other Barbarians.
  + The 11/6/18 update added levels 51-60, and increased the healing effects on the King by 10%.
  + The 26/6/18 maintenance break reduced the regeneration times across all levels and the upgrade times for levels 39 and below.
  + [](https://vignette.wikia.nocookie.net/clashofclans/images/2/23/Gladiator_King.jpg/revision/latest?cb=20190404124122)The 2/4/19 update gave a new look to the Barbarian King, as well as the [Archer Queen](https://clashofclans.fandom.com/wiki/Archer_Queen) and in the near future it will be also implemented a change to the [Grand Warden](https://clashofclans.fandom.com/wiki/Grand_Warden), both heroes have been converted to 3D models in order to be able to receive different skins. The skins once received they will be permanent for the heroes wardrobe. The skin that a player will receive by buying the Gold Pass and completing the final reward tier in the [Season Challenges](https://clashofclans.fandom.com/wiki/Season_Challenges) in April 2019 is called "Gladiator King".
* **Trivia**
  + The Barbarian King only holds his sword in his right hand when he is turned toward to the right sides of the village. When the King turns and faces to the left he is rendered in mirror image, causing his sword and gauntlet/shoulder guard to switch arms. This is done ostensibly to save graphics space.
  + Every slash he makes on a [building](https://clashofclans.fandom.com/wiki/Buildings) or [unit](https://clashofclans.fandom.com/wiki/Troops) creates a mini explosion.
  + When you tap on him he will yell a low pitched battle cry and stand still for a moment, similar to the [Archer Queen](https://clashofclans.fandom.com/wiki/Archer_Queen) and the [Grand Warden](https://clashofclans.fandom.com/wiki/Grand_Warden).
  + When the Barbarian King is completely healed, a jingle will play, like the [Archer Queen](https://clashofclans.fandom.com/wiki/Archer_Queen) and the [Grand Warden](https://clashofclans.fandom.com/wiki/Grand_Warden).
  + When the Barbarian King 'falls' in battle, an explosion occurs and a bright beam of light is sent up into the sky temporarily. He is then seen standing dazed with stars flying around his head for the remainder of the battle.
  + Each successive upgrade of the Barbarian King adds approximately 2.5% health and 2% damage, but every five levels also adds a constant three minutes to his total regeneration time. As a consequence, the Barbarian King's regeneration rate changes as he levels up.
  + [](https://vignette.wikia.nocookie.net/clashofclans/images/1/1d/BKRegenChart.png/revision/latest?cb=20180628123723)

Regeneration rate for each level; click to enlarge

The Barbarian King's regeneration rate fluctuates each level, with drops in regeneration rate every fifth level and small increases for every other level. From an initial regeneration rate of 170 HP per minute at level 1, it reaches a maximum of 183 HP per minute at level 4 and shows a downward trend up to level 25, where there is a minimum of 122.96 HP per minute. Beyond level 25, the drops at every fifth level are outweighed by the increases from the other levels, eventually reaching 165.67 HP per minute at level 59 before dropping once more to 158.76 HP per minute at level 60.

* + The level *n* Barbarian King's has⌊120∗1.02*n*−1⌋ DPS for levels 1-40 (however, level 41 and above has a slightly different formula, being⌊120∗1.021*n*−1⌋ DPS),⌊1700∗1.025*n*−1⌋ hitpoints.
  + While attacking, if your opponent's [Barbarian King Altar](https://clashofclans.fandom.com/wiki/Barbarian_King_Altar) is empty and the King wakes up during your battle, the [Altar](https://clashofclans.fandom.com/wiki/Barbarian_King_Altar) will sparkle like he is waking but there will be no Barbarian King to defend the base. This sparkle also occurs in the Village Editor mode when you have placed the altar.
  + The Barbarian King will alternate between hitting the [building](https://clashofclans.fandom.com/wiki/Buildings) with the sword and his fist. However, both types of strikes do equal damage.
  + The Barbarian King was also a part of the Town Hall Level 7 Starter Pack which came with the Barbarian King, a level 3 [Hidden Tesla](https://clashofclans.fandom.com/wiki/Hidden_Tesla) and 1,200 [gems](https://clashofclans.fandom.com/wiki/Gems) which cost $9.99.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Preferred Target** | **Attack Type** | [Movement Speed](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed) | **Attack Speed** | **Range** | **Search Radius** |
| None | Melee (Ground Only) | 16 | 1.2s | 1 tile | 9 tiles |

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Level** | **Damage per Second** | **Damage per Hit** | **DPS in Ability** | **Hitpoints** | **Regen Time** | **Ability Level** | [Training Cost](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir)**[Dark Elixir](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir)** | **Training Time** | [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall)**Level Required** |
| 1 | 120 | 144 | N/A | 1,700 | 10m | N/A | 10,000 | N/A | 7 |
| 2 | 122 | 146.4 | N/A | 1,742 | 10m | N/A | 12,500 | 12h | 7 |
| 3 | 124 | 148.8 | N/A | 1,786 | 10m | N/A | 15,000 | 12h | 7 |
| 4 | 127 | 152.4 | N/A | 1,830 | 10m | N/A | 17,500 | 1d | 7 |
| 5 | 129 | 154.8 | 185 | 1,876 | 13m | 1 | 20,000 | 1d | 7 |
| 6 | 132 | 158.4 | 188 | 1,923 | 13m | 1 | 22,500 | 1d | 8 |
| 7 | 135 | 162 | 191 | 1,971 | 13m | 1 | 25,000 | 1d 12h | 8 |
| 8 | 137 | 164.4 | 193 | 2,020 | 13m | 1 | 27,500 | 1d 12h | 8 |
| 9 | 140 | 168 | 196 | 2,071 | 13m | 1 | 30,000 | 1d 12h | 8 |
| 10 | 143 | 171.6 | 244 | 2,123 | 16m | 2 | 32,500 | 2d | 8 |
| 11 | 146 | 175.2 | 247 | 2,176 | 16m | 2 | 35,000 | 2d | 9 |
| 12 | 149 | 178.8 | 250 | 2,230 | 16m | 2 | 39,000 | 2d | 9 |
| 13 | 152 | 182.4 | 253 | 2,286 | 16m | 2 | 43,000 | 2d 12h | 9 |
| 14 | 155 | 186 | 256 | 2,343 | 16m | 2 | 47,000 | 2d 12h | 9 |
| 15 | 158 | 189.6 | 305 | 2,402 | 19m | 3 | 51,000 | 2d 12h | 9 |
| 16 | 161 | 193.2 | 308 | 2,462 | 19m | 3 | 55,000 | 3d | 9 |
| 17 | 164 | 196.8 | 311 | 2,523 | 19m | 3 | 60,000 | 3d | 9 |
| 18 | 168 | 201.6 | 315 | 2,586 | 19m | 3 | 65,000 | 3d | 9 |
| 19 | 171 | 205.2 | 318 | 2,651 | 19m | 3 | 70,000 | 3d 12h | 9 |
| 20 | 174 | 208.8 | 369 | 2,717 | 22m | 4 | 75,000 | 3d 12h | 9 |
| 21 | 178 | 213.6 | 373 | 2,785 | 22m | 4 | 80,000 | 3d 12h | 9 |
| 22 | 181 | 217.2 | 376 | 2,855 | 22m | 4 | 85,000 | 4d | 9 |
| 23 | 185 | 222 | 380 | 2,926 | 22m | 4 | 90,000 | 4d | 9 |
| 24 | 189 | 226.8 | 384 | 2,999 | 22m | 4 | 95,000 | 4d | 9 |
| 25 | 193 | 231.6 | 438 | 3,074 | 25m | 5 | 100,000 | 4d 12h | 9 |
| 26 | 196 | 235.2 | 441 | 3,151 | 25m | 5 | 105,000 | 4d 12h | 9 |
| 27 | 200 | 240 | 445 | 3,230 | 25m | 5 | 110,000 | 4d 12h | 9 |
| 28 | 204 | 244.8 | 449 | 3,311 | 25m | 5 | 115,000 | 5d | 9 |
| 29 | 208 | 249.6 | 453 | 3,394 | 25m | 5 | 120,000 | 5d | 9 |
| 30 | 213 | 255.6 | 511 | 3,478 | 28m | 6 | 125,000 | 5d | 9 |
| 31 | 217 | 260.4 | 515 | 3,565 | 28m | 6 | 129,000 | 5d 12h | 10 |
| 32 | 221 | 265.2 | 519 | 3,655 | 28m | 6 | 133,000 | 5d 12h | 10 |
| 33 | 226 | 271.2 | 524 | 3,746 | 28m | 6 | 137,000 | 5d 12h | 10 |
| 34 | 230 | 276 | 528 | 3,840 | 28m | 6 | 141,000 | 6d | 10 |
| 35 | 235 | 282 | 589 | 3,936 | 31m | 7 | 145,000 | 6d | 10 |
| 36 | 239 | 286.8 | 593 | 4,034 | 31m | 7 | 149,000 | 6d | 10 |
| 37 | 244 | 292.8 | 598 | 4,135 | 31m | 7 | 153,000 | 6d 12h | 10 |
| 38 | 249 | 298.8 | 603 | 4,238 | 31m | 7 | 157,000 | 6d 12h | 10 |
| 39 | 254 | 304.8 | 608 | 4,344 | 31m | 7 | 161,000 | 6d 12h | 10 |
| 40 | 259 | 310.8 | 673 | 4,453 | 34m | 8 | 165,000 | 7d | 10 |
| 41 | 275 | 330 | 689 | 4,564 | 34m | 8 | 170,000 | 7d | 11 |
| 42 | 281 | 337.2 | 695 | 4,678 | 34m | 8 | 173,000 | 7d | 11 |
| 43 | 287 | 344.4 | 701 | 4,795 | 34m | 8 | 176,000 | 7d | 11 |
| 44 | 293 | 351.6 | 707 | 4,915 | 34m | 8 | 179,000 | 7d | 11 |
| 45 | 299 | 358.8 | 777 | 5,038 | 37m | 9 | 182,000 | 7d | 11 |
| 46 | 305 | 366 | 783 | 5,164 | 37m | 9 | 185,000 | 7d | 11 |
| 47 | 312 | 374.4 | 790 | 5,293 | 37m | 9 | 188,000 | 7d | 11 |
| 48 | 318 | 381.6 | 796 | 5,425 | 37m | 9 | 191,000 | 7d | 11 |
| 49 | 325 | 390 | 803 | 5,561 | 37m | 9 | 194,000 | 7d | 11 |
| 50 | 332 | 398.4 | 878 | 5,700 | 40m | 10 | 197,000 | 7d | 11 |
| 51 | 339 | 406.8 | 885 | 5,843 | 40m | 10 | 200,000 | 7d | 12 |
| 52 | 346 | 415.2 | 892 | 5,990 | 40m | 10 | 203,000 | 7d | 12 |
| 53 | 353 | 423.6 | 899 | 6,140 | 40m | 10 | 206,000 | 7d | 12 |
| 54 | 361 | 433.2 | 907 | 6,294 | 40m | 10 | 209,000 | 7d | 12 |
| 55 | 369 | 442.8 | 987 | 6,452 | 43m | 11 | 212,000 | 7d | 12 |
| 56 | 377 | 452.4 | 995 | 6,614 | 43m | 11 | 215,000 | 7d | 12 |
| 57 | 385 | 462 | 1,003 | 6,780 | 43m | 11 | 218,000 | 7d | 12 |
| 58 | 393 | 471.6 | 1,011 | 6,950 | 43m | 11 | 221,000 | 7d | 12 |
| 59 | 401 | 481.2 | 1,019 | 7,124 | 43m | 11 | 224,000 | 7d | 12 |
| 60 | 410 | 492 | 1,028 | 7,303 | 46m | 12 | 227,000 | 7d | 12 |

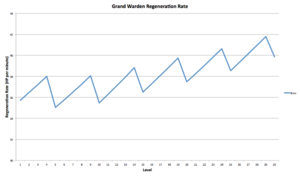
**Iron Fist Ability**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Ability Level** | **Damage Increase** | **Health Recovery** | **Speed Increase** | **Summoned Units** | **Ability Time** |
| 1 | 56 | 500 | 18 | 6 | 10s |
| 2 | 101 | 620 | 19 | 8 | 10s |
| 3 | 147 | 752 | 20 | 10 | 10s |
| 4 | 195 | 899 | 21 | 12 | 10s |
| 5 | 245 | 1,063 | 22 | 14 | 10s |
| 6 | 298 | 1,247 | 23 | 16 | 10s |
| 7 | 354 | 1,455 | 24 | 18 | 10s |
| 8 | 414 | 1,692 | 25 | 20 | 10s |
| 9 | 478 | 1,963 | 26 | 22 | 10s |
| 10 | 546 | 2,263 | 27 | 24 | 10s |
| 11 | 618 | 2,592 | 28 | 26 | 10s |
| 12 | 618 | 2,592 | 29 | 28 | 10s |

## Great Warden

***"This veteran battle-scholar seeks out groups of friendly***[troops](https://clashofclans.fandom.com/wiki/Troops)***to fight behind and boost with his Life Aura, and assumes the form of a tower on defense. Attacking, he can walk over***[walls](https://clashofclans.fandom.com/wiki/Walls)***or fly high, and can make nearby***[troops](https://clashofclans.fandom.com/wiki/Troops)***immune to damage once his Eternal Tome ability is unlocked!"***

|  |  |
| --- | --- |
| Grand Warden1 | Grand Warden10 |
| **Level 1-9** | **Level 10-30** |

* **Summary**
  + The Grand Warden is a single target unit unlocked at [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) level 11. He is the third hero in the game, being weak in physical strength but extremely powerful in support.
  + He is automatically summoned once the [Grand Warden Altar](https://clashofclans.fandom.com/wiki/Grand_Warden_Altar) is constructed, which costs 6,000,000 [Elixir](https://clashofclans.fandom.com/wiki/Elixir) and is available at [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) 11.
  + He can be set to Air or Ground mode; he flies in Air Mode and walks on Ground Mode.
    - He can bypass Walls regardless of the mode he is set to; however, he will attack a wall if many other troops are doing so too.
  + Like the other heroes, the Grand Warden only needs to be summoned once, but will have to spend some time regenerating his health if he is damaged during a battle. If you attack a village while its Grand Warden is still regenerating, the Altar will be empty and the Grand Warden will not defend.
  + The Grand Warden's regeneration time after a battle depends on how much damage he took during the battle: if he survives the battle unscathed, he will be ready to fight again immediately, but the more he is damaged, the more time he will need to regenerate. The more the Grand Warden is upgraded, the more time he will need in order to fully regenerate his health.
    - Hero regeneration after a [Multiplayer Battle](https://clashofclans.fandom.com/wiki/Raids) starts as soon as the player starts to search for a Multiplayer opponent. So, if the player spent some time searching for an opponent to attack before completing an attack, part of the regeneration will be completed by the time the player returns to his/her village. However, if the player cancels the attack by pressing "End Battle" before completing an attack, the regeneration will be reset. This effect is more noticeable in the highest leagues where a significant amount of time can be spent searching for such opponents.
  + The Grand Warden initiates a range of his passive *Life Aura* upon deployment, which grants units additional health. Any unit that leaves this range will not benefit from the ability until they re-enter it.
    - The level of this passive ability is increased once every level.
  + The Grand Warden's active ability, *Eternal Tome*, renders all friendly [troops](https://clashofclans.fandom.com/wiki/Troops) within his aura invincible to damage for a short time.
    - Eternal Tome is upgraded every five levels that the Warden increases. The ability's duration increases by 0.5 seconds per level.
    - The Eternal Tome ability negates damage, but not other harmful effects. For instance, the [Spring Trap](https://clashofclans.fandom.com/wiki/Spring_Trap) will still be able to bounce troops.
  + When defending an enemy attack, he will turn into a stone statue and act as any other defensive tower while using his Life Aura to provide a health boost to defending troops and [Heroes](https://clashofclans.fandom.com/wiki/Heroes).
  + The Grand Warden will attack the building being attacked by the highest number/troop space troop, and will continue to attack that building until it's destroyed.
* **Offensive Strategy**
  + Use the Grand Warden in Air Mode if you are using an air attack so he does not take damage from ground defenses (as they are not distracted by other troops) and Ground Mode when using ground army as he will not be targeted by the Air Defenses.
    - Only set him to Air Mode if you are using an Air Attack, as without distraction [troops](https://clashofclans.fandom.com/wiki/Troops), he can easily be killed or otherwise heavily damaged by a [Seeking Air Mine](https://clashofclans.fandom.com/wiki/Seeking_Air_Mine).
  + Use the Eternal Tome ability near the core so your troops can get through the core, where the most damage usually is.
  + The Grand Warden goes where other [troops](https://clashofclans.fandom.com/wiki/Troops) go, so he does not need funneling.
    - However, the other [troops](https://clashofclans.fandom.com/wiki/Troops) need to be funneled.
  + He will follow the troop with the highest housing space or the largest mass of [troops](https://clashofclans.fandom.com/wiki/Troops), so bunching up [troops](https://clashofclans.fandom.com/wiki/Troops) with the Grand Warden is crucial to getting the most out of his abilities.
    - However, do not bunch them up too tightly, as the Life Aura is big and the troops will take a lot of splash damage from other defenses if they are too bunched up.
  + His Life Aura is most effective on troops with moderate amounts of health, such as the [Balloon](https://clashofclans.fandom.com/wiki/Balloon) or [Miner](https://clashofclans.fandom.com/wiki/Miner). He will be able to grant a sizable health increase to these troops that is close to the maximum increase allowed by his ability (or if this increase *is* the maximum allowed, then the health increase is still significant on these troops). The Life Aura is significantly less effective on high-hitpoint troops such as the [Golem](https://clashofclans.fandom.com/wiki/Golem), which gain only a comparatively small proportion of its health from the ability.
  + The Grand Warden has the longest range of any troop in the game. He can outrange the [Wizard Tower](https://clashofclans.fandom.com/wiki/Wizard_Tower), [Bomb Tower](https://clashofclans.fandom.com/wiki/Bomb_Tower), [Archer Tower](https://clashofclans.fandom.com/wiki/Archer_Tower) on Fast Attack mode, or [Hidden Tesla](https://clashofclans.fandom.com/wiki/Hidden_Tesla/Home_Village).
  + If the Grand Warden is positioned correctly, he can defeat an enemy [Barbarian King](https://clashofclans.fandom.com/wiki/Barbarian_King) without being attacked.
* **Defensive Strategy**
  + He creates a buff to boost defensive [troops](https://clashofclans.fandom.com/wiki/Troops), [heroes](https://clashofclans.fandom.com/wiki/Heroes), and [skeletons](https://clashofclans.fandom.com/wiki/Skeleton_Trap). It is recommended to place his altar near structures that will receive the benefit such as the [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle), or other [Heroes](https://clashofclans.fandom.com/wiki/Heroes).
  + When defending against an enemy Grand Warden, make sure you set your [Inferno Towers](https://clashofclans.fandom.com/wiki/Inferno_Tower) to Multi Target, as he is often behind other troops so few defenses can hit him.
* **Upgrade Differences**
  + The Grand Warden goes through minor visual changes at level 10.
    - Initially, he has purple facial hair similar to the [Archer Queen](https://clashofclans.fandom.com/wiki/Archer_Queen), and his facial characteristics remind those of a [Giant](https://clashofclans.fandom.com/wiki/Giant). He wears white and purple robes along with a short cape. His eyes are of different color, one is white with a little pupil and the other is a normal one with a blue iris. There is a gold trim on his collar at the neck and he wears a white crown-like decoration on his head. He also holds a thick book and a long wooden staff with a magical crystal held on top.
    - At level 10, his white antler crown becomes golden.
  + At all levels, the Grand Warden has a plain purple [Clan Badge](https://clashofclans.fandom.com/wiki/Clan_Badge) on his belt.
* **Trivia**
  + The Grand Warden was initially revealed as the new hero for [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) 11 at ClashCon 2015. However, only a silhouette of him was shown.
    - In the sneak peeks showcasing him, his hitpoints at level 20 were 2,000; however it was changed to 1,500 in its release.
    - His beta ability color was orange, but was later changed to yellow when released.
  + He is the only Home Village [hero](https://clashofclans.fandom.com/wiki/Heroes) who has only 30 levels, unlike 60 levels for both the [Barbarian King](https://clashofclans.fandom.com/wiki/Barbarian_King)and [Archer Queen](https://clashofclans.fandom.com/wiki/Archer_Queen).
  + He is the only [troop](https://clashofclans.fandom.com/wiki/Troops) in the game that can be changed as an air or ground unit.
  + He is also the only unit in the entire game that can behave as both a troop (attacking) and a building (defending). Thus, it's only possible to destroy his altar with a Lightning spell only if he is not guarding (and thus his altar will be empty.)
  + He is the only [hero](https://clashofclans.fandom.com/wiki/Heroes) to have two abilities.
  + He is the only Home Village [hero](https://clashofclans.fandom.com/wiki/Heroes) that doesn't summon a troop for the active ability.
  + He is the only [hero](https://clashofclans.fandom.com/wiki/Heroes) being able to be killed in one hit by a [trap](https://clashofclans.fandom.com/wiki/Traps)(When in air mode via [Seeking Air Mine](https://clashofclans.fandom.com/wiki/Seeking_Air_Mine)).
  + He is only hero in the Home Village available to be purchased and upgraded with [Elixir](https://clashofclans.fandom.com/wiki/Resource_Buildings#Elixir) and one of the two in the whole game, the other one being the [Battle Machine](https://clashofclans.fandom.com/wiki/Battle_Machine).
  + The Grand Warden's upgrades cost less than the initial cost of the Grand Warden, up to level 8.
  + He is the only hero that appears to be based on more than one unit, particularly the [Healer](https://clashofclans.fandom.com/wiki/Healer) and the [Wizard](https://clashofclans.fandom.com/wiki/Wizard), because of his use of magic and ability to heal friendly units.
  + He is the only [hero](https://clashofclans.fandom.com/wiki/Heroes) to turn into a form of [defensive structure](https://clashofclans.fandom.com/wiki/Defensive_Buildings) when defending. Consequently, he is the only [hero](https://clashofclans.fandom.com/wiki/Heroes) to be damaged by [Earthquake Spells](https://clashofclans.fandom.com/wiki/Earthquake_Spell) and not by [Poison Spells](https://clashofclans.fandom.com/wiki/Poison_Spell) when defending.
  + Like the [Barbarian King](https://clashofclans.fandom.com/wiki/Barbarian_King)'s sword, the Grand Warden's book and staff switches arms when he turns.
    - However, when the Grand Warden falls in battle, he drops his staff but holds on to his book.
  + Each successive upgrade of the Grand Warden adds anywhere between 2% to 2.3% health and anywhere between 3.4% to 5.1% damage, but every fifth level also adds a constant three minutes to his total regeneration time. As a consequence, the Grand Warden's regeneration rate changes as he levels up.
  + [](https://vignette.wikia.nocookie.net/clashofclans/images/a/a0/GWRegenChart.png/revision/latest?cb=20180628123725)

Regeneration rate for each level; click to enlarge

The Grand Warden's regeneration rate fluctuates, decreasing every fifth level and increasing at every other level. From an initial regeneration rate of 35.71 HP per minute at level 1, it increases up to 38 HP per minute at level 4 before dropping to 35.03 HP per minute at level 5, the lowest regeneration rate of any level; however the regeneration rate shows an slow upward trend as the levels increase, eventually reaching a maximum of 41.79 HP per minute at level 29 before dropping to 39.85 HP per minute at level 30.

* + His book resembles a [Book of Everything](https://clashofclans.fandom.com/wiki/Magic_Items).
  + The Grand Warden bears a great resemblance to the late television host, [Li Yong](http://en.wikipedia.org/wiki/Li_Yong_(television_host)).
    - Because of this, he is commonly called "(Li) Yong King" among Chinese players.
    - In January 2016, shortly after the Town Hall 11 Update, a show "Clash of Clans Players' Ceremony" was held in Beijing, China, with Li Yong as the main host due to this resemblance.
    - Like the [Barbarian King](https://clashofclans.fandom.com/wiki/Barbarian_King) and the [Archer Queen](https://clashofclans.fandom.com/wiki/Archer_Queen), he doesn‘t use the [Laboratory](https://clashofclans.fandom.com/wiki/Laboratory), so you need a Builder to upgrade it.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Preferred Target** | **Attack Type** | [Movement Speed](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed) | **Attack Speed** | **Range** | **Search Radius** |
| Any | Ranged (Ground & Air) | 16 | 1.8s | 7 | 10 |

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Level** | **Damage per Second** | **Damage per Hit** | **Hitpoints** | **Regen Time** | **Ability Level** | [Training Cost](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Elixir](https://clashofclans.fandom.com/wiki/Resources#Elixir)** | **Training Time** | [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall)**Level Required** |
| 1 | 50 | 90 | 1,000 | 28m | N/A | 6,000,000 | N/A | 11 |
| 2 | 52 | 93.6 | 1,021 | 28m | N/A | 2,500,000 | 12h | 11 |
| 3 | 54 | 97.2 | 1,042 | 28m | N/A | 3,000,000 | 1d | 11 |
| 4 | 56 | 100.8 | 1,064 | 28m | N/A | 3,500,000 | 1d 12h | 11 |
| 5 | 58 | 104.4 | 1,086 | 31m | 1 | 4,000,000 | 2d | 11 |
| 6 | 60 | 108 | 1,108 | 31m | 1 | 4,500,000 | 2d 12h | 11 |
| 7 | 63 | 113.4 | 1,131 | 31m | 1 | 5,000,000 | 3d | 11 |
| 8 | 66 | 118.8 | 1,155 | 31m | 1 | 5,500,000 | 3d 12h | 11 |
| 9 | 69 | 124.2 | 1,180 | 31m | 1 | 6,000,000 | 4d | 11 |
| 10 | 72 | 129.6 | 1,206 | 34m | 2 | 6,500,000 | 4d 12h | 11 |
| 11 | 75 | 135 | 1,233 | 34m | 2 | 7,000,000 | 5d | 11 |
| 12 | 78 | 140.4 | 1,261 | 34m | 2 | 7,500,000 | 5d 12h | 11 |
| 13 | 82 | 147.6 | 1,290 | 34m | 2 | 8,000,000 | 6d | 11 |
| 14 | 86 | 154.8 | 1,320 | 34m | 2 | 8,400,000 | 6d 12h | 11 |
| 15 | 90 | 162 | 1,350 | 37m | 3 | 8,800,000 | 7d | 11 |
| 16 | 94 | 169.2 | 1,380 | 37m | 3 | 9,100,000 | 7d | 11 |
| 17 | 98 | 176.4 | 1,410 | 37m | 3 | 9,400,000 | 7d | 11 |
| 18 | 102 | 183.6 | 1,440 | 37m | 3 | 9,600,000 | 7d | 11 |
| 19 | 106 | 190.8 | 1,470 | 37m | 3 | 9,800,000 | 7d | 11 |
| 20 | 110 | 198 | 1,500 | 40m | 4 | 10,000,000 | 7d | 11 |
| 21 | 115 | 207 | 1,530 | 40m | 4 | 10,000,000 | 7d | 12 |
| 22 | 120 | 216 | 1,561 | 40m | 4 | 10,200,000 | 7d | 12 |
| 23 | 125 | 225 | 1,593 | 40m | 4 | 10,400,000 | 7d | 12 |
| 24 | 130 | 234 | 1,625 | 40m | 4 | 10,600,000 | 7d | 12 |
| 25 | 136 | 244.8 | 1,658 | 43m | 5 | 10,800,000 | 7d | 12 |
| 26 | 142 | 255.6 | 1,692 | 43m | 5 | 11,000,000 | 7d | 12 |
| 27 | 148 | 266.4 | 1,726 | 43m | 5 | 11,200,000 | 7d | 12 |
| 28 | 154 | 277.2 | 1,761 | 43m | 5 | 11,400,000 | 7d | 12 |
| 29 | 161 | 289.8 | 1,797 | 43m | 5 | 11,600,000 | 7d | 12 |
| 30 | 168 | 302.4 | 1,833 | 46m | 6 | 11,800,000 | 7d | 12 |

**Life Aura Ability (Passive)**

|  |  |  |
| --- | --- | --- |
| **Ability Level** | **% HP Increase** | **Max HP Increase** |
| 1 | 20.0% | 70 |
| 2 | 21.1% | 76 |
| 3 | 22.2% | 82 |
| 4 | 23.3% | 88 |
| 5 | 24.4% | 94 |
| 6 | 25.6% | 101 |
| 7 | 26.8% | 108 |
| 8 | 28.1% | 116 |
| 9 | 29.5% | 125 |
| 10 | 31.0% | 135 |
| 11 | 32.6% | 146 |
| 12 | 34.3% | 158 |
| 13 | 36.1% | 171 |
| 14 | 38.0% | 185 |
| 15 | 40.0% | 200 |
| 16 | 42.0% | 215 |
| 17 | 44.0% | 230 |
| 18 | 46.0% | 245 |
| 19 | 48.0% | 260 |
| 20 | 50.0% | 275 |
| 21 | 52.0% | 290 |
| 22 | 54.0% | 305 |
| 23 | 56.0% | 320 |
| 24 | 58.0% | 335 |
| 25 | 60.0% | 350 |
| 26 | 62.0% | 365 |
| 27 | 64.0% | 380 |
| 28 | 66.0% | 395 |
| 29 | 68.0% | 410 |
| 30 | 70.0% | 425 |

**Eternal Tome Ability (Active)**

|  |  |
| --- | --- |
| **Ability Level** | **Ability Time** |
| 1 | 3.5s |
| 2 | 4s |
| 3 | 4.5s |
| 4 | 5s |
| 5 | 5.5s |
| 6 | 6s |

# Troops

## Barbarian



***"This fearless warrior relies on his bulging muscles and striking mustache to wreak havoc in enemy villages. Release a horde of Barbarians and enjoy the mayhem!"***

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Barbarian1 | Barbarian3 | Barbarian5 | Barbarian6 | Barbarian7 | Barbarian8 |
| **Level 1 & 2** | **Level 3 & 4** | **Level 5** | **Level 6** | **Level 7** | **Level 8** |

* **Summary**
  + The Barbarian is a male kilt-clad Scottish warrior with an angry, battle-ready expression, hungry for destruction. He has close-cropped blonde hair and a long, yellow horseshoe mustache.
  + The Barbarian is the first [troop](https://clashofclans.fandom.com/wiki/Army) unlocked in the [Barracks](https://clashofclans.fandom.com/wiki/Barracks).
  + Barbarians have no preferred target when attacking; they will simply attack the closest building. However, once they become aware of enemy [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) [troops](https://clashofclans.fandom.com/wiki/Troops), [Heroes](https://clashofclans.fandom.com/wiki/Heroes), or [Skeleton Trap](https://clashofclans.fandom.com/wiki/Skeleton_Trap) skeletons (either by being attacked themselves or by being near another friendly [troop](https://clashofclans.fandom.com/wiki/Troops) under attack), they will leave their previously targeted building and instead engage the enemy [troops](https://clashofclans.fandom.com/wiki/Troops). Once all of the nearby enemy [troops](https://clashofclans.fandom.com/wiki/Troops) are defeated, the Barbarians will proceed to attack the nearest structure.
* **Offensive Strategy**
  + [Archers](https://clashofclans.fandom.com/wiki/Archer) and [Giants](https://clashofclans.fandom.com/wiki/Giant) are commonly used to support Barbarians.
  + Large hordes of Barbarians are very effective as they will quickly destroy anything in their path. This is balanced by the fact that the Barbarians are not very effective under heavy fire from splash damaging buildings. As such, players sometimes spread Barbarians to avoid them all being picked off in one group by a [Mortar](https://clashofclans.fandom.com/wiki/Mortar), [Wizard Tower](https://clashofclans.fandom.com/wiki/Wizard_Tower) or [Bomb Tower](https://clashofclans.fandom.com/wiki/Bomb_Tower), as they deal splash damage.
  + Besides doing splash damage, the [Mortar](https://clashofclans.fandom.com/wiki/Mortar) also knocks back any Barbarians it strikes by 2 tiles (sometimes this can even change the Barbarians' target if it moves them closer to another building).
  + Players also sometimes use Barbarians first to test what [troops](https://clashofclans.fandom.com/wiki/Army) are in the defending player's [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle), where any [Traps](https://clashofclans.fandom.com/wiki/Traps) are, and where any [Hidden Teslas](https://clashofclans.fandom.com/wiki/Hidden_Tesla) are.
  + Barbarians can act as a "poor man's" distracting [troop](https://clashofclans.fandom.com/wiki/Army) in a similar fashion to [Giants](https://clashofclans.fandom.com/wiki/Giant); while they have far less health individually, a group of five Barbarians (the same housing requirement as one [Giant](https://clashofclans.fandom.com/wiki/Giant)) has approximately 75% of the health as a similar-level [Giant](https://clashofclans.fandom.com/wiki/Giant) (up to level 5) while doing nearly 4 times the damage (and cost approximately 20-25% of the [Elixir](https://clashofclans.fandom.com/wiki/Resources#Elixir) to train). Note that this strategy is far less effective if splash damage [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings) are in the area, as they will damage all Barbarians at once and destroy them relatively quickly.
  + They are good to take out lone buildings, like [Builder's Huts](https://clashofclans.fandom.com/wiki/Builder%27s_Hut) placed far away to prevent full destruction.
  + If a [Mortar](https://clashofclans.fandom.com/wiki/Mortar) is exposed and otherwise undefended, a single Barbarian can easily destroy it as [Mortars](https://clashofclans.fandom.com/wiki/Mortar" \o "Mortar)cannot target [troops](https://clashofclans.fandom.com/wiki/Army) which are within 4 tiles of them.
  + Barbarians, along with [Archers](https://clashofclans.fandom.com/wiki/Archer), are normally used in swarms to defeat [Barbarian King](https://clashofclans.fandom.com/wiki/Barbarian_King) or the [Archer Queen](https://clashofclans.fandom.com/wiki/Archer_Queen). This is because they are inexpensive, and take up the minimum amount of housing space and therefore can be deployed in large numbers; the fact that [Hero](https://clashofclans.fandom.com/wiki/Heroes) attacks are single-target means that the [Hero](https://clashofclans.fandom.com/wiki/Heroes) can only kill one of the swarming [troops](https://clashofclans.fandom.com/wiki/Army) at a time.
* **Defensive Strategy**
  + Barbarians are not too weak for [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) [troops](https://clashofclans.fandom.com/wiki/Army) as they have relatively high health and damage for single housing space [troops](https://clashofclans.fandom.com/wiki/Army). They are capable of soaking up a decent amount of damage, delaying attackers and allowing your fixed [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings) to take care of the rest. Because their housing space is only 1, you will be able to have a large amount of them in your [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle), making them more time consuming to lure out.
    - However, since the introduction of the [Poison Spell](https://clashofclans.fandom.com/wiki/Poison_Spell), low-HP units such as the Barbarian are significantly less effective inside [Clan Castles](https://clashofclans.fandom.com/wiki/Clan_Castle).
* **Upgrade Differences**
  + The Barbarian undergoes significant visual changes at levels 5, 6 and 8.
    - Initially, the Barbarian appears to be a short, muscular man wearing a brown kilt with a leather belt and a steel shield-shaped buckle. He also has spiked wristbands on both arms, as well as a short [claymore](http://en.wikipedia.org/wiki/claymore) in his right hand. He wears a pair of leather sandals on his feet.
    - At level 3, the Barbarian gains a brown leather headband with an emblem on the center, and a bigger, longer claymore.
    - At level 5, the Barbarian’s headband is replaced with a horned helmet and his claymore turns into bronze.
    - At level 6, the Barbarian wields a dark iron claymore and sports a mightier horned helmet of a dark gray color and gray horns pointing downward, similar to that of the [Master League](https://clashofclans.fandom.com/wiki/Leagues) symbol. All accouterments (kilt, belt, wristbands, and sandals) turn a darker shade of brown as well.
    - At level 7, the Barbarian replaces the dark claymore with a lighter-gray one that appears to be molten on each edge, and his horned helmet gains a gold accent along with gold horns. The spiked bracelets on his wrists turn black, and the spikes become gold. His belt buckle also becomes brass-colored.
    - At level 8, the Barbarian uses a new helmet with larger horns pointing upwards and fur on its front. His bracelets are now solid bands of metal and bronze.
* **Trivia**
  + Of the three [troops](https://clashofclans.fandom.com/wiki/Army) that occupy only one housing space (Barbarian, [Archer](https://clashofclans.fandom.com/wiki/Archer), and [Goblin](https://clashofclans.fandom.com/wiki/Goblin)), the Barbarian has the highest health and does the second-most damage ([Goblins](https://clashofclans.fandom.com/wiki/Goblin) of similar level have higher damage per second). He is also the slowest-moving but fastest to [train](https://clashofclans.fandom.com/wiki/Barracks).
  + When you tap on an [Army Camp](https://clashofclans.fandom.com/wiki/Army_Camp), all the Barbarians stationed there will briefly raise their sword.
  + You can have a maximum of 280 Barbarians at one time in a complete set of fully upgraded [Army Camps](https://clashofclans.fandom.com/wiki/Army_Camp). This number increases to 320 if you include the 40 that can fit into a fully upgraded [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle). On the battlefield, you can clone an additional 90 Barbarians with three fully upgraded [Clone Spells](https://clashofclans.fandom.com/wiki/Clone_Spell). You can also summon 24 additional Barbarians with a maximum-level [Barbarian King](https://clashofclans.fandom.com/wiki/Barbarian_King).
  + The level 6 Barbarian's helmet greatly resembles the [iron helmet](https://elderscrolls.fandom.com/wiki/Iron_Helmet_(Skyrim)) from [The Elder Scrolls V: Skyrim](http://en.wikipedia.org/wiki/The_Elder_Scrolls_V:_Skyrim). It is also the one worn by the Last Dragonborn in Skyrim's trailer.
    - This is re-used in Clash Royale as a card called Elite Barbarians. The normal Barbarians in Clash Royale are based on Level 1 Barbarians in Clash of Clans.
  + Barbarians bear more than a passing resemblance to [Hulk Hogan](http://en.wikipedia.org/wiki/Hulk_Hogan).
  + The Barbarian is the trademarked logo for Clash Of Clans.
  + An event lasted from 29/1/15 through 5/2/15, during which the Barbarian's training speed was 5 times faster, along with the [Dragon](https://clashofclans.fandom.com/wiki/Dragon).
  + As of the July 1, 2015 update, the training cost has been increased in levels 4-7.
  + Barbarians are one of only three [troops](https://clashofclans.fandom.com/wiki/Army) that are nonfictional. All the other [troops](https://clashofclans.fandom.com/wiki/Army) (except [Archers](https://clashofclans.fandom.com/wiki/Archer) and [Miners](https://clashofclans.fandom.com/wiki/Miner)) are based on mythological humans/creatures.
  + On 4/8/17, low-level Barbarians could be seen working on buildings in place of [Builders](https://clashofclans.fandom.com/wiki/Builder) in the Home Village owing to the latter's departure. A week later, on 11/8/17, their role was then taken over by the [Giants](https://clashofclans.fandom.com/wiki/Giant).

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Preferred Target Target** | **Attack Type Damagetype** | [**Housing Space**](https://clashofclans.fandom.com/wiki/Army_Camp/Home_Village)**Housing** | [**Movement Speed**](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed)**[Speed](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed)** | **Attack Speed Attackspeed** | [**Barracks**](https://clashofclans.fandom.com/wiki/Barracks)**Level Required [Barracks13](https://clashofclans.fandom.com/wiki/Barracks)** | **Range Range** |
| None | Melee (Ground Only) | 1 | 16 | 1s | 1 | 0.4 tiles |

|  |  |
| --- | --- |
| **Training Time of Barbarians** | |
| **Number of**[**Barracks**](https://clashofclans.fandom.com/wiki/Barracks)**that aren't under upgrade** | **Training Time** |
| 1 | 20 seconds |
| 2 | 10 seconds |
| 3 | 6 seconds |
| 4 | 5 seconds |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Level Level** | **Damage per Second Damage** | **Damage per Attack Damage** | **Hitpoints Hitpoint** | [**Training Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Elixir](https://clashofclans.fandom.com/wiki/Resources#Elixir)** | [**Research Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Elixir](https://clashofclans.fandom.com/wiki/Resources#Elixir)** | [**Laboratory**](https://clashofclans.fandom.com/wiki/Laboratory)**Level Required [Laboratory10](https://clashofclans.fandom.com/wiki/Laboratory)** | [**Research Time**](https://clashofclans.fandom.com/wiki/Laboratory)**Stopwatch** |
| 1 | 8 | 8 | 45 | 25 | N/A | N/A | N/A |
| 2 | 11 | 11 | 54 | 40 | 50,000 | 1 | 6 hours |
| 3 | 14 | 14 | 65 | 60 | 150,000 | 3 | 1 day |
| 4 | 18 | 18 | 78 | 100 | 500,000 | 5 | 2 days |
| 5 | 23 | 23 | 95 | 150 | 1,500,000 | 6 | 3 days |
| 6 | 26 | 26 | 110 | 200 | 4,500,000 | 7 | 4 days |
| 7 | 30 | 30 | 145 | 250 | 6,000,000 | 8 | 5 days |
| 8 | 34 | 34 | 205 | 300 | 8,000,000 | 9 | 8 days |

## Archer



***"These sharpshooters like to keep their distance on the battlefield and in life. Nothing makes them happier than single-mindedly taking down their target."***

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Archer1 | Archer3 | Archer5 | Archer6 | Archer7 | Archer8 |
| **Level 1 & 2** | **Level 3 & 4** | **Level 5** | **Level 6** | **Level 7** | **Level 8** |

* **Summary**
  + The Archer is a single target ranged troop unlocked in [Barracks](https://clashofclans.fandom.com/wiki/Barracks) level two.
  + The Archer is a female warrior with sharp eyes. She wears a short, light green dress, a hooded cape, a leather belt, and an attached small pouch. She has a quiver slung on her back, a gold shortbow in her left hand, and a golden band on each of her upper arms.
  + She is the first ranged troop unlocked in the [Barracks](https://clashofclans.fandom.com/wiki/Barracks), and the second overall [troop](https://clashofclans.fandom.com/wiki/Army) unlocked in the game.
  + Archers have no preferred target when attacking; they will simply attack the closest building. However, once they become aware of enemy [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) [troops](https://clashofclans.fandom.com/wiki/Troops), [Heroes](https://clashofclans.fandom.com/wiki/Heroes), or [Skeleton Trap](https://clashofclans.fandom.com/wiki/Skeleton_Trap) skeletons (either by being attacked themselves or by being near another friendly [troop](https://clashofclans.fandom.com/wiki/Troops) under attack), they will leave their previously targeted building and instead engage the enemy [troops](https://clashofclans.fandom.com/wiki/Troops). Once all of the nearby enemy [troops](https://clashofclans.fandom.com/wiki/Troops) are defeated, the Archers will proceed to attack the nearest structure.
* **Offensive Strategy**
  + Archers are very weak when under fire but have a long range and can attack over [Walls](https://clashofclans.fandom.com/wiki/Walls). Their low health makes them vulnerable to nearly all [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings), but [Mortars](https://clashofclans.fandom.com/wiki/Mortar), [Wizard Towers](https://clashofclans.fandom.com/wiki/Wizard_Tower) and even [Bombs](https://clashofclans.fandom.com/wiki/Bomb) are especially dangerous as they deal splash damage, which can take out groups of Archers quickly. This hindrance can be alleviated by placing them in several small groups so that one or a few hits does not kill all of your Archers.
  + Archers work well when deployed in large numbers. However, it's a good idea to spread them out so that a [Mortar](https://clashofclans.fandom.com/wiki/Mortar) or [Wizard Tower](https://clashofclans.fandom.com/wiki/Wizard_Tower) cannot kill them with a single shot. This strategy is called an Archer Rush.
  + Due to the Archer's low health, some people find it useful to use [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian) or [Giants](https://clashofclans.fandom.com/wiki/Giant) as a distracting unit or "meat shield" in order to draw fire away from them.
  + Even at higher levels, using solely Archers and [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian) has a chance (albeit small) of getting 2 stars (50% damage and destroyed [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall)). Rarely does this combination wipe a base entirely. This is one of the main reasons why an army combination of Barbarians and Archers is almost always used for farming rather than trophy pushing or war.
  + Archers can be destroyed in a single shot by a [Mortar](https://clashofclans.fandom.com/wiki/Mortar) of the same level. Consequently, at [Town Hall 9](https://clashofclans.fandom.com/wiki/Town_Hall) and above (with a level 7 [Mortar](https://clashofclans.fandom.com/wiki/Mortar)), even maximum-level Archers can be killed instantly by [Mortar](https://clashofclans.fandom.com/wiki/Mortar) fire.
  + The [Mortar's](https://clashofclans.fandom.com/wiki/Mortar) blind spot is smaller than the Archer's range, so they aren't safe from any tower except [Air Defenses](https://clashofclans.fandom.com/wiki/Air_Defense).
  + Another strategy is to try out dead spots. Deploy one Archer for each building and see if you get hit by any defenses. With this tactic, you will be able to destroy a lot of buildings and get a lot of loot without much loss. Additionally, you can go for the 50% damage and get one star by taking risks and destroying a few more buildings.
  + They are good to take out lone buildings, like [Builder's Huts](https://clashofclans.fandom.com/wiki/Builder%27s_Hut) placed far away to prevent full destruction.
  + Putting a handful of Archers on one defensive building where only that building can attack the group is usually successful, but should only be done depending on the level of both your Archers and the defending building.
  + When the [Archer Queen](https://clashofclans.fandom.com/wiki/Archer_Queen) uses her Royal Cloak ability, she summons up to sixteen Archers equal to the level of Archers you have researched in the [Laboratory](https://clashofclans.fandom.com/wiki/Laboratory).
  + Archers are expendable and have a very low cost, so you can deploy a few archers around an enemy base to set off some suspicious traps like [Giant Bombs](https://clashofclans.fandom.com/wiki/Giant_Bomb) so you can deploy other [troops](https://clashofclans.fandom.com/wiki/Army) safely.
  + Archers are excellent at luring and killing [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) troops, due to their ability to target dangerous troops at range. Spreading them out in a circle when killing the Clan Castle troops will minimise effects from splash-damaging troops like [Wizards](https://clashofclans.fandom.com/wiki/Wizard) or [Dragons](https://clashofclans.fandom.com/wiki/Dragon).
* **Defensive Strategy**
  + She is an excellent [troop](https://clashofclans.fandom.com/wiki/Army) to have in the [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) because she can target both [Air](https://clashofclans.fandom.com/wiki/Category:Air_Troops) and [Ground Units](https://clashofclans.fandom.com/wiki/Category:Ground_Troops). Like all low health [troops](https://clashofclans.fandom.com/wiki/Army) she is vulnerable to [Lightning Spells](https://clashofclans.fandom.com/wiki/Lightning_Spell) and [Poison Spells](https://clashofclans.fandom.com/wiki/Poison_Spell); if your enemy successfully lures them out of your [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle), he/she can wipe out all of your Archers with a single [Lightning Spell](https://clashofclans.fandom.com/wiki/Lightning_Spell) or [Poison Spell](https://clashofclans.fandom.com/wiki/Poison_Spell). You can make it more difficult to lure them out by locating your [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) deep in the interior of your base.
  + If she is behind a [Wall](https://clashofclans.fandom.com/wiki/Walls) when enemy melee [Troops](https://clashofclans.fandom.com/wiki/Army) *without a favorite target* notice her, those [troops](https://clashofclans.fandom.com/wiki/Army) will start attacking the [Wall](https://clashofclans.fandom.com/wiki/Walls) in order to reach her. Unfortunately, she will often forget to stay behind the wall and begin attacking the [Troops](https://clashofclans.fandom.com/wiki/Army) in open space.
* **Upgrade Differences**
  + The Archer undergoes significant visual changes at levels 3, 5 and 6.
    - Initially, the Archer is a young woman, with pink hair, green coloured clothing, including a belt. She also has a bow with arrows stored on her back.
    - At level 3, the Archer’s hair turns purple and has a quiver full of flaming arrows.
    - At level 5, the Archer’s hair turns back to pink, but she now wears her hood up. She has a quiver full of lightning arrows.
    - At level 6, the Archer's hair switches back to a slightly darker shade of purple that grows slightly longer. She gains a tiara and the arrows have purple fletchings. Her cape also turns from green to black.
    - At level 7, the Archer gains a small black crystal, similar to that of level eight walls on her tiara, which she wears untucked. Her cape becomes lined with a gold fabric and her quiver receives gold trim. Her arrows flame up whenever they are shot.
    - At level 8, the Archer’s hair turns back to its original pink color and her tiara’s crystal turns purple, similar to that of a level 7 wall. Her tiara now has a “V” shaped crest for the crystal.
* **Trivia**
  + It's unknown why the Archer has a small pouch on her belt, though it's most likely there to store supplies such as bow strings and water.
  + Archers are generally recognized as the most popularly requested [troops](https://clashofclans.fandom.com/wiki/Army) for the [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle).
  + When you tap on the [Army Camp](https://clashofclans.fandom.com/wiki/Army_Camp), all the archers stationed there pump their fists in the air three times.
  + You can have a maximum of 280 Archers at one time in a complete set of fully upgraded [Army Camps](https://clashofclans.fandom.com/wiki/Army_Camp). This number increases to 320 if you include the 40 that can fit into a fully upgraded [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle). On the battlefield, you can clone an additional 90 Archers with three fully upgraded [Clone Spells](https://clashofclans.fandom.com/wiki/Clone_Spell). On the battlefield, you can summon 14 additional Archers with a maximum-level [Archer Queen](https://clashofclans.fandom.com/wiki/Archer_Queen).
  + Since the July 1, 2015 Update, the arrow speed of the Archers and the [Archer Towers](https://clashofclans.fandom.com/wiki/Archer_Tower) has been increased.
  + She is the only ranged low health unit, although the [Minion](https://clashofclans.fandom.com/wiki/Minion) can be used in a similar role.
  + Unlocking the Archer in the [Barracks](https://clashofclans.fandom.com/wiki/Barracks) earns you the first level of the [Release the Beasts](https://clashofclans.fandom.com/wiki/Achievements) achievement.
  + She is one of 6 female [Troops](https://clashofclans.fandom.com/wiki/Army), which includes the [Archer Queen](https://clashofclans.fandom.com/wiki/Archer_Queen).
  + Archers are among the only four [troops](https://clashofclans.fandom.com/wiki/Army) in the Home Village that actually lived in history. All the other [troops](https://clashofclans.fandom.com/wiki/Army) (except [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian), [Miners](https://clashofclans.fandom.com/wiki/Miner), and maybe [Balloons](https://clashofclans.fandom.com/wiki/Balloon)) are based off a mythological human/creature.
  + As of the October 2016 Update, the training time of Archers for a single Barracks has been reduced from 25 seconds to 24 seconds.
  + On 17 March 2013 there was a Clash-Off competition involving Archers and [Valkyries](https://clashofclans.fandom.com/wiki/Valkyrie):

"Chief, it’s time for a CLASH OFF!! Archer or [Valkyrie](https://clashofclans.fandom.com/wiki/Valkyrie)? Pick your favorite and tell us why - you could win 1000 [gems](https://clashofclans.fandom.com/wiki/Gems)!!! We'll announce the winner tomorrow!"

The winning comment was made by Paula Shayne Lao Olbes, supporting Archers. She said: [ClashOFF17March](https://vignette.wikia.nocookie.net/clashofclans/images/3/32/ClashOFF17March.png/revision/latest?cb=20130322102418)

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| --- | --- | --- | --- | --- | --- | --- |
| **Preferred Target Target** | **Attack Type Damagetype** | [**Housing Space**](https://clashofclans.fandom.com/wiki/Army_Camp/Home_Village)**Housing** | [**Movement Speed**](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed)**[Speed](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed)** | **Attack Speed Attackspeed** | [**Barracks**](https://clashofclans.fandom.com/wiki/Barracks)**Level Required [Barracks13](https://clashofclans.fandom.com/wiki/Barracks)** | **Range Range** |
| None | Ranged (Ground & Air) | 1 | 24 | 1s | 2 | 3.5 tiles |

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| --- | --- |
| **Training Time of Archers** | |
| **Number of level 2 or higher**[**Barracks**](https://clashofclans.fandom.com/wiki/Barracks)**that aren't under upgrade** | **Training Time** |
| 1 | 24 seconds |
| 2 | 12 seconds |
| 3 | 8 seconds |
| 4 | 6 seconds |

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| --- | --- | --- | --- | --- | --- | --- | --- |
| **Level Level** | **Damage per Second Damage** | **Damage per Attack Damage** | **Hitpoints Hitpoint** | [**Training Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Elixir](https://clashofclans.fandom.com/wiki/Resources#Elixir)** | [**Research Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Elixir](https://clashofclans.fandom.com/wiki/Resources#Elixir)** | [**Laboratory**](https://clashofclans.fandom.com/wiki/Laboratory)**Level Required [Laboratory10](https://clashofclans.fandom.com/wiki/Laboratory)** | [**Research Time**](https://clashofclans.fandom.com/wiki/Laboratory)**Stopwatch** |
| 1 | 7 | 7 | 20 | 50 | N/A | N/A | N/A |
| 2 | 9 | 9 | 23 | 80 | 50,000 | 1 | 12 hours |
| 3 | 12 | 12 | 28 | 120 | 250,000 | 3 | 1 day |
| 4 | 16 | 16 | 33 | 200 | 750,000 | 5 | 2 days |
| 5 | 20 | 20 | 40 | 300 | 2,250,000 | 6 | 3 days |
| 6 | 22 | 22 | 44 | 400 | 6,000,000 | 7 | 4 days |
| 7 | 25 | 25 | 48 | 500 | 7,500,000 | 8 | 5 days |
| 8 | 28 | 28 | 52 | 600 | 9,000,000 | 9 | 8 days |

## Giant



***"These big guys may seem calm, but show them a turret or***[***cannon***](https://clashofclans.fandom.com/wiki/Cannon)***and you'll see their fury unleashed! Slow yet durable, these warriors are best used to soak up hits."***

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| --- | --- | --- |
| Giant1 | Giant3 | Giant5 |
| **Level 1 & 2** | **Level 3 & 4** | **Level 5** |

|  |  |  |  |
| --- | --- | --- | --- |
| Giant6 | Giant7 | Giant8 | Giant9 |
| **Level 6** | **Level 7** | **Level 8** | **Level 9** |

* **Summary**
  + The Giant is the third [troop](https://clashofclans.fandom.com/wiki/Army) unlocked in the [Barracks](https://clashofclans.fandom.com/wiki/Barracks).
  + The Giant’s first target is [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings), making them an ideal [troop](https://clashofclans.fandom.com/wiki/Army) to deploy to get rid of defenses fast. However, due to their low attack damage they are better used in large groups.
  + Giants prioritize [defensive structures](https://clashofclans.fandom.com/wiki/Defensive_Buildings) above all other targets, and will bypass all other types of enemy [buildings](https://clashofclans.fandom.com/wiki/Buildings) and [troops](https://clashofclans.fandom.com/wiki/Troops) while any [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings) remain on the battlefield. This is true even if they are under attack by enemy [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) [troops](https://clashofclans.fandom.com/wiki/Troops), [heroes](https://clashofclans.fandom.com/wiki/Heroes) or [Skeleton Trap](https://clashofclans.fandom.com/wiki/Skeleton_Trap) skeletons. Note that like all [troops](https://clashofclans.fandom.com/wiki/Troops) that prioritize [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings), Giants do not consider the [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) to be a [defense](https://clashofclans.fandom.com/wiki/Defensive_Buildings) regardless of whether or not it contains enemy [troops](https://clashofclans.fandom.com/wiki/Troops), but do consider the defending [Grand Warden](https://clashofclans.fandom.com/wiki/Grand_Warden) and the level 12 [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall)(if its [Giga Tesla](https://clashofclans.fandom.com/wiki/Giga_Tesla) has been triggered) to be defensive buildings.   
    Once all [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings) are destroyed, Giants become like any other [troop](https://clashofclans.fandom.com/wiki/Troops) with no preferred target; they will attack the nearest building to them regardless of type, and will turn and attack enemy [units](https://clashofclans.fandom.com/wiki/Troops) if they become aware of any nearby.
* **Offensive Strategy**
  + A good [raiding](https://clashofclans.fandom.com/wiki/Raids) strategy is to fill your [Army Camp](https://clashofclans.fandom.com/wiki/Army_Camp/Home_Village) with Giants and [Archers](https://clashofclans.fandom.com/wiki/Archer); together they can easily wipe out a base. Use the Giants to distract all the [Defensive Buildings](https://clashofclans.fandom.com/wiki/Defensive_Buildings) while the [Archers](https://clashofclans.fandom.com/wiki/Archer) take everything down.
  + At the beginning of a [Raid](https://clashofclans.fandom.com/wiki/Raids), send in several Giants closest to the [Mortar(s)](https://clashofclans.fandom.com/wiki/Mortar)/[Wizard Tower(s)](https://clashofclans.fandom.com/wiki/Wizard_Tower). As soon as the [Mortar](https://clashofclans.fandom.com/wiki/Mortar) hits the Giants, send in the necessary number of [Wall Breakers](https://clashofclans.fandom.com/wiki/Wall_Breaker) to help the Giants break through the [walls](https://clashofclans.fandom.com/wiki/Walls). Once the [Mortar(s)](https://clashofclans.fandom.com/wiki/Mortar) and [Wizard Tower(s)](https://clashofclans.fandom.com/wiki/Wizard_Tower) are destroyed, you can send in swarms of lower hit point [Troops](https://clashofclans.fandom.com/wiki/Army) such as [Goblins](https://clashofclans.fandom.com/wiki/Goblin) and [Archers](https://clashofclans.fandom.com/wiki/Archer). If you are up for a trophy raid and have a successive amount of [Elixir](https://clashofclans.fandom.com/wiki/Elixir), you can send a group of [Wizards](https://clashofclans.fandom.com/wiki/Wizard) just as soon as the defenses start attacking your giants. This strategy is helpful for bases [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) 5-7, especially in wars.
  + Giants have a lot of health but are slow and have low attack power, so use them in groups.
  + Giants are weak against many [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings) grouped together.
  + You can use Giants as a cheap meat shield while deploying other, higher damaging [troops](https://clashofclans.fandom.com/wiki/Army) to destroy buildings.
  + Another strategy is to send many Giants with one or more [Healers](https://clashofclans.fandom.com/wiki/Healer). Be wary of [Air Defenses](https://clashofclans.fandom.com/wiki/Air_Defense) and other anti-air towers, however, as [Healers](https://clashofclans.fandom.com/wiki/Healer) are very weak and have many vulnerabilities. To counter this it is recommended to place a Giant and [Wall Breakers](https://clashofclans.fandom.com/wiki/Wall_Breaker) near an [Air Defense](https://clashofclans.fandom.com/wiki/Air_Defense) on the outside to clear the way for [Healers](https://clashofclans.fandom.com/wiki/Healer).
  + In general, Giants make better distracting [troops](https://clashofclans.fandom.com/wiki/Army) than [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian) due to their much higher health. Because of this they are less vulnerable to [Mortar](https://clashofclans.fandom.com/wiki/Mortar) fire and [other splash damage](https://clashofclans.fandom.com/wiki/Wizard_Tower), and are much harder to kill.
  + Giants ignore defensive [troops](https://clashofclans.fandom.com/wiki/Army) ([Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) [Troops](https://clashofclans.fandom.com/wiki/Army), skeletons from [Skeleton Traps](https://clashofclans.fandom.com/wiki/Skeleton_Trap), [Barbarian King](https://clashofclans.fandom.com/wiki/Barbarian_King)and [Archer Queen](https://clashofclans.fandom.com/wiki/Archer_Queen)) as long as there is still a visible Defensive Building on the base. Be sure to eliminate defensive [troops](https://clashofclans.fandom.com/wiki/Army) to protect Giants.
* **Defensive Strategy**
  + Giants can be especially susceptible to [Spring Traps](https://clashofclans.fandom.com/wiki/Spring_Trap/Home_Village) due to the predictable nature of their AI, and the fact that it can destroy 3 Giants at a time because a level 1 spring trap can kill 15 housing space and Giants only take up 5. Use this to your advantage and place strategic gaps in your [Walls](https://clashofclans.fandom.com/wiki/Walls/Home_Village) with [defensive structures](https://clashofclans.fandom.com/wiki/Defensive_Buildings) behind them, and fill the gaps with one or more [Spring Traps](https://clashofclans.fandom.com/wiki/Spring_Trap/Home_Village).
  + Giants are reasonably good defensive [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) [Troops](https://clashofclans.fandom.com/wiki/Army), as their high health means that multiple offensive units will have to be dispatched to deal with them (a [Lightning Spell](https://clashofclans.fandom.com/wiki/Lightning_Spell) will not be sufficient). They will also take a relatively long time to kill, delaying the enemy attack. However, the problem with using giants as [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) [Troops](https://clashofclans.fandom.com/wiki/Army) is that when they come out to defend, they take up five spaces. This means that if the enemy has enough [troops](https://clashofclans.fandom.com/wiki/Army) to one hit a giant, it will be more efficient to use five [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian), as the enemy [troops](https://clashofclans.fandom.com/wiki/Army) will have to reload. As such, it will take five times as long.
  + A group of [Mortars](https://clashofclans.fandom.com/wiki/Mortar) surrounded by other defenses can spam out a group of Giant's health is seconds. Although sometimes [Healing Spells](https://clashofclans.fandom.com/wiki/Healing_Spell) can be used to add the lost health from the Mortars. If the attacker provides [Wizards](https://clashofclans.fandom.com/wiki/Wizard), [Goblins](https://clashofclans.fandom.com/wiki/Goblin) or [Archers](https://clashofclans.fandom.com/wiki/Archer), a [Mortar](https://clashofclans.fandom.com/wiki/Mortar) can handle that in ease.
* **Upgrade Differences**
  + The Giant undergoes significant visual changes at levels 3, 6, and 9.
    - Initially, the Giant has a brown tunic with a red belt and copper buckle around his waist. He otherwise has no accessories.
    - At level 3, the Giant gains iron cuffs around his arms and iron knuckles on his hands.
    - At level 5, the Giant exchanges the dark metal cuffs and knuckles for golden - brass colored ones.
    - At level 6, the Giant upgrades his cuffs and knuckles to a black metal. He also grows a long, thick red beard and dons a black feather cape.
    - At level 7, the Giant acquires a golden chestplate underneath its brown tunic that reaches to its shoulders.
    - At level 8, the Giant acquires golden spikes on both his cuffs and his knuckles.
    - At level 9, the Giant acquires brown-colored armor plating on his shoulders. His cuffs are removed, and his knuckles have studs on it rather than spikes.
* **Trivia**
  + You can have a maximum of 56 Giants at one time in a complete set of fully upgraded [Army Camps](https://clashofclans.fandom.com/wiki/Army_Camp). This number increases to 64 if you include the 8 that can fit into a fully upgraded [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle). On the battlefield, you can clone an additional 18 Giants with three fully upgraded [Clone Spells](https://clashofclans.fandom.com/wiki/Clone_Spell).
  + Of of the 3 troops that occupy 5 housing space (Giant, [Balloon](https://clashofclans.fandom.com/wiki/Balloon), and [Hog Rider](https://clashofclans.fandom.com/wiki/Hog_Rider)). All 3 of them target defenses. Out of the 3, Giant has the highest health, second-highest attack speed, second-best movement speed, the cheapest out of the 3, and has 1 additional level. Hog Rider has the best movement speed, attack speed, and damage per second while Balloon has the highest damage per hit, along with the fact that the Balloon flies.
  + The Giant's low damage is visually seen by the attacks with their bare fists.
  + The Giant's main [Barracks](https://clashofclans.fandom.com/wiki/Barracks) image changed substantially as part of the "Witch" update (29 July 2013). However, this change did not affect the look of the in-game unit; when viewed in [Army Camps](https://clashofclans.fandom.com/wiki/Army_Camp/Home_Village) or in battle, the Giant still has the same look as it did prior to the update.
  + When the Giant attacks a building, a puff of smoke rises from the target.
  + The Giant is the first of the two Home Village troops in the game that can be upgraded to level 8, highest in the [Laboratory](https://clashofclans.fandom.com/wiki/Laboratory). The second is the [Wizard](https://clashofclans.fandom.com/wiki/Wizard).
  + Since the 2014 Winter Update, the Giant is unlocked at [Barracks](https://clashofclans.fandom.com/wiki/Barracks) level 3 instead of level 4. In addition, this update reduced the cost to train Giants of levels 1-5 by 250 elixir.
  + Of all the Elixir troops, it is the one that deals the least DPS per housing space, with only 11.4 DPS per housing space at max level.
  + On 11/8/17, low-level Giants could be seen working on buildings as temporary builders, having replaced the [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian) which in turn replaced the [Builders](https://clashofclans.fandom.com/wiki/Builder) at their job following the latter's departure. In addition to this, when a [Builder's Hut](https://clashofclans.fandom.com/wiki/Builder%27s_Hut) was destroyed in battle, a defensive level 1 Giant came out. A week later, on 18th August 2017, the Giants' role as the Builders was taken over by the [Witches](https://clashofclans.fandom.com/wiki/Witch).

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| **Preferred Target Target** | **Attack Type Damagetype** | [**Housing Space**](https://clashofclans.fandom.com/wiki/Army_Camp/Home_Village)**Housing** | [**Movement Speed**](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed)**[Speed](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed)** | **Attack Speed Attackspeed** | [**Barracks**](https://clashofclans.fandom.com/wiki/Barracks)**Level Required [Barracks13](https://clashofclans.fandom.com/wiki/Barracks)** | **Range Range** |
| [Defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings) | Melee (Ground only) | 5 | 12 | 2s | 3 | 1 tile |

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| **Training Time of Giants** | |
| **Number of level 3 or higher**[**Barracks**](https://clashofclans.fandom.com/wiki/Barracks)**that aren't under upgrade** | **Training Time** |
| 1 | 2 minutes |
| 2 | 1 minutes |
| 3 | 40 seconds |
| 4 | 30 seconds |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Level Level** | **Damage per Second Damage** | **Damage per Attack Damage** | **Hitpoints Hitpoint** | [**Training Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Elixir](https://clashofclans.fandom.com/wiki/Resources#Elixir)** | [**Research Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Elixir](https://clashofclans.fandom.com/wiki/Resources#Elixir)** | [**Laboratory**](https://clashofclans.fandom.com/wiki/Laboratory)**Level Required [Laboratory10](https://clashofclans.fandom.com/wiki/Laboratory)** | [**Research Time**](https://clashofclans.fandom.com/wiki/Laboratory)**Stopwatch** |
| 1 | 11 | 22 | 300 | 250 | N/A | N/A | N/A |
| 2 | 14 | 28 | 360 | 750 | 100,000 | 2 | 12 hours |
| 3 | 19 | 38 | 430 | 1,250 | 250,000 | 4 | 1d 12h |
| 4 | 24 | 48 | 520 | 1,750 | 750,000 | 5 | 2 days |
| 5 | 31 | 62 | 720 | 2,250 | 2,250,000 | 6 | 3 days |
| 6 | 43 | 86 | 940 | 3,000 | 5,000,000 | 7 | 5 days |
| 7 | 50 | 100 | 1,280 | 3,500 | 6,000,000 | 8 | 6 days |
| 8 | 57 | 114 | 1,480 | 4,000 | 9,500,000 | 9 | 10 days |
| 9 | 64 | 128 | 1,660 | 4,500 | 12,000,000 | 10 | 14 days |

## Goblin



***"These pesky little creatures only have eyes for one thing:***[***LOOT***](https://clashofclans.fandom.com/wiki/Resources)***! They are faster than a***[***Spring Trap***](https://clashofclans.fandom.com/wiki/Spring_Trap)***, and their hunger for***[***resources***](https://clashofclans.fandom.com/wiki/Resources)***is limitless."***

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Goblin1 | Goblin3 | Goblin5 | Goblin6 | Goblin7 |
| **Level 1 & 2** | **Level 3 & 4** | **Level 5** | **Level 6** | **Level 7** |

* **Summary**
  + The Goblin is the fourth [troop](https://clashofclans.fandom.com/wiki/Army) unlocked in the [Barracks](https://clashofclans.fandom.com/wiki/Barracks).
  + The Goblin deals double damage to [Resource Buildings](https://clashofclans.fandom.com/wiki/Resource_Buildings), ([Town Halls](https://clashofclans.fandom.com/wiki/Town_Hall) and [Clan Castles](https://clashofclans.fandom.com/wiki/Clan_Castle), [Gold Mines](https://clashofclans.fandom.com/wiki/Gold_Mine), [Elixir Collectors](https://clashofclans.fandom.com/wiki/Elixir_Collector), [Dark Elixir Drills](https://clashofclans.fandom.com/wiki/Dark_Elixir_Drill) and storages for each). This means that he deals more than twice as much damage as [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian) and three times as much as [Archers](https://clashofclans.fandom.com/wiki/Archer) to these types of buildings. The trade-off is his relatively low health, which is higher than an [Archer](https://clashofclans.fandom.com/wiki/Archer)'s but lower than a [Barbarian](https://clashofclans.fandom.com/wiki/Barbarian)'s.
  + Because the nature of the character is to attack [Resource Buildings](https://clashofclans.fandom.com/wiki/Resource_Buildings) first, they can be vulnerable to attack and should not be deployed without another type of [troop](https://clashofclans.fandom.com/wiki/Army) (such as [Giants](https://clashofclans.fandom.com/wiki/Giant) or[Barbarians](https://clashofclans.fandom.com/wiki/Barbarian)) as a meat shield.
  + Goblins prioritize [resource buildings](https://clashofclans.fandom.com/wiki/Resource_Buildings) above all other targets, and will bypass all other types of enemy [buildings](https://clashofclans.fandom.com/wiki/Buildings) and [troops](https://clashofclans.fandom.com/wiki/Troops) while any [resource buildings](https://clashofclans.fandom.com/wiki/Resource_Buildings) remain on the battlefield. This is true even if they are under attack by enemy [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) [troops](https://clashofclans.fandom.com/wiki/Troops), [heroes](https://clashofclans.fandom.com/wiki/Heroes) or [Skeleton Trap](https://clashofclans.fandom.com/wiki/Skeleton_Trap) skeletons. Note that like all [troops](https://clashofclans.fandom.com/wiki/Troops) that prioritize [resources](https://clashofclans.fandom.com/wiki/Resource_Buildings), Goblins consider the [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) or the [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) to be [resource buildings](https://clashofclans.fandom.com/wiki/Resource_Buildings) regardless of whether or not they contain loot and whether or not the Town Hall is at level 12 and has its [Giga Tesla](https://clashofclans.fandom.com/wiki/Giga_Tesla) triggered; Goblins will preferentially target them in addition to causing double damage to them.  
    Once all [resource buildings](https://clashofclans.fandom.com/wiki/Resource_Buildings) are destroyed, Goblins become like any other [troop](https://clashofclans.fandom.com/wiki/Troops) with no preferred target; they will attack the nearest building to them regardless of type, and will turn and attack enemy [units](https://clashofclans.fandom.com/wiki/Troops) if they become aware of any nearby.
  + The Goblin is the fastest ground unit in the game. Its speed allows it to outrun certain defenses and traps, such as the [Spring Trap](https://clashofclans.fandom.com/wiki/Spring_Trap).
* **Offensive Strategy**
  + Goblins are great for stealing [resources](https://clashofclans.fandom.com/wiki/Resources). First, use [Wall Breakers](https://clashofclans.fandom.com/wiki/Wall_Breaker) to clear a route to Storages and [Mines](https://clashofclans.fandom.com/wiki/Gold_Mine)/[Collectors](https://clashofclans.fandom.com/wiki/Elixir_Collector). Then, use [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian), [Giants](https://clashofclans.fandom.com/wiki/Giant) or any other higher-health units to distract [Mortars](https://clashofclans.fandom.com/wiki/Mortar) and [Wizard Towers](https://clashofclans.fandom.com/wiki/Wizard_Tower) while the Goblins deplete the resources. Or you can simply destroy the splash-damage defenses first.
    - An alternative to [Wall Breakers](https://clashofclans.fandom.com/wiki/Wall_Breaker) is the [Jump Spell](https://clashofclans.fandom.com/wiki/Jump_Spell), which helps guide Goblins over the walls and directly into the riches inside, however this is much more expensive.
  + Like [Archers](https://clashofclans.fandom.com/wiki/Archer), the Goblin's greatest weakness is splash-damaging structures (i.e. [Wizard Towers](https://clashofclans.fandom.com/wiki/Wizard_Tower), [Mortars](https://clashofclans.fandom.com/wiki/Mortar)). Most [Wizard Towers](https://clashofclans.fandom.com/wiki/Wizard_Tower) and [Mortars](https://clashofclans.fandom.com/wiki/Mortar) can kill Goblins in one shot. To combat this, send in Goblins in waves rather than spawning them all at once. Alternatively, you could send in [Giants](https://clashofclans.fandom.com/wiki/Giant) and [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian) and let them serve as distractions while the Goblins get the [resources](https://clashofclans.fandom.com/wiki/Resources).
  + Another good strategy is to place a couple of Goblins after the defenses are destroyed to help clean up any remaining buildings before time runs out. Since they are fast, they can speed over to buildings far away from each other. And if there are resources in the center, the Goblins will go right to it and ignore the other buildings.
  + Goblins are excellent at triggering [Traps](https://clashofclans.fandom.com/wiki/Traps) (especially [Bombs](https://clashofclans.fandom.com/wiki/Traps#Bomb)), as their movement speed can allow them to get out of range before it detonates. This is especially helpful in the [Single Player Campaign](https://clashofclans.fandom.com/wiki/Single_Player_Campaign) where there are often a large number of [Bombs](https://clashofclans.fandom.com/wiki/Bomb) in predictable places.
  + You can also spawn Goblin hordes, for their attack speed and power can destroy many buildings. When all resource buildings have been destroyed, they will attack anything.
  + Goblins can trigger [Spring Traps](https://clashofclans.fandom.com/wiki/Spring_Trap) without dying unless they stop on top of the [Spring Trap](https://clashofclans.fandom.com/wiki/Spring_Trap).
  + Goblins are usually not viewed as a good [troop](https://clashofclans.fandom.com/wiki/Army) for getting [Trophies](https://clashofclans.fandom.com/wiki/Trophies), however they can be useful in small amounts.
    - For example, if you are doing a revenge and you think your [units](https://clashofclans.fandom.com/wiki/Army) might go to the sides instead of into the middle because of resource buildings outside the [Walls](https://clashofclans.fandom.com/wiki/Walls), you can use 5 Goblins per resource building to clear the way for your [troops](https://clashofclans.fandom.com/wiki/Army) so they go in the middle.
    - Also, Goblins can be useful at the end of attacks. If you didn't get to 50% and all your other [troops](https://clashofclans.fandom.com/wiki/Army) died you may be able to use Goblins to destroy a few [mines](https://clashofclans.fandom.com/wiki/Gold_Mine) and [collectors](https://clashofclans.fandom.com/wiki/Elixir_Collector) to get you over 50%.
    - If your main attack missed the [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) but destroyed most of the defenses nearby then goblins are perfect for picking up another star for the attack.
  + Goblins are a great choice as clean up [Troops](https://clashofclans.fandom.com/wiki/Army) for [War](https://clashofclans.fandom.com/wiki/Clan_Wars) attacks for [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) 8-9 players since majority of the leftover buildings are [Resource Buildings](https://clashofclans.fandom.com/wiki/Resource_Buildings) which makes Goblins extremely effective to prevent time shortage.
  + Because Goblins also target the [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall), they can be useful for destroying the [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) while [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings) are distracted by other [units](https://clashofclans.fandom.com/wiki/Army) to obtain a star.
* **Defensive Strategy**
  + Although generally not viewed as the best defensive [troop](https://clashofclans.fandom.com/wiki/Army), Goblins are still useful as [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle)[troops](https://clashofclans.fandom.com/wiki/Army). As there are no [resources](https://clashofclans.fandom.com/wiki/Resources) to target, Goblins will attack the enemy very quickly compared to the other [troops](https://clashofclans.fandom.com/wiki/Army).
  + Goblins have the highest damage of any of the low health [troops](https://clashofclans.fandom.com/wiki/Army) and can engage the enemy units quickly due to their fast movement speed. They are particularly proficient at taking out small numbers of [Giants](https://clashofclans.fandom.com/wiki/Giant) on defense.
  + When [designing your base](https://clashofclans.fandom.com/wiki/Layouts) to defend against Goblins, it is useful to place your [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings) strategically to cover all [resource buildings](https://clashofclans.fandom.com/wiki/Resource_Buildings). Most importantly, make sure your [Wizard Towers](https://clashofclans.fandom.com/wiki/Wizard_Tower) and [Mortars](https://clashofclans.fandom.com/wiki/Mortar) are within range, as otherwise Goblins will make short work of your [Resources](https://clashofclans.fandom.com/wiki/Resources).
* **Upgrade Differences**
  + The Goblin undergoes significant visual changes at levels 3, 5 and 7.
    - Upon first receiving the Goblin his appearance is that of a small, green creature with large pointy ears, red eyes with green pupils and a red-tipped nose. The Goblin wears red suspenders, brown pants and shoes. He also has a large sack, which is used for carrying resources stolen from the enemy.
    - At level 3, the Goblin’s bag receives light brown stripes on the sides of it.
    - At level 5, the Goblin’s bag turns all light brown and he also gains a red mohawk.
    - At level 6, the Goblin gains a red leather cape and a golden necklace.
    - At level 7, the Goblin's mohawk turns bright orange and becomes squared off at the back. His sack also grows bigger.
* **Trivia**
  + Goblins are the main antagonist in the [Single Player Campaign](https://clashofclans.fandom.com/wiki/Single_Player_Campaign), despite the fact that you can train them as part of your army. Your own Goblins seem to have no compunction about attacking their NPC brethren.
  + Oddly, the two CPU Goblins spawned during the tutorial ignore your [Gold Mine](https://clashofclans.fandom.com/wiki/Gold_Mine) and go straight to the [Cannon](https://clashofclans.fandom.com/wiki/Cannon).
  + When you tap on the [Army Camp](https://clashofclans.fandom.com/wiki/Army_Camp) the Goblins stationed there all turn and look to their left for a brief moment.
  + Goblins and [Minions](https://clashofclans.fandom.com/wiki/Minion) are the fastest moving units in the Home Village.
  + You can have a maximum of 280 Goblins at one time in a complete set of fully upgraded [Army Camps](https://clashofclans.fandom.com/wiki/Army_Camp). This number increases to 320 if you include the 40 that can fit into a fully upgraded [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle). On the battlefield, you can clone an additional 90 Goblins with three fully upgraded [Clone Spells](https://clashofclans.fandom.com/wiki/Clone_Spell).
  + Goblins have the second highest damage-per-second of any troop on a per-housing space basis, after the Wizard (52 DPS at level 7, slightly lower than the level 8 Wizard).
  + The Goblins from the [Single Player Campaign](https://clashofclans.fandom.com/wiki/Single_Player_Campaign) look the same as the Goblin [troop](https://clashofclans.fandom.com/wiki/Army); however, they don't attack and immediately retreat into the [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall), in a similar fashion to the [Villagers](https://clashofclans.fandom.com/wiki/Villager) and [Builders](https://clashofclans.fandom.com/wiki/Builder) in players' bases.
  + They are the only [ground unit](https://clashofclans.fandom.com/wiki/Category:Ground_Troops) known to be faster than a [Spring Trap](https://clashofclans.fandom.com/wiki/Spring_Trap). This does **not** mean they are not *affected* by the [Spring Trap](https://clashofclans.fandom.com/wiki/Spring_Trap). For example, if there is a large group of Goblins running over the [Spring Trap](https://clashofclans.fandom.com/wiki/Spring_Trap), the front Goblins will release the [Spring Trap](https://clashofclans.fandom.com/wiki/Spring_Trap), run quickly over it, thus causing the Goblins in the back to be sprung by the [Spring Trap](https://clashofclans.fandom.com/wiki/Spring_Trap). Goblins can also outrun other traps, however, like the spring trap, they are not immune.
  + Although [Builder's Huts](https://clashofclans.fandom.com/wiki/Builder%27s_Hut) are considered as [resource buildings](https://clashofclans.fandom.com/wiki/Resource_Buildings), Goblins do not treat them as such and will ignore them until all other [resource buildings](https://clashofclans.fandom.com/wiki/Resource_Buildings) are destroyed.
  + As of the [Winter 2014 update](https://clashofclans.fandom.com/wiki/Version_History#Version_6.407_-_11th_December_2014_.22Winter_is_here.21.22), Goblins are now unlocked at [Barracks](https://clashofclans.fandom.com/wiki/Barracks) level 4 instead of 3.
  + Goblins go for treasures, but they never keep it, so it remains unseen why they like treasure.
  + Goblins require the least [Elixir](https://clashofclans.fandom.com/wiki/Elixir) of any [Elixir troop](https://clashofclans.fandom.com/wiki/Elixir_Troops) to upgrade to max level, with a total of 14,550,000 Elixir required.
  + Goblins are the first troop in the game that can be maxed out at a [Laboratory](https://clashofclans.fandom.com/wiki/Laboratory) meaning that he will be the first troop to have a flaming symbol at Town Hall 10 when the player decides to upgrade the Goblin first in the Level 8 Laboratory.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Preferred Target Target** | **Attack Type Damagetype** | [**Housing Space**](https://clashofclans.fandom.com/wiki/Army_Camp/Home_Village)**Housing** | [**Movement Speed**](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed)**[Speed](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed)** | **Attack Speed Attackspeed** | [**Barracks**](https://clashofclans.fandom.com/wiki/Barracks)**Level Required [Barracks13](https://clashofclans.fandom.com/wiki/Barracks)** | **Range Range** |
| Resources (Damage x2) | Melee (Ground Only) | 1 | 32 | 1s | 4 | 0.4 tiles |

|  |  |
| --- | --- |
| **Training Time of Goblins** | |
| **Number of level 4 or higher**[**Barracks**](https://clashofclans.fandom.com/wiki/Barracks)**that aren't under upgrade** | **Training Time** |
| 1 | 28 seconds |
| 2 | 14 seconds |
| 3 | 9 seconds |
| 4 | 7 seconds |

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Level Level** | **Damage per Second Damage** | **Damage per Attack Damage** | **DPS on**[**Resource Buildings**](https://clashofclans.fandom.com/wiki/Resource_Buildings)**Damage** | **Hitpoints Hitpoint** | [**Training Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Elixir](https://clashofclans.fandom.com/wiki/Resources#Elixir)** | [**Research Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Elixir](https://clashofclans.fandom.com/wiki/Resources#Elixir)** | [**Laboratory**](https://clashofclans.fandom.com/wiki/Laboratory)**Level Required [Laboratory10](https://clashofclans.fandom.com/wiki/Laboratory)** | [**Research Time**](https://clashofclans.fandom.com/wiki/Laboratory)**Stopwatch** |
| 1 | 11 | 11 | 22 | 25 | 25 | N/A | N/A | N/A |
| 2 | 14 | 14 | 28 | 30 | 40 | 50,000 | 1 | 12 hours |
| 3 | 19 | 19 | 38 | 36 | 60 | 250,000 | 3 | 1d 12h |
| 4 | 24 | 24 | 48 | 46 | 80 | 750,000 | 5 | 2 days |
| 5 | 32 | 32 | 64 | 56 | 100 | 2,250,000 | 6 | 3 days |
| 6 | 42 | 42 | 84 | 76 | 150 | 4,500,000 | 7 | 5 days |
| 7 | 52 | 52 | 104 | 101 | 200 | 6,750,000 | 8 | 7 days |

## Wall Breakers



***"Nothing warms a Wall Breaker's cold and undead heart like blowing up***[***walls***](https://clashofclans.fandom.com/wiki/Walls/Home_Village)***. A squad of them will make way for your ground***[***units***](https://clashofclans.fandom.com/wiki/Army)***, and they will do it with a BANG!"***

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Wall Breaker1 | Wall Breaker3 | Wall Breaker5 | Wall Breaker6 | Wall Breaker7 |
| **Level 1 & 2** | **Level 3 & 4** | **Level 5** | **Level 6** | **Level 7 & 8** |

* **Summary**
  + The Wall Breaker is the fifth overall [troop](https://clashofclans.fandom.com/wiki/Army) unlocked in the [Barracks](https://clashofclans.fandom.com/wiki/Barracks).
  + The Wall Breaker's appearance is that of a small skeleton that wears a brown aviator hat and has a small scar across its right eye socket. It carries a large bomb.
  + The Wall Breaker attacks by locating the nearest protected (read: wall enclosed) building and destroying its protective [Walls](https://clashofclans.fandom.com/wiki/Walls/Home_Village) by blowing itself up kamikaze style. It deals splash damage around its target and deals 40x damage to [Walls](https://clashofclans.fandom.com/wiki/Walls/Home_Village).
  + Upon dealing damage, Wall Breakers will perish, due to their suicide attack.
  + Wall Breakers prioritize [Walls](https://clashofclans.fandom.com/wiki/Walls) above all other targets, and will completely ignore any [building](https://clashofclans.fandom.com/wiki/Buildings) or enemy [troop](https://clashofclans.fandom.com/wiki/Troops) while even a single segment of [Wall](https://clashofclans.fandom.com/wiki/Walls) exists on the battlefield.  
    If all [Wall](https://clashofclans.fandom.com/wiki/Walls) segments are destroyed, Wall Breakers become like any other [troop](https://clashofclans.fandom.com/wiki/Troops) with no preferred target; they will attack the nearest building to them regardless of type, and will turn and attack enemy [units](https://clashofclans.fandom.com/wiki/Troops) if they become aware of any nearby.
* **Offensive Strategy**
  + Wall Breakers destroy [Walls](https://clashofclans.fandom.com/wiki/Walls/Home_Village) faster than any other unit and make gaps for other units such as [Giants](https://clashofclans.fandom.com/wiki/Giant) to enter the opponent's base.
  + Wall Breakers will look for the nearest building that is trapped (fully or partially) by [Walls](https://clashofclans.fandom.com/wiki/Walls/Home_Village) and target any Wall that is trapping them.
  + Wall Breakers cost a fairly high amount of [Elixir](https://clashofclans.fandom.com/wiki/Resources#Elixir) and, due to their low health, spamming Wall Breakers will result in many losses. To combat this, one or two [Giants](https://clashofclans.fandom.com/wiki/Giant) may be placed first to distract the nearby defensive structures. Wall Breakers can then be used to target [Walls](https://clashofclans.fandom.com/wiki/Walls/Home_Village) without being fired upon.
  + [Giants](https://clashofclans.fandom.com/wiki/Giant) and Wall Breakers make an excellent team: The [Giants](https://clashofclans.fandom.com/wiki/Giant) distract and in return the Wall Breakers destroy the wall. Then the [Giants](https://clashofclans.fandom.com/wiki/Giant) can move in successfully. [Mortars](https://clashofclans.fandom.com/wiki/Mortar) can be capable of taking out Wall Breakers in one shot.
  + Wall Breakers can be extremely effective if you deploy 2 at a time very quickly. However, doing so can render both easily vulnerable to splash damage which can easily waste them both.
  + Once Wall Breakers have destroyed a protecting Wall, the remaining Wall Breakers will proceed to destroy the protecting inner [Walls](https://clashofclans.fandom.com/wiki/Walls/Home_Village).
  + Wall Breakers have small amounts of health so use them wisely. Most defenses will be able to destroy it in one shot.
  + Before you deploy Wall Breakers, place a couple [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian) or [Giants](https://clashofclans.fandom.com/wiki/Giant) to soak up hits so the Wall Breakers don't die before they explode. It is helpful to place the [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian) or [Giants](https://clashofclans.fandom.com/wiki/Giant) a short distance away from the target [Walls](https://clashofclans.fandom.com/wiki/Walls/Home_Village) so that splash damage from a [Mortar](https://clashofclans.fandom.com/wiki/Mortar) or [Wizard Tower](https://clashofclans.fandom.com/wiki/Wizard_Tower) won't catch the Wall Breakers as well.
  + Wall Breakers do splash damage, so it can also be used to finish off buildings close to the [Walls](https://clashofclans.fandom.com/wiki/Walls/Home_Village) if they have enough hitpoints left for the Wall Breaker to successfully destroy them.
  + Supporting the Wall Breaker with a [Rage Spell](https://clashofclans.fandom.com/wiki/Rage_Spell) is a good idea, because the [Rage Spell](https://clashofclans.fandom.com/wiki/Rage_Spell) will make the Wall Breaker do more than double damage. A maximum-level Wall Breaker coupled with a Rage Spell can one-shot level 13 [Walls](https://clashofclans.fandom.com/wiki/Walls/Home_Village).
  + Wall Breakers are not fooled by spiked or decoy [Walls](https://clashofclans.fandom.com/wiki/Walls/Home_Village). Their AI will simply have them bypass these Walls if they are not the only Walls left on the base.
    - Note that Wall Breakers will not target single [Walls](https://clashofclans.fandom.com/wiki/Walls/Home_Village). There needs to be at least 3 connected [Walls](https://clashofclans.fandom.com/wiki/Walls/Home_Village) for a Wall Breaker to target it, and it must be protecting a building fully or partially.
  + Having double layers of [Walls](https://clashofclans.fandom.com/wiki/Walls/Home_Village) is ineffective vs. Wall Breakers, as Wall Breakers deal splash damage that will destroy both layers of [Walls](https://clashofclans.fandom.com/wiki/Walls/Home_Village).
  + Always try to keep less important buildings outside of your walls ([Elixir Collectors](https://clashofclans.fandom.com/wiki/Elixir_Collector/Home_Village), [Builder's Huts](https://clashofclans.fandom.com/wiki/Builder%27s_Hut), etc.), so the enemy's Wall Breakers have to be placed farther away. This increases the chances of the Wall Breaker getting killed by your [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings) before it blows up your [Walls](https://clashofclans.fandom.com/wiki/Walls/Home_Village).
  + Wall Breakers are somewhat difficult to use in [Clan Castles](https://clashofclans.fandom.com/wiki/Clan_Castle) offensively, since they will run to the nearest wall in single file, which is likely contrary to typical deployment methods (usually multiple at once). Additionally, due to their fragility, the Wall Breakers will be vulnerable to defenses without assistance from any ground troop to tank.
    - Wall Breakers can be useful in the [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) for low level players, though. If the low level player doesn't have Wall Breakers unlocked or the Wall Breakers are low level, a high level Wall Breaker or two in the [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) can really help them.
  + At higher levels where [Wizard Towers](https://clashofclans.fandom.com/wiki/Wizard_Tower) (and possibly [Bomb Towers](https://clashofclans.fandom.com/wiki/Bomb_Tower)) can one-shot Wall Breakers, it is beneficial to place your Wall Breakers at a slight offset from your meatshields. Doing otherwise will most likely result in your Wall Breakers being destroyed by the splash tower while it attacks the meatshield.
    - Be careful of the multi-targeting [Inferno Tower](https://clashofclans.fandom.com/wiki/Inferno_Tower) if it is close enough to the Wall you're attempting to break. A Wall Breaker that is offset from a meatshield can still be killed by the Inferno Tower if the latter does enough damage.
  + Often times when breaking a Wall, it can be beneficial to deploy one Wall Breaker first, then follow up shortly afterwards with the remainder required to break the Wall. This prevents losing all the necessary Wall Breakers to traps, or having them break different Walls.
* **Defensive Strategy**
  + A single [Bomb](https://clashofclans.fandom.com/wiki/Bomb) of equal or greater level can destroy Wall Breakers. [Spring Traps](https://clashofclans.fandom.com/wiki/Spring_Trap/Home_Village) can eject multiple Wall Breakers at once; if you intend to use these traps to eliminate Wall Breakers, you can place these against a Wall that they likely target.
  + Wall Breakers are not recommended to have in [Clan Castles](https://clashofclans.fandom.com/wiki/Clan_Castle) as a defensive troop, since they have to blow themselves up to destroy the opponent's [troops](https://clashofclans.fandom.com/wiki/Army), they also do very little damage. However, they are good at clearing [troops](https://clashofclans.fandom.com/wiki/Army) with low health.
* **Upgrade Differences**
  + The Wall Breaker undergoes significant visual changes at all levels.
    - Initially, the Wall Breaker appears to be a skeleton carrying a small bomb.
    - At level 3, the bomb that the Wall Breaker is holding becomes larger.
    - At level 5, the Wall Breaker's bomb turns golden.
    - At level 6, the Wall Breaker's bomb change to a barrel of explosives, similar to a part of the [Giant Bomb](https://clashofclans.fandom.com/wiki/Giant_Bomb).
    - At level 7, the top of the barrel is opened, revealing gunpowder. A large stick of dynamite is fitted into the opened barrel.
* **Trivia**
  + The Wall Breaker is one of two [Troops](https://clashofclans.fandom.com/wiki/Army) of which the picture in the [Barracks](https://clashofclans.fandom.com/wiki/Barracks) resembles an upgraded version, the other being the [Dragon](https://clashofclans.fandom.com/wiki/Dragon).
  + Along with [Minion](https://clashofclans.fandom.com/wiki/Minion), Wall Breakers are the only troops that only occupy 2 housing space.
  + If there are no [Walls](https://clashofclans.fandom.com/wiki/Walls/Home_Village) and you deploy a Wall Breaker, it will run to the nearest building and blow itself up. However, it will do much less damage to the building compared to what it can do against [Walls](https://clashofclans.fandom.com/wiki/Walls/Home_Village), e.g. a level 5 Wall Breaker will do only 46 damage to a building, whereas it will do 1,840 damage to [Walls](https://clashofclans.fandom.com/wiki/Walls/Home_Village).
  + You can have a maximum of 140 Wall Breakers at one time in a complete set of fully upgraded [Army Camps](https://clashofclans.fandom.com/wiki/Army_Camp). This number increases to 160 if you include the 20 that can fit into a fully upgraded [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle). On the battlefield, you can clone an additional 45 Wall Breakers with three fully upgraded [Clone Spells](https://clashofclans.fandom.com/wiki/Clone_Spell).
    - Note: Having this many Wall Breakers is highly discouraged (only second to an all-[Healer](https://clashofclans.fandom.com/wiki/Healer) army) as your [army](https://clashofclans.fandom.com/wiki/Army) will end up breaking nothing other than [Walls](https://clashofclans.fandom.com/wiki/Walls/Home_Village) and very slightly doing damage to other buildings.
  + Wall Breakers take up two spaces in your [Army Camp](https://clashofclans.fandom.com/wiki/Army_Camp/Home_Village) as of the March 12, 2013 update. Prior to this update the Wall Breaker took up only a single housing space.
  + [Balloons](https://clashofclans.fandom.com/wiki/Balloon) are "promoted" Wall Breakers.
  + Wall Breakers resemble dead [Builders](https://clashofclans.fandom.com/wiki/Builder) since both of them have similar leather hats.
  + In the Chinese language setting of the game, the Wall Breaker is called "Bomberman" literally, which could be a reference to the Hudson game *Bomberman*, in which the player-controlled Bomberman break through walls with his bombs, although this could be wrong because the Chinese meaning of Bomberman can also mean demolitionist.
  + As part of the May 4th 2016 update, the Wall Breaker's training time was decreased from 2 minutes to 1 minute.
  + During late October of 2016, the Wall Breaker's training cost was temporarily reduced by 50% and it's training time changed to 40 seconds to celebrate Halloween.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Preferred Target Target** | **Attack Type Damagetype** | [**Housing Space**](https://clashofclans.fandom.com/wiki/Army_Camp/Home_Village)**Housing** | [**Movement Speed**](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed)**[Speed](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed)** | **Attack Speed Attackspeed** | [**Barracks**](https://clashofclans.fandom.com/wiki/Barracks)**Level Required [Barracks13](https://clashofclans.fandom.com/wiki/Barracks)** | **Range Range** |
| Walls (Damage x40) | Area Splash 2 Tile Radius (Ground Only) | 2 | 24 | 1s | 5 | 1 tile |

|  |  |
| --- | --- |
| **Training Time of Wall Breakers** | |
| **Number of level 5 or higher**[**Barracks**](https://clashofclans.fandom.com/wiki/Barracks)**that aren't under upgrade** | **Training Time** |
| 1 | 1 minute |
| 2 | 30 seconds |
| 3 | 20 seconds |
| 4 | 15 seconds |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Level Level** | **Damage Damage** | **Damage vs.**[**Walls**](https://clashofclans.fandom.com/wiki/Walls/Home_Village)**Damage** | **Hitpoints Hitpoint** | [**Training Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Elixir](https://clashofclans.fandom.com/wiki/Resources#Elixir)** | [**Research Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Elixir](https://clashofclans.fandom.com/wiki/Resources#Elixir)** | [**Laboratory**](https://clashofclans.fandom.com/wiki/Laboratory)**Level Required [Laboratory10](https://clashofclans.fandom.com/wiki/Laboratory)** | [**Research Time**](https://clashofclans.fandom.com/wiki/Laboratory)**Stopwatch** |
| 1 | 12 | 480 | 20 | 600 | N/A | N/A | N/A |
| 2 | 16 | 640 | 24 | 800 | 100,000 | 2 | 12 hours |
| 3 | 24 | 960 | 29 | 1,000 | 250,000 | 4 | 1d 12h |
| 4 | 32 | 1,280 | 35 | 1,200 | 750,000 | 5 | 2 days |
| 5 | 46 | 1,840 | 53 | 1,400 | 2,000,000 | 6 | 3 days |
| 6 | 60 | 2,400 | 72 | 1,600 | 6,000,000 | 8 | 5 days |
| 7 | 78 | 3,120 | 82 | 1,800 | 9,000,000 | 9 | 8 days |
| 8 | 100 | 4,000 | 92 | 2,000 | 12,000,000 | 10 | 14 days |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  | [**Walls**](https://clashofclans.fandom.com/wiki/Walls/Home_Village)**Level** | | | | | | | | | | | | |
|  |  | Wall1 | Wall2 | Wall3 | Wall4 | Wall5 | Wall6 | Wall7 | Wall8 | Wall9 | Wall10 | Wall11 | Wall12 | Wall13 |
|  |  | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **11** | **12** | **13** |
| **Wall**  **Breaker**  **Level** | **1** | 1 | 2 | 2 | 2 | 3 | 5 | 6 | 7 | 9 | 12 | 15 | 18 | 21 |
| **2** | 1 | 1 | 2 | 2 | 3 | 4 | 4 | 5 | 7 | 9 | 11 | 14 | 16 |
| **3** | 1 | 1 | 1 | 1 | 2 | 3 | 3 | 4 | 5 | 6 | 8 | 9 | 11 |
| **4** | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| **5** | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 4 | 5 | 6 |
| **6** | 1 | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 4 | 5 |
| **7** | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 3 | 3 | 4 |
| **8** | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 3 | 3 |
| **Number of Wall Breakers required to break through**[**Walls**](https://clashofclans.fandom.com/wiki/Walls/Home_Village) | | | | | | | | | | | | | | |

## Balloon



***"These promoted skeletons have traded in their joy of destroying***[***walls***](https://clashofclans.fandom.com/wiki/Walls)***for a joy of destroying***[***defenses***](https://clashofclans.fandom.com/wiki/Defensive_Buildings)***. Deploy them to take out pesky***[***mortars***](https://clashofclans.fandom.com/wiki/Mortar)***and***[***cannons***](https://clashofclans.fandom.com/wiki/Cannon)***!"***

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Balloon1 | Balloon3 | Balloon5 | Balloon6 | Balloon7 | Balloon8 |
| **Level 1 & 2** | **Level 3 & 4** | **Level 5** | **Level 6** | **Level 7** | **Level 8** |

* **Summary**
  + Balloons are the sixth overall [troop](https://clashofclans.fandom.com/wiki/Army) unlocked in the [Barracks](https://clashofclans.fandom.com/wiki/Barracks), and is the first [aerial unit](https://clashofclans.fandom.com/wiki/Category:Air_Troops) unlocked in the Home Village.
  + Balloons are "promoted" [Wall Breakers](https://clashofclans.fandom.com/wiki/Wall_Breaker) that now attack from a hot air balloon. They drop bombs towards the ground with a large area splash damage, which can destroy a wide range of ground targets, but can be easily taken out by any anti air building (such as the [Air Defense](https://clashofclans.fandom.com/wiki/Air_Defense)).
  + They are the [slowest-moving](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed) and slowest-attacking [troops](https://clashofclans.fandom.com/wiki/Army) in the game. However, they have the fourth-highest DPS for a troop in the game.
  + When they are defeated, Balloons drop to the ground, in which it drops down and explodes, dealing additional damage when destroyed. Balloons prioritize [defensive structures](https://clashofclans.fandom.com/wiki/Defensive_Buildings) above all other targets, and will bypass all other types of enemy [buildings](https://clashofclans.fandom.com/wiki/Buildings) and [troops](https://clashofclans.fandom.com/wiki/Troops) while any [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings) remain on the battlefield. This is true even if they are under attack by enemy [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) [troops](https://clashofclans.fandom.com/wiki/Troops), [heroes](https://clashofclans.fandom.com/wiki/Heroes) or [Skeleton Trap](https://clashofclans.fandom.com/wiki/Skeleton_Trap) skeletons. Note that like all [troops](https://clashofclans.fandom.com/wiki/Troops) that prioritize [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings), Balloons do not consider the [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) to be a [defense](https://clashofclans.fandom.com/wiki/Defensive_Buildings) regardless of whether or not it contains enemy [troops](https://clashofclans.fandom.com/wiki/Troops), but do consider the defending [Grand Warden](https://clashofclans.fandom.com/wiki/Grand_Warden) and the level 12 [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) (if its [Giga Tesla](https://clashofclans.fandom.com/wiki/Giga_Tesla) has been triggered) to be defensive buildings.   
    Once all [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings) are destroyed, Balloons become like any other [troop](https://clashofclans.fandom.com/wiki/Troops) with no preferred target; they will attack the nearest building to them regardless of type, and will turn and attack enemy [units](https://clashofclans.fandom.com/wiki/Troops) if they become aware of any nearby.
* **Offensive Strategy**
  + It would be advisable to destroy all aerial defenses such as [Archer Towers](https://clashofclans.fandom.com/wiki/Archer_Tower), [Wizard Towers](https://clashofclans.fandom.com/wiki/Wizard_Tower) and [Air Defenses](https://clashofclans.fandom.com/wiki/Air_Defense) before deploying Balloons. Also beware of the [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle): [Archers](https://clashofclans.fandom.com/wiki/Archer), [Minions](https://clashofclans.fandom.com/wiki/Minion), [Wizards](https://clashofclans.fandom.com/wiki/Wizard) and [Dragons](https://clashofclans.fandom.com/wiki/Dragon) hiding in a [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) will make short work of Balloons.
  + Balloons are excellent with Minions, Dragons, or to draw the [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) [Troops](https://clashofclans.fandom.com/wiki/Army) out. The death damage can also chip some buildings. Pair your Balloons with [Rage Spell](https://clashofclans.fandom.com/wiki/Rage_Spell) or [Haste Spell](https://clashofclans.fandom.com/wiki/Haste_Spell) to increase your army's speed and attack speed.
    - Balloons can be used to kill Clan Castle Troops due to its death splash, although it primarily goes to defenses. Group all the Clan Castle Troops together and as the Balloon gets destroyed by the defending troops it will use the death splash to chip or wipe out ground Clan Castle Troops such as [Archers](https://clashofclans.fandom.com/wiki/Archer) or [Wizards](https://clashofclans.fandom.com/wiki/Wizard) beneath. Note that this technique is completely ineffective when dealing with air [troops](https://clashofclans.fandom.com/wiki/Army), because the Balloon's death splash only affects ground [troops](https://clashofclans.fandom.com/wiki/Army).
  + Balloons are exceptionally useful in the [Single Player Campaign](https://clashofclans.fandom.com/wiki/Single_Player_Campaign). You can simply destroy all of the [Air Defenses](https://clashofclans.fandom.com/wiki/Air_Defense), [Archer Towers](https://clashofclans.fandom.com/wiki/Archer_Tower) and [Wizard Towers](https://clashofclans.fandom.com/wiki/Wizard_Tower), then deploy a single Balloon. It will destroy every building. It takes a bit of patience, but it pays off at the end. With [Single Player Campaigns](https://clashofclans.fandom.com/wiki/Single_Player_Campaign), there are no time limits, so one Balloon will eventually destroy every building.
    - *Important note:* In many cases a single Balloon will take enough time to destroy the remaining buildings (commonly in the [Single Player Campaign](https://clashofclans.fandom.com/wiki/Single_Player_Campaign) maps) that your game will time out due to inactivity, which will cause your attack to end prematurely and be unsuccessful (regardless of how many stars you had earned prior to that point). To prevent this from happening simply change the view every few moments (by panning or zooming).
  + When raiding other players, time is limited, so make sure you take out all the [Air Defenses](https://clashofclans.fandom.com/wiki/Air_Defense) and other defensive buildings that can target Air [Troops](https://clashofclans.fandom.com/wiki/Army) (e.g. [Archer Towers](https://clashofclans.fandom.com/wiki/Archer_Tower), [X-Bows](https://clashofclans.fandom.com/wiki/X-Bow)) quickly so you can sweep up the raid.
  + Groups of three Balloons or more can usually overwhelm an [Archer Tower](https://clashofclans.fandom.com/wiki/Archer_Tower). Nine Balloons is generally assured destruction unless there are [Air Bombs](https://clashofclans.fandom.com/wiki/Air_Bomb) or an [Air Defense](https://clashofclans.fandom.com/wiki/Air_Defense) nearby.
  + If [Elixir](https://clashofclans.fandom.com/wiki/Resources#Elixir) and time are not priorities, dropping a [Dragon](https://clashofclans.fandom.com/wiki/Dragon) or a [Lava Hound](https://clashofclans.fandom.com/wiki/Lava_Hound) near an [Air Defense](https://clashofclans.fandom.com/wiki/Air_Defense) before deploying Balloons can protect them from being attacked for a significant amount of time, much like [Giants](https://clashofclans.fandom.com/wiki/Giant) can occupy a [Mortar](https://clashofclans.fandom.com/wiki/Mortar).
  + You can also send Balloons after [Air Defenses](https://clashofclans.fandom.com/wiki/Air_Defense) themselves, but this isn't recommended if the Balloons have a long distance to fly for they will be shot down quickly.
  + Although Balloons are slow moving, their damage is excellent; a good option is to speed them up with a [Rage Spell](https://clashofclans.fandom.com/wiki/Rage_Spell) or a [Haste Spell](https://clashofclans.fandom.com/wiki/Haste_Spell). "Rage-Balloons" is an effective, if not often used, strategy.
    - Balloons deal a lot of damage on their own and the extra bonus from the [Rage Spell](https://clashofclans.fandom.com/wiki/Rage_Spell) usually isn't necessary and can be traded with two [Haste Spells](https://clashofclans.fandom.com/wiki/Haste_Spell).
  + Beware of [Wizard Towers](https://clashofclans.fandom.com/wiki/Wizard_Tower) and [Hidden Teslas](https://clashofclans.fandom.com/wiki/Hidden_Tesla), as they can cause quite a bit of damage before being destroyed, allowing [Archer Towers](https://clashofclans.fandom.com/wiki/Archer_Tower) to then destroy your Balloons easily.
  + Early on, some people forget to build [Air Defenses](https://clashofclans.fandom.com/wiki/Air_Defense); Balloons (as well as [Minions](https://clashofclans.fandom.com/wiki/Minion) and [Dragons](https://clashofclans.fandom.com/wiki/Dragon) if you can obtain them) are a great way to teach them the error of their ways.
    - Beware of [Archer Towers](https://clashofclans.fandom.com/wiki/Archer_Tower), though; destroy or distract them first or they will destroy small groups of balloons quickly. Troops with high hitpoints, such as the [Barbarian](https://clashofclans.fandom.com/wiki/Barbarian) can be effective as distractions for [Archer Towers](https://clashofclans.fandom.com/wiki/Archer_Tower).
  + Destroy the [Air Defenses](https://clashofclans.fandom.com/wiki/Air_Defense), as their sole purpose is to destroy [air units](https://clashofclans.fandom.com/wiki/Category:Air_Troops) (and they are very good at it). Mistakenly placing a Balloon while the [Air Defenses](https://clashofclans.fandom.com/wiki/Air_Defense) remains active will cost you!
  + Balloons can be very strong if you know how to use them, but never train an army of only Balloons; [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) [troops](https://clashofclans.fandom.com/wiki/Army) can make short work of them! Bring other troops to help out in this department.
  + If the Clan Castle happens to have a ton of Archers or other low health [troops](https://clashofclans.fandom.com/wiki/Army) in it, a single balloon can be used to take them all out with the death damage.
    - However, this usually does not occur, since in higher trophy ranges, higher health troops such as Wizards and Dragons would be more likely to occupy the Castle.
* **Defensive Strategy**
  + Due to the Balloon's slow movement speed and melee range, an [Air Defence](https://clashofclans.fandom.com/wiki/Air_Defense) at equivalent level can wipe out a single Balloon in two hits. It is recommended to deploy balloons in swarms, but be careful of [Air Bombs](https://clashofclans.fandom.com/wiki/Air_Bomb) too.
  + Generally, high-level Balloons are relatively decent as a defensive unit: its powerful bombs can destroy groups of ground troops, usually in a single hit, making them very dangerous. If a player is attacking only with [troops](https://clashofclans.fandom.com/wiki/Army) that cannot target air units ([Barbarians](https://clashofclans.fandom.com/wiki/Barbarian), [Giants](https://clashofclans.fandom.com/wiki/Giant), [Goblins](https://clashofclans.fandom.com/wiki/Goblin), etc.), the Balloon is perfect for defending in those cases as it cannot be destroyed except by [Lightning Spells](https://clashofclans.fandom.com/wiki/Lightning_Spell) or [Poison Spells](https://clashofclans.fandom.com/wiki/Poison_Spell). It is especially effective against hordes of [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian), [Goblins](https://clashofclans.fandom.com/wiki/Goblin) and [Valkyries](https://clashofclans.fandom.com/wiki/Valkyrie) as it does splash damage, but its slow movement speed means that most troops can easily outrun it.
  + From a defensive standpoint, it takes quite a few [Archers](https://clashofclans.fandom.com/wiki/Archer) to take out the Balloon, which effectively weakens the raid. Its only major weaknesses are air troops capable of attacking air, such as [Minions](https://clashofclans.fandom.com/wiki/Minion), which can destroy it easily without fear of counterattack. A single similar-level [Wizard](https://clashofclans.fandom.com/wiki/Wizard) (up to level 3) is also able to destroy a Balloon due to its high damage output, but only if it has sufficient range to fire twice before the Balloon closes (the Balloon will destroy the [Wizard](https://clashofclans.fandom.com/wiki/Wizard) in one shot). Beyond level 3, two [Wizards](https://clashofclans.fandom.com/wiki/Wizard) would be required.
    - However, under normal circumstances, one should not be too conservative in trying to destroy a defensive Balloon, since it will be able to deal more damage and reduce the amount of time the attacker has before the raid ends.
  + At lower levels the Balloon has such low HP that it is vulnerable to being taken down by two [Air Bombs](https://clashofclans.fandom.com/wiki/Air_Bomb). Consequently, a great way to defend against lower-leveled Balloons is using a grouped pair of Air Bombs; they can take an entire group out before they get a chance to get healed with a [Healing Spell](https://clashofclans.fandom.com/wiki/Healing_Spell). However, this can also hurt your chances of winning if the bombs target a small group of balloons, or other, stronger, air units like the [Dragon](https://clashofclans.fandom.com/wiki/Dragon).
* **Upgrade Differences**
  + Appropriately, at each level the Balloon pilot resembles a similar-level [Wall Breaker](https://clashofclans.fandom.com/wiki/Wall_Breaker).
  + The Balloon undergoes significant visual changes at levels 3, 6, and 8.
    - At level 3, the Balloon receives wooden armour attached to the sides of the envelope underneath its rigging.
    - At level 5, the Balloon's basket gain golden spikes attached to its side and the bombs it drops become golden in colour.
    - At level 6, the Balloon's red envelope turns to black with a white skull on it, and the wooden armor become gray-black steel.
    - At level 7, the Balloon's steel armor gets plated with miniature golden spikes, it also gains larger golden spikes that replace some of the old spikes. A light inside the Balloon can be seen. The bombs it drops look like the level 5 and 6 [Bombs](https://clashofclans.fandom.com/wiki/Bomb).
    - At level 8, the Balloon's envelope is now dark red, but the skull pattern is retained. The golden spikes on its armor are replaced with thicker silver ones, while the spikes on the basket are removed.
* **Trivia**
  + You can have a maximum of 56 Balloons at one time in a complete set of fully upgraded [Army Camps](https://clashofclans.fandom.com/wiki/Army_Camp). This number increases to 64 if you include the 8 that can fit into a fully upgraded [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle). On the battlefield, you can clone an additional 18 Balloons with three fully upgraded [Clone Spells](https://clashofclans.fandom.com/wiki/Clone_Spell).
  + Due to a peculiarity of the Balloon attack, the first bomb a Balloon drops on an individual building does damage the instant it is dropped; the last bomb it drops will do no damage.
  + Balloons "hover around" slightly while they are attacking.
  + A level 6 or 7 Balloon has the same design on its exterior as a [Seeking Air Mine](https://clashofclans.fandom.com/wiki/Seeking_Air_Mine) (a black sphere with a broad white skull), which suits as both do extremely high damage per hit.
  + Although piloted by former [Wall Breakers](https://clashofclans.fandom.com/wiki/Wall_Breaker), Balloons do not use kamikaze-style attacks (though they do still explode on death).
  + While most levels of Balloons drop bombs that are carried by [Wall Breakers](https://clashofclans.fandom.com/wiki/Wall_Breaker) of the same level, the level 6 and 7 Balloons do not drop barrels (see Upgrade Differences above).
  + Each of the four upgrades which upgrade the Balloon from level 2 to level 6 increases the Balloon's damage by 50%.
    - This is not true for level 7 Balloon, its damage being increased by only ~22.22%.
    - For the level 8 Balloon, the damage is increased by 20%
  + A level 8 Balloon under a level 5 [Rage Spell](https://clashofclans.fandom.com/wiki/Rage_Spell) can do 1,911.6 damage per shot.
  + Currently, the Balloon is the only [air troop](https://clashofclans.fandom.com/wiki/Category:Air_Troops) that has no wings, aside from the seasonal [Skeleton Barrel](https://clashofclans.fandom.com/wiki/Skeleton_Barrel).
  + If a Balloon's death causes the battle to end (if there are no more non-[Healer](https://clashofclans.fandom.com/wiki/Healer) [troops](https://clashofclans.fandom.com/wiki/Army), [Heroes](https://clashofclans.fandom.com/wiki/Heroes), [Lightning Spell](https://clashofclans.fandom.com/wiki/Lightning_Spell), [Earthquake Spells](https://clashofclans.fandom.com/wiki/Earthquake_Spell) or [Skeleton Spells](https://clashofclans.fandom.com/wiki/Skeleton_Spell) remaining), the Balloon will appear to drop to the ground (as it should) but it will not deal any damage upon death.
  + The Balloon is the only [troop](https://clashofclans.fandom.com/wiki/Army) with a death animation. When anti-air defenses defeat a Balloon, it will fall to the ground, damaging any [buildings](https://clashofclans.fandom.com/wiki/Buildings) within its death damage radius.
  + During late October 2016, the Balloon's training cost was temporarily reduced by 50% and it's training time changed to 1 minute and 20 seconds to celebrate Halloween.
  + The Balloon's design strongly resembles that of the [Kirov Airship](https://cnc.wikia.com/wiki/Kirov_airship_(Red_Alert_iPhone)) from the Command and Conquer games. They are both airships that deal massive damage to things right under them, both are very slow and have no way to deal with other air units.
  + The balloon is the only air troop to have no range.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Preferred Target Target** | **Attack Type Damagetype** | [**Housing Space**](https://clashofclans.fandom.com/wiki/Army_Camp/Home_Village)**Housing** | [**Movement Speed**](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed)**[Speed](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed)** | **Attack Speed Attackspeed** | [**Barracks**](https://clashofclans.fandom.com/wiki/Barracks)**Level Required [Barracks13](https://clashofclans.fandom.com/wiki/Barracks)** | **Range Range** | **Death Damage Radius Range** |
| [Defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings) | Area Splash 1.2 Tile Radius (Ground Only) | 5 | 10 | 3s | 6 | 0.5 tiles | 1.2 tiles |

|  |  |
| --- | --- |
| **Training Time of Balloons** | |
| **Number of level 6 or higher**[**Barracks**](https://clashofclans.fandom.com/wiki/Barracks)**that aren't under upgrade** | **Training Time** |
| 1 | 2 minutes |
| 2 | 1 minute |
| 3 | 40 seconds |
| 4 | 30 seconds |

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Level Level** | **Damage per Second Damage** | **Damage per Attack Damage** | **Damage Upon Death Deathdamage** | **Hitpoints Hitpoint** | [**Training Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Elixir](https://clashofclans.fandom.com/wiki/Resources#Elixir)** | [**Research Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Elixir](https://clashofclans.fandom.com/wiki/Resources#Elixir)** | [**Laboratory**](https://clashofclans.fandom.com/wiki/Laboratory)**Level Required [Laboratory10](https://clashofclans.fandom.com/wiki/Laboratory)** | [**Research Time**](https://clashofclans.fandom.com/wiki/Laboratory)**Stopwatch** |
| 1 | 25 | 75 | 25 | 150 | 1,750 | N/A | N/A | N/A |
| 2 | 32 | 96 | 32 | 180 | 2,250 | 150,000 | 2 | 12 hours |
| 3 | 48 | 144 | 48 | 216 | 2,750 | 450,000 | 4 | 1d 12h |
| 4 | 72 | 216 | 72 | 280 | 3,500 | 1,350,000 | 5 | 2 days |
| 5 | 108 | 324 | 108 | 390 | 4,000 | 2,500,000 | 6 | 3 days |
| 6 | 162 | 486 | 162 | 545 | 4,500 | 6,000,000 | 7 | 5 days |
| 7 | 198 | 594 | 214 | 690 | 5,000 | 9,500,000 | 9 | 10 days |
| 8 | 236 | 708 | 268 | 840 | 5,500 | 12,000,000 | 10 | 14 days |

## Wizard



***"The Wizard is a terrifying presence on the battlefield. Pair him up with some of his fellows and cast concentrated blasts of destruction on anything, land or sky!"***

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Wizard1 | Wizard3 | Wizard5 | Wizard6 | Wizard7 | Wizard8 | Wizard9 |
| **Level 1 & 2** | **Level 3 & 4** | **Level 5** | **Level 6** | **Level 7** | **Level 8** | **Level 9** |

* **Summary**
  + The Wizard is a magical man that wears a hooded cloak, a leather belt with golden buckle and matching boots.
  + The Wizard is a ranged unit, meaning that it can shoot over [Walls](https://clashofclans.fandom.com/wiki/Walls/Home_Village). He shoots fireballs or energy blasts that do high damage, but requires support as he has relatively low hitpoints and can easily be killed by point defenses. Wizards are commonly used in large groups for fire support or as a force multiplier (similar to [Archers](https://clashofclans.fandom.com/wiki/Archer)), but they can also be effective in smaller numbers, especially at lower levels.
  + Wizards have no preferred target when attacking; they will simply attack the closest building. However, once they become aware of enemy [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) [troops](https://clashofclans.fandom.com/wiki/Troops), [Heroes](https://clashofclans.fandom.com/wiki/Heroes), or [Skeleton Trap](https://clashofclans.fandom.com/wiki/Skeleton_Trap) skeletons (either by being attacked themselves or by being near another friendly [troop](https://clashofclans.fandom.com/wiki/Troops) under attack), they will leave their previously targeted building and instead engage the enemy [troops](https://clashofclans.fandom.com/wiki/Troops). Once all of the nearby enemy [troops](https://clashofclans.fandom.com/wiki/Troops) are defeated, the Wizards will proceed to attack the nearest structure.
* **Offensive Strategy**
  + Wizards have high enough health to survive a few splash damage attacks, but point defenses can present a significant problem. Due to their inability to withstand sustained fire, Wizards are primarily used behind more durable [troops](https://clashofclans.fandom.com/wiki/Army) such as [Giants](https://clashofclans.fandom.com/wiki/Giant) or [P.E.K.K.As](https://clashofclans.fandom.com/wiki/P.E.K.K.A) (or supported with [Healers](https://clashofclans.fandom.com/wiki/Healer)).
  + Wizards are often used by high-level players in place of [Archers](https://clashofclans.fandom.com/wiki/Archer) because of their high damage and relatively high health (when compared to [Archers](https://clashofclans.fandom.com/wiki/Archer) that will be killed in a single hit by most high level [defensive buildings](https://clashofclans.fandom.com/wiki/Defensive_Buildings)).
  + A good strategy to wipe out buildings quickly is to use [Giants](https://clashofclans.fandom.com/wiki/Giant) as a meat shield that are supported by [Healers](https://clashofclans.fandom.com/wiki/Healer), while Wizards do the damage.
  + Their ability to attack over [Walls](https://clashofclans.fandom.com/wiki/Walls) make them very useful for attacking from the outside of [Walls](https://clashofclans.fandom.com/wiki/Walls/Home_Village), or attacking from a distance without the danger of being caught in a [Mortar](https://clashofclans.fandom.com/wiki/Mortar) or [Wizard Tower](https://clashofclans.fandom.com/wiki/Wizard_Tower) blast.
  + [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian) can be used as a [meat shield](https://clashofclans.fandom.com/wiki/Attack_Strategies#Meat_Shield) to support Wizards, but be careful, as Wizards can still be affected by [Mortars](https://clashofclans.fandom.com/wiki/Mortar) and [Wizard Towers](https://clashofclans.fandom.com/wiki/Wizard_Tower) due to their splash damage.
  + Wizards can be very effective at taking out defenses; their very high damage makes turret hit points no match for them. However, to maximize their effectiveness, it is generally considered a good idea to deploy them in decent-sized groups, along with a few [P.E.K.K.As](https://clashofclans.fandom.com/wiki/P.E.K.K.A), [Giants](https://clashofclans.fandom.com/wiki/Giant) or [Golems](https://clashofclans.fandom.com/wiki/Golem) as a good distraction.
  + Wizards are amazing at clearing out an enemy's [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) [Troops](https://clashofclans.fandom.com/wiki/Army). Their ability to do high amounts splash damage allows them to kill a lot of [Troops](https://clashofclans.fandom.com/wiki/Army) at once. Deploying a Wizard or two after the [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) [Troops](https://clashofclans.fandom.com/wiki/Army) have engaged you can be a good alternative to a [Lightning Spell](https://clashofclans.fandom.com/wiki/Lightning_Spell).
  + Although Wizards do incredible damage and take only 4 housing spaces, they are very vulnerable to [Giant Bombs](https://clashofclans.fandom.com/wiki/Giant_Bomb), [Spring Traps](https://clashofclans.fandom.com/wiki/Spring_Trap/Home_Village), and [Bombs](https://clashofclans.fandom.com/wiki/Bomb) if they're in groups of 3 or more. To prevent a large amount of wizards from dying, spread them along the line of fire and don't spawn them in one place immediately.
  + At [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) level 8 and above, Wizards are great funneling [troops](https://clashofclans.fandom.com/wiki/Army) for high level strategies involving [Golems](https://clashofclans.fandom.com/wiki/Golem).
* **Defensive Strategy**
  + Wizards pose a bit of a threat in a Clan Castle. Their range allows them to attack from afar or from behind walls, and their speed makes it harder for them to be lured away. Their splash damage lets the take out weak, grouped troops like [Archers](https://clashofclans.fandom.com/wiki/Archer) and [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian) at low levels. Also, they can, at proper levels, deal *huge* damage to [Golems](https://clashofclans.fandom.com/wiki/Golem) and completely wipe out [Hog](https://clashofclans.fandom.com/wiki/Hog_Rider) and [Giant](https://clashofclans.fandom.com/wiki/Giant) hordes. [Poison Spells](https://clashofclans.fandom.com/wiki/Poison_Spell), if you have one, can be used to stop him from doing significant damage.
    - Be careful when attacking defensive Wizards. Since they do splash damage, it is best to use spread-out ranged troops such as [Archers](https://clashofclans.fandom.com/wiki/Archer) or your own Wizards to defeat them.
    - Low-level [Heroes](https://clashofclans.fandom.com/wiki/Heroes) may not be able to defeat the Wizards in one hit, particularly if the Wizards are high-leveled; in retaliation, the Wizards may do significant damage or even defeat the heroes quickly.
* **Upgrade Differences**
  + The Wizard undergoes significant visual changes at all levels except level 2.
    - Initially, the Wizard appears to be a man with a goatee and thick eyebrows. He wears a light blue hooded cloak, a leather belt and gold buckle, with gray pointed boots. He wears brown clothes under his coat, and his sleeves are rolled up. He attacks with fireballs.
    - At level 3, the Wizard's cloak changes from light blue to purple. His boots become bright purple as well. His tunic also becomes purplish in color.
    - At level 4, the Wizard starts attacking with purple fireballs.
    - At level 5, the Wizard's cloak changes to dark blue, and his boots change from a purplish color to a blackish color, as well as his tunic.
    - At level 6, the Wizard's cloak color changes to red-violet, his hood loses its lining and extends farther to shadow his face, his belt buckle becomes orange, and his eyes turn a shade of glowing yellow. His boots also change to red-violet. His attacks change to searing orange energy blasts.
    - At level 7 the color of his cloak becomes darker and his robes and hood have a golden lining added to his red-violet cloak color. He starts shooting purple-orange crystal-like fireballs.
    - At level 8 the color of his cloak's golden lining becomes purple.
    - At level 9, his cloak color changes to lilac, with a golden lining. He also gains golden bands around his arms.
* **Trivia**
  + When you are doing the tutorial, a [Villager](https://clashofclans.fandom.com/wiki/Villager) mentions the reinforcement Wizards of Ivory Tower. However, Ivory Tower is not mentioned again in the future. This could, however, be a reference to the [Wizard Tower](https://clashofclans.fandom.com/wiki/Wizard_Tower).
  + Because you get 5 Wizards in the tutorial, they are the first unit that you deploy but NOT the first unlocked for general use, which are [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian).
    - You only need to use 2 of the Wizards to finish the tutorial level; you can save the remainder for future looting, and can use them against other players, making them see that they were raided by a low-level player with Wizards.
  + You can have a maximum of 70 Wizards at one time in a complete set of fully upgraded [Army Camps](https://clashofclans.fandom.com/wiki/Army_Camp). This number increases to 80 if you include the 10 that can fit into a fully upgraded [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle). On the battlefield, you can clone an additional 21 Wizards with three fully upgraded [Clone Spells](https://clashofclans.fandom.com/wiki/Clone_Spell).
  + Along with the level 5-8 [Wall Breaker](https://clashofclans.fandom.com/wiki/Wall_Breaker), the Wizard is the only unit in the game capable of killing itself in one shot. In fact, once a Wizard reaches level 5, it can kill even Wizards of any level in one shot.
  + On a per-housing space basis, the Wizard has the highest damage per second of any [Troop](https://clashofclans.fandom.com/wiki/Army) (57.5 damage per housing space at level 9, slightly more than the second-place level 7 [Goblin](https://clashofclans.fandom.com/wiki/Goblin) at 52). This excludes the damage multipliers of [Goblins](https://clashofclans.fandom.com/wiki/Goblin) and [Wall Breakers](https://clashofclans.fandom.com/wiki/Wall_Breaker) versus certain buildings.
  + In the application package of the game, the sound effect file refers to the Wizard as "Mage".
  + On August 28, 2014, Supercell hosted an event where the training cost and time of the Wizard were reduced by half for a limited time. During this event, the image of the Wizard in the [Barracks](https://clashofclans.fandom.com/wiki/Barracks) showed the Wizard with his hair in an Afro and the fireball in his left hand was replaced with a rabbit. The silhouette of the Wizard in the battle results screen and the Laboratory screen also had the same changes. The image refers to the Clash of Clans commercial, featuring the Wizard.
  + As of the 12 March 2013 update, the Wizard's attack now has a splash component. This increases their effectiveness against lower-health [Troops](https://clashofclans.fandom.com/wiki/Army) such as [Goblins](https://clashofclans.fandom.com/wiki/Goblin), [Archers](https://clashofclans.fandom.com/wiki/Archer) and [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian) as [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) [Troops](https://clashofclans.fandom.com/wiki/Army).
  + You can hear "HUZZAH!" every time an individual Wizard attacks. Some have speculated this to be the "magic word" he uses to cast his spells.
  + Before the May 24th 2016 update, level 4 and above wizards shot out purple spell like projectiles. This was changed to purple fireballs.
  + On 25/8/17, the Wizard took the place of the [Witch](https://clashofclans.fandom.com/wiki/Witch) as the Home Village builder for the week, as the fourth troop type to be builders for the Home Village after the regular [Builder](https://clashofclans.fandom.com/wiki/Builder) left.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Preferred Target Target** | **Attack Type Damagetype** | [**Housing Space**](https://clashofclans.fandom.com/wiki/Army_Camp/Home_Village)**Housing** | [**Movement Speed**](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed)**[Speed](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed)** | **Attack Speed Attackspeed** | [**Barracks**](https://clashofclans.fandom.com/wiki/Barracks)**Level Required [Barracks13](https://clashofclans.fandom.com/wiki/Barracks)** | **Range Range** |
| None | Area Splash 0.3 Tile Radius (Ground & Air) | 4 | 16 | 1.5s | 7 | 3 tiles |

|  |  |
| --- | --- |
| **Training Time of Wizards** | |
| **Number of level 7 or higher**[**Barracks**](https://clashofclans.fandom.com/wiki/Barracks)**that aren't under upgrade** | **Training Time** |
| 1 | 2 minutes |
| 2 | 1 minute |
| 3 | 40 seconds |
| 4 | 30 seconds |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Level Level** | **Damage per Second Damage** | **Damage per Attack Damage** | **Hitpoints Hitpoint** | [**Training Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Elixir](https://clashofclans.fandom.com/wiki/Resources#Elixir)** | [**Research Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Elixir](https://clashofclans.fandom.com/wiki/Resources#Elixir)** | [**Laboratory**](https://clashofclans.fandom.com/wiki/Laboratory)**Level Required [Laboratory10](https://clashofclans.fandom.com/wiki/Laboratory)** | [**Research Time**](https://clashofclans.fandom.com/wiki/Laboratory)**Stopwatch** |
| 1 | 50 | 75 | 75 | 1,000 | N/A | N/A | N/A |
| 2 | 70 | 105 | 90 | 1,400 | 150,000 | 3 | 12 hours |
| 3 | 90 | 135 | 108 | 1,800 | 450,000 | 4 | 1d 12h |
| 4 | 125 | 187.5 | 130 | 2,200 | 1,350,000 | 5 | 2 days |
| 5 | 170 | 255 | 156 | 2,600 | 2,500,000 | 6 | 3 days |
| 6 | 185 | 277.5 | 175 | 3,000 | 5,000,000 | 7 | 5 days |
| 7 | 200 | 300 | 190 | 3,400 | 7,000,000 | 8 | 6 days |
| 8 | 215 | 322.5 | 210 | 3,800 | 9,000,000 | 9 | 10 days |
| 9 | 230 | 345 | 230 | 4,200 | 11,000,000 | 10 | 14 days |

## Healer



***"This majestic creature lives to protect and aid her fellow***[***troops***](https://clashofclans.fandom.com/wiki/Army)***. Any army is improved with her healing support, but make sure to protect her from***[***air defenses***](https://clashofclans.fandom.com/wiki/Air_Defense)***!"***

|  |  |  |  |
| --- | --- | --- | --- |
| Healer1 | Healer3 | Healer4 | Healer5 |
| **Level 1 & 2** | **Level 3** | **Level 4** | **Level 5** |

* **Summary**
  + The Healer is a flying unit. She is the only [troop](https://clashofclans.fandom.com/wiki/Army) with no attacking/offensive capability, but can heal any ground [Troops](https://clashofclans.fandom.com/wiki/Army), except when she is defending as a [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) [troop](https://clashofclans.fandom.com/wiki/Army) (in which case she heals injured [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) [Troops](https://clashofclans.fandom.com/wiki/Army) and [heroes](https://clashofclans.fandom.com/wiki/Heroes)).
  + When the Healer is deployed, a pulsating circular aura appears around her. If all units have full health, she will start healing the closest [troops](https://clashofclans.fandom.com/wiki/Army) (although it will have no effect on the healed [troops](https://clashofclans.fandom.com/wiki/Army)). Should a [ground troop](https://clashofclans.fandom.com/wiki/Category:Ground_Troops) be damaged by a [Defense](https://clashofclans.fandom.com/wiki/Defensive_Buildings), she will fly over and start healing.
  + Note that Healers will **not** heal flying units (other Healers, [Dragons](https://clashofclans.fandom.com/wiki/Dragon), [Balloons](https://clashofclans.fandom.com/wiki/Balloon), [Minions](https://clashofclans.fandom.com/wiki/Minion), [Lava Hounds](https://clashofclans.fandom.com/wiki/Lava_Hound), [Baby Dragons](https://clashofclans.fandom.com/wiki/Baby_Dragon/Home_Village) etc.), unlike a [Healing Spell](https://clashofclans.fandom.com/wiki/Healing_Spell) which heals every kind of [troop](https://clashofclans.fandom.com/wiki/Army).
  + Note that Healers will heal [Heroes](https://clashofclans.fandom.com/wiki/Heroes) at a reduced rate of only 55% of her normal healing rate; keep this in mind if you want to use Healers with your Heroes.
  + Healers cannot attack at all. They are completely unable to defend themselves, and will totally ignore any enemy [buildings](https://clashofclans.fandom.com/wiki/Buildings) or [troops](https://clashofclans.fandom.com/wiki/Troops) attacking them. If they have no target to heal, they will simply remain stationary even if they are taking damage.
  + Unlike all other troops, Healers are measured in healing per second (abbreviated as HPS; stated in-game as "Heal"), rather than in damage per second.
* **Offensive Strategy**
  + A Healer does not last long if she is in the range of an [Air Defense](https://clashofclans.fandom.com/wiki/Air_Defense), so make sure you destroy the [Air Defenses](https://clashofclans.fandom.com/wiki/Air_Defense) first or otherwise occupy them before sending in your Healer(s). One strategy is to send a few [Wall Breakers](https://clashofclans.fandom.com/wiki/Wall_Breaker) in to break the wall that is protecting the [Air Defense](https://clashofclans.fandom.com/wiki/Air_Defense). Then send in a group of [Giants](https://clashofclans.fandom.com/wiki/Giant) (usually 12 or more) to destroy it. The remaining [Air Defense](https://clashofclans.fandom.com/wiki/Air_Defense) can be a problem so be able to use a few more [troops](https://clashofclans.fandom.com/wiki/Army) to take it out. Finally send in a Healer along with other [troops](https://clashofclans.fandom.com/wiki/Army) after the [Giants](https://clashofclans.fandom.com/wiki/Giant). As long as the Healer does not get distracted by other [Troops](https://clashofclans.fandom.com/wiki/Army) taking damage, or is not killed by an [Archer Tower](https://clashofclans.fandom.com/wiki/Archer_Tower/Home_Village) or [Wizard Tower](https://clashofclans.fandom.com/wiki/Wizard_Tower), the [Giants](https://clashofclans.fandom.com/wiki/Giant) will live for a significant amount of time (due to the constant healing) and will distract the defenses while the other [troops](https://clashofclans.fandom.com/wiki/Army) destroy everything. This is known as a Giant-Healer raid and is pretty effective when attacking a [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) 6, and extremely effective with [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) 5 since there is only one [Air Defense](https://clashofclans.fandom.com/wiki/Air_Defense) in this Town Hall level.
  + Another strategy is to use [Balloons](https://clashofclans.fandom.com/wiki/Balloon) to tank the hits from an [Air Defense](https://clashofclans.fandom.com/wiki/Air_Defense). Since [Balloons](https://clashofclans.fandom.com/wiki/Balloon) target defenses, there is a good chance that the [Balloons](https://clashofclans.fandom.com/wiki/Balloon) will be closer to the [Air Defense](https://clashofclans.fandom.com/wiki/Air_Defense) than the Healer. The [Balloons](https://clashofclans.fandom.com/wiki/Balloon) may also destroy the [Air Defense](https://clashofclans.fandom.com/wiki/Air_Defense) too.
  + If at any point in the battle all of your non-Healer [Troops](https://clashofclans.fandom.com/wiki/Army) are killed and you have no more non-Healer [troops](https://clashofclans.fandom.com/wiki/Army) or [Lightning Spells](https://clashofclans.fandom.com/wiki/Lightning_Spell)/[Earthquake Spells](https://clashofclans.fandom.com/wiki/Earthquake_Spell) to deploy, the battle will end, even if you have Healers deployed that are still alive or non-Lightning/Earthquake Spells that are still in effect.
  + Healers can allow [Giants](https://clashofclans.fandom.com/wiki/Giant) and other defensive [troops](https://clashofclans.fandom.com/wiki/Army) to withstand massive amounts of damage, even doubling that of their normal health. Support durable [Troops](https://clashofclans.fandom.com/wiki/Army) like [Giants](https://clashofclans.fandom.com/wiki/Giant) or [P.E.K.K.As](https://clashofclans.fandom.com/wiki/P.E.K.K.A) with Healers.
  + You are able to heal a Healer with a [Healing Spell](https://clashofclans.fandom.com/wiki/Healing_Spell).
  + As of the December 2015 update, the effect of stacking multiple Healers to heal the same target is reduced. The stacking effectiveness begins to decrease after 4 Healers and decreases drastically after 6 Healers. For this reason, it is not advised to use too many Healers on the same target as the healing efficiency will decrease if they are massed on one target, like the [Archer Queen](https://clashofclans.fandom.com/wiki/Archer_Queen).
  + A Healer can trigger air traps, including the [Seeking Air Mine](https://clashofclans.fandom.com/wiki/Seeking_Air_Mine), so be careful when deploying them. While the [Air Bomb](https://clashofclans.fandom.com/wiki/Air_Bomb) will usually not be enough to kill a Healer, the Seeking Air Mine will prove fatal. [Skeleton Traps](https://clashofclans.fandom.com/wiki/Skeleton_Trap) set to air mode can chip away at a Healer if no other troops that can target air are nearby.
  + A strategy called the Queen Walk is where players place many healers surrounding an Archer Queen or other heroes. This is usually done to take out [Air Defense](https://clashofclans.fandom.com/wiki/Air_Defense) on air attacks.
    - If you are using an air attack with a Queen Walk, consider first deploying some lesser troops where the Queen will be deployed, such as [Balloons](https://clashofclans.fandom.com/wiki/Balloon), to test for Seeking Air Mines. Not doing so can cause the Healers to be wasted quickly by these Mines which will ruin the Queen Walk.
  + [Rage Spells](https://clashofclans.fandom.com/wiki/Rage_Spell) will increase the Healer's HPS, just like how it increases any other troop's DPS. Doing so can be extremely useful for Queen Walk strategies; this extra HPS can save the Archer Queen from a heavy assault from defenses without having to use her ability.
* **Defensive Strategy**
  + Healers do not last long if she is in range of Single-Target [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings) or an [Air Defense](https://clashofclans.fandom.com/wiki/Air_Defense), so make sure you upgrade and protect your [Air Defense](https://clashofclans.fandom.com/wiki/Air_Defense) as much as possible.
  + Put your [Air Defense](https://clashofclans.fandom.com/wiki/Air_Defense) in the middle of the base to prevent ground [troops](https://clashofclans.fandom.com/wiki/Army) like [Giants](https://clashofclans.fandom.com/wiki/Giant) from destroying it quickly.
  + Since healers take up 14 spaces, it is not recommended to donate for defense her as she does almost nothing on defense and only heals other [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) troops and [heroes](https://clashofclans.fandom.com/wiki/Heroes).
* **Upgrade Differences**
  + The Healer undergoes significant visual changes at all levels.
    - Initially, the Healer has long, white angelic wings with short, white hair. She wears a golden dress that ends in 4 long pieces. Her dress has a white 4 sided star.
    - At level 3, the color of her aura and the color of her dress both turn from light yellow to a bright purple - pink color (Similar to elixir- pink or level six walls).
    - At level 4, her aura reverts to yellow but her dress remains unchanged.
    - At level 5, her aura turns to white and her dress is now light blue.
* **Trivia**
  + In the Chinese language setting of the game, the Healer is called "Angel", which the unit resembles.
  + As part of the 23 May 2013 update, Healers had their training costs reduced at all levels. The training time was shortened from 20 minutes to 15 minutes and the required housing space was lowered from 20 to 14.
  + You can have a maximum of 20 Healers at one time in a complete set of fully upgraded [Army Camps](https://clashofclans.fandom.com/wiki/Army_Camp). This number increases to 22 if you include the 2 that can fit into a level 5 or higher [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle). On the battlefield, you can clone an additional 6 Healers with three fully upgraded [Clone Spells](https://clashofclans.fandom.com/wiki/Clone_Spell).
    - Note: Having this many Healers is highly discouraged as your [Troops](https://clashofclans.fandom.com/wiki/Army) will have no offensive capabilities unless you bring [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) [troops](https://clashofclans.fandom.com/wiki/Army) or [Heroes](https://clashofclans.fandom.com/wiki/Heroes).
  + Although Healers have no favorite target, as of the September 16, 2014 update, Healers now prioritize healing larger groups of [troops](https://clashofclans.fandom.com/wiki/Army).
  + Prior to the September 2014 update, a Healer in a defensive [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) would heal damaged buildings. This is no longer true and she will now only heal [Heroes](https://clashofclans.fandom.com/wiki/Heroes) and other [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) [Troops](https://clashofclans.fandom.com/wiki/Army) when defending; if [Heroes](https://clashofclans.fandom.com/wiki/Heroes) and [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) [Troops](https://clashofclans.fandom.com/wiki/Army) are taken out, she will do nothing for the rest of the defense.
  + As of the February 24th, 2015 update, Healers no longer trigger air traps or [Traps](https://clashofclans.fandom.com/wiki/Traps/Home_Village) set to air mode. This change was reverted in a balance update on August 25th 2016.
  + Part of the May 4th 2016 update, the Healer's training time has been decreased from 15 minutes to 10 minutes.
  + As a result of diminishing effects of additional Healers, the maximum possible healing per second on any troop (barring the use of [Rage Spells](https://clashofclans.fandom.com/wiki/Rage_Spell)) is exactly 5 times that of a single Healer's healing per second. For max-level Healers this is equal to 400 HPS, or 220 HPS on Heroes.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Preferred Target Target** | **Effect Type Damagetype** | **Housing Space Housing** | [**Movement Speed**](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed)**[Speed](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed)** | **Heal Speed Attackspeed** | [**Barracks**](https://clashofclans.fandom.com/wiki/Barracks)**Level Required [Barracks13](https://clashofclans.fandom.com/wiki/Barracks)** | **Range Range** |
| None | Heal Splash 2 Tile Radius (Ground Only) | 14 | 16 | 0.7s | 8 | 5 tiles |

|  |  |
| --- | --- |
| **Training Time of Healers** | |
| **Number of level 8 or higher**[**Barracks**](https://clashofclans.fandom.com/wiki/Barracks)**that aren't under upgrade** | **Training Time** |
| 1 | 8 minutes |
| 2 | 4 minutes |
| 3 | 2 minutes 40 seconds |
| 4 | 2 minutes |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Level Level** | **Healing per Second Hitpoint** | **Healing per Pulse Hitpoint** | **Hitpoints Hitpoint** | [**Training Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Elixir](https://clashofclans.fandom.com/wiki/Resources#Elixir)** | [**Research Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Elixir](https://clashofclans.fandom.com/wiki/Resources#Elixir)** | [**Laboratory**](https://clashofclans.fandom.com/wiki/Laboratory)**Level Required [Laboratory10](https://clashofclans.fandom.com/wiki/Laboratory)** | [**Research Time**](https://clashofclans.fandom.com/wiki/Laboratory)**Stopwatch** |
| 1 | 35 | 24.5 | 500 | 5,000 | N/A | N/A | N/A |
| 2 | 42 | 29.4 | 600 | 6,000 | 750,000 | 5 | 2 days |
| 3 | 55 | 38.5 | 840 | 8,000 | 1,500,000 | 6 | 3 days |
| 4 | 65 | 45.5 | 1,200 | 10,000 | 3,000,000 | 7 | 5 days |
| 5 | 80 | 56 | 1,500 | 14,000 | 9,500,000 | 9 | 14 days |

**Effectiveness of Multiple Healers**

The table below shows the effectiveness of adding another Healer when multiple are healing the same target(s).

|  |  |  |
| --- | --- | --- |
| **Total Number of Healers** | **Effectiveness of Additional Healer** | **Overall Efficiency** |
| 1 | 100% | 100% |
| 2 | 100% | 100% |
| 3 | 90% | 96.7% |
| 4 | 90% | 95% |
| 5 | 70% | 90% |
| 6 | 40% | 81.7% |
| 7 | 10% | 71.4% |
| 8 | 0% | 62.5% |

## Dragon



***"The might of the dragons are known throughout the land. This scaly terror of the skies feels no mercy and nothing will escape the fiery splashes of his breath."***

|  |  |  |
| --- | --- | --- |
| Dragon1 | Dragon2 | Dragon3 |
| **Level 1** | **Level 2** | **Level 3** |

|  |  |  |  |
| --- | --- | --- | --- |
| Dragon4 | Dragon5 | Dragon6 | Dragon7 |
| **Level 4** | **Level 5** | **Level 6** | **Level 7** |

* **Summary**
  + The Dragon is a fearsome flying unit capable of attacking both [ground and air units](https://clashofclans.fandom.com/wiki/Army). Similar to the [Wizard](https://clashofclans.fandom.com/wiki/Wizard), the Dragon's attacks are ranged and deal splash damage.
  + A Dragon does short-range splash damage when he attacks. This can only be noticed when used against [Clan Castle Troops](https://clashofclans.fandom.com/wiki/Clan_Castle) and [Walls](https://clashofclans.fandom.com/wiki/Walls/Home_Village).
  + The purple Dragon icon shown in the [Barracks](https://clashofclans.fandom.com/wiki/Barracks) is actually a level 2 Dragon. The Dragon changes from green to purple after upgrading, matching its image in the [Barracks](https://clashofclans.fandom.com/wiki/Barracks).
  + Dragons have no preferred target when attacking; they will simply attack the closest building. However, once they become aware of enemy [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) [troops](https://clashofclans.fandom.com/wiki/Troops), [Heroes](https://clashofclans.fandom.com/wiki/Heroes), or [Skeleton Trap](https://clashofclans.fandom.com/wiki/Skeleton_Trap) skeletons (either by being attacked themselves or by being near another friendly [troop](https://clashofclans.fandom.com/wiki/Troops) under attack), they will leave their previously targeted building and instead engage the enemy [troops](https://clashofclans.fandom.com/wiki/Troops). Once all of the nearby enemy [troops](https://clashofclans.fandom.com/wiki/Troops) are defeated, the Dragons will proceed to attack the nearest structure.
* **Offensive Strategy**
  + Most Dragon strategies involve taking out as many [Air Defenses](https://clashofclans.fandom.com/wiki/Air_Defense) as possible with other units (infantry, [Giants](https://clashofclans.fandom.com/wiki/Giant), etc.) or [Lightning Spells](https://clashofclans.fandom.com/wiki/Lightning_Spell), as they are a significant threat to this powerful unit.
  + The [Rage Spell](https://clashofclans.fandom.com/wiki/Rage_Spell) and Dragon are like bread and butter. So using a pure-Dragon army with Rage Spells can be effective.
    - Try to spread the Dragons along the edge of the base, as they will converge in the middle of the battle, when you have reached the base's center. Then place a Rage Spell for mass destruction.
  + A powerful, but costly, strategy for [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) 7 and [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) 8 players (especially for [Clan Wars](https://clashofclans.fandom.com/wiki/Clan_Wars)) uses a combination of Dragons and [Balloons](https://clashofclans.fandom.com/wiki/Balloon). Dragons can tank the [Air Defenses](https://clashofclans.fandom.com/wiki/Air_Defense) and [Wizard Towers](https://clashofclans.fandom.com/wiki/Wizard_Tower)while [Balloons](https://clashofclans.fandom.com/wiki/Balloon) target the [Defensive Buildings](https://clashofclans.fandom.com/wiki/Defensive_Buildings). Which spells to bring ultimately depend on the layout of the defending base - an attacker should have a plan to destroy every [Air Defense](https://clashofclans.fandom.com/wiki/Air_Defense), whether that involves extra [Balloons](https://clashofclans.fandom.com/wiki/Balloon), [Lightning Spells](https://clashofclans.fandom.com/wiki/Lightning_Spell), [Earthquake Spells](https://clashofclans.fandom.com/wiki/Earthquake_Spell) [Healing Spells](https://clashofclans.fandom.com/wiki/Healing_Spell), or [Rage Spells](https://clashofclans.fandom.com/wiki/Rage_Spell).
  + Dragons are mostly used to get [Trophies](https://clashofclans.fandom.com/wiki/Trophies) and in [war](https://clashofclans.fandom.com/wiki/Clan_Wars) as their high cost doesn't make them great candidates for [Elixir](https://clashofclans.fandom.com/wiki/Elixir) raiding.
  + When using mass Dragon raids one should be careful of [Buildings](https://clashofclans.fandom.com/wiki/Buildings) in the corners because their relatively slow movement speed does not make it great for moving around from corner to corner. To prevent this, attackers should bring some [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian) or [Minions](https://clashofclans.fandom.com/wiki/Minion) or save their [Barbarian King](https://clashofclans.fandom.com/wiki/Barbarian_King) to take out lone buildings in the corners; it might mean the difference between a 99% 2-star and a 100% 3-star raid. A level 4 [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) can hold a [Haste Spell](https://clashofclans.fandom.com/wiki/Haste_Spell) which can be used to speed up the Dragons if time is in short.
  + Dragons will attack the Barbarian King and Clan Castle Troops that cannot target air units if these troops are the closest target, even though the Barbarian King and/or Clan Castle Troops cannot attack the Dragon or any friendly Dragons nearby. Be careful as these troops can distract your Dragons from attacking other more threatening targets, wasting time.
* **Defensive Strategy**
  + Dragons are one of the most powerful [Troops](https://clashofclans.fandom.com/wiki/Army) in the game, and as such it can be difficult to defend against them. Multiple high-level [Air Defenses](https://clashofclans.fandom.com/wiki/Air_Defense) are critical for success against Dragons.
  + As a [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) 8 player, keeping your [Air Defenses](https://clashofclans.fandom.com/wiki/Air_Defense) semi-spread while protecting them with Storages and other high hitpoint buildings is the key to preventing most 3-star attacks using Dragons. If the [Air Defenses](https://clashofclans.fandom.com/wiki/Air_Defense) are too close together, a single [Rage Spell](https://clashofclans.fandom.com/wiki/Rage_Spell) applied to a cluster of Dragons can quickly wipe out all three.
  + Dragons are wonderful [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) [Troops](https://clashofclans.fandom.com/wiki/Army). As a flying unit, the Dragon is completely immune to attacks from most ground troops, and his splash damage capability makes it especially suited for destroying groups of [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian) and [Goblins](https://clashofclans.fandom.com/wiki/Goblin). His high health also helps him survive attacks from even multiple [Archers](https://clashofclans.fandom.com/wiki/Archer) or [Wizards](https://clashofclans.fandom.com/wiki/Wizard) (although a large group of either will usually be enough to destroy the Dragon). However, you can use spread your archers and wizards in a semi or whole circle around the dragon. This exploits the fact that dragons have a slow hit speed.
* **Upgrade Differences**
  + The Dragon undergoes significant visual changes at all levels.
    - Initially, the Dragon has green-colored skin and black eyes.
    - At level 2, the Dragon's skin turns from green to purple, matching his image in the [Barracks](https://clashofclans.fandom.com/wiki/Barracks). His eyes also turn the color of elixir.
    - At level 3, the Dragon's skin changes again to dark greenish-brown.
    - At level 4, the Dragon's skin turns a deep red; as part of the update announcement, [Supercell](https://clashofclans.fandom.com/wiki/Supercell" \o "Supercell)referred to it as the new "ancient red dragon." His eyes also start flaming.
    - At level 5, the Dragon's skin turns into a brownish-crimson color. It also obtains golden horns near the back of its head and spikes on its back. Its wings also gets larger.
    - At level 6, the Dragon's skin turns dark crimson in color. The edges of its wings take on a reddish shade.
    - At level 7, the Dragon's skin turns completely red in color. The tip of the tail also starts flaming.
* **Trivia**
  + The first person to have reached over 4,000 [trophies](https://clashofclans.fandom.com/wiki/Trophies) (Jorge Yao) used an all-Dragon army to do so. He used 4 [Lightning Spells](https://clashofclans.fandom.com/wiki/Lightning_Spell) as support, one to take out [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) troops and the rest to destroy an [Air Defense](https://clashofclans.fandom.com/wiki/Air_Defense). This was his way to ensure 50% damage practically every time he attacked in order to become the top player and achieve this amazing feat.
  + You can have a maximum of 14 Dragons at one time in a complete set of fully upgraded [Army Camps](https://clashofclans.fandom.com/wiki/Army_Camp). This number increases to 16 if you include the 2 that can fit into a fully upgraded [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle). On the battlefield, you can clone an additional 3 Dragons with three level 2 or higher [Clone Spells](https://clashofclans.fandom.com/wiki/Clone_Spell).
  + The Dragon's attack was given a splash damage component as of the 12 March 2013 update, making them much more powerful against groups of ground troops.
  + The Dragon received new art as of the 23 May 2013 update; the new Dragon receives forelegs along with a line of small spikes down its neck and back. This new look is often debated among fellow players to which one looks the 'best', along with the [P.E.K.K.A](https://clashofclans.fandom.com/wiki/P.E.K.K.A).
  + The Dragon has a pair of paws and fire in his mouth since the 23 May 2013 update.
  + A Dragon's shadow is oval, not dragon-shaped.
  + The Dragon's upon-death skeleton is human-shaped.
  + The Dragon is the only [troop](https://clashofclans.fandom.com/wiki/Army) to have different appearances at every level.
  + The Dragon is one of only two [troops](https://clashofclans.fandom.com/wiki/Army) of which the picture in the [Barracks](https://clashofclans.fandom.com/wiki/Barracks) resembles an upgraded [troop](https://clashofclans.fandom.com/wiki/Army), the other being the [Wall Breaker](https://clashofclans.fandom.com/wiki/Wall_Breaker).
  + The level 3 and 4 Dragon has a very thin see-through line going through the base of the wing. However, this is barely noticeable.
  + Dragons do not attack Walls, but can deal damage if indirectly attacking (Shooting at [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle)[troops](https://clashofclans.fandom.com/wiki/Army) over a [wall](https://clashofclans.fandom.com/wiki/Walls), etc.).
  + The January 2013 update added [Dark Elixir](https://clashofclans.fandom.com/wiki/Dark_Elixir), stating that this resource is formed over aeons from fossilized Black Dragon (then-maxed level 3 Dragon) bones. However, training or upgrading Dragons never involve [Dark Elixir](https://clashofclans.fandom.com/wiki/Dark_Elixir).
    - This is more likely a reference over oil, a fossil fuel.
  + An event lasted from 29/1/15 through 5/2/15, during which the Dragon's training speed was 5 times faster, along with the [Barbarian](https://clashofclans.fandom.com/wiki/Barbarian).

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Preferred Target Target** | **Attack Type Damagetype** | **Housing Space Housing** | [**Movement Speed**](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed)**[Speed](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed)** | **Attack Speed Attackspeed** | [**Barracks**](https://clashofclans.fandom.com/wiki/Barracks)**Level Required [Barracks13](https://clashofclans.fandom.com/wiki/Barracks)** | **Range Range** |
| None | Area Splash 0.3 Tile Radius (Ground & Air) | 20 | 16 | 1.25 sec | 9 | 3 tiles |

|  |  |
| --- | --- |
| **Training Time of Dragons** | |
| **Number of level 9 or higher**[**Barracks**](https://clashofclans.fandom.com/wiki/Barracks)**that aren't under upgrade** | **Training Time** |
| 1 | 12 minutes |
| 2 | 6 minutes |
| 3 | 4 minutes |
| 4 | 3 minutes |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Level Level** | **Damage per Second Damage** | **Damage per Attack Damage** | **Hitpoints Hitpoint** | [**Training Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Elixir](https://clashofclans.fandom.com/wiki/Resources#Elixir)** | [**Research Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Elixir](https://clashofclans.fandom.com/wiki/Resources#Elixir)** | [**Laboratory**](https://clashofclans.fandom.com/wiki/Laboratory)**Level Required [Laboratory10](https://clashofclans.fandom.com/wiki/Laboratory)** | [**Research Time**](https://clashofclans.fandom.com/wiki/Laboratory)**Stopwatch** |
| 1 | 140 | 175 | 1,900 | 10,000 | N/A | N/A | N/A |
| 2 | 160 | 200 | 2,100 | 12,000 | 2,000,000 | 5 | 4 days |
| 3 | 180 | 225 | 2,300 | 14,000 | 3,000,000 | 6 | 5 days |
| 4 | 210 | 262.5 | 2,600 | 16,000 | 5,000,000 | 7 | 6 days |
| 5 | 240 | 300 | 3,000 | 18,000 | 7,000,000 | 8 | 7 days |
| 6 | 270 | 337.5 | 3,300 | 20,000 | 9,000,000 | 9 | 10 days |
| 7 | 310 | 387.5 | 3,600 | 22,000 | 11,000,000 | 10 | 14 days |

## PEKKA



***"Is P.E.K.K.A a knight? A samurai? A robot? No one knows! P.E.K.K.A's armor absorbs even the mightiest of blows."***

|  |  |  |
| --- | --- | --- |
| PEKKA1 | PEKKA2 | PEKKA3 |
| **Level 1** | **Level 2** | **Level 3** |

|  |  |  |  |
| --- | --- | --- | --- |
| PEKKA4 | PEKKA5 | PEKKA6 | PEKKA7 |
| **Level 4** | **Level 5** | **Level 6** | **Level 7 & 8** |

* **Summary**
  + P.E.K.K.A is the 10th [troop](https://clashofclans.fandom.com/wiki/Army) to be unlocked in the standard [Barracks](https://clashofclans.fandom.com/wiki/Barracks). She is an [Elixir Troop](https://clashofclans.fandom.com/wiki/Category:Elixir_Troops) with very high damage per second and hitpoints, but is also quite expensive and takes up a large amount of housing space.
  + She has spikes growing out of the side of her head, and carries a sword (multiple swords at higher levels).
  + P.E.K.K.As have no preferred target when attacking; they will simply attack the closest building. However, once they become aware of enemy [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) [troops](https://clashofclans.fandom.com/wiki/Troops), [Heroes](https://clashofclans.fandom.com/wiki/Heroes), or [Skeleton Trap](https://clashofclans.fandom.com/wiki/Skeleton_Trap) skeletons (either by being attacked themselves or by being near another friendly [troop](https://clashofclans.fandom.com/wiki/Troops) under attack), they will leave their previously targeted building and instead engage the enemy [troops](https://clashofclans.fandom.com/wiki/Troops). Once all of the nearby enemy [troops](https://clashofclans.fandom.com/wiki/Troops) are defeated, the P.E.K.K.As will proceed to attack the nearest structure.
* **Offensive Strategy**
  + Because this [Troop](https://clashofclans.fandom.com/wiki/Army) has the highest attack of all normal units in the game along with very high health, it is advisable to deploy them in pairs on each corner of the opponent's village or near a bunch of enemy [defensive buildings](https://clashofclans.fandom.com/wiki/Defensive_Buildings). Most buildings won't survive two attacks of this very powerful unit (432-1098 damage per hit depending on level), meaning two P.E.K.K.As should destroy most buildings in a single hit from both units. By deploying in pairs, [Mortars](https://clashofclans.fandom.com/wiki/Mortar) won't be as effective either, as they can only damage one pair at a time as opposed to an entire group of P.E.K.K.As deployed together. Nevertheless, if the opponent's village has maximum level [Walls](https://clashofclans.fandom.com/wiki/Walls/Home_Village), it may be best to deploy larger groups of P.E.K.K.As. This way, they will be able to break through the [Walls](https://clashofclans.fandom.com/wiki/Walls/Home_Village) with one hit.
  + Never train a complete P.E.K.K.A army as they will be helpless against flying [Clan Castle troops](https://clashofclans.fandom.com/wiki/Clan_Castle).
  + Back her up with units that can target air such as a [Wizard](https://clashofclans.fandom.com/wiki/Wizard) to help her defend against them.
  + Put splash damage units behind her to get rid of any swarms of defending troops or [Skeleton Traps](https://clashofclans.fandom.com/wiki/Skeleton_Trap).
* **Defensive Strategy**
  + P.E.K.K.A is not affected by [Spring Traps](https://clashofclans.fandom.com/wiki/Spring_Trap/Home_Village), due to taking up more than 19 housing space. However, she will still trigger them, and the defender will still have to re-arm them.
  + P.E.K.K.A is a gamble as a [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) troop because of her inability to deal splash damage or attack air, which leaves her an easy target for air troops or even swarms of [Wizards](https://clashofclans.fandom.com/wiki/Wizard). However, against an unsuspecting attacker, who often assumes that whatever is inside has to be a [Dragon](https://clashofclans.fandom.com/wiki/Dragon), she can occasionally surprise the attacker by one-shotting any heroes that come too close to her as well as delaying their troops for a good amount owing to her tremendous hit points.
  + Because P.E.K.K.A has a slow attack speed, she is not effective against massed infantry. Large numbers (at least 15) of [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian) and/or [Archers](https://clashofclans.fandom.com/wiki/Archer) can easily take her out. Alternatively, one can either use a [Witch](https://clashofclans.fandom.com/wiki/Witch) or a [Minion](https://clashofclans.fandom.com/wiki/Minion); with the former, her [Skeletons](https://clashofclans.fandom.com/wiki/Witch/Skeleton) will distract P.E.K.K.A indefinitely because she will summon more [Skeletons](https://clashofclans.fandom.com/wiki/Witch/Skeleton) before P.E.K.K.A finishes off the remaining ones. With the latter, her inability to attack air units means that you can simply deploy minions as they slowly kill the defending P.E.K.K.A.
  + [Skeleton Traps](https://clashofclans.fandom.com/wiki/Skeleton_Trap) set to Ground Mode can distract P.E.K.K.A for several seconds.
* **Upgrade Differences**
  + P.E.K.K.A undergoes significant visual changes at levels 3, 4 and 5.
    - Initially, P.E.K.K.A is a metal robot-like troop with spikes that carries a sword.
    - At level 2, her sword turns to an elixir-colored pink.
    - At level 3, P.E.K.K.A's armor and sword change from dark blue to black, the sword and horn's glow becomes red.
    - At level 4, P.E.K.K.A obtains another sword.
    - At level 5, P.E.K.K.A's armor color and sword change from black to dark navy. Her swords glow pink, as do some of her spikes; the swords also appear to give off pink-colored smoke. Her eyes have a faint pink glow.
    - At level 6, P.E.K.K.A's swords become more pink, and the eyes as well as the "nose" glows brighter.
    - At level 7, the tips of the P.E.K.K.A's horns and swords glow yellow-orange, along with her eyes and "nose".
* **Trivia**
  + P.E.K.K.A's gender has been confirmed as female, as one of the [Loading Screen Hints](https://clashofclans.fandom.com/wiki/Loading_Screen_Hints) states, "P.E.K.K.A's armor is so strong, [Spring Traps](https://clashofclans.fandom.com/wiki/Spring_Trap/Home_Village) don't affect her!"
  + The letters in P.E.K.K.A don't officially stand for anything in particular. Supercell held a Facebook contest on 22 August 2012 to see who could come up with the best written-out name for P.E.K.K.A as judged by the number of likes the comment received. The name "Perfect Enraged Knight Killer of Assassins" was the winner.
  + The level 10 [Barracks](https://clashofclans.fandom.com/wiki/Barracks), which is the level required to unlock P.E.K.K.A, has a P.E.K.K.A helmet on its roof.
  + Level 8 P.E.K.K.As combined with a level 5 [Rage Spell](https://clashofclans.fandom.com/wiki/Rage_Spell) do amazing damage, up to 2,964.6 damage per attack.
  + You can have a maximum of 11 P.E.K.K.As at one time in a complete set of fully upgraded [Army Camps](https://clashofclans.fandom.com/wiki/Army_Camp). This number increases to 12 if you include the 1 that can fit into a level 4 or higher [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle). On the battlefield, you can clone an additional 3 P.E.K.K.As with three level 4 or higher [Clone Spells](https://clashofclans.fandom.com/wiki/Clone_Spell).
  + The image used for P.E.K.K.A on the [Barracks](https://clashofclans.fandom.com/wiki/Barracks) info screen changed during the 17 June 2013 update (the same update that added the level 4 P.E.K.K.A). Its new look is much more intimidating, and she now stands ready to strike with her sword. This new look is often debated among fellow players to which one looks the 'best', along with the [Dragon](https://clashofclans.fandom.com/wiki/Dragon).
    - The old image on the [Barracks](https://clashofclans.fandom.com/wiki/Barracks) info screen was recycled and used as the card icon of the P.E.K.K.A in Clash Royale.
  + Although a level 4+ P.E.K.K.A carries two swords, she hits/attacks with only one of them.
  + When P.E.K.K.A hits a building, you can hear a faint, evil sounding laughter.
  + If P.E.K.K.A is level 3 or higher, she has a bigger skeleton image than usual at death, due to the fact that P.E.K.K.A is larger at those levels.
  + P.E.K.K.A appears to float along the ground instead of walking.
  + When P.E.K.K.A is deployed, she can be heard saying "Destroy!" in a robotic voice.
  + P.E.K.K.A has the highest Damage Per Attack of any normal [troop](https://clashofclans.fandom.com/wiki/Army) in the game.
  + Since the 12/10/16 update, the P.E.K.K.A no longer took double damage from the [Hidden Tesla](https://clashofclans.fandom.com/wiki/Hidden_Tesla/Home_Village).
  + The original description before the 12/10/16 update was,***"Is P.E.K.K.A a knight? A samurai? A robot? No one knows! P.E.K.K.A's armor absorbs even the mightiest of blows, but doesn't handle electricity too well."***
  + The P.E.K.K.A is the most [Elixir](https://clashofclans.fandom.com/wiki/Resources#Elixir)-costly troop to upgrade to maximum level (a total of 52,000,000 for all levels).
  + The P.E.K.K.A. is likely a reference to D.A.V.E. from Backyard Monsters. Both have names that don't stand for anything in particular, both are robotic in nature and both are considered the strongest regular troop in their respective games.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Preferred Target Target** | **Attack Type Damagetype** | **Housing Space Housing** | [**Movement Speed**](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed)**[Speed](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed)** | **Attack Speed Attackspeed** | [**Barracks**](https://clashofclans.fandom.com/wiki/Barracks)**Level Required [Barracks13](https://clashofclans.fandom.com/wiki/Barracks)** | **Range Range** |
| None | Melee (Ground Only) | 25 | 16 | 1.8s | 10 | 0.8 tiles |

|  |  |
| --- | --- |
| **Training Time of P.E.K.K.As** | |
| **Number of level 10 or higher**[**Barracks**](https://clashofclans.fandom.com/wiki/Barracks)**that aren't under upgrade** | **Training Time** |
| 1 | 12 minutes |
| 2 | 6 minutes |
| 3 | 4 minutes |
| 4 | 3 minutes |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Level Level** | **Damage per Second Damage** | **Damage per Attack Damage** | **Hitpoints Hitpoint** | [**Training Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Elixir](https://clashofclans.fandom.com/wiki/Resources#Elixir)** | [**Research Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Elixir](https://clashofclans.fandom.com/wiki/Resources#Elixir)** | [**Laboratory**](https://clashofclans.fandom.com/wiki/Laboratory)**Level Required [Laboratory10](https://clashofclans.fandom.com/wiki/Laboratory)** | [**Research Time**](https://clashofclans.fandom.com/wiki/Laboratory)**Stopwatch** |
| 1 | 240 | 432 | 2,800 | 14,000 | N/A | N/A | N/A |
| 2 | 270 | 486 | 3,100 | 16,000 | 3,000,000 | 6 | 4 days |
| 3 | 310 | 558 | 3,500 | 18,000 | 5,000,000 | 6 | 5 days |
| 4 | 360 | 648 | 4,000 | 20,000 | 6,000,000 | 7 | 6 days |
| 5 | 410 | 738 | 4,700 | 22,500 | 7,500,000 | 8 | 7 days |
| 6 | 470 | 846 | 5,200 | 25,000 | 8,500,000 | 8 | 8 days |
| 7 | 540 | 972 | 5,700 | 27,500 | 10,000,000 | 9 | 10 days |
| 8 | 610 | 1,098 | 6,300 | 30,000 | 12,000,000 | 10 | 14 days |

## Baby Dragon



***"This Fire-Breathing Hatchling is shy around other air units, but leave it alone and it will throw a fit! When not around other air units, Baby Dragons become enraged and gain bonus damage and attack speed."***

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Baby Dragon1 | Baby Dragon2 | Baby Dragon3 | Baby Dragon4 | Baby Dragon6 |  |
| **Level 1 & 2** | **Level 3** | **Level 4** | **Level 5** | **Level 6** |  |

* **Summary**
  + It is the 11th elixir [troop](https://clashofclans.fandom.com/wiki/Army) unlocked in the [Barracks](https://clashofclans.fandom.com/wiki/Barracks).
  + The Baby Dragon is a fearsome flying unit and is capable of attacking both [ground and air units](https://clashofclans.fandom.com/wiki/Army). Unlike the [Balloon](https://clashofclans.fandom.com/wiki/Balloon), the Baby Dragon is both ranged and deals splash damage, like the [Wizard](https://clashofclans.fandom.com/wiki/Wizard) and its [adult version](https://clashofclans.fandom.com/wiki/Dragon).
  + The Baby Dragon is enraged when no friendly air units (including other Baby Dragons) are within 4.5 tiles of it. During this rage, it does more damage and also attacks faster.
  + A Baby Dragon does splash damage over a small area when it attacks. This can be noticed when used against [Clan Castle Troops](https://clashofclans.fandom.com/wiki/Clan_Castle), or if it manages to attack a [Wall](https://clashofclans.fandom.com/wiki/Walls/Home_Village) through indirect means, i.e. when it is attacking defending enemy units over a wall.
  + Baby Dragons have no preferred target when attacking; they will simply attack the closest building. However, once they become aware of enemy [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) [troops](https://clashofclans.fandom.com/wiki/Troops), [Heroes](https://clashofclans.fandom.com/wiki/Heroes), or [Skeleton Trap](https://clashofclans.fandom.com/wiki/Skeleton_Trap) skeletons (either by being attacked themselves or by being near another friendly [troop](https://clashofclans.fandom.com/wiki/Troops) under attack), they will leave their previously targeted building and instead engage the enemy [troops](https://clashofclans.fandom.com/wiki/Troops). Once all of the nearby enemy [troops](https://clashofclans.fandom.com/wiki/Troops) are defeated, the Baby Dragons will proceed to attack the nearest structure.
* **Offensive Strategy**
  + The Baby Dragon could be considered more versatile than their father, the [Dragon](https://clashofclans.fandom.com/wiki/Dragon): They have over half the health, do about half the damage, cost more compared to housing space, but they have a rage mechanic.
    - In comparison, an attack using Baby Dragons would be less vulnerable to seeking air mines, since it will only destroy 10 housing space of troops, compared to the Dragon. However, since the quantity of troops have increased, a horde of Baby Dragons would receive more damage from AoE damage, such as Wizard Towers and Air Bombs, since there are more individual units compared to the lower quantity but more durable Dragons.
      * However, one could bring in Healing Spells to mitigate the splash damage.
  + Baby Dragons are most powerful on their own, as they become enraged dealing double damage. This makes them ideal as [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) [Troops](https://clashofclans.fandom.com/wiki/Army).
  + Baby Dragons are especially good at funneling and destroying outer buildings. They have a relatively high hitpoint and can deal a lot of damage in their tantrums.
* **Defensive Strategy**
  + Baby Dragons are quite powerful air [Troops](https://clashofclans.fandom.com/wiki/Army), and as such it can be difficult to defend against them. Multiple high-level [Air Defenses](https://clashofclans.fandom.com/wiki/Air_Defense) are critical for success against Baby Dragons.
  + Baby Dragons are wonderful [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) [Troops](https://clashofclans.fandom.com/wiki/Army). As a [flying unit](https://clashofclans.fandom.com/wiki/Category:Air_Troops), the Baby Dragon is completely immune to attacks from most [ground troops](https://clashofclans.fandom.com/wiki/Category:Ground_Troops), and his splash damage capability makes it especially suited for destroying groups of [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian) and [Goblins](https://clashofclans.fandom.com/wiki/Goblin). However, due to his enrage bonus damage, players can choose to request one Baby Dragon and fill the remaining spaces with ground [troops](https://clashofclans.fandom.com/wiki/Army).
* **Upgrade Differences**
  + The Baby Dragon undergoes significant visual changes at levels 3 and 4.
    - Initially, it appears as a small lime green [Dragon](https://clashofclans.fandom.com/wiki/Dragon) with the spikes and tips of its wings being orange. Its hands and feet are a dark orange that fades back into the body.
    - At level 3, the Baby Dragon's wings turn yellow.
    - At level 4, the Baby Dragon's wings and tongue turn pink.
    - At level 5, the Baby Dragon gains golden bracelets on each wrist.
    - At level 6, the Baby Dragon's wings turn blue and his tongue turns purple
* **Trivia**
  + You can have a maximum of 28 Baby Dragons at one time in a complete set of fully upgraded [Army Camps](https://clashofclans.fandom.com/wiki/Army_Camp). This number increases to 32 if you include the 4 that can fit into a fully upgraded [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle).On the battlefield, you can clone an additional 9 Baby Dragons with three fully upgraded [Clone Spells](https://clashofclans.fandom.com/wiki/Clone_Spell).
  + A Baby Dragon's shadow is oval, not dragon-shaped.
  + The Baby Dragon's upon-death skeleton is human shaped, similar to the other [Troops](https://clashofclans.fandom.com/wiki/Army).
  + Baby Dragons do not attack Walls, but can deal damage if indirectly attacking (Shooting at [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) [troops](https://clashofclans.fandom.com/wiki/Army) over a [wall](https://clashofclans.fandom.com/wiki/Walls), etc.).
  + The Baby Dragon, along with the [Miner](https://clashofclans.fandom.com/wiki/Miner), is one of the two troops in the Home Village to be directly transferred from one of [Supercell](https://clashofclans.fandom.com/wiki/Supercell)'s other games, Clash Royale.
  + The Baby Dragon was one of the only [troop](https://clashofclans.fandom.com/wiki/Army)(s) in the game that didn't visually change with upgrades.
    - This trait was previously used with the Witch, before the [Town Hall 11 Update](https://clashofclans.fandom.com/wiki/Version_History#Version_8.67.3_-_10th_December_2015_-_.22Town_Hall_11.22). At one point, upgrading to the level 3 Baby Dragon, the unit didn't change color or wings at all. With the October 2016 update, Levels 3 & 4 were given pink wings (Levels 3 & 4 share the same pink wings of level 5 Baby Dragons.)
  + The fireballs that the Baby Dragon shoots are similar to the ones fired by [Lava Hounds](https://clashofclans.fandom.com/wiki/Lava_Hound)/Lava Pups.
  + When a Baby Dragon is enraged, a small purple lightning bolt appears over its head.
  + It is the only troop to appear in both the Home Village and the Builder Base.
  + When the Baby Dragon disappears at the end of a battle, it explodes into dark elixir, although it is trained through regular elixir.
  + Level 5 and 6 Baby Dragons can survive a level 1 Seeking Air Mine.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Preferred Target** | **Attack Type** | [**Housing Space**](https://clashofclans.fandom.com/wiki/Army_Camp) | [**Movement Speed**](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed) | **Attack Speed** | [**Barracks**](https://clashofclans.fandom.com/wiki/Barracks)**Level Required** | **Range** | **Enrage Bonus Damage** |
| None | Area Splash 0.3 Tile Radius (Ground & Air) | 10 | 16 | 1s | 11 | 2.75 tiles | x2 |

|  |  |
| --- | --- |
| **Training Time of Baby Dragons** | |
| **Number of level 11 or higher**[**Barracks**](https://clashofclans.fandom.com/wiki/Barracks)**that aren't under upgrade** | **Training Time** |
| 1 | 6 minutes |
| 2 | 3 minutes |
| 3 | 2 minutes |
| 4 | 1 minute 30 seconds |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Level** | **Damage per Second** | **Damage per Attack** | **Hitpoints** | [**Training Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Elixir](https://clashofclans.fandom.com/wiki/Resources#Elixir)** | [**Research Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Elixir](https://clashofclans.fandom.com/wiki/Resources#Elixir)** | [**Laboratory**](https://clashofclans.fandom.com/wiki/Laboratory)**Level Required** | [**Research Time**](https://clashofclans.fandom.com/wiki/Laboratory) |
| 1 | 75 | 75 | 1,200 | 5,000 | N/A | N/A | N/A |
| 2 | 85 | 85 | 1,300 | 6,000 | 5,000,000 | 7 | 5 days |
| 3 | 95 | 95 | 1,400 | 7,000 | 6,000,000 | 8 | 6 days |
| 4 | 105 | 105 | 1,500 | 8,000 | 7,000,000 | 8 | 7 days |
| 5 | 115 | 115 | 1,600 | 9,000 | 8,000,000 | 9 | 10 days |
| 6 | 125 | 125 | 1,700 | 10,000 | 9,000,000 | 10 | 14 days |

## Miner



***"These sneaky shovelers burrow underground, pass beneath walls and pop up right next to their targets. While underground, Miners cannot be damaged and will not trigger traps, but still gain bonuses from Spells."***

|  |  |  |
| --- | --- | --- |
| Miner1 | Miner3 | Miner5 |
| **Level 1 & 2** | **Level 3 & 4** | **Level 5 & 6** |

* **Summary**
  + The Miner is the twelfth [troop](https://clashofclans.fandom.com/wiki/Army) unlocked in the [Barracks](https://clashofclans.fandom.com/wiki/Barracks).
  + It was added in the 8.332.9 update, along with the [Baby Dragon](https://clashofclans.fandom.com/wiki/Baby_Dragon).
  + Miners have no preferred target when attacking; they will simply attack the closest building. However, once they become aware of enemy [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) [troops](https://clashofclans.fandom.com/wiki/Troops), [Heroes](https://clashofclans.fandom.com/wiki/Heroes), or [Skeleton Trap](https://clashofclans.fandom.com/wiki/Skeleton_Trap) skeletons (either by being attacked themselves or by being near another friendly [troop](https://clashofclans.fandom.com/wiki/Troops) under attack), they will leave their previously targeted building and instead engage the enemy [troops](https://clashofclans.fandom.com/wiki/Troops). Once all of the nearby enemy [troops](https://clashofclans.fandom.com/wiki/Troops) are defeated, the Miners will proceed to attack the nearest structure.
* **Offensive Strategy**
  + The Miner is similar to the [Hog Rider](https://clashofclans.fandom.com/wiki/Hog_Rider) before it would attack defenses; a [troop](https://clashofclans.fandom.com/wiki/Army) that can bypass walls that attacks anything. However, the Miner is even better as it is invincible when underground.
  + Miners can be used to trigger traps and lure out [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) [troops](https://clashofclans.fandom.com/wiki/Army). They can also be used as a small distraction.
    - E.g: You're using a GoWiPe ([Golems](https://clashofclans.fandom.com/wiki/Golem), [Wizards](https://clashofclans.fandom.com/wiki/Wizard) and [P.E.K.K.As](https://clashofclans.fandom.com/wiki/P.E.K.K.A)), but the [Inferno Towers](https://clashofclans.fandom.com/wiki/Inferno_Tower) and [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) [troops](https://clashofclans.fandom.com/wiki/Army) are going to take out your [Golems](https://clashofclans.fandom.com/wiki/Golem) in seconds once in range. You can quickly place a Miner to pop up and distract the [Defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings).
  + The Miner cannot be placed anywhere on the map, unlike its [Clash Royale counterpart](https://clashroyale.wikia.com/wiki/Miner). It must be placed outside the red area like any other unit.
  + Miners in large numbers are great for attacking bases with [Inferno Towers](https://clashofclans.fandom.com/wiki/Inferno_Tower) set to single target mode as each time the miners burrow underground the [Inferno Towers](https://clashofclans.fandom.com/wiki/Inferno_Tower) have to heat up again.
  + Take advantage of the Miners ability to burrow underground. The more miners you have, the quicker they destroy the buildings or troops they were targeting allowing them to quickly go back underground. This gives the defences less time to target them and can be assisted by [Rage Spells](https://clashofclans.fandom.com/wiki/Rage_Spell) to increase their damage when miners are attacking high hp buildings like storages.
  + Miners are vulnerable when they are spread out, in small numbers or attacking high HP buildings because they have relatively low damage so keep them close together.
  + Miners are the most useful when they are in the middle of the base. Trim off outside buildings with other troops like [Bowlers](https://clashofclans.fandom.com/wiki/Bowler) and your [Heroes](https://clashofclans.fandom.com/wiki/Heroes) to keep them in the middle.
* **Defensive Strategy**
  + Miners are decently tanky [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) troops that deal decent damage, but they do not burrow underground when defending. Instead, they move above ground at a reduced pace. Combined with their relatively slow hit speed, this means that swarming a defensive Miner with massed troops can be helpful.
  + Since Miners don't trigger traps while burrowing, you will need to place your [traps](https://clashofclans.fandom.com/wiki/Traps/Home_Village) so that they will be triggered when the Miners pop up.
  + You can keep your base compact and your storages close to your defences to combat Miners. By doing this you are giving the Miners less time to be healed while they are travelling underground, helping your defences do the maximum amount of damage while they are above ground and keeping them above ground for longer periods of time when they attack the storages.
  + [Skeleton Traps](https://clashofclans.fandom.com/wiki/Skeleton_Trap) set to ground and massed defensive Clan Castle troops (such as massed [Archers](https://clashofclans.fandom.com/wiki/Archer)) can stall the Miners for some time, as they have a slow attack rate. It is possible that the Miners may burrow underground for only a short distance to continue attacking these distractions, taking more time than necessary.
* **Upgrade Differences**
  + The Miner undergoes significant visual changes at levels 3 and 5.
    - Initially, the Miner is a man with a red shirt, a brown backpack, and a silver-grey hard hat with a melting candle on it.
    - At level 3, the Miner's shovel's color changes from silver to gold.
    - At level 5, the Miner's light source changes from a candle to a headlight.
* **Trivia**
  + The Miner is one of the few ground [troops](https://clashofclans.fandom.com/wiki/Army) that is able to bypass walls without a [Jump Spell](https://clashofclans.fandom.com/wiki/Jump_Spell), the others being the [Hog Rider](https://clashofclans.fandom.com/wiki/Hog_Rider) and [Grand Warden](https://clashofclans.fandom.com/wiki/Grand_Warden) (if set to ground mode).
  + You can have a maximum of 46 Miners at one time in a complete set of fully upgraded [Army Camps](https://clashofclans.fandom.com/wiki/Army_Camp). This number increases to 52 if you include the 6 that can fit into a fully upgraded [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle). On the battlefield, you can clone an additional 15 Miners with three fully upgraded [Clone Spells](https://clashofclans.fandom.com/wiki/Clone_Spell).
  + The Miner, along with the [Baby Dragon](https://clashofclans.fandom.com/wiki/Baby_Dragon/Home_Village), is one of the two non-temporary troops in the Home Village to be directly transferred from Supercell's other game, Clash Royale.
  + The Miner is one of four [troops](https://clashofclans.fandom.com/wiki/Army) in the Home Village to have actually lived in history, the others being the [Barbarian](https://clashofclans.fandom.com/wiki/Barbarian), [Archer](https://clashofclans.fandom.com/wiki/Archer), and maybe [Balloon](https://clashofclans.fandom.com/wiki/Balloon). Most, if not all other [troops](https://clashofclans.fandom.com/wiki/Army), are based off mythological humans or creatures.
  + The appearance of the Miner is similar to that of a [Builder](https://clashofclans.fandom.com/wiki/Builder).
  + The icon and picture of the Miner show him wearing a blue shirt. However, once trained, he is wearing a red shirt.
  + Despite the Miner burrowing underground when attacking, it will not burrow when moving inside the [Army Camps](https://clashofclans.fandom.com/wiki/Army_Camp).
  + The Miner is currently the only troop that will not trigger any [traps](https://clashofclans.fandom.com/wiki/Traps) while moving, because of it going underground instead.
  + Originally, when the Miner bury underground, defenses continue to target them despite doing no damage to them which meant that as long as the Miners are underground, defenses will pointlessly continue firing on them while other more vulnerable troops are safe from harm. This was fixed in the October 2016 update where the defenses will retarget other troops once they bury underground.
  + In the 2017 December update, his housing space was changed from 5 to 6.

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| --- | --- | --- | --- | --- | --- | --- |
| **Preferred Target Target** | **Attack Type Damagetype** | [**Housing Space**](https://clashofclans.fandom.com/wiki/Army_Camp/Home_Village)**Housing** | [**Movement Speed**](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed)**[Speed](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed)** | **Attack Speed Attackspeed** | [**Barracks**](https://clashofclans.fandom.com/wiki/Barracks)**Level Required [Barracks13](https://clashofclans.fandom.com/wiki/Barracks)** | **Range Range** |
| None | Single Target | 6 | 32\* | 1.7 sec | 12 | 0.5 tiles |

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| --- | --- |
| **Training Time of Miners** | |
| **Number of level 12 or higher Barracks that aren't under upgrade** | **Training Time** |
| 1 | 2 minutes |
| 2 | 1 minute |
| 3 | 40 seconds |
| 4 | 30 seconds |

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| --- | --- | --- | --- | --- | --- | --- | --- |
| **Level Level** | **Damage per Second Damage** | **Damage per Attack Damage** | **Hitpoints Hitpoint** | [**Training Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Elixir](https://clashofclans.fandom.com/wiki/Resources#Elixir)** | [**Research Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Elixir](https://clashofclans.fandom.com/wiki/Resources#Elixir)** | [**Laboratory**](https://clashofclans.fandom.com/wiki/Laboratory)**Level Required [Laboratory10](https://clashofclans.fandom.com/wiki/Laboratory)** | [**Research Time**](https://clashofclans.fandom.com/wiki/Laboratory)**Stopwatch** |
| 1 | 80 | 136 | 550 | 4,200 | N/A | N/A | N/A |
| 2 | 88 | 149.6 | 610 | 4,800 | 6,000,000 | 8 | 5d 12h |
| 3 | 96 | 163.2 | 670 | 5,200 | 7,000,000 | 8 | 6d 12h |
| 4 | 104 | 176.8 | 730 | 5,600 | 8,000,000 | 9 | 8d |
| 5 | 112 | 190.4 | 800 | 6,000 | 9,500,000 | 9 | 11d 12h |
| 6 | 120 | 204 | 870 | 6,400 | 11,000,000 | 10 | 14d |

\*Movement speed when burrowing underground during attacks. Has 20 movement speed when defending as Clan Castle troops.

## Electro Dragon



***"Possessing iron-tough scales and a breath of devastating lightning, the Electro Dragon's favorite thing is raining destruction from above. When vanquished, the Electro Dragon even pummels the ground with lightning strikes!"***

|  |
| --- |
| Electro Dragon1 |
| **Level 1-3** |

* **Summary**
  + The Electro Dragon is the 13th and final troop unlocked in the [Barracks](https://clashofclans.fandom.com/wiki/Barracks).
  + Electro Dragons have no preferred target when attacking; they will simply attack the closest building. However, once they become aware of enemy [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) [troops](https://clashofclans.fandom.com/wiki/Troops), [Heroes](https://clashofclans.fandom.com/wiki/Heroes), or [Skeleton Trap](https://clashofclans.fandom.com/wiki/Skeleton_Trap) skeletons (either by being attacked themselves or by being near another friendly [troop](https://clashofclans.fandom.com/wiki/Troops) under attack), they will leave their previously targeted building and instead engage the enemy [troops](https://clashofclans.fandom.com/wiki/Troops). Once all of the nearby enemy [troops](https://clashofclans.fandom.com/wiki/Troops) are defeated, the Electro Dragons will proceed to attack the nearest structure.
  + The Electro Dragon has a special form of attack known as Chain Lightning, a similar form of which is also used by the [Mega Tesla](https://clashofclans.fandom.com/wiki/Mega_Tesla) from the Builder Base. This Chain Lightning allows it to hit up to 5 targets at once, but with decreasing damage for each target chained. Damage dealt to each chained targets get reduced by 20% for every hit.
  + When destroyed, the Electro Dragon causes the nearby ground to be struck with lightning bolts. These bolts strike the ground in a similar fashion to the [Lightning Spell](https://clashofclans.fandom.com/wiki/Lightning_Spell).
* **Offensive Strategy**
  + The Electro Dragon spits bolts of lightning that bounce from target to target and thus can be used to take out multiple buildings at once.
  + They can act as flying [Bowlers](https://clashofclans.fandom.com/wiki/Bowler) (although taking up more housing space) as they can hit multiple targets at once, and help funnel in an air attack.
* **Defensive Strategy**
  + The Electro Dragon chain attack is only possible if target buildings are at most one tile apart. As a result, you can place buildings two tiles apart to prevent the Electro Dragon from dealing more damage.
  + Its Chain Lightning allows it to be useful on defense as it can kill up to five spread-out [Archers](https://clashofclans.fandom.com/wiki/Archer) or [Wizards](https://clashofclans.fandom.com/wiki/Wizard) at a time. However, its slow fire rate makes it vulnerable to be easily killed by the [Archer Queen](https://clashofclans.fandom.com/wiki/Archer_Queen) under her ability; if it is harmed by a [Poison Spell](https://clashofclans.fandom.com/wiki/Poison_Spell) at the same time, the Electro Dragon may not even be able to charge up an attack in time before it is killed. The lightning spell it drops upon death is strong enough to take out entire groups of wizards and archers.
* **Upgrade Differences**
  + At all levels, the Electro Dragon appears as a large blue dragon with large azure wings. It has a large horn on the head and several light blue spikes on its back, as well as a tail with flippers.
* **Trivia**
  + You can have a maximum of 9 Electro Dragons at one time in a complete set of fully upgraded [Army Camps](https://clashofclans.fandom.com/wiki/Army_Camp). This number increases to 10 if you include the 1 that can fit into a level 5 or higher [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle). On the battlefield, you can clone an additional 3 Electro Dragons with three fully upgraded [Clone Spells](https://clashofclans.fandom.com/wiki/Clone_Spell).
  + It is one of the two troops in the game that drops a spell after death, the other being the [Ice Golem](https://clashofclans.fandom.com/wiki/Ice_Golem), which drops a [Freeze Spell](https://clashofclans.fandom.com/wiki/Freeze_Spell).
  + The spikes along the back of the Electro Dragon lights up along their back, tail to head one at a time. When all are lit up it shoots lightning right after.
  + It is one of two troops in the game to not have an appearance change between levels, the other being the [Ice Golem](https://clashofclans.fandom.com/wiki/Ice_Golem).
  + A child version of the Electro Dragon is a troop in Clash Royale. It's still called "Electro Dragon" despite being a baby.

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| --- | --- | --- | --- | --- | --- | --- |
| **Preferred Target Target** | **Attack Type Damagetype** | [**Housing Space**](https://clashofclans.fandom.com/wiki/Army_Camp)**Housing** | [**Movement Speed**](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed)**[Speed](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed)** | **Attack Speed Attackspeed** | [**Barracks**](https://clashofclans.fandom.com/wiki/Barracks)**Level Required [Barracks13](https://clashofclans.fandom.com/wiki/Barracks)** | **Range Range** |
| Any | Chain Lightning | 30 | 12 | 3.5s | 13 | 3 tiles |

|  |  |
| --- | --- |
| **Training Time of Electro Dragons** | |
| **Number of level 13**[**Barracks**](https://clashofclans.fandom.com/wiki/Barracks) | **Training Time** |
| 1 | 24 minutes |
| 2 | 12 minutes |
| 3 | 8 minutes |
| 4 | 6 minutes |

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Level Level** | **Damage per Second (Primary Target) Damage** | **Damage per Attack (Primary Target) Damage** | **Damage when destroyed Deathdamage** | **Hitpoints Hitpoint** | [**Training Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Elixir](https://clashofclans.fandom.com/wiki/Resources#Elixir)** | [**Research Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Elixir](https://clashofclans.fandom.com/wiki/Resources#Elixir)** | [**Laboratory**](https://clashofclans.fandom.com/wiki/Laboratory)**Level Required [Laboratory10](https://clashofclans.fandom.com/wiki/Laboratory)** | [**Research Time**](https://clashofclans.fandom.com/wiki/Laboratory)**Stopwatch** |
| 1 | 240 | 840 | 50 x6 | 3,200 | 28,000 | N/A | N/A | N/A |
| 2 | 270 | 945 | 55 x6 | 3,700 | 32,000 | 9,000,000 | 9 | 10 days |
| 3 | 300 | 1,050 | 60 x6 | 4,200 | 36,000 | 11,000,000 | 10 | 14 days |

## Minion



***"This terror of the skies was born out of***[***Dark Elixir***](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir)***. Undetectable by the***[***Seeking Air Mine***](https://clashofclans.fandom.com/wiki/Seeking_Air_Mine)***, Minions materialize with ease, but are fragile in our world."***

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Minion1 | Minion3 | Minion5 | Minion6 | Minion7 |
| **Level 1 & 2** | **Level 3 & 4** | **Level 5** | **Level 6** | **Level 7 & 8** |

* **Summary**
  + The Minion is a fast, cheap, and relatively weak ranged flying [unit](https://clashofclans.fandom.com/wiki/Troops). Its appearance is that of a gargoyle with large horns, stubby wings, and large hands with sharp vicious claws covered in what seems to be [Dark Elixir](https://clashofclans.fandom.com/wiki/Dark_Elixir).
  + It is the first unlocked [Dark Elixir](https://clashofclans.fandom.com/wiki/Dark_Elixir) Troop.
  + It is made of [Dark Elixir](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir) and is trained in the [Dark Barracks](https://clashofclans.fandom.com/wiki/Dark_Barracks).
  + The Minion's method of attack is spitting [Dark Elixir](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir).
  + Because it is a flying troop, the Minion cannot be attacked by [Cannons](https://clashofclans.fandom.com/wiki/Cannon), [Mortars](https://clashofclans.fandom.com/wiki/Mortar), [Bomb Towers](https://clashofclans.fandom.com/wiki/Bomb_Tower), or Ground Mode [X-Bows](https://clashofclans.fandom.com/wiki/X-Bow), but is extremely vulnerable to [Air Defenses](https://clashofclans.fandom.com/wiki/Air_Defense), [Wizard Towers](https://clashofclans.fandom.com/wiki/Wizard_Tower), multi-target [Inferno Towers](https://clashofclans.fandom.com/wiki/Inferno_Tower), and [Air Bombs](https://clashofclans.fandom.com/wiki/Air_Bomb).
  + Out of all [Dark Elixir Troops](https://clashofclans.fandom.com/wiki/Dark_Elixir_Troops), the Minion has the lowest health and does the least damage per second. It also has the fastest training time and requires the least housing space per unit. On a per housing space basis, the Minion has the highest DPS of all [Dark Elixir Troops](https://clashofclans.fandom.com/wiki/Dark_Elixir_Troops) (and is fifth among all other [troops](https://clashofclans.fandom.com/wiki/Troops), after the [Goblin](https://clashofclans.fandom.com/wiki/Goblin), [Wizard](https://clashofclans.fandom.com/wiki/Wizard), [Balloon](https://clashofclans.fandom.com/wiki/Balloon), and [Barbarian](https://clashofclans.fandom.com/wiki/Barbarian)).
  + [Seeking Air Mines](https://clashofclans.fandom.com/wiki/Seeking_Air_Mine) do not detect Minions but regular [Air Bombs](https://clashofclans.fandom.com/wiki/Air_Bomb) do and can kill large groups quickly.
  + Minions have no preferred target when attacking; they will simply attack the closest building. However, once they become aware of enemy [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) [troops](https://clashofclans.fandom.com/wiki/Troops), [Heroes](https://clashofclans.fandom.com/wiki/Heroes), or [Skeleton Trap](https://clashofclans.fandom.com/wiki/Skeleton_Trap) skeletons (either by being attacked themselves or by being near another friendly [troop](https://clashofclans.fandom.com/wiki/Troops) under attack), they will leave their previously targeted building and instead engage the enemy [troops](https://clashofclans.fandom.com/wiki/Troops). Once all of the nearby enemy [troops](https://clashofclans.fandom.com/wiki/Troops) are defeated, the Minions will proceed to attack the nearest structure.
* **Offensive Strategy**
  + It is extremely useful to carry a small number of Minions (10 or so) to pick off buildings that are defended by ground defenses only ([Mortars](https://clashofclans.fandom.com/wiki/Mortar), [Cannons](https://clashofclans.fandom.com/wiki/Cannon), [Bomb Towers](https://clashofclans.fandom.com/wiki/Bomb_Tower), and Ground Mode [X-Bows](https://clashofclans.fandom.com/wiki/X-Bow)). This is especially useful in Clan Wars, as they move fast and can easily take out the passive distraction buildings once the majority of the base is destroyed.
  + Minions are relatively cheap and take up only 2 housing spaces, making them well suited to use in a group rush strategy.
  + Minions are a part of a very efficient farming attack strategy for town hall 7s, 8s, 9s, and even 10s, called Loonion. Loonion is often brought with Rage Spells, Minions, Haste Spells, Poison Spell, and [Balloons](https://clashofclans.fandom.com/wiki/Balloon). The player will make a wall of [Balloons](https://clashofclans.fandom.com/wiki/Balloon) where the air-targeting defences mostly are, and if needed, support them with either a haste spell or a rage spell. Then, they deploy the minions to clean up behind once the first layer of defenses are taken down. However, [Air Bombs](https://clashofclans.fandom.com/wiki/Air_Bomb) can seriously ruin this attack if many [Balloons](https://clashofclans.fandom.com/wiki/Balloon) or Minions were clumped up because [Air Bombs](https://clashofclans.fandom.com/wiki/Air_Bomb) can fully take out minions and leave [Balloons](https://clashofclans.fandom.com/wiki/Balloon) damaged, or even destroyed completely unless a well-timed healing spell is dropped to prevent the Balloons from being destroyed.
  + Minions can be destroyed by a single [Air Bomb](https://clashofclans.fandom.com/wiki/Air_Bomb); therefore a good strategy is to deploy them one at a time in different locations to set off the [Air Bombs](https://clashofclans.fandom.com/wiki/Air_Bomb), and then follow up by deploying them in masses. Does not apply for [Seeking Air Mines](https://clashofclans.fandom.com/wiki/Seeking_Air_Mine) as Minions are undetectable by them and thus won't trigger them.
  + As is the case with all [flying units](https://clashofclans.fandom.com/wiki/Category:Air_Troops), [Archer Towers](https://clashofclans.fandom.com/wiki/Archer_Tower), [Wizard Towers](https://clashofclans.fandom.com/wiki/Wizard_Tower) and [Air Defenses](https://clashofclans.fandom.com/wiki/Air_Defense) should be taken out before deploying Minions.
  + Using [Giants](https://clashofclans.fandom.com/wiki/Giant) as a distraction when using Minions to attack other buildings is a good idea since the [Giants](https://clashofclans.fandom.com/wiki/Giant) will attack the defensive buildings and keep them occupied while the Minions attack all the outside buildings achieving at least 50% damage.
    - Note that while [Giants](https://clashofclans.fandom.com/wiki/Giant) can be used to destroy an [Air Defense](https://clashofclans.fandom.com/wiki/Air_Defense), they will not occupy its attention while it is being attacked due to it cannot target foes on the ground.
  + Like [Balloons](https://clashofclans.fandom.com/wiki/Balloon), Minions are exceptionally useful in the [Single Player Campaign](https://clashofclans.fandom.com/wiki/Single_Player_Campaign). You can simply destroy all of the [Air Defenses](https://clashofclans.fandom.com/wiki/Air_Defense), [Archer Towers](https://clashofclans.fandom.com/wiki/Archer_Tower) and [Wizard Towers](https://clashofclans.fandom.com/wiki/Wizard_Tower), then deploy a single Minion. It will destroy every building. It takes a bit of patience, but it pays off at the end. In the [Single Player Campaign](https://clashofclans.fandom.com/wiki/Single_Player_Campaign), there is no time limit, so one unthreatened Minion will eventually destroy every building.
    - *Important note:* In many cases a single Minion will take enough time to destroy the remaining buildings that your game will time out due to inactivity, which will cause your attack to end prematurely and be unsuccessful (regardless of how many stars you had earned to that point). To prevent this from happening either deploy multiple Minions, move your screen around, tap in the red zone, or simply change the view every few moments by panning or zooming.
  + Minions can overpower [Air Defenses](https://clashofclans.fandom.com/wiki/Air_Defense) as they are single target defenses, but beware of [Wizard Towers](https://clashofclans.fandom.com/wiki/Wizard_Tower)that deal area splash damage unless you don't clump Minions together.
  + A good way to use minions is to use a meatshield such as [Dragons](https://clashofclans.fandom.com/wiki/Dragon) or [Lava Hounds](https://clashofclans.fandom.com/wiki/Lava_Hound) as most [Air Defenses](https://clashofclans.fandom.com/wiki/Air_Defense) and [Air Bombs](https://clashofclans.fandom.com/wiki/Air_Bomb) can kill Minions very quickly.
* **Defensive Strategy**
  + It is really helpful to have an [Air Bomb](https://clashofclans.fandom.com/wiki/Air_Bomb) in case you are attacked by Minions. It's the biggest weak spot for a Minion, especially if the attacker has multiple Minions, as [Air Bombs](https://clashofclans.fandom.com/wiki/Air_Bomb) do splash damage in a relatively large area and can wipe out an entire group at once. For this reason it is helpful to place the [Air Bombs](https://clashofclans.fandom.com/wiki/Air_Bomb) near storages/[Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall). A lone Air Bomb of any level can destroy a Minion of any level.
  + Defend [Air Defenses](https://clashofclans.fandom.com/wiki/Air_Defense), [Wizard Towers](https://clashofclans.fandom.com/wiki/Wizard_Tower), [X-Bows](https://clashofclans.fandom.com/wiki/X-Bow), and [Archer Towers](https://clashofclans.fandom.com/wiki/Archer_Tower) well so the Minions don't have free rein.
  + Minions, although individually weak, are very powerful in large numbers.
  + Make sure to protect [Archer Towers](https://clashofclans.fandom.com/wiki/Archer_Tower) and [Air Defenses](https://clashofclans.fandom.com/wiki/Air_Defense) with a [Wizard Tower](https://clashofclans.fandom.com/wiki/Wizard_Tower) which does devastating splash damage to hordes of Minions.
  + If your attacker plans on deploying a large number of Minions, they will typically try to trigger your [Air Bombs](https://clashofclans.fandom.com/wiki/Air_Bomb) first with single Minions deployed at several points around your base. To counter this, make sure the trigger radius of each [Air Bomb](https://clashofclans.fandom.com/wiki/Air_Bomb) is at least behind the first row of defended buildings; this will help ensure that the single Minions will be destroyed by other defenses before they can trigger the [Air Bombs](https://clashofclans.fandom.com/wiki/Air_Bomb).
  + Minions are useful in the [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) as they can attack both [ground and air units](https://clashofclans.fandom.com/wiki/Troops) for a decent amount of damage, and can only be hit by [Dragons](https://clashofclans.fandom.com/wiki/Dragon), [Archers](https://clashofclans.fandom.com/wiki/Archer), [Wizards](https://clashofclans.fandom.com/wiki/Wizard), [Baby Dragons](https://clashofclans.fandom.com/wiki/Baby_Dragon), [Witches](https://clashofclans.fandom.com/wiki/Witch), attacking Minions, the [Archer Queen](https://clashofclans.fandom.com/wiki/Archer_Queen), and the [Grand Warden](https://clashofclans.fandom.com/wiki/Grand_Warden).
* **Upgrade Differences**
  + The Minion undergoes significant visual changes at all levels.
    - At level 3, the Minion's skin changes from light blue to royal blue, with its horns and forearms a slightly darker shade of blue.
    - At level 5, the Minion's skin turns gray, and its horns and forearms both turn black. The eyes also glow a ghostly white, making it resemble a fully-fledged gargoyle.
    - At level 6, the Minion's skin turns reddish purple. Its wings also turn into light coloured purple, similar to Level 2 [Dragon](https://clashofclans.fandom.com/wiki/Dragon).
    - At level 7, the Minion becomes a rough orchid. Its horns become orange near the tips, and his wings turn orange.
* **Trivia**
  + The Minion was added in the 12 March 2013 update.
  + In the Japanese and French language settings of the game, the Minion's name literally translates to "Gargoyle".
  + You can have a maximum of 140 Minions at one time in a complete set of fully upgraded [Army Camps](https://clashofclans.fandom.com/wiki/Army_Camp). This number increases to 160 if you include the 20 that can fit into a fully upgraded [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle). On the battlefield, you can clone an additional 45 Minions with three fully upgraded [Clone Spells](https://clashofclans.fandom.com/wiki/Clone_Spell).
  + Tapping on the [Army Camp](https://clashofclans.fandom.com/wiki/Army_Camp) will make the Minion "sneeze," and they "sneeze" more when at level 6 or 7.
  + The Minion is the fastest flying unit, and one of the fastest troops overall along with the [Goblin](https://clashofclans.fandom.com/wiki/Goblin).
  + The Minion is the only [flying troop](https://clashofclans.fandom.com/wiki/Category:Air_Troops) (excluding subtroops) that is undetectable by the [Seeking Air Mine](https://clashofclans.fandom.com/wiki/Seeking_Air_Mine). The [Healer](https://clashofclans.fandom.com/wiki/Healer) was changed to be able to be targeted by traps as a part of the August 2016 update.
  + As part of the 17 June 2013 update, the colors of the levels 1-2 Minion and the levels 3-4 Minion were swapped. [Twister](http://forum.supercell.net/member.php/283-twister), a [Supercell Community Forum](http://forum.supercell.net/forum.php) moderator, has [confirmed that this was an unintended change](http://forum.supercell.net/showthread.php/72083-Minions-with-the-update?p=547806#5) and was reverted on 24 June 2013.
  + The Minion is one of three [Dark Elixir Troops](https://clashofclans.fandom.com/wiki/Dark_Elixir_Troops) that can be upgraded to level 8 in the [Laboratory](https://clashofclans.fandom.com/wiki/Laboratory), the others being [Hog Rider](https://clashofclans.fandom.com/wiki/Hog_Rider) and [Golem](https://clashofclans.fandom.com/wiki/Golem).
  + Minions attack in different ways in Clash of Clans and Clash Royale. The minion spits [Dark Elixir](https://clashofclans.fandom.com/wiki/Dark_Elixir) in Clash of Clans while the Minion builds it and throws it in Clash Royale.
  + Minions can move up to 7.8 tiles per second in a maximum-level [Haste Spell](https://clashofclans.fandom.com/wiki/Haste_Spell), which is also same for Goblins in a maxed out Haste spell.

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| **Preferred Target Target** | **Attack Type Damagetype** | [**Housing Space**](https://clashofclans.fandom.com/wiki/Army_Camp/Home_Village)**Housing** | [**Movement Speed**](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed)**[Speed](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed)** | **Attack Speed Attackspeed** | [**Dark Barracks**](https://clashofclans.fandom.com/wiki/Dark_Barracks)**Level Required [Dark Barracks7](https://clashofclans.fandom.com/wiki/Dark_Barracks)** | **Range Range** |
| None | Ranged (Ground & Air) | 2 | 32 | 1s | 1 | 2.75 tiles |

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| **Training Time of Minions** | |
| **Number of**[**Dark Barracks**](https://clashofclans.fandom.com/wiki/Dark_Barracks)**that aren't under upgrade** | **Training Time** |
| 1 | 36 seconds |
| 2 | 18 seconds |

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| --- | --- | --- | --- | --- | --- | --- |
| **Level Level** | **Damage per Second Damage** | **Hitpoints Hitpoint** | [**Training Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Dark Elixir](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir)** | [**Research Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Dark Elixir](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir)** | [**Laboratory**](https://clashofclans.fandom.com/wiki/Laboratory)**Level Required [Laboratory10](https://clashofclans.fandom.com/wiki/Laboratory)** | [**Research Time**](https://clashofclans.fandom.com/wiki/Laboratory)**Stopwatch** |
| 1 | 35 | 55 | 4 | N/A | N/A | N/A |
| 2 | 38 | 60 | 5 | 10,000 | 5 | 3 days |
| 3 | 42 | 66 | 6 | 20,000 | 6 | 3d 12h |
| 4 | 46 | 72 | 7 | 30,000 | 6 | 4 days |
| 5 | 50 | 78 | 8 | 40,000 | 7 | 5d 12h |
| 6 | 54 | 84 | 9 | 100,000 | 8 | 7d 12h |
| 7 | 58 | 90 | 10 | 140,000 | 9 | 11d 12h |
| 8 | 62 | 96 | 11 | 180,000 | 10 | 14 days |

## Hog Rider



***"Having tamed the fierce leaping hog, the Hog Rider punishes those who hide behind their puny***[***walls***](https://clashofclans.fandom.com/wiki/Walls/Home_Village)***! Fueled by***[***Dark Elixir***](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir)***, these warriors have never known defeat!"***

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| --- | --- | --- | --- | --- | --- | --- |
| Hog Rider1 | Hog Rider3 | Hog Rider5 | Hog Rider6 | Hog Rider7 | Hog Rider8 | Hog Rider9 |
| **Levels 1 & 2** | **Levels 3 & 4** | **Level 5** | **Level 6** | **Level 7** | **Level 8** | **Level 9** |

* **Summary**
  + The Hog Rider is a rugged, dark-skinned man with a mohawk, riding a large hog. He is bare-chested, wearing only a brown leather loincloth, a red belt and a pair of leather sandals. He has two large golden wristbands and a gold earring. His weapon of choice is a large warhammer.
  + His mount is a large boar/hog, about half its rider's height; the Hog Rider holds a brown leather bridle which is looped around the boar's tusks.
  + Because of his mount, the Hog Rider can jump over [Walls](https://clashofclans.fandom.com/wiki/Walls/Home_Village), giving the user a great advantage over the enemy base.
  + Hog Riders prioritize [defensive structures](https://clashofclans.fandom.com/wiki/Defensive_Buildings) above all other targets, and will bypass all other types of enemy [buildings](https://clashofclans.fandom.com/wiki/Buildings) and [troops](https://clashofclans.fandom.com/wiki/Troops) while any [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings) remain on the battlefield. This is true even if they are under attack by enemy [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) [troops](https://clashofclans.fandom.com/wiki/Troops), [heroes](https://clashofclans.fandom.com/wiki/Heroes) or [Skeleton Trap](https://clashofclans.fandom.com/wiki/Skeleton_Trap) skeletons. Note that like all [troops](https://clashofclans.fandom.com/wiki/Troops" \o "Troops)that prioritize [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings), Hog Riders do not consider the [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) to be a [defense](https://clashofclans.fandom.com/wiki/Defensive_Buildings) regardless of whether or not it contains enemy [troops](https://clashofclans.fandom.com/wiki/Troops), but do consider the defending [Grand Warden](https://clashofclans.fandom.com/wiki/Grand_Warden) and the level 12 [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) (if its [Giga Tesla](https://clashofclans.fandom.com/wiki/Giga_Tesla) has been triggered) to be defensive buildings.   
    Once all [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings) are destroyed, Hog Riders become like any other [troop](https://clashofclans.fandom.com/wiki/Troops) with no preferred target; they will attack the nearest building to them regardless of type, and will turn and attack enemy [units](https://clashofclans.fandom.com/wiki/Troops) if they become aware of any nearby.
* **Offensive Strategy**
  + He can be used to jump over any level [Walls](https://clashofclans.fandom.com/wiki/Walls/Home_Village), rendering them ineffective against Hog Riders. Note that while this allows Hog Riders free access to what lies behind the wall, it does not open up gaps for other troops to move through. If the Hog Riders need the support of other [ground troops](https://clashofclans.fandom.com/wiki/Category:Ground_Troops), you will still need to deploy [Wall Breakers](https://clashofclans.fandom.com/wiki/Wall_Breaker), a [Jump Spell](https://clashofclans.fandom.com/wiki/Jump_Spell) or [Earthquake Spells](https://clashofclans.fandom.com/wiki/Earthquake_Spell) in order to assist them.
  + The Hog Rider could potentially be used in an extremely effective fashion similar to [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian), i.e. a "[Hog Rider Rush](https://clashofclans.wikia.com/wiki/Attack_Strategies/Hog_Rush_and_Support)", without requiring any [Wall Breakers](https://clashofclans.fandom.com/wiki/Wall_Breaker) to break [Walls](https://clashofclans.fandom.com/wiki/Walls/Home_Village). However, this would likely be a poor tradeoff of [resources](https://clashofclans.fandom.com/wiki/Resources), as a large raid of Hog Riders would cost a significant amount of [Dark Elixir](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir).
  + Hog Riders are quite capable of acting as distracting troops like [Giants](https://clashofclans.fandom.com/wiki/Giant); they have nearly as much health as a similar-level [Giant](https://clashofclans.fandom.com/wiki/Giant), move twice as quickly and do considerably more damage.
  + They work well with the [Healing Spell](https://clashofclans.fandom.com/wiki/Healing_Spell) when you group several of them together.
    - A good tactic for using [Healing Spells](https://clashofclans.fandom.com/wiki/Healing_Spell) is to place them strategically on a cluster of defenses (at least about 3 or more) and also deploy them shortly before the Hog Riders arrive in the area, i.e. deploy them ahead of the Hog Riders. This is so that the Hog Riders get the most out of the [Healing Spell](https://clashofclans.fandom.com/wiki/Healing_Spell), and destroy the defenses without losing too much HP.
    - Spots where a [Giant Bomb](https://clashofclans.fandom.com/wiki/Giant_Bomb) or a pair of [Giant Bombs](https://clashofclans.fandom.com/wiki/Giant_Bomb) may be lurking should be given special attention when deploying [Healing Spells](https://clashofclans.fandom.com/wiki/Healing_Spell). Hogs of the same level as the [Giant Bomb](https://clashofclans.fandom.com/wiki/Giant_Bomb) will survive a single [Giant Bomb](https://clashofclans.fandom.com/wiki/Giant_Bomb), but they're helpless against a pair of [Giant Bombs](https://clashofclans.fandom.com/wiki/Giant_Bomb) even with a [Healing Spell](https://clashofclans.fandom.com/wiki/Healing_Spell). Heal them after they've went through a [Giant Bomb](https://clashofclans.fandom.com/wiki/Giant_Bomb) blast.
  + The Hog Rider is the one of the best troop types for drawing out [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) troops, as it can avoid [Walls](https://clashofclans.fandom.com/wiki/Walls/Home_Village) to penetrate deep enough to reach centrally-placed [Clan Castles](https://clashofclans.fandom.com/wiki/Clan_Castle) (and enough health to not die before it gets there). Deploy one or a few to trigger the [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) troops, then lure the reinforcement troops to the corner side, and deploy multiple [Archers](https://clashofclans.fandom.com/wiki/Archer) or [Wizards](https://clashofclans.fandom.com/wiki/Wizard) to slaughter them, and then deploy the remainder of your Hog Riders. This strategy is especially effective during [Clan War](https://clashofclans.fandom.com/wiki/Clan_Wars) raids. However, [skeletons](https://clashofclans.fandom.com/wiki/Skeleton) from the [Skeleton Trap](https://clashofclans.fandom.com/wiki/Skeleton_Trap) and [Heroes](https://clashofclans.fandom.com/wiki/Heroes) can also easily kill the Hog Riders, as they can only target [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings), so make sure to have some troops that target anything.
  + Hog Riders are helpless against airborne enemy [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) troops, especially [Dragons](https://clashofclans.fandom.com/wiki/Dragon). Most mass Hog Rider strategies in Clan Wars require that the Clan Castle troops be killed first by luring. Bring other troops in addition to Hog Riders, such as [Wizards](https://clashofclans.fandom.com/wiki/Wizard), to deal with enemy [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) troops and do clean up.
    - [Poison Spells](https://clashofclans.fandom.com/wiki/Poison_Spell) can be used to kill almost any enemy [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) troop, but beware as the troops will attempt to flee the poison. If the Poison Spells are decently leveled and you effectively keep the Clan Castle troops from escaping the Poison spell with distracting troops, they can eliminate almost any troop.
    - A [Poison Spell](https://clashofclans.fandom.com/wiki/Poison_Spell) can be used to dispense of those pesky [skeletons](https://clashofclans.fandom.com/wiki/Skeleton) risen from the [Skeleton Traps](https://clashofclans.fandom.com/wiki/Skeleton_Trap)and even the lower health [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) troops (such as [Archers](https://clashofclans.fandom.com/wiki/Archer) and [Wizards](https://clashofclans.fandom.com/wiki/Wizard)).
      * With multiple Poison Spells, it is possible to eliminate troops with higher health, especially [Dragons](https://clashofclans.fandom.com/wiki/Dragon). Just be sure to drop each Poison Spell only after the previous one has worn off.
      * Time is also a factor to consider. With only 3 minutes in an attack, it is essential to make sure that this whole process, and the remainder of the attack is done as quickly as possible to avoid running out of time.
* **Defensive Strategy**
  + Defending against Hog Riders is tricky, as their ability to bypass [Walls](https://clashofclans.fandom.com/wiki/Walls) renders them irrelevant. However, the fact that they can jump over [walls](https://clashofclans.fandom.com/wiki/Walls/Home_Village) and attack defenses means that they may leave behind their ground support (such as [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian), etc.), as they will not be able to follow. This will allow your interior defenses to concentrate on the Hog Riders.
    - Another way to defend against Hog Riders is to exploit the fact that they will attack the closest defensive building. You can arrange your base in such a way so that you have high-powered [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings) on the inside and lower-powered [defense](https://clashofclans.fandom.com/wiki/Defensive_Buildings) on the outside, with a layer of [resources](https://clashofclans.fandom.com/wiki/Resource_Buildings) in between. That way, the Hogs will (in theory) complete a loop around your base before being able to attack your interior defenses ([Inferno Towers](https://clashofclans.fandom.com/wiki/Inferno_Tower), [X-Bows](https://clashofclans.fandom.com/wiki/X-Bow), etc.), by which time they should have all been killed by the interior [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings).
    - You can place [Spring Traps](https://clashofclans.fandom.com/wiki/Spring_Trap/Home_Village) in between [Defensive Buildings](https://clashofclans.fandom.com/wiki/Defensive_Buildings) to take out a few Hog Riders at a time; good usage of multiple [Spring Traps](https://clashofclans.fandom.com/wiki/Spring_Trap) can severely hinder a Hog Rider rush.
  + Hog Riders can be easily killed using "forced pathing". Forced pathing is a strategy that manipulates the Hog Rider AI and make them go to at least 2 [Defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings) that cannot be prevented by surgical dropping or side clearing. Placing a set of [Giant Bombs](https://clashofclans.fandom.com/wiki/Giant_Bomb) in between the two can most certainly guarantee you a defensive win.
  + [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) troops, [Heroes](https://clashofclans.fandom.com/wiki/Heroes), and [Skeleton Traps](https://clashofclans.fandom.com/wiki/Skeleton_Trap) set to Ground Mode can be an annoyance to mass Hog Rider raids, as Hog Riders will not attack them unless all [defensive buildings](https://clashofclans.fandom.com/wiki/Defensive_Buildings) have been destroyed. Make sure to centralize them if you want to beat Hog Riders.
    - In [Clan Wars](https://clashofclans.fandom.com/wiki/Clan_Wars), [Dragons](https://clashofclans.fandom.com/wiki/Dragon) are excellent troops to place in [Clan Castles](https://clashofclans.fandom.com/wiki/Clan_Castle) against Hog Riders, especially for [Town Halls](https://clashofclans.fandom.com/wiki/Town_Hall) 8 and 9. They have high HP, meaning they won't die easily, and can kill mass quantities of Hog Riders swiftly if not properly lured. Most mass Hog Rider strategies require that the enemy [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) troops be killed first, so if the attacker lures out a [Dragon](https://clashofclans.fandom.com/wiki/Dragon), but fails to kill it, then a 3-star win is next to impossible, much less a 1-star win via destroying 50% of the buildings.
  + Multi-target [Inferno Towers](https://clashofclans.fandom.com/wiki/Inferno_Tower) can be a severe hindrance to Hog Riders, having high HP to take several hits from Hog Riders, while hitting large groups of them.
  + Although the Hog Rider is certainly not a liability on defense, the fact that all defensive troops are unimpeded by [walls](https://clashofclans.fandom.com/wiki/Walls/Home_Village) negates the primary advantage of the Hog Rider. As of the 30 Jul 2013 update, they take up the same amount of housing space (5) as [Giants](https://clashofclans.fandom.com/wiki/Giant) but are much faster and do considerably more damage. They are also much less susceptible to [Lightning Spell](https://clashofclans.fandom.com/wiki/Lightning_Spell) attacks than troops with small hitpoints, so they may be a good alternative for the [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) if your clanmates don't mind donating [Dark Elixir Troops](https://clashofclans.fandom.com/wiki/Dark_Elixir_Troops).
* **Upgrade Differences**
  + The Hog Rider undergoes significant visual changes at levels 3, 5, 6, 7, 8 and 9.
    - Initially, the Hog Rider is a dark-skinned man with a black mohawk and beard. He also has a gold earring in his right ear and sports two heavy golden wristbands, a red belt, and a brown loincloth. The Hog Rider's hammer has two brass bands.
    - At level 3, his hammer increases in size and turns black. The brass bands on the hammer's head disappear, and the hammer head goes further down onto the stick, creating a button looking object on the top of the hammer head.
    - At level 5, his mohawk turns from black to orange, making it similar to that of a level 5 [Goblin](https://clashofclans.fandom.com/wiki/Goblin).
    - At level 6, his hammer gains three large, golden spikes.
    - At level 7, the edges of his hammer starts to glow red, and he gains a brown headband, but reverts to a black mohawk.
    - At level 8, his hammer is now mostly golden. His hog also gains a headband.
    - In level 9, the gold on his hammer is much thicker. His headband also lightens in color.
* **Trivia**
  + Though the Hog Rider appears in many ways to be a mounted Barbarian, unlike it, the Hog Rider's teeth appear to be in perfect condition.
    - In the Clan Wars commercial, if you look carefully, you can see a gold tooth.
  + When there are no [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings) left and the Hog Riders are attacking a building, they will not switch to target [Heroes](https://clashofclans.fandom.com/wiki/Heroes) nor [Troops](https://clashofclans.fandom.com/wiki/Troops) until they have destroyed the building.
  + At its initial release, Hog Riders did not have any preferred target. They also take up 6 housing spaces.
  + He has more than a passing resemblance to "[Mr. T](http://en.wikipedia.org/wiki/Mr._T)", an American actor.
  + He is also a bit similar to Zangief in Street Fighter. As his mohawk hair and his beard looks similar to him
  + He was added in the 12 Mar 2013 update. On 27 Aug 2013 his training time was reduced from 5 minutes to 2, and he was given a preferred target ([defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings)).
  + As of the 3 July 2014 update, [Giant Bombs](https://clashofclans.fandom.com/wiki/Giant_Bomb) did 1.5X damage to Hog Riders.
    - As part of the Friendly wars update, Hog Riders no longer receive 1.5X damage from [Giant Bombs](https://clashofclans.fandom.com/wiki/Giant_Bomb).
  + You can have a maximum of 56 Hog Riders at one time in a complete set of fully upgraded [Army Camps](https://clashofclans.fandom.com/wiki/Army_Camp). This number increases to 64 if you include the 8 that can fit into a fully upgraded [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle).On the battlefield, you can clone an additional 18 Hog Riders with three fully upgraded [Clone Spells](https://clashofclans.fandom.com/wiki/Clone_Spell).
  + Hog Riders have the most legs of any [troop](https://clashofclans.fandom.com/wiki/Troops) with a total of six (including the man and hog).
  + The phrase "Did somebody say Hog Rider?" comes from the Clash of Clans TV commercial.
    - This phrase originates from a popular meme, the "Did somebody say \_\_\_?" meme.

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| **Preferred Target Target** | **Attack Type Damagetype** | [**Housing Space**](https://clashofclans.fandom.com/wiki/Army_Camp/Home_Village)**Housing** | [**Movement Speed**](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed)**[Speed](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed)** | **Attack Speed Attackspeed** | [**Dark Barracks**](https://clashofclans.fandom.com/wiki/Dark_Barracks)**Level Required [Dark Barracks7](https://clashofclans.fandom.com/wiki/Dark_Barracks)** | **Range Range** |
| [Defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings) | Melee (Ground Only) | 5 | 24 | 1s | 2 | 0.6 tiles |

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| **Training Time of Hog Riders** | |
| **Number of level 2 or higher**[**Dark Barracks**](https://clashofclans.fandom.com/wiki/Dark_Barracks)**that aren't under upgrade** | **Training Time** |
| 1 | 1 minute 30 seconds |
| 2 | 45 seconds |

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| **Level Level** | **Damage per Second Damage** | **Hitpoints Hitpoint** | [**Training Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Dark Elixir](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir)** | [**Research Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Dark Elixir](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir)** | [**Laboratory**](https://clashofclans.fandom.com/wiki/Laboratory)**Level Required [Laboratory10](https://clashofclans.fandom.com/wiki/Laboratory)** | [**Research Time**](https://clashofclans.fandom.com/wiki/Laboratory)**Stopwatch** |
| 1 | 60 | 270 | 30 | N/A | N/A | N/A |
| 2 | 70 | 312 | 34 | 20,000 | 5 | 3d 12h |
| 3 | 80 | 360 | 38 | 30,000 | 6 | 4 days |
| 4 | 92 | 415 | 42 | 40,000 | 6 | 4d 12h |
| 5 | 105 | 480 | 48 | 50,000 | 7 | 6 days |
| 6 | 118 | 590 | 60 | 100,000 | 8 | 7d 12h |
| 7 | 135 | 700 | 80 | 150,000 | 9 | 11d 12h |
| 8 | 148 | 810 | 100 | 200,000 | 10 | 14 days |
| 9 | 161 | 920 | 120 | 240,000 | 10 | 14 days |

## Valkyrie



***"A master of the two-handed axe, this glorious warrior runs between nearby***[***buildings***](https://clashofclans.fandom.com/wiki/Buildings)***and can shred several***[***troops***](https://clashofclans.fandom.com/wiki/Troops)***or***[***buildings***](https://clashofclans.fandom.com/wiki/Buildings)***at once with her whirlwind blow!"***

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| Valkyrie1 | Valkyrie3 | Valkyrie5 | Valkyrie6 |
| **Level 1 & 2** | **Level 3 & 4** | **Level 5** | **Level 6 & 7** |

* **Summary**
  + The Valkyrie is a troop unlocked once the [Dark Barracks](https://clashofclans.fandom.com/wiki/Dark_Barracks) is upgraded to level 3.
  + It is a fierce warrior with flaming crimson hair, dressed in a long leather loincloth with matching leather brassiere and knee-high boots. She wields a massive double-bladed axe, which is about half of her size.
  + Valkyries have no preferred target when attacking; they will simply attack the closest building. However, once they become aware of enemy [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) [troops](https://clashofclans.fandom.com/wiki/Troops), [Heroes](https://clashofclans.fandom.com/wiki/Heroes), or [Skeleton Trap](https://clashofclans.fandom.com/wiki/Skeleton_Trap) skeletons (either by being attacked themselves or by being near another friendly [troop](https://clashofclans.fandom.com/wiki/Troops) under attack), they will leave their previously targeted building and instead engage the enemy [troops](https://clashofclans.fandom.com/wiki/Troops). Once all of the nearby enemy [troops](https://clashofclans.fandom.com/wiki/Troops) are defeated, the Valkyries will proceed to attack the nearest structure.
* **Offensive Strategy**
  + Drop the Valkyries near the defending [Barbarian King](https://clashofclans.fandom.com/wiki/Barbarian_King) at the start of an attack. These [Dark Elixir Troops](https://clashofclans.fandom.com/wiki/Dark_Elixir_Troops) do a lot of damage on [Heroes](https://clashofclans.fandom.com/wiki/Heroes) and are an easy way to get rid of the [Barbarian King](https://clashofclans.fandom.com/wiki/Barbarian_King) early; this makes the whole attack easier and much more effective.
  + The Valkyrie can easily take out any exposed hero if they are a moderate amount of Valkyrie.
  + Using the Valkyrie against [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) troops is a good idea because they deal small area splash damage and will be able to take out groups of [troops](https://clashofclans.fandom.com/wiki/Troops) quickly and efficiently.
  + The way Valkyries attack is by getting at least between two buildings and damages both at the same time. But if the buildings are not close to each other, then watch out for [Traps](https://clashofclans.fandom.com/wiki/Traps) hidden around them. (e.g. A [Barracks](https://clashofclans.fandom.com/wiki/Barracks) near another one around a hidden [Bomb](https://clashofclans.fandom.com/wiki/Bomb)).
  + Valkyries will immediately move to a different target right after killing an enemy [troop](https://clashofclans.fandom.com/wiki/Troops) or [building](https://clashofclans.fandom.com/wiki/Buildings), therefore resetting its attack pattern with little to no delay, potentially attacking ten times every second as long as she keeps on one-shotting melee enemy [troops](https://clashofclans.fandom.com/wiki/Troops) such as a [Barbarian](https://clashofclans.fandom.com/wiki/Barbarian).
  + Valkyries are a worthy substitute for [P.E.K.K.A](https://clashofclans.fandom.com/wiki/P.E.K.K.A) in high-level attacks. They are relatively tanky and much faster than [P.E.K.K.As](https://clashofclans.fandom.com/wiki/P.E.K.K.A). Their ability to eliminate [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) troops, [Heroes](https://clashofclans.fandom.com/wiki/Heroes) and the core of a defending village with their area of effect attack is impressive and their effectiveness when paired with [Healing Spells](https://clashofclans.fandom.com/wiki/Healing_Spell) is also favorable when compared to [P.E.K.K.As](https://clashofclans.fandom.com/wiki/P.E.K.K.A).
  + Valkyries, when granted access to the core of the base, can destroy it with no problem. Help them get to the core with your [Jump Spells](https://clashofclans.fandom.com/wiki/Jump_Spell) and assist them with [Rage](https://clashofclans.fandom.com/wiki/Rage_Spell), [Clone](https://clashofclans.fandom.com/wiki/Clone_Spell), and [Freeze Spells](https://clashofclans.fandom.com/wiki/Freeze_Spell) once they are inside.
    - [Rage Spells](https://clashofclans.fandom.com/wiki/Rage_Spell) combined with Valkyries can make them freakishly fast, faster than goblins depending on the level of rage you use them on, so they can wipe out buildings extremely quickly, and easily kill defending heroes.
* **Defensive Strategy**
  + Valkyries are extremely powerful [troops](https://clashofclans.fandom.com/wiki/Troops) and can be a problem to deal with; they do a lot of damage and have quite a bit of health (although nowhere near as much as a [Dragon](https://clashofclans.fandom.com/wiki/Dragon), [P.E.K.K.A](https://clashofclans.fandom.com/wiki/P.E.K.K.A) or [Golem](https://clashofclans.fandom.com/wiki/Golem)). Since her damage has a splash component, she can damage multiple [Buildings](https://clashofclans.fandom.com/wiki/Buildings) at once. Thus it is not advised to group buildings together.
    - One exception is putting an [Army Camp](https://clashofclans.fandom.com/wiki/Army_Camp) and another building together, as the [Army Camp](https://clashofclans.fandom.com/wiki/Army_Camp)'s hitbox is different from other buildings, as it does not extend out to the outside of the building, but can only be damaged at the center.
  + Whenever Valkyries destroy a building, they will reposition themselves, which during that time, they could get shot down. Try to put buildings with different hitpoints together to hinder a Valkyrie army.
  + Valkyries are wonderful [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) troops. Their splash damage makes them extremely effective against large groups of lightly-armored, melee-range troops such as [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian) and [Goblins](https://clashofclans.fandom.com/wiki/Goblin), though they are also very capable against groups of ranged troops such as [Archers](https://clashofclans.fandom.com/wiki/Archer) and even [Wizards](https://clashofclans.fandom.com/wiki/Wizard) as well. On several occasions, players have reported Valkyries to have single-handedly destroyed entire [Goblin](https://clashofclans.fandom.com/wiki/Goblin) and [Barbarian](https://clashofclans.fandom.com/wiki/Barbarian) raids. She can only attack [ground troops](https://clashofclans.fandom.com/wiki/Category:Ground_Troops), however, and is completely ineffective against [aerial units](https://clashofclans.fandom.com/wiki/Category:Air_Troops). Her moderate health allows her to survive a few hits.
    - The Valkyrie is now much more vulnerable to the [Poison Spell](https://clashofclans.fandom.com/wiki/Poison_Spell).
  + The Valkyrie is particularly deadly when deployed among [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian) as part of the [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle)complement; although she is a much more powerful [troop](https://clashofclans.fandom.com/wiki/Troops), she is approximately the same size and can easily be missed in a group of [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian). Often it will take a few moments for the attacking player to notice her and understand why his or her [ground troops](https://clashofclans.fandom.com/wiki/Category:Ground_Troops) are dying so quickly.
  + The Valkyrie attacks nearby buildings that are close to each other such as a Barracks near another one, so put [Traps](https://clashofclans.fandom.com/wiki/Traps) around those buildings while making them close to each other as possible to deal damage or rid them.
    - [Spring Traps](https://clashofclans.fandom.com/wiki/Spring_Trap) are extremely ineffective against Valkyries for several reasons. Valkyries won't stop on top of a Spring Trap next to a building if the building is close to a wall or another building. Even without the benefit of a [Haste Spell](https://clashofclans.fandom.com/wiki/Haste_Spell) or [Rage Spell](https://clashofclans.fandom.com/wiki/Rage_Spell), they can sometimes outrun Spring Traps. Additionally, if the Spring Trap is level 1, it can only spring off one Valkyrie.
* **Upgrade Differences**
  + The Valkyrie undergoes significant visual changes at levels 3 and 5.
    - Initially, the Valkyrie is a fit, skinny woman with a steel axe. She wears a bra-like chest cover and a cloth covering her lower half.
    - At level 3, the Valkyrie's steel axe turns to a golden one.
    - At level 5, the Valkyrie wears a black furry tunic, similar to the level 6 [Giant](https://clashofclans.fandom.com/wiki/Giant).
    - At level 6, the Valkyrie wears a V-shaped crown on her head, and a side of her axe turns slightly brighter.
* **Trivia**
  + As part of the 29 July 2013 update, the Valkyrie's damage was increased.
  + The Valkyrie has the same original face design as the [Archer](https://clashofclans.fandom.com/wiki/Archer).
  + You can have a maximum of 35 Valkyries at one time in a complete set of fully upgraded [Army Camps](https://clashofclans.fandom.com/wiki/Army_Camp). This number increases to 40 if you include the 5 that can fit into a fully upgraded [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle).On the battlefield, you can clone an additional 9 Valkyries with three level 3 or higher [Clone Spells](https://clashofclans.fandom.com/wiki/Clone_Spell).
  + The Valkyrie spins around with her heavy axe as she attacks, giving her a 360-degree attack range. This allows her to destroy multiple [buildings](https://clashofclans.fandom.com/wiki/Buildings) at once, making them great for attacking in hordes.
  + As part of the 3 July 2014 update, the Valkyrie has her AI adjusted to attack between two [buildings](https://clashofclans.fandom.com/wiki/Buildings" \o "Buildings)within her attack range, making full use of her area splash damage. If one of the building is destroyed and if there are any adjacent buildings close by, she will move between the two buildings for a more efficient attack.
  + When the Valkyrie attacks, grass flies off from around her.
  + The Valkyrie very much resembles Natasha Romanoff (Black Widow), a character in the Avengers.
  + After the March 21st 2016 update, the Valkyrie has increased damage and attacks immediately upon reaching her target but has slightly reduced hitpoints.
    - In the same update, her attack sound effect has been changed to sound similar to the Valkyrie in Clash Royale.

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| **Preferred Target Target** | **Attack Type Damagetype** | [**Housing Space**](https://clashofclans.fandom.com/wiki/Army_Camp/Home_Village)**Housing** | [**Movement Speed**](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed)**[Speed](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed)** | **Attack Speed Attackspeed** | [**Dark Barracks**](https://clashofclans.fandom.com/wiki/Dark_Barracks)**Level Required [Dark Barracks7](https://clashofclans.fandom.com/wiki/Dark_Barracks)** | **Range Range** |
| None | Area Splash 1 Tile Radius (Ground Only) | 8 | 24 | 1.8s | 3 | 0.5 tiles |

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| **Training Time of Valkyries** | |
| **Number of level 3 or higher**[**Dark Barracks**](https://clashofclans.fandom.com/wiki/Dark_Barracks)**that aren't under upgrade** | **Training Time** |
| 1 | 3 minutes |
| 2 | 1 minute 30 seconds |

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| **Level Level** | **Damage per Second Damage** | **Damage per Attack Damage** | **Hitpoints Hitpoint** | [**Training Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Dark Elixir](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir)** | [**Research Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Dark Elixir](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir)** | [**Laboratory**](https://clashofclans.fandom.com/wiki/Laboratory)**Level Required [Laboratory10](https://clashofclans.fandom.com/wiki/Laboratory)** | [**Research Time**](https://clashofclans.fandom.com/wiki/Laboratory)**Stopwatch** |
| 1 | 94 | 169.2 | 750 | 50 | N/A | N/A | N/A |
| 2 | 106 | 190.8 | 800 | 65 | 50,000 | 6 | 4 days |
| 3 | 119 | 214.2 | 850 | 80 | 60,000 | 7 | 5d 12h |
| 4 | 133 | 239.4 | 900 | 100 | 70,000 | 7 | 6d 12h |
| 5 | 148 | 266.4 | 1,100 | 130 | 110,000 | 8 | 8 days |
| 6 | 163 | 293.4 | 1,200 | 160 | 150,000 | 9 | 11d 12h |
| 7 | 178 | 320.4 | 1,300 | 190 | 190,000 | 10 | 14 days |

## Golem



[More Info Button](https://clashofclans.fandom.com/wiki/Golem/Golemite)

***"The mighty Golem loves to soak up damage! When destroyed, it explodes and splits in two. The resulting [Golemites](https://clashofclans.fandom.com/wiki/Golem/Golemite" \o "Golem/Golemite) have one-fifth the Golem's strength and hitpoints."***

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| Golem1 | Golem3 | Golem5 | Golem6 | Golem7 | Golem8 |
| **Level 1 & 2** | **Level 3 & 4** | **Level 5** | **Level 6** | **Level 7** | **Level 8** |

* **Summary**
  + The Golem is a troop unlocked once the [Dark Barracks](https://clashofclans.fandom.com/wiki/Dark_Barracks) is upgraded to level 4.
  + Golems are extremely powerful tanking units that, upon death, split into two smaller [Golemites](https://clashofclans.fandom.com/wiki/Golem/Golemite" \o "Golem/Golemite) that continue to do damage.
  + Both Golems and [Golemites](https://clashofclans.fandom.com/wiki/Golem/Golemite" \o "Golem/Golemite) do splash damage when destroyed, similar to [Balloons](https://clashofclans.fandom.com/wiki/Balloon) and [Lava Hounds](https://clashofclans.fandom.com/wiki/Lava_Hound).
  + Golems prioritize [defensive structures](https://clashofclans.fandom.com/wiki/Defensive_Buildings) above all other targets, and will bypass all other types of enemy [buildings](https://clashofclans.fandom.com/wiki/Buildings) and [troops](https://clashofclans.fandom.com/wiki/Troops) while any [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings) remain on the battlefield. This is true even if they are under attack by enemy [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) [troops](https://clashofclans.fandom.com/wiki/Troops), [heroes](https://clashofclans.fandom.com/wiki/Heroes) or [Skeleton Trap](https://clashofclans.fandom.com/wiki/Skeleton_Trap) skeletons. Note that like all [troops](https://clashofclans.fandom.com/wiki/Troops) that prioritize [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings), Golems do not consider the [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) to be a [defense](https://clashofclans.fandom.com/wiki/Defensive_Buildings) regardless of whether or not it contains enemy [troops](https://clashofclans.fandom.com/wiki/Troops), but do consider the defending [Grand Warden](https://clashofclans.fandom.com/wiki/Grand_Warden) and the level 12 [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall)(if its [Giga Tesla](https://clashofclans.fandom.com/wiki/Giga_Tesla) has been triggered) to be defensive buildings.   
    Once all [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings) are destroyed, Golems become like any other [troop](https://clashofclans.fandom.com/wiki/Troops) with no preferred target; they will attack the nearest building to them regardless of type, and will turn and attack enemy [units](https://clashofclans.fandom.com/wiki/Troops) if they become aware of any nearby.
* **Offensive Strategy**
  + A good strategy is to release Golems and wait until all splash damage defenses like [Mortars](https://clashofclans.fandom.com/wiki/Mortar) and [Wizard Towers](https://clashofclans.fandom.com/wiki/Wizard_Tower) fire on them then release units like [Archers](https://clashofclans.fandom.com/wiki/Archer) and [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian).
  + Since the Golems do small amounts of damage themselves, it´s important that they are backed up by high damage-dealing troops, like [Wizards](https://clashofclans.fandom.com/wiki/Wizard) or [Witches](https://clashofclans.fandom.com/wiki/Witch).
  + Golems aren't affected by [Spring Traps](https://clashofclans.fandom.com/wiki/Spring_Trap). However, when one becomes two [Golemites](https://clashofclans.fandom.com/wiki/Golem/Golemite" \o "Golem/Golemite), the [Golemites](https://clashofclans.fandom.com/wiki/Golem/Golemite" \o "Golem/Golemite)will be affected by [Spring Traps](https://clashofclans.fandom.com/wiki/Spring_Trap) if they encounter them.
  + If possible, destroy the [Inferno Tower](https://clashofclans.fandom.com/wiki/Inferno_Tower) that is set on Single Target Mode as quickly as possible. Otherwise, they will wipe out your Golems. However, this is usually preferable to the [Inferno Tower](https://clashofclans.fandom.com/wiki/Inferno_Tower)targeting a [P.E.K.K.A](https://clashofclans.fandom.com/wiki/P.E.K.K.A), [Barbarian King](https://clashofclans.fandom.com/wiki/Barbarian_King), or [Archer Queen](https://clashofclans.fandom.com/wiki/Archer_Queen). A [Freeze Spell](https://clashofclans.fandom.com/wiki/Freeze_Spell) can be used to temporarily disable the [Inferno Tower](https://clashofclans.fandom.com/wiki/Inferno_Tower) and "reset" its damage. If the [Inferno Tower](https://clashofclans.fandom.com/wiki/Inferno_Tower) is set on Multiple Target Mode, it will not be much of a problem to the Golem, although it is still a nuisance to the troops attempting to use the Golem as a meat shield.
  + Golems are fundamental as a meat shield to the GoWiPe, GoWiWi and GoHo attack strategies, amongst others, whether it be for the army or for the kill squad.
* **Defensive Strategy**
  + Golems, which similar to [Giants](https://clashofclans.fandom.com/wiki/Giant) and [Lava Hounds](https://clashofclans.fandom.com/wiki/Lava_Hound), are very high-health [units](https://clashofclans.fandom.com/wiki/Troops) that can be used to soak up fire (meat shields). Make sure that the Golem is in the middle or in range of most of your defenses, as the Golem can distract attacking [troops](https://clashofclans.fandom.com/wiki/Troops) very effectively for a considerable amount of time. Even when overwhelmed, the Golem does a surprising amount of splash damage, enough to kill all low-health units (including level 1 [Giants](https://clashofclans.fandom.com/wiki/Giant)), as well as even [Hog Riders](https://clashofclans.fandom.com/wiki/Hog_Rider). Any remaining attackers will then have to deal with the two [Golemites](https://clashofclans.fandom.com/wiki/Golem/Golemite" \o "Golem/Golemite) as well.
  + Golems tend not to be in [Clan Castles](https://clashofclans.fandom.com/wiki/Clan_Castle) due to their high storage space, 30, which fills up a Level 5 [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) by itself. Additionally, its damage output as well as speed are very low and its health can be undermined by [Wizards](https://clashofclans.fandom.com/wiki/Wizard). However, they make potentially good distractions, especially against the likes of low health troops. Their death damage can nonetheless destroy any smaller melee units that are attacking it, and its Golemites can do the same on a smaller scale.
* **Upgrade Differences**
  + The Golem undergoes significant visual changes at levels 5, 6 and 7.
    - Initially, the Golem is a light gray shaded rock. The Golem has bright, elixir colored eyes with a slight glow.
    - At level 3, the Golem's rocky exterior changes shade from a light gray to a darker gray. The eyes also become a darker purple with a slightly more significant glow.
    - At level 5, the Golem gains purple, crystal-like spikes, quite similar to those on the level 3 [Wizard Tower](https://clashofclans.fandom.com/wiki/Wizard_Tower), and his entire body gains a purple/gray color. The eye color does not change but glows slightly stronger.
    - At level 6, some of the Golem's crystal-like spikes change color to grayish-pink. Some more crystal-like spikes grow on his shoulders.
    - At level 7, the Golem's crystal-like spikes become much larger and jagged, and change color to a more lavender color.
    - At level 8, the Golem's crystal-like spikes changes color to a sky blue
* **Trivia**
  + You can have a maximum of 9 Golems at one time in a complete set of fully upgraded [Army Camps](https://clashofclans.fandom.com/wiki/Army_Camp). This number increases to 10 if you include the 1 that can fit into a level 5 or higher [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle). On the battlefield, you can clone an additional 3 Golems with three fully upgraded [Clone Spells](https://clashofclans.fandom.com/wiki/Clone_Spell).
  + Golems, [Balloons](https://clashofclans.fandom.com/wiki/Balloon) and [Lava Hounds](https://clashofclans.fandom.com/wiki/Lava_Hound) are the only troops that deliver splash damage upon dying. This is in contrast to the [Wall Breaker](https://clashofclans.fandom.com/wiki/Wall_Breaker), which dies upon delivering splash damage.
  + The Golem very much resembles "the Thing"; a character in Fantastic Four.
  + As part of the May 4th 2016 update, the Golem's training time has been decreased from 45 minutes to 15 minutes.
  + Also, as part of the October 12th 2016 update, the Golem's training time has been decreased from 15 minutes to 10 and 5 minutes.
  + The Level 6 Golem resembles its Clash Royale counterpart.
  + A Golem event lasted from UTC 8:00 14/1/17 through UTC 8:00 16/1/17, which functioned like a mini-achievement with limited time period. Golems cost only 10% of the normal cost during these 2 days. Players needed to win three multiplayer battles, each with at least two Golems (Town Hall 10-11) or one Golem (Town Hall 8-9) to claim 300 Experience and 30 Gems. Players also got a chance to gain some Dark Elixir (up to 11,872 if they had level 6 Golems) by queuing just before the end of the event and unqueuing after the event ended.

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| **Preferred Target Target** | **Attack Type Damagetype** | [**Housing Space**](https://clashofclans.fandom.com/wiki/Army_Camp/Home_Village)**Housing** | [**Movement Speed**](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed)**[Speed](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed)** | **Attack Speed Attackspeed** | [**Dark Barracks**](https://clashofclans.fandom.com/wiki/Dark_Barracks)**Level Required [Dark Barracks7](https://clashofclans.fandom.com/wiki/Dark_Barracks)** | **Range Range** | **Death Damage Radius Range** |
| Defenses | Melee (Ground Only) | 30 | 12 | 2.4s | 4 | 1 tile | 1.2 tiles |

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| **Training Time of Golems** | |
| **Number of level 4 or higher**[**Dark Barracks**](https://clashofclans.fandom.com/wiki/Dark_Barracks)**that aren't under upgrade** | **Training Time** |
| 1 | 10 minutes |
| 2 | 5 minutes |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Level Level** | **Damage per Second Damage** | **Damage per Attack Damage** | **Damage Upon Death Damage** | **Hitpoints Hitpoint** | [**Training Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Dark Elixir](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir)** | [**Research Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Dark Elixir](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir)** | [**Laboratory**](https://clashofclans.fandom.com/wiki/Laboratory)**Level Required [Laboratory10](https://clashofclans.fandom.com/wiki/Laboratory)** | [**Research Time**](https://clashofclans.fandom.com/wiki/Laboratory)**Stopwatch** |
| 1 | 38 | 91.2 | 350 | 5,100 | 200 | N/A | N/A | N/A |
| 2 | 42 | 100.8 | 400 | 5,400 | 250 | 60,000 | 6 | 4 days |
| 3 | 46 | 110.4 | 450 | 5,700 | 300 | 70,000 | 7 | 5d 12h |
| 4 | 50 | 120 | 500 | 6,000 | 350 | 80,000 | 7 | 6d 12h |
| 5 | 54 | 129.6 | 530 | 6,300 | 425 | 90,000 | 8 | 8 days |
| 6 | 58 | 139.2 | 530 | 6,600 | 500 | 150,000 | 9 | 9d 12h |
| 7 | 62 | 148.8 | 530 | 6,900 | 600 | 200,000 | 9 | 11d 12h |
| 8 | 66 | 158.4 | 530 | 7,200 | 700 | 200,000 | 10 | 14 days |

### Golemite



[More Info Button](https://clashofclans.fandom.com/wiki/Golem)

***"Golemites are smaller***[***Golems***](https://clashofclans.fandom.com/wiki/Golem)***constructed within the gargantuan creature. When the***[***Golem***](https://clashofclans.fandom.com/wiki/Golem)***is destroyed, the Golemites spring to life and keep fighting!"***

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Golem1 | Golem3 | Golem5 | Golem6 | Golem7 | Golem8 |
| **Level 1 & 2** | **Level 3 & 4** | **Level 5** | **Level 6** | **Level 7** | **Level 8** |

* **Summary**
  + Golemites are basically a smaller and less powerful version of the [Golem](https://clashofclans.fandom.com/wiki/Golem).
  + When a [Golem](https://clashofclans.fandom.com/wiki/Golem) dies, it splits into a pair of Golemites.
  + Both [Golems](https://clashofclans.fandom.com/wiki/Golem) and Golemites do splash damage, similar to [Balloons](https://clashofclans.fandom.com/wiki/Balloon), when destroyed.
  + Golemites prioritize [defensive structures](https://clashofclans.fandom.com/wiki/Defensive_Buildings) above all other targets, and will bypass all other types of enemy [buildings](https://clashofclans.fandom.com/wiki/Buildings) and [troops](https://clashofclans.fandom.com/wiki/Troops) while any [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings) remain on the battlefield. This is true even if they are under attack by enemy [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) [troops](https://clashofclans.fandom.com/wiki/Troops), [heroes](https://clashofclans.fandom.com/wiki/Heroes) or [Skeleton Trap](https://clashofclans.fandom.com/wiki/Skeleton_Trap) skeletons. Note that like all [troops](https://clashofclans.fandom.com/wiki/Troops" \o "Troops)that prioritize [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings), Golemites do not consider the [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) to be a [defense](https://clashofclans.fandom.com/wiki/Defensive_Buildings) regardless of whether or not it contains enemy [troops](https://clashofclans.fandom.com/wiki/Troops), but do consider the defending [Grand Warden](https://clashofclans.fandom.com/wiki/Grand_Warden) and the level 12 [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) (if its [Giga Tesla](https://clashofclans.fandom.com/wiki/Giga_Tesla) has been triggered) to be defensive buildings.   
    Once all [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings) are destroyed, Golemites become like any other [troop](https://clashofclans.fandom.com/wiki/Troops) with no preferred target; they will attack the nearest building to them regardless of type, and will turn and attack enemy [units](https://clashofclans.fandom.com/wiki/Troops) if they become aware of any nearby.
  + The Golemite is considered to take up 15 housing spaces for the purpose of determining its interactions with the [Spring Trap](https://clashofclans.fandom.com/wiki/Spring_Trap), [Tornado Trap](https://clashofclans.fandom.com/wiki/Tornado_Trap) and [Clone Spell](https://clashofclans.fandom.com/wiki/Clone_Spell).
* **Offensive Strategy**
  + You cannot train or place down Golemites, as they only appear when a [Golem](https://clashofclans.fandom.com/wiki/Golem) dies.
  + Unlike the [Golems](https://clashofclans.fandom.com/wiki/Golem), the Golemites are affected by [Spring Traps](https://clashofclans.fandom.com/wiki/Spring_Trap).
* **Upgrade Differences**
  + The Golemite undergoes a significant graphic change at levels 3 and 5, 6, and 7. The Golemites go through graphic changes whenever the [Golem](https://clashofclans.fandom.com/wiki/Golem) does, and gets the same change.
    - At level 3, the Golemite's rocky exterior changes shade from light gray to a darker gray.
    - At level 5, the Golemite gains purple, crystal-like spikes, quite similar to those on the level 3 [Wizard Tower](https://clashofclans.fandom.com/wiki/Wizard_Tower) and his entire body gains a purple/gray color.
    - At level 6, the Golemites crystal changes from purple to pink, and a few more is added on its back
    - At level 7, the crystals turn into a light blue color and get sharper.
* **Trivia**
  + As one of the three subtroops (the others being the [Skeleton](https://clashofclans.fandom.com/wiki/Witch/Skeleton) and the [Lava Pup](https://clashofclans.fandom.com/wiki/Lava_Hound/Lava_Pup)), it cannot be trained, placed or donated directly via the [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) (although the parent [Troops](https://clashofclans.fandom.com/wiki/Troops) can).
  + The Golemite has one fifth of [Golem](https://clashofclans.fandom.com/wiki/Golem)'s Damage per Second, Damage Upon Death and Hitpoints.
  + If you have a [Golem](https://clashofclans.fandom.com/wiki/Golem) in your [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle), and it splits into Golemites during a defense, it will become a [Golem](https://clashofclans.fandom.com/wiki/Golem) again after the defense if at least one Golemite survives the battle.
  + The Golemite is currently the only subtroop whose stats improve (rather than increasing the number spawned) when you upgrade the [parent troop](https://clashofclans.fandom.com/wiki/Golem).
  + Golemites attack slightly slower than [Golems](https://clashofclans.fandom.com/wiki/Golem).

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Preferred Target Target** | **Attack Type Damagetype** | [**Movement Speed**](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed)**[Speed](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed)** | **Attack Speed Attackspeed** | **Range Range** | **Death Damage Radius Range** |
| [Defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings) | Melee (Ground Only) | 12 | 3s | 0.5 tiles | 1.2 tiles |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Level Level** | **Damage per Second Damage** | **Damage per Attack Damage** | **Damage Upon Death Damage** | **Hitpoints Hitpoint** |
| 1 | 7 | 21 | 70 | 1,020 |
| 2 | 8 | 24 | 80 | 1,080 |
| 3 | 9 | 27 | 90 | 1,140 |
| 4 | 10 | 30 | 100 | 1,200 |
| 5 | 11 | 33 | 106 | 1,260 |
| 6 | 12 | 36 | 106 | 1,320 |
| 7 | 13 | 39 | 106 | 1,380 |
| 8 | 14 | 42 | 106 | 1,440 |

## Witch



[More Info Button](https://clashofclans.fandom.com/wiki/Witch/Skeleton)

***"The Witch never fights alone, constantly raising dead warriors. Upgraded Witches raise more [skeletons](https://clashofclans.fandom.com/wiki/Witch/Skeleton" \o "Witch/Skeleton)at a time."***

|  |  |  |
| --- | --- | --- |
| Witch1 | Witch3 | Witch5 |
| **Level 1 & 2** | **Level 3 & 4** | **Level 5** |

* **Summary**
  + The Witch is a single target splash damaging [Dark Elixir](https://clashofclans.fandom.com/wiki/Dark_Elixir) troop in the Home Village.
  + The Witch shoots blue projectiles at their target and can summon dead warriors from past battles, the [Skeletons](https://clashofclans.fandom.com/wiki/Witch/Skeleton). Only a certain amount of [Skeletons](https://clashofclans.fandom.com/wiki/Witch/Skeleton) per Witch can be on the battlefield at the same time (see table below for details).
  + The Witch has short purple hair that goes down to her shoulders and has glowing pink eyes. She wears two golden shoulder pieces, a golden belt, two gold bracelets, and a raggedy skirt. She also wears a raggedy purple cape and holds a staff with a goat's skull.
  + Witches have no preferred target when attacking; they will simply attack the closest building. However, once they become aware of enemy [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) [troops](https://clashofclans.fandom.com/wiki/Troops), [Heroes](https://clashofclans.fandom.com/wiki/Heroes), or [Skeleton Trap](https://clashofclans.fandom.com/wiki/Skeleton_Trap) skeletons (either by being attacked themselves or by being near another friendly [troop](https://clashofclans.fandom.com/wiki/Troops) under attack), they will leave their previously targeted building and instead engage the enemy [troops](https://clashofclans.fandom.com/wiki/Troops). Once all of the nearby enemy [troops](https://clashofclans.fandom.com/wiki/Troops) are defeated, the Witches will proceed to attack the nearest structure.
* **Offensive Strategy**
  + As she has low hitpoints, the Witch is recommended as a support troop, and should be placed near the back of an attack. Don't group Witches together or a [Mortar](https://clashofclans.fandom.com/wiki/Mortar) may wipe them all out. Plus the Witch's [Skeletons](https://clashofclans.fandom.com/wiki/Witch/Skeleton) are good distractions to occupy defense buildings.
  + Drop a couple of [Giants](https://clashofclans.fandom.com/wiki/Giant) as distractions, with a few [Wall Breakers](https://clashofclans.fandom.com/wiki/Wall_Breaker) shortly after. Then add 1-3 Witches and they will spawn [Skeletons](https://clashofclans.fandom.com/wiki/Witch/Skeleton) to help the Giants. When the Giants and Witches finish destroying the defenses, drop 1-4 additional [Wall Breakers](https://clashofclans.fandom.com/wiki/Wall_Breaker) (depending on level) along with 1-4 Witches and more [Giants](https://clashofclans.fandom.com/wiki/Giant).
  + The Witch's [Skeletons](https://clashofclans.fandom.com/wiki/Witch/Skeleton) can help [Giants](https://clashofclans.fandom.com/wiki/Giant) destroy buildings.
  + The Witch's [Skeletons](https://clashofclans.fandom.com/wiki/Witch/Skeleton) can easily overwhelm defenses, though splash-damaging buildings ([Mortars](https://clashofclans.fandom.com/wiki/Mortar" \o "Mortar)and [Wizard Towers](https://clashofclans.fandom.com/wiki/Wizard_Tower)) can wipe them out just as easily as they can be raised.
  + If you have strong enough [Lightning Spells](https://clashofclans.fandom.com/wiki/Lightning_Spell), take out one or two [Mortars](https://clashofclans.fandom.com/wiki/Mortar) at the start of the raid. This will greatly decrease the base's splash damage capability. More [Skeletons](https://clashofclans.fandom.com/wiki/Witch/Skeleton) will then stay alive longer acting as a distraction for the defense and will let your stronger troops take care of the rest.
  + If you see a Witch on defense, a single [Lightning Spell](https://clashofclans.fandom.com/wiki/Lightning_Spell) or [Poison Spell](https://clashofclans.fandom.com/wiki/Poison_Spell) is a convenient option to prevent wave after wave of [Skeletons](https://clashofclans.fandom.com/wiki/Witch/Skeleton) continually distracting your offensive [troops](https://clashofclans.fandom.com/wiki/Troops).
  + Using an all-Witch army, while not recommended due to the extreme cost, can potentially topple most base designs if supported by spells. Due to the fact that large numbers of Witches can summon Skeletons numbering into the hundreds, most defenses will easily be swarmed. [Mortars](https://clashofclans.fandom.com/wiki/Mortar), [Wizard Towers](https://clashofclans.fandom.com/wiki/Wizard_Tower) and [Bomb Towers](https://clashofclans.fandom.com/wiki/Bomb_Tower) are amongst the few defenses that can handle the Skeleton swarm. Beware that even high-level walls won't last long due to the additive damage of all the Skeletons. This strategy works as long as the Witches can reliably stay alive. Once the Witches start to die out, the Skeleton horde will drop in numbers which can result to a defeat.
* **Defensive Strategy**
  + When trying to defend against Witches, the [Giant Bomb](https://clashofclans.fandom.com/wiki/Giant_Bomb) can severely damage the Witches and kill off any nearby Skeletons in its radius.
  + When using Witches as part of your [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) complement, place the [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) behind [walls](https://clashofclans.fandom.com/wiki/Walls) to protect her from being drawn out and killed easily.
  + As [Skeleton Traps](https://clashofclans.fandom.com/wiki/Skeleton_Trap) are good for distracting [P.E.K.K.As](https://clashofclans.fandom.com/wiki/P.E.K.K.A), so is a Witch. A protected Witch has the ability to destroy a [P.E.K.K.A](https://clashofclans.fandom.com/wiki/P.E.K.K.A) with ease.
  + Asking for [Giants](https://clashofclans.fandom.com/wiki/Giant) with Witches is a great idea. With the same speed, the giants will be able to take off some heat from the Witches until their [skeletons](https://clashofclans.fandom.com/wiki/Witch/Skeleton) take over. This is, unless a [Poison Spell](https://clashofclans.fandom.com/wiki/Poison_Spell) will be used to kill the Witches.
* **Upgrade Differences**
  + Initially, the Witch is a woman that has a magenta dress with slightly crumpled ends and a few holes. She carries a staff capped by the skull of a ram with golden horns. Her hair is purple and goes down almost to the bottom of her dress.
  + At level 3, the Witch gains a golden headdress. Her dress loses the holes and smoothes itself out. Her staff gains two golden rings around the handle.
  + At level 5, the Witch's gains a purple headpiece. Her staff's horns are now pink.
* **Trivia**
  + Although she appears to have no feet, which makes it seem like she is levitating, she is actually a [ground troop](https://clashofclans.fandom.com/wiki/Category:Ground_Troops) and will not be attacked by [Air Defenses](https://clashofclans.fandom.com/wiki/Air_Defense), nor will she float over [Walls](https://clashofclans.fandom.com/wiki/Walls) like the [Grand Warden](https://clashofclans.fandom.com/wiki/Grand_Warden).
  + In the Japanese language setting of the game, the Witch is called "Necromancer" literally.
    - Necromancy is a form of magic involving communication with the deceased – either by summoning their spirit as an apparition or raising them bodily. This is referenced in the descriptions stating that Skeletons are dead warriors from the past summoned by the Witch.
  + You can have a maximum of 23 Witches at one time in a complete set of fully upgraded [Army Camps](https://clashofclans.fandom.com/wiki/Army_Camp). This number increases to 26 if you include the 3 that can fit into a fully upgraded [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle). On the battlefield, you can clone an additional 6 Witches with three level 3 or higher [Clone Spells](https://clashofclans.fandom.com/wiki/Clone_Spell).
  + Although summoned [Skeletons](https://clashofclans.fandom.com/wiki/Witch/Skeleton) look very similar to [Wall Breakers](https://clashofclans.fandom.com/wiki/Wall_Breaker), they are more likely to be [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian) because they have a similar look, stance and attacking style.
  + If you observe carefully, the Witch looks similar to the [Archer](https://clashofclans.fandom.com/wiki/Archer), only much more *"*zombified*".*
  + Witches don't require any [graves](https://clashofclans.fandom.com/wiki/Obstacles) on the battlefield to summon skeletons.
  + [Rage Spells](https://clashofclans.fandom.com/wiki/Rage_Spell) don't speed up the Witch's [Skeleton](https://clashofclans.fandom.com/wiki/Witch/Skeleton) production.
  + When summoning [Skeletons](https://clashofclans.fandom.com/wiki/Witch/Skeleton), the Witch glows green and raises her scepter.
  + When you have a Witch in your Clan Castle, and it creates [Skeletons](https://clashofclans.fandom.com/wiki/Witch/Skeleton) during a defense, the [Skeletons](https://clashofclans.fandom.com/wiki/Witch/Skeleton" \o "Witch/Skeleton)that were made do not go back into the [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) regardless.
  + The summoned [Skeletons](https://clashofclans.fandom.com/wiki/Witch/Skeleton) make upon-death skeletons.
  + The Witch has the fastest attack speed of any troop.
  + Counting the cost per housing space, the witch is the most expensive dark troop, with a cost of 21 dark elixir per housing space (at level 1), compared to the golem's cost of 15 dark elixir per housing space (at level 1) and the lava hound's 13 dark elixir per housing space (at level one). At level two, the witch's cost per housing space increases to 29 dark elixir. At level three, it increases to 38 dark elixir. So be careful when choosing to use the witch in a farming attack.
  + Part of the March 21st 2016 update, the [Skeleton](https://clashofclans.fandom.com/wiki/Skeleton) hitpoints have been reduced and it can no longer trigger traps.
  + Part of the May 4th 2016 update, the Witch's training time has been decreased from 20 minutes to 10 minutes.
  + Part of the October 12th 2016 update, the Witch's training time has been decreased from 10 minutes to 3 minutes so long as both dark barracks are Witch capable.
    - The same update also greatly increased the Witch's hitpoints, increasing the health by at least 140% at all levels.
  + During late October 2016, the Witch's training cost was temporarily reduced and it's training time changed to 2 minutes to celebrate Halloween.
  + There was a bug where the witch would spawn skeletons while walking and wouldn't stop to do so. She also spawned skeletons at death similar to the lava hound mechanic. This was, unfortunately, a bug which was patched in the Builder Hall 6 update. But this gave birth to the witch slap strategy which was still relevant even after the removal of this mechanic.
  + On August 18th 2017, the Witches took the role of being the Home Village's builders for the week, having replaced the [Giants](https://clashofclans.fandom.com/wiki/Giant). While they were builders, they interacted with buildings at melee range, much unlike their ranged attacks. A week later, they were then replaced by the [Wizards](https://clashofclans.fandom.com/wiki/Wizard). [Shrink Traps](https://clashofclans.fandom.com/wiki/Shrink_Trap)are available, another reference to her.
  + The Witch is the Dark Elixir troop that requires the least amount of [Dark Elixir](https://clashofclans.fandom.com/wiki/Dark_Elixir) to upgrade to max level, with 555,000 Dark Elixir needed to upgrade her from level 1 to level 5.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Preferred Target Target** | **Attack Type Damagetype** | **Summon Cooldown** | [**Housing Space**](https://clashofclans.fandom.com/wiki/Army_Camp/Home_Village)**Housing** | [**Movement Speed**](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed)**[Speed](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed)** | **Attack Speed Attackspeed** | [**Dark Barracks**](https://clashofclans.fandom.com/wiki/Dark_Barracks)  **Level Required [Dark Barracks7](https://clashofclans.fandom.com/wiki/Dark_Barracks)** | **Range Range** | [**Skeletons**](https://clashofclans.fandom.com/wiki/Witch/Skeleton)  **per Summon Icon SummonCapacitySkeleton** |
| None | Area Splash 0.3 Tile Radius (Ground & Air) | 7s | 12 | 12 | 0.7s | 5 | 4 tiles | 4 |

|  |  |
| --- | --- |
| **Training Time of Witches** | |
| **Number of level 5 or higher**[**Dark Barracks**](https://clashofclans.fandom.com/wiki/Dark_Barracks)**that aren't under upgrade** | **Training Time** |
| 1 | 6 minutes |
| 2 | 3 minutes |

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Level Level** | **Damage per Second Damage** | **Damage per Attack Damage** | **Maximum**  [**Skeletons**](https://clashofclans.fandom.com/wiki/Witch/Skeleton)  **Summoned Icon SummonCapacity** | **Hitpoints Hitpoint** | [**Training Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Dark Elixir](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir)** | [**Research Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Dark Elixir](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir)** | [**Laboratory**](https://clashofclans.fandom.com/wiki/Laboratory)  **Level Required [Laboratory10](https://clashofclans.fandom.com/wiki/Laboratory)** | [**Research Time**](https://clashofclans.fandom.com/wiki/Laboratory)**Stopwatch** |
| 1 | 100 | 70 | 6 | 300 | 125 | N/A | N/A | N/A |
| 2 | 110 | 77 | 8 | 320 | 150 | 75,000 | 7 | 6 days |
| 3 | 140 | 98 | 10 | 400 | 175 | 120,000 | 8 | 9 days |
| 4 | 160 | 112 | 12 | 440 | 225 | 160,000 | 9 | 12 days |
| 5 | 180 | 126 | 14 | 480 | 275 | 200,000 | 10 | 14 days |

### Skeleton



[More Info Button](https://clashofclans.fandom.com/wiki/Witch)

***"This undead creature poses little threat by itself. But it never fights alone, since the***[***Witch***](https://clashofclans.fandom.com/wiki/Witch)***can summon an endless horde of Skeletons against your enemy!"***-

|  |
| --- |
| Skeleton1 |
| Level 1-5 |

* **Summary**
  + Skeletons are troops the [Witch](https://clashofclans.fandom.com/wiki/Witch) summons to help her fight.
  + They are similar to [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian) in attack damage, but have lower health and move faster.
  + Skeletons have no preferred target when attacking; they will simply attack the closest building. However, once they become aware of enemy [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) [troops](https://clashofclans.fandom.com/wiki/Troops), [Heroes](https://clashofclans.fandom.com/wiki/Heroes), or [Skeleton Trap](https://clashofclans.fandom.com/wiki/Skeleton_Trap) skeletons (either by being attacked themselves or by being near another friendly [troop](https://clashofclans.fandom.com/wiki/Troops) under attack), they will leave their previously targeted building and instead engage the enemy [troops](https://clashofclans.fandom.com/wiki/Troops). Once all of the nearby enemy [troops](https://clashofclans.fandom.com/wiki/Troops) are defeated, the Skeletons will proceed to attack the nearest structure.
  + They can be a good tank for single damage defense buildings in large numbers, but are vulnerable to splash damage.
  + Skeletons are considered to take up 1 housing space for the purpose of determining its interactions with the [Spring Trap](https://clashofclans.fandom.com/wiki/Spring_Trap), [Tornado Trap](https://clashofclans.fandom.com/wiki/Tornado_Trap) and [Clone Spell](https://clashofclans.fandom.com/wiki/Clone_Spell).
  + Skeletons are unable to trigger [Traps](https://clashofclans.fandom.com/wiki/Traps/Home_Village), nor can they cause the [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) to activate and deploy its troops (if any). However, they can be harmed by Traps if another troop triggers them. Skeletons are able to trigger [Hidden Teslas](https://clashofclans.fandom.com/wiki/Hidden_Tesla/Home_Village).
* **Offensive Strategy**
  + Try to avoid splash damaging defenses to keep your Skeletons alive.
  + Skeletons can act as a "bone shield" to [Witches](https://clashofclans.fandom.com/wiki/Witch), protecting them from other defenses.
* **Defensive Strategy**
  + [Witches](https://clashofclans.fandom.com/wiki/Witch) in your [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) will summon hordes of Skeletons to confront the enemy.
  + Single-target defenses like [Cannons](https://clashofclans.fandom.com/wiki/Cannon) can be overwhelmed by Skeletons (especially if the single-target defense cannot one-shot the Skeleton), which means splash-damaging defenses like the [Mortar](https://clashofclans.fandom.com/wiki/Mortar) and the [Wizard Tower](https://clashofclans.fandom.com/wiki/Wizard_Tower) are your defense's best chance of eliminating hordes of these subtroops. Have [Mortars](https://clashofclans.fandom.com/wiki/Mortar) and [Wizard Towers](https://clashofclans.fandom.com/wiki/Wizard_Tower) as high-leveled as possible; they can be able to one-shot Skeletons and this leaves the [Witch](https://clashofclans.fandom.com/wiki/Witch) vulnerable to the defenses. [Inferno Towers](https://clashofclans.fandom.com/wiki/Inferno_Tower) set to multi-target are also good at eliminating a few Skeletons at a time.
* **Trivia**
  + Like the [Lava Pup](https://clashofclans.fandom.com/wiki/Lava_Pup), the Skeleton's stats or appearance do not change when the [Witch](https://clashofclans.fandom.com/wiki/Witch) is upgraded.
  + You can have a maximum of 754 Skeletons fighting for you on the battlefield at any one time. Of these, 364 Skeletons come from 26 maximum-level [Witches](https://clashofclans.fandom.com/wiki/Witch) (23 from fully upgraded [Army Camps](https://clashofclans.fandom.com/wiki/Army_Camp) and 3 from a level 8 Clan Castle) that spawn 14 Skeletons each, and the other 390 come from 13 max-level Skeleton Spells (11 from your spell storage and the other 2 donated into your level 7 Clan Castle), that spawn 30 Skeletons each.
    - If you consider the temporary [Skeleton Barrel](https://clashofclans.fandom.com/wiki/Skeleton_Barrel) troop, this number is increased to 1,210 Skeletons, from 56 Skeleton Barrels in a Town Hall 12 army (spawning 14 Skeletons each, for a total of 784), three then-maxed Clan Castle Witches (12 each, for a total of 36), and 13 maxed Skeleton Spells (30 each, for a total of 390).
  + When you have a [Witch](https://clashofclans.fandom.com/wiki/Witch) in your [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle), and it creates Skeletons during a defense, the Skeletons that were made do not go back into the [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle).
  + As one of the three subtroops (the others being the [Golemite](https://clashofclans.fandom.com/wiki/Golem/Golemite" \o "Golem/Golemite) and the [Lava Pup](https://clashofclans.fandom.com/wiki/Lava_Hound/Lava_Pup)), it cannot be trained, placed or donated directly via the [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) (although the parent [Troops](https://clashofclans.fandom.com/wiki/Troops) can).
  + The Skeleton is currently the only subtroop that is summoned (rather than spawned upon death) by its parent troop, and the only subtroop that is not a smaller version of its parent troop.
  + The Skeleton appears to be identical to the Skeletons that are spawned via the [Skeleton Spell](https://clashofclans.fandom.com/wiki/Skeleton_Spell) and [Skeleton Trap](https://clashofclans.fandom.com/wiki/Skeleton_Trap) unless the latter is set to target air troops.
  + Unlike the [Skeleton Trap](https://clashofclans.fandom.com/wiki/Skeleton_Trap)'s Skeletons, they do not have a skull next to their health bar.
  + The Skeleton is one of the two permanent [troops](https://clashofclans.fandom.com/wiki/Troops) you cannot level up, the other one being the [Lava Pup](https://clashofclans.fandom.com/wiki/Lava_Hound/Lava_Pup).

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| --- | --- | --- | --- | --- |
| **Preferred Target Target** | **Attack Type Damagetype** | [**Movement Speed**](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed)**[Speed](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed)** | **Attack Speed Attackspeed** | **Range Range** |
| None | Melee (Ground Only) | 24 | 1s | 0.4 tiles |

|  |  |  |  |
| --- | --- | --- | --- |
| **Level Level** | **Damage per Second Damage** | **Damage per Attack Damage** | **Hitpoints Hitpoint** |
| 1 | 25 | 25 | 30 |

## Lava Hound



[More Info Button](https://clashofclans.fandom.com/wiki/Lava_Hound/Lava_Pup)

***"These fiery beasts can't resist chasing after***[***Air Defenses***](https://clashofclans.fandom.com/wiki/Air_Defense)***, providing excellent protection for other troops. Once destroyed, they erupt into many smaller, weaker menaces."***

|  |  |  |  |
| --- | --- | --- | --- |
| Lava Hound1 | Lava Hound3 | Lava Hound4 | Lava Hound5 |
| **Level 1 & 2** | **Level 3** | **Level 4** | **Level 5** |

* **Summary**
  + The Lava Hound is like a flying fiery [Golem](https://clashofclans.fandom.com/wiki/Golem), except its favorite target is specifically [Air Defenses](https://clashofclans.fandom.com/wiki/Air_Defense).
  + The Lava Hound is a pyrotechnic (volcanic) hound-like creature with wings.
  + Like the [Golem](https://clashofclans.fandom.com/wiki/Golem), the Lava Hound deals additional splash damage when it dies, before splitting into [Lava Pups](https://clashofclans.fandom.com/wiki/Lava_Hound/Lava_Pup).
  + When the Lava Hound attacks buildings, it bounces up and down slightly while shooting little fireballs at it like a [Minion](https://clashofclans.fandom.com/wiki/Minion).
  + Lava Hounds prioritize [Air Defenses](https://clashofclans.fandom.com/wiki/Air_Defense) above all other targets, and will bypass all other enemy [buildings](https://clashofclans.fandom.com/wiki/Buildings" \o "Buildings)and [troops](https://clashofclans.fandom.com/wiki/Troops) while any [Air Defenses](https://clashofclans.fandom.com/wiki/Air_Defense) remain on the battlefield. This is true even if they are under attack by enemy [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) [troops](https://clashofclans.fandom.com/wiki/Troops), [heroes](https://clashofclans.fandom.com/wiki/Heroes) or [Skeleton Trap](https://clashofclans.fandom.com/wiki/Skeleton_Trap) skeletons. Once all [Air Defenses](https://clashofclans.fandom.com/wiki/Air_Defense) are destroyed, they will continue to attack any other remaining [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings). Note that like all [troops](https://clashofclans.fandom.com/wiki/Troops) that prioritize [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings), Lava Hounds do not consider the [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) to be a [defense](https://clashofclans.fandom.com/wiki/Defensive_Buildings) regardless of whether or not it contains enemy [troops](https://clashofclans.fandom.com/wiki/Troops), but do consider the defending [Grand Warden](https://clashofclans.fandom.com/wiki/Grand_Warden) and the level 12 [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) (if its [Giga Tesla](https://clashofclans.fandom.com/wiki/Giga_Tesla) has been triggered) to be defensive buildings.  
    Once all remaining [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings) are destroyed, Lava Hounds become like any other [troop](https://clashofclans.fandom.com/wiki/Troops) with no preferred target; they will attack the nearest building to them regardless of type, and will turn and attack enemy [units](https://clashofclans.fandom.com/wiki/Troops) if they become aware of any nearby.
* **Offensive Strategy**
  + Lava Hounds have a large amount of hitpoints. Much like [Golems](https://clashofclans.fandom.com/wiki/Golem), they're useful as an attack tank, but for [air units](https://clashofclans.fandom.com/wiki/Category:Air_Troops). They protect [Dragons](https://clashofclans.fandom.com/wiki/Dragon), [Minions](https://clashofclans.fandom.com/wiki/Minion), [Healers](https://clashofclans.fandom.com/wiki/Healer), [Balloons](https://clashofclans.fandom.com/wiki/Balloon) and [Baby Dragons](https://clashofclans.fandom.com/wiki/Baby_Dragon), much like [Golems](https://clashofclans.fandom.com/wiki/Golem" \o "Golem)protect a group of [Wizards](https://clashofclans.fandom.com/wiki/Wizard) or [Witches](https://clashofclans.fandom.com/wiki/Witch).
  + They can distract [Air Defenses](https://clashofclans.fandom.com/wiki/Air_Defense), which prevents the [Air Defenses](https://clashofclans.fandom.com/wiki/Air_Defense) from destroying a group of [Dragons](https://clashofclans.fandom.com/wiki/Dragon), [Balloons](https://clashofclans.fandom.com/wiki/Balloon) or [Minions](https://clashofclans.fandom.com/wiki/Minion).
  + Be sure to keep it away from a single targeting [Inferno Tower](https://clashofclans.fandom.com/wiki/Inferno_Tower) which can kill it with ease. It may be a good idea to bring a [Freeze Spell](https://clashofclans.fandom.com/wiki/Freeze_Spell) if a single target [Inferno Tower](https://clashofclans.fandom.com/wiki/Inferno_Tower) is present. The supporting troops will be able to destroy the Inferno Tower before it can take out the Lava Hound. A Multi-target Inferno Tower, while not being much problem to Lava Hounds, is very strong against the Lava Pups it splits into, so don't ignore it.
  + It's a good idea to send Lava Hounds in pairs so it can soak up twice the amount of damage and to longer distract defenses from other [air troops](https://clashofclans.fandom.com/wiki/Category:Air_Troops). However, don't use too many, as they are extremely weak offensive units and will be destroyed before they do too much damage to your enemy, even given their prodigious hitpoints.
  + Lava Hounds may make high-level [Giant](https://clashofclans.fandom.com/wiki/Giant)-[Healer](https://clashofclans.fandom.com/wiki/Healer) strategies more viable, as one of the major reasons it previously failed at high levels was [Air Defense](https://clashofclans.fandom.com/wiki/Air_Defense) damage and number of Air Defenses becoming too many. A Lava Hound may be able to keep the [Healer](https://clashofclans.fandom.com/wiki/Healer) alive substantially longer, giving the [Giants](https://clashofclans.fandom.com/wiki/Giant" \o "Giant)enough time to clear a path for the damage dealers.
* **Defensive Strategy**
  + Spreading your [Air Defenses](https://clashofclans.fandom.com/wiki/Air_Defense) out is a good idea. This forces attackers to keep their [air troops](https://clashofclans.fandom.com/wiki/Category:Air_Troops) near the Lava Hounds for protection, making [Air Bombs](https://clashofclans.fandom.com/wiki/Air_Bomb) and [Wizard Towers](https://clashofclans.fandom.com/wiki/Wizard_Tower) more effective. Also have [Seeking Air Mines](https://clashofclans.fandom.com/wiki/Seeking_Air_Mine) and [Air Bombs](https://clashofclans.fandom.com/wiki/Air_Bomb) close by your [Air Defenses](https://clashofclans.fandom.com/wiki/Air_Defense) so it will be more likely to be triggered by Lava Hounds.
  + Their weaknesses include [Seeking Air Mines](https://clashofclans.fandom.com/wiki/Seeking_Air_Mine), which do significant damage against [air troops](https://clashofclans.fandom.com/wiki/Category:Air_Troops).
  + Be sure to use at least one single-targeting [Inferno Tower](https://clashofclans.fandom.com/wiki/Inferno_Tower), which will destroy a Lava Hound with ease.
  + Lava Hounds are a good choice as a [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) troop for level 5 [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) or higher. While they do virtually no damage on their own, their tremendous hit points allows it to soak up a lot of damage from the attacker while the defenses fire upon them and upon popping, they break down into a [Lava Pup](https://clashofclans.fandom.com/wiki/Lava_Pup)which can deal a good amount of damage to the attackers particularly [Wizards](https://clashofclans.fandom.com/wiki/Wizard) and [Archer Queen](https://clashofclans.fandom.com/wiki/Archer_Queen).
* **Upgrade Differences**
  + The Lava Hound undergoes significant visual changes at all levels.
    - Initially, the Lava Hound looks like a large dog like creature, with a body made of rock. On its body are cracks filled with lava.
    - At level 3, the spikes on its back turn into lava color. Its eyes also become larger and more orange. The lava under the skin of the forearms also disappear, and its wings grow in size. Its glow changes a bit.
    - At level 4, the lava on its body turns a deep red.
    - At level 5, the spikes on its back turn dark brown. The wings are now bronze-colored.
* **Trivia**
  + The Sneak Peek picture of the Lava Hound features its head, bearing the words "I smell fireworks..."
  + You can have a maximum of 9 Lava Hounds at one time in a complete set of fully upgraded [Army Camps](https://clashofclans.fandom.com/wiki/Army_Camp). This number increases to 10 if you include the 1 that can fit into a level 5 or higher [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle). On the battlefield, you can clone an additional 3 Lava Hounds with three fully upgraded [Clone Spells](https://clashofclans.fandom.com/wiki/Clone_Spell).
  + The Lava Hound bears a strong resemblance to the Lava Dragon from DragonVale, another popular mobile game.
  + The Lava Hound is often compared to the [Golem](https://clashofclans.fandom.com/wiki/Golem) due to its similar statistics and concept (e.g. they have a lot of health but low damage, both taking 30 spaces, and once defeated, they do death damage and subtroops will continue to fight.)
  + When clicking on an [Army Camp](https://clashofclans.fandom.com/wiki/Army_Camp), the Lava Hound turns away from the screen.
  + Some refer the Lava Hound as the offspring of a [Golem](https://clashofclans.fandom.com/wiki/Golem), [Minion](https://clashofclans.fandom.com/wiki/Minion), or possibly an [Inferno Tower](https://clashofclans.fandom.com/wiki/Inferno_Tower) because of the lava similarities.
    - In the Russian localization of the game, the Lava Hound is called "Hell Hound" literally, sharing the same adjective as the [Inferno Tower](https://clashofclans.fandom.com/wiki/Inferno_Tower).
  + The level 5 Lava Hound has the highest hitpoints among all [troops](https://clashofclans.fandom.com/wiki/Troops); however, it has lower DPS per housing space (0.6) than any other [troop](https://clashofclans.fandom.com/wiki/Troops), even lower than the level 1 [Golem](https://clashofclans.fandom.com/wiki/Golem) at 1.27 DPS per housing space.
  + The level 5 Lava Hound has been enlarged in size as of 2018 has become the largest troop in the game (tied with heroes).
  + The Lava Hound takes up the most space of any [troop](https://clashofclans.fandom.com/wiki/Troops) in the [Army Camp](https://clashofclans.fandom.com/wiki/Army_Camp), along with the [Golem](https://clashofclans.fandom.com/wiki/Golem) and [Electro Dragon](https://clashofclans.fandom.com/wiki/Electro_Dragon) (30 housing spaces).
  + Part of the May 4th 2016 update, the Lava Hound's training time has been decreased from 45 minutes to 15 minutes.
  + It is only troop that have three preferred target stages (Air Defense - Other Defensive Buildings - Any).
    - It is also the only troop that targets a specific type of defense.

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| **Preferred Target Target** | **Attack Type Damagetype** | [**Housing Space**](https://clashofclans.fandom.com/wiki/Army_Camp/Home_Village)**Housing** | [**Movement Speed**](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed)**[Speed](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed)** | **Attack Speed Attackspeed** | [**Dark Barracks**](https://clashofclans.fandom.com/wiki/Dark_Barracks)**Level Required [Dark Barracks7](https://clashofclans.fandom.com/wiki/Dark_Barracks)** | **Range Range** |
| [Air Defense](https://clashofclans.fandom.com/wiki/Air_Defense) | Melee (Ground Only) | 30 | 20 | 2s | 6 | 1 tile |

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| **Training Time of Lava Hounds** | |
| **Number of level 6 or higher**[**Dark Barracks**](https://clashofclans.fandom.com/wiki/Dark_Barracks)**that aren't under upgrade** | **Training Time** |
| 1 | 10 minutes |
| 2 | 5 minutes |

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| **Level Level** | **Damage**  **per Second Damage** | **Damage per Attack Damage** | **Damage Upon Death Damage** | [**Lava Pups**](https://clashofclans.fandom.com/wiki/Lava_Pup)  **Spawned (After Death)** | **Hitpoints Hitpoint** | [**Training Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Dark Elixir](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir)** | [**Research Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Dark Elixir](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir)** | [**Laboratory**](https://clashofclans.fandom.com/wiki/Laboratory)  **Level Required [Laboratory10](https://clashofclans.fandom.com/wiki/Laboratory)** | [**Research Time**](https://clashofclans.fandom.com/wiki/Laboratory)**Stopwatch** |
| 1 | 10 | 20 | 100 | 8 | 6,100 | 390 | N/A | N/A | N/A |
| 2 | 12 | 24 | 150 | 10 | 6,500 | 450 | 60,000 | 7 | 6d 12h |
| 3 | 14 | 28 | 200 | 12 | 6,800 | 510 | 70,000 | 8 | 8 days |
| 4 | 16 | 32 | 250 | 14 | 7,200 | 570 | 150,000 | 9 | 11d 12h |
| 5 | 18 | 36 | 300 | 16 | 7,600 | 630 | 200,000 | 10 | 14 days |

### Lava Pup



[More Info Button](https://clashofclans.fandom.com/wiki/Lava_Hound)

***"Thrust out in big numbers after a***[***Lava Hound***](https://clashofclans.fandom.com/wiki/Lava_Hound)***dies, these tiny creatures keep up the fight for a little while longer."***

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| Lava Pup1 |
| **Level 1** |

* **Summary**
  + Lava Pups are spawned when a [Lava Hound](https://clashofclans.fandom.com/wiki/Lava_Hound) falls in battle. Although they vaguely resemble their parent [troop](https://clashofclans.fandom.com/wiki/Troops) in appearance, they are significantly stronger offensively but have only a tiny fraction of the [Lava Hound's](https://clashofclans.fandom.com/wiki/Lava_Hound) health.
  + When a [Lava Hound](https://clashofclans.fandom.com/wiki/Lava_Hound) dies, it splits into 8 Lava Pups at level 1, and increases by 2 with every level, up to a maximum of 16 Lava Pups at level 5.
  + The Lava Pups will explode out in a large circle when they are spawned, instead of clustering up where the [Lava Hound](https://clashofclans.fandom.com/wiki/Lava_Hound) falls.
  + Lava Pups have no preferred target when attacking; they will simply attack the closest building. However, once they become aware of enemy [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) [troops](https://clashofclans.fandom.com/wiki/Troops), [Heroes](https://clashofclans.fandom.com/wiki/Heroes), or [Skeleton Trap](https://clashofclans.fandom.com/wiki/Skeleton_Trap) skeletons (either by being attacked themselves or by being near another friendly [troop](https://clashofclans.fandom.com/wiki/Troops) under attack), they will leave their previously targeted building and instead engage the enemy [troops](https://clashofclans.fandom.com/wiki/Troops). Once all of the nearby enemy [troops](https://clashofclans.fandom.com/wiki/Troops) are defeated, the Lava Pups will proceed to attack the nearest structure.
  + They resemble Lava Hounds in appearance, except being smaller and made completely of lava.
  + The Lava Pup is considered to take up 2 housing space for the purpose of determining its interactions with the [Tornado Trap](https://clashofclans.fandom.com/wiki/Tornado_Trap) and [Clone Spell](https://clashofclans.fandom.com/wiki/Clone_Spell).
* **Offensive Strategy**
  + A group of Lava Pups can be wiped out by a single [Air Bomb](https://clashofclans.fandom.com/wiki/Air_Bomb), so try to trigger it with the [Lava Hound](https://clashofclans.fandom.com/wiki/Lava_Hound)to make the Lava Pups live longer.
  + Like all low health troops, they're vulnerable to [Wizard Towers](https://clashofclans.fandom.com/wiki/Wizard_Tower), so distract them with more durable units.
* **Trivia**
  + They have nearly identical stats to a level 1 [Minion](https://clashofclans.fandom.com/wiki/Minion), the only differences being slightly lower Hitpoints and a shorter range (2.75 tiles for the [Minion](https://clashofclans.fandom.com/wiki/Minion) vs. 2 for the Lava Pup).
  + As one of the three subtroops (the others being the [Golemite](https://clashofclans.fandom.com/wiki/Golem/Golemite" \o "Golem/Golemite) and the [Skeleton](https://clashofclans.fandom.com/wiki/Witch/Skeleton)), it cannot be trained, placed or donated directly via the [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) (although the parent [Troops](https://clashofclans.fandom.com/wiki/Troops) can).
  + While the [Lava Hound](https://clashofclans.fandom.com/wiki/Lava_Hound) appears to be made of both molten lava and solid rock, the Lava Pup seems to be a pure lava being, perhaps suggesting that the lava cools into rocks as the Lava Pups mature.

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| **Preferred Target Target** | **Attack Type Damagetype** | [**Movement Speed**](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed)**[Speed](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed)** | **Attack Speed Attackspeed** | **Range Range** |
| None | Ranged (Ground & Air) | 32 | 1s | 2 tiles |

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| --- | --- | --- |
| **Damage per Second Damage** | **Damage per Attack Damage** | **Hitpoints Hitpoint** |
| 35 | 35 | 50 |

## Bowler



***"This big blue dude digs the simple things in life -***[***Dark Elixir***](https://clashofclans.fandom.com/wiki/Dark_Elixir)***drinks and throwing rocks. His massive boulders bounce off their targets and hit again behind it for a double strike!"***

|  |  |  |
| --- | --- | --- |
| Bowler1 | Bowler3 | Bowler4 |
| **Level 1 & 2** | **Level 3** | **Level 4** |

* **Summary**
  + The Bowler is a deadly [troop](https://clashofclans.fandom.com/wiki/Troops) that throws a large boulder that bounces once dealing splash damage on the initial bounce and dealing splash damage when it lands.
  + The Bowler is the first ground troop that can attack multiple targets in a straight line.
  + The Bowler's boulder will only roll long enough to hit two targets.
  + Bowlers have no preferred target when attacking; they will simply attack the closest building. However, once they become aware of enemy [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) [troops](https://clashofclans.fandom.com/wiki/Troops), [Heroes](https://clashofclans.fandom.com/wiki/Heroes), or [Skeleton Trap](https://clashofclans.fandom.com/wiki/Skeleton_Trap) skeletons (either by being attacked themselves or by being near another friendly [troop](https://clashofclans.fandom.com/wiki/Troops) under attack), they will leave their previously targeted building and instead engage the enemy [troops](https://clashofclans.fandom.com/wiki/Troops). Once all of the nearby enemy [troops](https://clashofclans.fandom.com/wiki/Troops) are defeated, the Bowlers will proceed to attack the nearest structure.
* **Offensive Strategy**
  + The Bowler doesn't have a lot of hitpoints so it can be taken out when not protected, so be sure it is behind tanks like [Golems](https://clashofclans.fandom.com/wiki/Golem) or [Giants](https://clashofclans.fandom.com/wiki/Giant).
    - Using many Bowlers can be a really strong attacking strategy as they can take out multiple buildings quickly. They are expensive dark elixir units, second only to the witch per housing space, but nevertheless, they are effective when farming [Elixir](https://clashofclans.fandom.com/wiki/Elixir).
  + The Bowler can be a great unit for funneling due to their ability to be able to hit 2 structures at any given time. This allows better funneling compared to using [Wizards](https://clashofclans.fandom.com/wiki/Wizard). However, they take up more army camp space.
* **Defensive Strategy**
  + The [Eagle Artillery](https://clashofclans.fandom.com/wiki/Eagle_Artillery) can deal great damage to multiple Bowlers at once. Two shots from a volley will wipe out a whole group of Bowlers.
  + Try to spread out your defenses so that the Bowlers cannot hit all of them at once.
  + Isolate your Town Hall from other buildings so the Bowlers cannot hit it as part of their boulders' second bounces.
* **Upgrade Differences**
  + Initially, the Bowler is a blue muscular humanoid creature that wears a loincloth around his waist bound to him with rope and carries a large boulder in the shape of a bowling ball. He has pointed ears and red, sunken eyes. His hands and feet resemble those of a [Giant](https://clashofclans.fandom.com/wiki/Giant). He also has a yellow band on both arms.
  + At level 3, the Bowler becomes slightly darker, and his boulder gains pink, elixir coloured crystals sticking out of it, similar to the level 5 [Golem](https://clashofclans.fandom.com/wiki/Golem).
  + At level 4, the boulder's crystals turn reddish-orange.
* **Trivia**
  + You can have a maximum of 46 Bowlers at one time in a complete set of fully upgraded [Army Camps](https://clashofclans.fandom.com/wiki/Army_Camp). This number increases to 52 if you include the 6 that can fit into a fully upgraded [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle). On the battlefield, you can clone an additional 15 Bowlers with three fully upgraded [Clone Spells](https://clashofclans.fandom.com/wiki/Clone_Spell).
  + When clicking on the [Army Camp](https://clashofclans.fandom.com/wiki/Army_Camp), the Bowler turns away from the screen, which is also what the [Lava Hound](https://clashofclans.fandom.com/wiki/Lava_Hound) does.
  + The Bowler's death sound is not unique. It shares a death sound with the [Wizard](https://clashofclans.fandom.com/wiki/Wizard).
  + In May 4th 2016 update, the Bowler's first attack starts faster, similar to the [Valkyrie](https://clashofclans.fandom.com/wiki/Valkyrie) buffs.
  + Part of the May 4th 2016 update, the Bowler's training time was decreased from 8 minutes to 5 minutes.
  + The May 24th 2016 update reduced the Bowler's housing space from 8 to 6.
  + The Bowler was originally a troop idea for Clash Royale, but being scrapped, it was shared with Clash of Clans.
    - Ultimately, the Bowler was added in one of Clash Royale's updates.
    - Also, the description in Clash Royale is similar to the one in Clash of Clans.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Preferred Target Target** | **Attack Type Damagetype** | [**Housing Space**](https://clashofclans.fandom.com/wiki/Army_Camp/Home_Village)**Housing** | [**Movement Speed**](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed)**[Speed](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed)** | **Attack Speed Attackspeed** | [**Dark Barracks**](https://clashofclans.fandom.com/wiki/Dark_Barracks)**Level Required [Dark Barracks7](https://clashofclans.fandom.com/wiki/Dark_Barracks)** | **Range Range** |
| None | Area Splash | 6 | 14 | 2.2s | 7 | 3 tiles from first target - can hit more |

|  |  |
| --- | --- |
| **Training Time of Bowlers** | |
| **Number of level 7**[**Dark Barracks**](https://clashofclans.fandom.com/wiki/Dark_Barracks) | **Training Time** |
| 1 | 2 minutes |
| 2 | 1 minute |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Level Level** | **Damage per Second Damage** | **Damage per Attack Damage** | **Hitpoints Hitpoint** | [**Training Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Dark Elixir](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir)** | [**Research Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Dark Elixir](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir)** | [**Laboratory**](https://clashofclans.fandom.com/wiki/Laboratory)**Level Required [Laboratory10](https://clashofclans.fandom.com/wiki/Laboratory)** | [**Research Time**](https://clashofclans.fandom.com/wiki/Laboratory)**Stopwatch** |
| 1 | 60 | 132 | 290 | 70 | N/A | N/A | N/A |
| 2 | 70 | 154 | 310 | 95 | 120,000 | 8 | 8d 12h |
| 3 | 80 | 176 | 350 | 115 | 160,000 | 9 | 12 days |
| 4 | 90 | 198 | 390 | 140 | 200,000 | 10 | 14 days |

## Ice Golem



***"The Ice Golem has a chilling personality and absolutely zero sense of humor. He frosts over everything he touches, freezes his surroundings when destroyed and ices up when talked to at a party. "***

|  |  |  |
| --- | --- | --- |
| Ice Golem1 | Ice Golem3 | Ice Golem5 |
| **Level 1-2** | **Level 3-4** | **Level 5** |

* **Summary**
  + The Ice Golem is a troop unlocked once the [Dark Barracks](https://clashofclans.fandom.com/wiki/Dark_Barracks) is upgraded to level 8.
  + Ice Golems are powerful tanking units that, upon death, freeze everything in its radius. However, the death freeze does not deal any damage.
  + Ice Golems prioritize [defensive structures](https://clashofclans.fandom.com/wiki/Defensive_Buildings) above all other targets, and will bypass all other types of enemy [buildings](https://clashofclans.fandom.com/wiki/Buildings) and [troops](https://clashofclans.fandom.com/wiki/Troops) while any [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings) remain on the battlefield. This is true even if they are under attack by enemy [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) [troops](https://clashofclans.fandom.com/wiki/Troops), [heroes](https://clashofclans.fandom.com/wiki/Heroes) or [Skeleton Trap](https://clashofclans.fandom.com/wiki/Skeleton_Trap) skeletons. Note that like all [troops](https://clashofclans.fandom.com/wiki/Troops" \o "Troops)that prioritize [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings), Ice Golems do not consider the [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) to be a [defense](https://clashofclans.fandom.com/wiki/Defensive_Buildings) regardless of whether or not it contains enemy [troops](https://clashofclans.fandom.com/wiki/Troops), but do consider the defending [Grand Warden](https://clashofclans.fandom.com/wiki/Grand_Warden) and the level 12 [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) (if its [Giga Tesla](https://clashofclans.fandom.com/wiki/Giga_Tesla) has been triggered) to be defensive buildings.   
    Once all [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings) are destroyed, Ice Golems become like any other [troop](https://clashofclans.fandom.com/wiki/Troops) with no preferred target; they will attack the nearest building to them regardless of type, and will turn and attack enemy [units](https://clashofclans.fandom.com/wiki/Troops) if they become aware of any nearby.
* **Offensive Strategy**
  + A good strategy is to release Ice Golems and wait until all splash damage defenses like [Mortars](https://clashofclans.fandom.com/wiki/Mortar) and [Wizard Towers](https://clashofclans.fandom.com/wiki/Wizard_Tower) fire on them then release units like [Archers](https://clashofclans.fandom.com/wiki/Archer) and [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian).
  + Since the Ice Golems do small amounts of damage themselves, it's important that they are backed up by high damage-dealing troops, like [Wizards](https://clashofclans.fandom.com/wiki/Wizard) or [Witches](https://clashofclans.fandom.com/wiki/Witch).
  + The Ice Golem can counter a single-target [Inferno Tower](https://clashofclans.fandom.com/wiki/Inferno_Tower). When the Ice Golem dies, it will freeze it, allowing other troops to take the [Inferno Tower](https://clashofclans.fandom.com/wiki/Inferno_Tower) out.
* **Defensive Strategy**
  + Ice Golems, which similar to [Giants](https://clashofclans.fandom.com/wiki/Giant) and [Lava Hounds](https://clashofclans.fandom.com/wiki/Lava_Hound), are very high-health [units](https://clashofclans.fandom.com/wiki/Troops) that can be used to soak up fire (meat shields). Make sure that the Ice Golem is in the middle or in range of most of your defenses, as the Ice Golem can distract attacking [troops](https://clashofclans.fandom.com/wiki/Troops) very effectively for a considerable amount of time. Even when overwhelmed, the Ice Golem freezes any remaining attackers for a few seconds.
  + Ice Golems can prove to be a valuable defensive troop in [Clan Castles](https://clashofclans.fandom.com/wiki/Clan_Castle). Not only can it soak up damage so that other troops can attack behind its cover, when it does die, the resulting freeze will stall the attackers for some time, allowing both Clan Castle troops and defenses to quickly pile damage onto the attackers. However, its freeze effect is slightly weaker when defending, having less area of effect while also lasting for a much shorter duration than when the Ice Golem is used for attacking.
* **Trivia**
  + You can have a maximum of 18 Ice Golems at one time in a complete set of fully upgraded [Army Camps](https://clashofclans.fandom.com/wiki/Army_Camp). This number increases to 20 if you include the 2 that can fit into a level 5 or higher [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle). On the battlefield, you can clone an additional 6 Ice Golems with three fully upgraded [Clone Spells](https://clashofclans.fandom.com/wiki/Clone_Spell).
  + He is a troop inspired by the Clash Royale troop of the same name. Aside from having a slightly different appearance, he freezes enemy units and defenses completely upon death, rather than merely slowing them down.
  + He is one of two troops to have different stats when used defensively rather than offensively, the other being the [Miner](https://clashofclans.fandom.com/wiki/Miner) (the Miner moves slower on defense and does not burrow).

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Preferred Target Target** | **Attack Type Damagetype** | [**Housing Space**](https://clashofclans.fandom.com/wiki/Army_Camp/Home_Village)**Housing** | [**Movement Speed**](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed)**[Speed](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed)** | **Attack Speed Attackspeed** | [**Dark Barracks**](https://clashofclans.fandom.com/wiki/Dark_Barracks)**Level Required [Dark Barracks7](https://clashofclans.fandom.com/wiki/Dark_Barracks)** | **Range Range** | **Freeze Radius Range** |
| Defenses | Melee (Ground Only) | 15 | 12 | 2.4s | 8 | 1 tile | 7.5 tiles\* |

|  |  |
| --- | --- |
| **Training Time of Ice Golems** | |
| **Number of level 8 or higher**[**Dark Barracks**](https://clashofclans.fandom.com/wiki/Dark_Barracks)**that aren't under upgrade** | **Training Time** |
| 1 | 6 minutes |
| 2 | 3 minutes |

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Level Level** | **Damage**  **per Second Damage** | **Damage per Attack Damage** | **Freeze Time After Death Stopwatch** | | **Hitpoints Hitpoint** | [**Training Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Dark Elixir](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir)** | [**Research Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Dark Elixir](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir)** | [**Laboratory**](https://clashofclans.fandom.com/wiki/Laboratory)  **Level Required [Laboratory10](https://clashofclans.fandom.com/wiki/Laboratory)** | [**Research Time**](https://clashofclans.fandom.com/wiki/Laboratory)**Stopwatch** |
| **On Offense** | **On Defense** |
| 1 | 24 | 57.6 | 4.0s | 2.5s | 2,600 | 220 | N/A | N/A | N/A |
| 2 | 28 | 67.2 | 4.75s | 2.75s | 2,800 | 240 | 80,000 | 9 | 8 days |
| 3 | 32 | 76.8 | 5.5s | 3.0s | 3,000 | 260 | 120,000 | 9 | 10 days |
| 4 | 36 | 86.4 | 6.25s | 3.25s | 3,200 | 280 | 160,000 | 10 | 12 days |
| 5 | 40 | 96 | 7.0s | 3.5s | 3,400 | 300 | 200,000 | 10 | 14 days |

# Spells

## Lighting



***"Electrocute your***[***enemies***](https://clashofclans.fandom.com/wiki/Troops)***with bolts of lightning!  
Cast this spell at the enemy village to damage buildings and units inside a small area."***

* **Summary**
  + The Lightning Spell is the first spell unlocked in the [Spell Factory](https://clashofclans.fandom.com/wiki/Spell_Factory), and is automatically unlocked once the [Spell Factory](https://clashofclans.fandom.com/wiki/Spell_Factory) has finished construction.
  + When this spell is used, a number of lightning bolts drop from the sky, damaging all [Buildings](https://clashofclans.fandom.com/wiki/Buildings) and enemy [Troops](https://clashofclans.fandom.com/wiki/Troops) randomly within a circle 7 tiles wide, with the exception of [Gold Storages](https://clashofclans.fandom.com/wiki/Gold_Storage), [Elixir Storages](https://clashofclans.fandom.com/wiki/Elixir_Storage) and [Dark Elixir Storages](https://clashofclans.fandom.com/wiki/Dark_Elixir_Storage). The only spot that receives the full damage of the spell is the one-tile area onto which it was targeted.
* **Offensive Strategy**
  + Lightning Spells are often used to take out an enemy's strong [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings), such as [Mortars](https://clashofclans.fandom.com/wiki/Mortar), [Wizard Towers](https://clashofclans.fandom.com/wiki/Wizard_Tower), and [Air Defenses](https://clashofclans.fandom.com/wiki/Air_Defense). Two Lightning Spells are usually enough to destroy a [Mortar](https://clashofclans.fandom.com/wiki/Mortar) or [Wizard Tower](https://clashofclans.fandom.com/wiki/Wizard_Tower), unless the target is much higher level than the Lightning Spell. [Air Defenses](https://clashofclans.fandom.com/wiki/Air_Defense) almost always require at least three Lightning Spells. See the "Hits to Kill" (HTK) tab on the [Unit Calculators](https://clashofclans.fandom.com/wiki/Unit_Calculators#HTK) page for more details. (Choose Columns: Lightning Spell.)
  + Another major use for Lightning Spells is to take out enemy [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) [Troops](https://clashofclans.fandom.com/wiki/Troops). When they are bunched up, a single spell can completely destroy an entire group of low-health [troops](https://clashofclans.fandom.com/wiki/Troops) with ease.
  + If you need to destroy just one more building to reach 50% destruction, a single Lightning Spell can be used to destroy a [Builder's Hut](https://clashofclans.fandom.com/wiki/Builder%27s_Hut), the [Barbarian King](https://clashofclans.fandom.com/wiki/Barbarian_King_Altar) or [Archer Queen Altar](https://clashofclans.fandom.com/wiki/Archer_Queen_Altar), a [Barracks](https://clashofclans.fandom.com/wiki/Barracks) (if its level is not higher than your Lightning Spell) or an [Army Camp](https://clashofclans.fandom.com/wiki/Army_Camp).
  + A good [Trophy](https://clashofclans.fandom.com/wiki/Trophies)-hunting strategy is to use Lightning Spells to take out an [Air Defense](https://clashofclans.fandom.com/wiki/Air_Defense) and then deploy [Dragons](https://clashofclans.fandom.com/wiki/Dragon). It takes 3 or sometimes 2 Lightning Spells to take out an Air Defense of any level, and higher level air defenses require higher level Lightning Spells to take them down. Jorge Yao stated in his interview that he used this tactic to help him reach number one on the top players' list.
  + Lightning Spells can also be used as pseudo-[Wall Breakers](https://clashofclans.fandom.com/wiki/Wall_Breaker) if necessary. Often your [troops](https://clashofclans.fandom.com/wiki/Troops) will have partially damaged a wall during a raid before being wiped out by the defenses. As a result, other [troops](https://clashofclans.fandom.com/wiki/Troops) may be targeting buildings other than the ones you intended, because a path wasn't opened for them. If the wall is lower level or sufficiently damaged, you may be able to use one or more Lightning Spells to finish off the wall and open the path. Beware, however, that higher level [Walls](https://clashofclans.fandom.com/wiki/Walls) have a great deal of hitpoints, and may require several Lightning Spells (or have too much health entirely).
  + Dropping a pair of Lightning Spells directly between two [Defensive Buildings](https://clashofclans.fandom.com/wiki/Defensive_Buildings) (e.g. a [Wizard Tower](https://clashofclans.fandom.com/wiki/Wizard_Tower) and a [Mortar](https://clashofclans.fandom.com/wiki/Mortar)) which have been placed adjacent to one-another can actually destroy *both* structures if the Lightning Spells are of sufficient level.
  + A common strategy is to use lure [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) troops near [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings) and then drop a Lightning Spell to eliminate the [troops](https://clashofclans.fandom.com/wiki/Troops) if their health is low enough and simultaneously damage the [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings) in its radius.
  + Normally two Lightning Spells can take out a [Mortar](https://clashofclans.fandom.com/wiki/Mortar) or a [Wizard Tower](https://clashofclans.fandom.com/wiki/Wizard_Tower), depending on the levels. This strategy can be used so attacks with high quantities of weak troops won't get completely wiped out with one or two shots of a [Mortar](https://clashofclans.fandom.com/wiki/Mortar) or [Wizard Tower](https://clashofclans.fandom.com/wiki/Wizard_Tower).
  + Mistakes usually made by people with a level 1 [Spell Factory](https://clashofclans.fandom.com/wiki/Spell_Factory) is that they use the spell on the [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall). Since one Lightning Spell is not very effective on [Town Halls](https://clashofclans.fandom.com/wiki/Town_Hall) and other [Defensive Buildings](https://clashofclans.fandom.com/wiki/Defensive_Buildings), it is recommended that it is used on troops hidden inside a [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle).
  + Lightning Spells can be used to kill/injure [Heroes](https://clashofclans.fandom.com/wiki/Heroes) directly by dropping Lightning Spells on them and simultaneously kill [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) troops if the timing is correct.
  + As of the July 1, 2015 Update, Lightning Spells will no longer damage [Gold Storages](https://clashofclans.fandom.com/wiki/Gold_Storage), [Elixir Storages](https://clashofclans.fandom.com/wiki/Elixir_Storage)or [Dark Elixir Storages](https://clashofclans.fandom.com/wiki/Dark_Elixir_Storage). However, they can still damage [Gold Mines](https://clashofclans.fandom.com/wiki/Gold_Mine), [Elixir Collectors](https://clashofclans.fandom.com/wiki/Elixir_Collector), [Dark Elixir Drills](https://clashofclans.fandom.com/wiki/Dark_Elixir_Drill), [Clan Castles](https://clashofclans.fandom.com/wiki/Clan_Castle) and [Town Halls](https://clashofclans.fandom.com/wiki/Town_Hall).
  + At [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) 8, a level 6 [Air Defense](https://clashofclans.fandom.com/wiki/Air_Defense) can be destroyed with 2 level 5 Lightning Spells if done properly, thus making room for an extra [Rage Spell](https://clashofclans.fandom.com/wiki/Rage_Spell) that will dramatically improve Mass [Dragon](https://clashofclans.fandom.com/wiki/Dragon) attacks.
* **Trivia**
  + Lightning Spell's brewing time has been reduced multiple times, from 2 hours all the way to 6 minutes.
  + It takes 2.4 seconds for all the lightning bolts to strike.
  + Although the Lightning Spell can be upgraded to level 2 in the level 1 [Laboratory](https://clashofclans.fandom.com/wiki/Laboratory), only [Troops](https://clashofclans.fandom.com/wiki/Troops) and [Spells](https://clashofclans.fandom.com/wiki/Spells) that are already unlocked will appear in the [Laboratory](https://clashofclans.fandom.com/wiki/Laboratory) upgrade interface. The Lightning Spell will not appear in the [Laboratory](https://clashofclans.fandom.com/wiki/Laboratory) until the [Spell Factory](https://clashofclans.fandom.com/wiki/Spell_Factory) is built (which requires [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) level 5). Most players already have a level 3 [Laboratory](https://clashofclans.fandom.com/wiki/Laboratory) by that time; if so, the first three upgrades will be available as soon as construction of the [Spell Factory](https://clashofclans.fandom.com/wiki/Spell_Factory) finishes.
  + Similar to the [Bomb](https://clashofclans.fandom.com/wiki/Bomb) and [Giant Bomb](https://clashofclans.fandom.com/wiki/Giant_Bomb), the Lightning Spell leaves black scorch marks where the lightning hit, which remain for a few seconds.
  + During the 2013, 2014 and 2015 Halloween event, the spark effect which the Lightning Spell normally produced was temporarily replaced with a swarm of bats.
  + Six level 7 Lightning Spells (including one from the [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle)) can take out a level 8 or lower [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall); however, this isn't a recommended strategy.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Radius** | **Random Radius** | **Number of Strikes** | **Time Between Strikes** | **Housing Space** | **Brewing Time** | [**Spell Factory**](https://clashofclans.fandom.com/wiki/Spell_Factory)**Level Required** |
| 2 tiles | 3.5 tiles | 6 | 0.4s | 2 | 6 minutes | 1 |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Level** | **Total Damage** | **Damage per Strike** | [**Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Elixir](https://clashofclans.fandom.com/wiki/Resources#Elixir)** | [**Research Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Elixir](https://clashofclans.fandom.com/wiki/Resources#Elixir)** | [**Research Time**](https://clashofclans.fandom.com/wiki/Laboratory) | [**Laboratory**](https://clashofclans.fandom.com/wiki/Laboratory)**Level Required** |
| 1 | 300 | 50 | 15,000 | N/A | N/A | N/A |
| 2 | 360 | 60 | 16,500 | 200,000 | 1d | 1 |
| 3 | 420 | 70 | 18,000 | 500,000 | 2d | 2 |
| 4 | 480 | 80 | 20,000 | 1,000,000 | 3d | 3 |
| 5 | 540 | 90 | 22,000 | 2,000,000 | 4d | 6 |
| 6 | 600 | 100 | 24,000 | 6,000,000 | 6d | 7 |
| 7 | 660 | 110 | 26,000 | 8,000,000 | 10d | 8 |

## Healing



***"Heal your***[***Troops***](https://clashofclans.fandom.com/wiki/Troops)***to keep them in the fight!  
Cast this spell to create a Ring of Healing. Your units will be healed while they are inside this ring."***

* **Summary**
  + The Healing Spell is unlocked at Level 2 [Spell Factory](https://clashofclans.fandom.com/wiki/Spell_Factory). It provides a medium ranged radius with yellow shades of glowing color representing the healing effect. Similar effect can be seen while the [Healer](https://clashofclans.fandom.com/wiki/Healer) is healing.
  + It takes 6 minutes to create in the [Spell Factory](https://clashofclans.fandom.com/wiki/Spell_Factory).
  + When placed, the spell forms a stationary ring of healing on the ground.
  + All friendly [units](https://clashofclans.fandom.com/wiki/Troops) within the ring will be healed ([ground](https://clashofclans.fandom.com/wiki/Category:Ground_Troops) or [air](https://clashofclans.fandom.com/wiki/Category:Air_Troops)), which includes [Healers](https://clashofclans.fandom.com/wiki/Healer).
  + It lasts for a total of 12 seconds (40 healing 'pulses' every 0.3 seconds).
  + [Heroes](https://clashofclans.fandom.com/wiki/Heroes) can also be healed by the Healing Spell, although the rate of healing is reduced to half the rate of normal [troops](https://clashofclans.fandom.com/wiki/Troops).
* **Offensive Strategy**
  + It is always better to use the Healing Spell when a large number of your troops are together.
  + A good strategy is to place the Healing Spell on [Giants](https://clashofclans.fandom.com/wiki/Giant) and [Hog Riders](https://clashofclans.fandom.com/wiki/Hog_Rider), as they have medium health and can get healed quickly, although they go for defences and can split into smaller groups.
  + It can also be used for healing units such as [Goblins](https://clashofclans.fandom.com/wiki/Goblin) while they attack [Gold Storages](https://clashofclans.fandom.com/wiki/Gold_Storage) and [Elixir Storages](https://clashofclans.fandom.com/wiki/Elixir_Storage). However, this might not be effective, as a [Mortar](https://clashofclans.fandom.com/wiki/Mortar) or [Wizard Tower](https://clashofclans.fandom.com/wiki/Wizard_Tower) of sufficient level may be able to instantly defeat them.
  + Any [unit](https://clashofclans.fandom.com/wiki/Troops) that moves out of the Healing Spell's radius will immediately stop being healed. As such, before you place a Healing Spell, make sure that you predict where your [units](https://clashofclans.fandom.com/wiki/Troops) are going to go, so they stay inside the radius longer.
  + The Healing Spell goes well with the [Rage Spell](https://clashofclans.fandom.com/wiki/Rage_Spell), due to the fact that the [Rage Spell](https://clashofclans.fandom.com/wiki/Rage_Spell) makes [Troops](https://clashofclans.fandom.com/wiki/Troops" \o "Troops)faster and stronger while healing them makes them much more durable as well.
  + It is very effective when they are used with high-health and/or slow [troops](https://clashofclans.fandom.com/wiki/Troops) that are not in range with any defences.
  + You can stack Healing Spells on top of each other to increase the effect.
* **Trivia**
  + Healing Spell's brewing time has been reduced multiple times, from 3 hours all the way to 6 minutes.
  + Although the Healing Spell can be upgraded to level 2 in the level 2 [Laboratory](https://clashofclans.fandom.com/wiki/Laboratory), only [Troops](https://clashofclans.fandom.com/wiki/Troops) and [Spells](https://clashofclans.fandom.com/wiki/Spells) that are already unlocked will appear in the [Laboratory](https://clashofclans.fandom.com/wiki/Laboratory) upgrade interface. The Healing Spell will not appear in the [Laboratory](https://clashofclans.fandom.com/wiki/Laboratory) until the [Spell Factory](https://clashofclans.fandom.com/wiki/Spell_Factory) has been upgraded to level 2 (which requires [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) level 6). Most players already have a level 4 [Laboratory](https://clashofclans.fandom.com/wiki/Laboratory) by that time; if so, the first two upgrades will be available as soon as the [Spell Factory](https://clashofclans.fandom.com/wiki/Spell_Factory) level 2 upgrade finishes.
  + When the Healing Spell is deployed, it makes a "cling" sound.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Radius Range** | **Number of Pulses Number** | **Time Between Pulses Stopwatch** | **Housing Space Housing** | **Brewing Time Stopwatch** | [**Spell Factory**](https://clashofclans.fandom.com/wiki/Spell_Factory)**Level Required [Spell Factory5](https://clashofclans.fandom.com/wiki/Spell_Factory)** |
| 5 tiles | 40 | 0.3s | 2 | 6 minutes | 2 |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Level Level** | **Total Healing Totalhealing** | **Healing per Pulse Hitpoint** | [**Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Elixir](https://clashofclans.fandom.com/wiki/Resources#Elixir)** | [**Research Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Elixir](https://clashofclans.fandom.com/wiki/Resources#Elixir)** | [**Research Time**](https://clashofclans.fandom.com/wiki/Laboratory)**Stopwatch** | [**Laboratory**](https://clashofclans.fandom.com/wiki/Laboratory)**Level Required [Laboratory10](https://clashofclans.fandom.com/wiki/Laboratory)** |
| 1 | 600 | 15 | 15,000 | N/A | N/A | N/A |
| 2 | 800 | 20 | 16,500 | 300,000 | 1d | 2 |
| 3 | 1,000 | 25 | 18,000 | 600,000 | 2d | 4 |
| 4 | 1,200 | 30 | 19,000 | 1,200,000 | 3d | 5 |
| 5 | 1,400 | 35 | 21,000 | 2,000,000 | 4d | 6 |
| 6 | 1,600 | 40 | 23,000 | 4,000,000 | 6d | 7 |
| 7 | 1,800 | 45 | 25,000 | 6,000,000 | 10d | 8 |

## Rage



***"Enrage your***[***units***](https://clashofclans.fandom.com/wiki/Troops)***to make them bigger, faster and stronger!  
Cast this to create a Ring of Rage! Your***[***units***](https://clashofclans.fandom.com/wiki/Troops)***will gain speed and attack power while they are inside this ring."***

* **Summary**
  + The Rage Spell creates a translucent purple ring on the battlefield that boosts the movement speed and damage of any friendly [units](https://clashofclans.fandom.com/wiki/Troops) inside the ring. In the case of [Healers](https://clashofclans.fandom.com/wiki/Healer), the Rage Spell increases their healing by a similar amount.
  + The Rage Spell's effect lasts for 18 seconds.
  + There has been a great deal of confusion regarding whether the 'damage increase' listed is additive (+130% damage) or multiplicative (damage \* 1.3). After multiple independent tests, it has been confirmed that the increase is indeed additive, meaning that [troops](https://clashofclans.fandom.com/wiki/Troops) under the influence of a level 1 Rage Spell do 130% *more* damage than those that are not; i.e. their damage (D) is calculated as follows:

*Denraged*=*Dbase*⋅(100%+130%)=*Dbase*⋅2.3

* **Offensive Strategy**
  + The Rage Spell increases each individual [unit](https://clashofclans.fandom.com/wiki/Troops)'s damage by a fixed percentage (which increases as the spell's level rises).
  + Although [Healers](https://clashofclans.fandom.com/wiki/Healer) deal no damage, they can take advantage of the spell as well, as it will cause their healing to increase (and reduce the need for [Healing Spells](https://clashofclans.fandom.com/wiki/Healing_Spell) while the Rage Spell is active). This makes Rage Spells suitable for Queen Walks where it can be used to quickly heal the Queen when she encounters a group of high-damage defenses.
  + The most effective placement of the Rage Spell is to position it approximately 3-4 squares toward where your [Troops](https://clashofclans.fandom.com/wiki/Troops)' next target will be; this will give your [Troops](https://clashofclans.fandom.com/wiki/Troops) the maximum amount of time inside the Rage Spell's area of effect as they destroy their current target and move to the next one. If you drop it directly under their feet, they will quickly move out of its range once they have finished with their current target.
  + The Rage Spell goes well with the [Healing Spell](https://clashofclans.fandom.com/wiki/Healing_Spell), due to the fact that the Rage Spell makes [Troops](https://clashofclans.fandom.com/wiki/Troops" \o "Troops)faster and stronger while healing them makes them much more durable as well.
  + The Rage Spell's effects do not stack, even if multiple Rage Spells are used on the same location.
  + A Rage Spell can cause [P.E.K.K.As](https://clashofclans.fandom.com/wiki/P.E.K.K.A) as well as other high-damage troops to destroy a [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) within seconds.
  + The Rage Spell is substantially less effective when placed on low damage troops such as [Archers](https://clashofclans.fandom.com/wiki/Archer), as they don't do much damage as compared to troops with higher damage such as [Wizards](https://clashofclans.fandom.com/wiki/Wizard).
    - The [P.E.K.K.A](https://clashofclans.fandom.com/wiki/P.E.K.K.A) and [Balloon](https://clashofclans.fandom.com/wiki/Balloon) are especially well-suited for the Rage Spell, as they normally move and attack quite slowly.
  + The Rage Spell does not increase the attack speed of troop but merely increases troops' damage output. This means using a Rage Spell on slow-attacking troops such as a P.E.K.K.A when trying to destroy massed amounts of defending troops will be futile.
  + The [Barbarian King](https://clashofclans.fandom.com/wiki/Barbarian_King)'s Iron Fist ability **does not** stack with the Rage Spell, nor do the nearby enraged [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian) that are affected by the ability.
  + When your troops close in on the [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall), try using the Rage Spell to destroy the [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) quickly or any defenses near by.
* **Trivia**
  + When used on [Heroes](https://clashofclans.fandom.com/wiki/Heroes), they grow to about twice their original size.
    - If a Hero dies whilst under the effects of the rage spell he will still appear at twice their size through until the end of the battle.
  + The Rage Spell's ring of rage is significantly larger than a [Lightning Spell's](https://clashofclans.fandom.com/wiki/Lightning_Spell) ring, and is the same size as the [Healing Spell](https://clashofclans.fandom.com/wiki/Healing_Spell).
  + Rage Spells appear to have a gridlock-like pattern on the edges of the spell when you deploy it and it will fade away once the spell expires.
  + When a Rage Spell is dropped, it makes a "roar" sound.
  + The Rage Spell is the only researchable item in the Laboratory that can be upgraded to the maximum level at Laboratory level 6. Consequently, it is the only troop or spell that can be maxed at Town Hall level 8 and thus most players have this as their first maxed (flaming) item in the player profile.
  + The level 5 Rage Spell costs 3,000,000 Elixir (rather than twice the previous amount of 3,600,000), probably due to the fact that in the earliest version of the game, [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) level 8 only had three level 10 [Elixir Storages](https://clashofclans.fandom.com/wiki/Elixir_Storage).
  + In the game files, the Rage Spell is named as the [Haste Spell](https://clashofclans.fandom.com/wiki/Haste_Spell). This is ironic to the 1 July 2015 update with the same new [Dark Elixir](https://clashofclans.fandom.com/wiki/Dark_Elixir) Spell called the [Haste Spell](https://clashofclans.fandom.com/wiki/Haste_Spell).
  + Rage Spell's brewing time has been reduced multiple times, from 4 hours all the way to 6 minutes.
  + A [Goblin](https://clashofclans.fandom.com/wiki/Goblin), [Minion](https://clashofclans.fandom.com/wiki/Minion) or [Lava Pup](https://clashofclans.fandom.com/wiki/Lava_Pup) under the joint effect of a maxed Rage Spell and a maxed [Haste Spell](https://clashofclans.fandom.com/wiki/Haste_Spell)will move at a movement speed of 106 (13.25 tiles per second).

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Radius** | **Number of Pulses** | **Time Between Pulses** | **Boost Time** | **Housing Space** | **Brewing Time** | [**Spell Factory**](https://clashofclans.fandom.com/wiki/Spell_Factory)**Level Required** |
| 5 tiles | 60 | 0.3s | 1s | 2 | 6 minutes | 3 |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Level** | **Damage Increase** | **Speed Increase** | [**Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Elixir](https://clashofclans.fandom.com/wiki/Resources#Elixir)** | [**Research Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Elixir](https://clashofclans.fandom.com/wiki/Resources#Elixir)** | [**Research Time**](https://clashofclans.fandom.com/wiki/Laboratory) | [**Laboratory**](https://clashofclans.fandom.com/wiki/Laboratory)**Level Required** |
| 1 | 130% | 20 | 20,000 | N/A | N/A | N/A |
| 2 | 140% | 22 | 22,000 | 450,000 | 2d | 3 |
| 3 | 150% | 24 | 24,000 | 900,000 | 3d | 4 |
| 4 | 160% | 26 | 26,000 | 1,800,000 | 4d | 5 |
| 5 | 170% | 28 | 28,000 | 3,000,000 | 5d | 6 |

## Jump



***"***[***Walls***](https://clashofclans.fandom.com/wiki/Walls)***slowing you down? Try making a shortcut!  
Cast this spell near enemy***[***walls***](https://clashofclans.fandom.com/wiki/Walls)***to create a route straight over them. Your***[***Troops***](https://clashofclans.fandom.com/wiki/Troops)***will jump over affected***[***wall***](https://clashofclans.fandom.com/wiki/Wall)***pieces as if they weren't even there!"***

* **Summary**
  + The Jump Spell allows all ground [Troops](https://clashofclans.fandom.com/wiki/Troops) and [Heroes](https://clashofclans.fandom.com/wiki/Heroes) to jump over [Walls](https://clashofclans.fandom.com/wiki/Walls).
  + Jump Spells have no effect whatsoever on [air units](https://clashofclans.fandom.com/wiki/Category:Air_Troops), as they already bypass [Walls](https://clashofclans.fandom.com/wiki/Walls). The Jump Spell also does not change the behavior of [Hog Riders](https://clashofclans.fandom.com/wiki/Hog_Rider), [Miners](https://clashofclans.fandom.com/wiki/Miner), [Wall Breakers](https://clashofclans.fandom.com/wiki/Wall_Breaker) or the [Grand Warden](https://clashofclans.fandom.com/wiki/Grand_Warden) in any way.
  + Upgrading the spell will increase its duration on the battlefield (the level 3 Jump Spell lasts three times as long as the level 1 Jump Spell).
* **Offensive Strategy**
  + This [spell](https://clashofclans.fandom.com/wiki/Spells) is more effective on doubled or tripled [Walls](https://clashofclans.fandom.com/wiki/Walls); otherwise, the [spell](https://clashofclans.fandom.com/wiki/Spells) is not utilized to its maximum capability, making it much less valuable to use.
  + Combined with [Wall Breakers](https://clashofclans.fandom.com/wiki/Wall_Breaker), Jump Spells are quite useful for getting [Troops](https://clashofclans.fandom.com/wiki/Troops) deep into the interior of a base. Once [Wall Breakers](https://clashofclans.fandom.com/wiki/Wall_Breaker) have initially breached the exterior [Walls](https://clashofclans.fandom.com/wiki/Walls), any new ones tend to be attracted to adjacent compartments rather than those behind the breach. A Jump Spell, however, can be placed behind the initial breach to quickly allow [Ground Troops](https://clashofclans.fandom.com/wiki/Category:Ground_Troops) access to the second layer of the base where the storages and heavy defenses ([Mortars](https://clashofclans.fandom.com/wiki/Mortar), [X-Bows](https://clashofclans.fandom.com/wiki/X-Bow), etc.) are typically positioned.
  + At Town Hall 9 and above, using Jump Spells are often a better option than using four [Earthquake Spells](https://clashofclans.fandom.com/wiki/Earthquake_Spell). Although they do not destroy walls, Jump Spells almost always last much longer than needed. Additionally, the Jump Spell requires half the housing space of four Earthquake Spells, and the Earthquake Spell radius is insignificantly larger than that of a Jump Spell.
* **Trivia**
  + The rings that circulate around the illustration of the Jump Spell resembles the action when troops jump over [Walls](https://clashofclans.fandom.com/wiki/Walls).
  + There seems to be tiny bouncing yellow balls when the Jump Spell is dropped.
  + The Jump Spell's mechanics were reworked twice to date:
    - The [June 17, 2013 update](https://clashofclans.fandom.com/wiki/Version_History#Version_4.53_-_17th_June_2013_.22Freeze_spell_.26_Japanese.22) changed the behavior of Jump Spell. Prior to this update, the level 1 Jump Spell only affected [Troops](https://clashofclans.fandom.com/wiki/Troops) that required 4 or less housing spaces ([Barbarians](https://clashofclans.fandom.com/wiki/Barbarian), [Archers](https://clashofclans.fandom.com/wiki/Archer), [Goblins](https://clashofclans.fandom.com/wiki/Goblin), [Wizards](https://clashofclans.fandom.com/wiki/Wizard)), with the remainder requiring level 2 to jump [Walls](https://clashofclans.fandom.com/wiki/Walls). Following this change, all ground troops could utilize the effects of a level 1 Jump Spell; level 2 doubled its duration.
    - The [July 3, 2014 update](https://clashofclans.fandom.com/wiki/Version_History#Version_6.186.1_-_3rd_July_2014_.22Hero_Changes.22) reworked the Jump Spell to add a better "battle flow". If [troops](https://clashofclans.fandom.com/wiki/Troops) sense a better route, they will now walk over to the Jump Spell. So if they are close by, they can still walk over to the Jump Spell, even if they were not there when the Jump Spell was first placed. In other words, the old Jump Spell determined the area of [troops](https://clashofclans.fandom.com/wiki/Troops) that can jump over [Walls](https://clashofclans.fandom.com/wiki/Walls), while the new Jump Spell determines the area of [Walls](https://clashofclans.fandom.com/wiki/Walls) that can be jumped over.
  + Although the Jump Spell can be upgraded to level 2 in the level 5 [Laboratory](https://clashofclans.fandom.com/wiki/Laboratory), only [Troops](https://clashofclans.fandom.com/wiki/Troops) and [Spells](https://clashofclans.fandom.com/wiki/Spells" \o "Spells)that are already unlocked will appear in the [Laboratory](https://clashofclans.fandom.com/wiki/Laboratory) upgrade interface. The Jump Spell will not appear in the [Laboratory](https://clashofclans.fandom.com/wiki/Laboratory) until the [Spell Factory](https://clashofclans.fandom.com/wiki/Spell_Factory) has been upgraded to level 4 (which requires [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) level 9). Most players already have a level 7 [Laboratory](https://clashofclans.fandom.com/wiki/Laboratory) by that time; if so, the first upgrade will be available as soon as the [Spell Factory](https://clashofclans.fandom.com/wiki/Spell_Factory) level 4 upgrade finishes.
  + Jump Spell's brewing time has been reduced multiple times, from 5 hours all the way to 6 minutes.
  + The Jump Spell is the only [Elixir Spell](https://clashofclans.fandom.com/wiki/Spells) to not appear in Clash Royale.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Radius** | **Boost Time** | **Housing Space** | **Brewing Time** | [**Spell Factory**](https://clashofclans.fandom.com/wiki/Spell_Factory)**Level Required** |
| 3.5 tiles | 1s | 2 | 6 minutes | 4 |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Level** | **Spell Duration** | [**Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Elixir](https://clashofclans.fandom.com/wiki/Resources#Elixir)** | [**Research Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Elixir](https://clashofclans.fandom.com/wiki/Resources#Elixir)** | [**Research Time**](https://clashofclans.fandom.com/wiki/Laboratory) | [**Laboratory**](https://clashofclans.fandom.com/wiki/Laboratory)**Level Required** |
| 1 | 20 seconds | 23,000 | N/A | N/A | N/A |
| 2 | 40 seconds | 27,000 | 3,000,000 | 4d | 5 |
| 3 | 59 seconds | 31,000 | 6,000,000 | 7d | 8 |

## Freeze



***"When the battle gets hot, stay frosty!  
The Freeze Spell sends out a cryogenic blast that temporarily immobilizes enemy***[***troops***](https://clashofclans.fandom.com/wiki/Category:Troops)***and disables***[***defensive buildings***](https://clashofclans.fandom.com/wiki/Defensive_Buildings)***within its radius."***

* **Summary**
  + The Freeze Spell is used to temporarily disable [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings) and/or [ground](https://clashofclans.fandom.com/wiki/Category:Ground_Troops) and [air troops](https://clashofclans.fandom.com/wiki/Category:Air_Troops) from the enemy [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) within a small radius. Until the spell's duration finishes, the affected enemy units will neither move nor attack (or heal, in the case of a [Healer](https://clashofclans.fandom.com/wiki/Healer) being frozen).
  + Enemy [Troops](https://clashofclans.fandom.com/wiki/Troops) that are not within its radius when the spell is cast are unaffected by the Freeze Spell, even if they move into the area of effect while it is still active.
  + At its maximum level, it is the most expensive [Elixir](https://clashofclans.fandom.com/wiki/Elixir) [Spell](https://clashofclans.fandom.com/wiki/Spells) in the game on a "per housing space" basis.
  + The Freeze Spell can freeze both [Ground Troops](https://clashofclans.fandom.com/wiki/Category:Ground_Troops) and [Air Troops](https://clashofclans.fandom.com/wiki/Category:Air_Troops).
* **Offensive Strategy**
  + It cannot freeze an enemy [Hidden Tesla](https://clashofclans.fandom.com/wiki/Hidden_Tesla/Home_Village) before it has been revealed. However, if the Hidden Tesla is revealed while the Freeze Spell is active, and the Hidden Tesla is in the radius of the spell, the Hidden Tesla will be inactive until the duration of the spell ends.
  + This spell can be used to freeze the [Wizard Tower](https://clashofclans.fandom.com/wiki/Wizard_Tower) to allow your swarm of [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian) or [Archers](https://clashofclans.fandom.com/wiki/Archer) to destroy it without being completely eliminated.
  + It can also freeze an [Air Defense](https://clashofclans.fandom.com/wiki/Air_Defense), which will buy some time for your [air units](https://clashofclans.fandom.com/wiki/Category:Air_Troops) to get closer to the [Air Defense](https://clashofclans.fandom.com/wiki/Air_Defense) to destroy it. This can be extremely effective when utilizing an all-[Balloon](https://clashofclans.fandom.com/wiki/Balloon) army.
  + The Freeze Spell can also be used to freeze [X-Bows](https://clashofclans.fandom.com/wiki/X-Bow), [Inferno Towers](https://clashofclans.fandom.com/wiki/Inferno_Tower) and the [Eagle Artillery](https://clashofclans.fandom.com/wiki/Eagle_Artillery), allowing stronger units such as [P.E.K.K.As](https://clashofclans.fandom.com/wiki/P.E.K.K.A) to live longer without single-target [Inferno Towers](https://clashofclans.fandom.com/wiki/Inferno_Tower), weaker units such as [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian) to live longer without [X-Bows](https://clashofclans.fandom.com/wiki/X-Bow) and multi-target [Inferno Towers](https://clashofclans.fandom.com/wiki/Inferno_Tower), and clustered troops to live longer without the [Eagle Artillery](https://clashofclans.fandom.com/wiki/Eagle_Artillery).
  + In the case of the single-target [Inferno Tower](https://clashofclans.fandom.com/wiki/Inferno_Tower), the Freeze Spell is a much more effective option than the Healing spell, as the Freeze Spell can completely negate the [Inferno Tower](https://clashofclans.fandom.com/wiki/Inferno_Tower) for its entire duration, and once the spell's effect ends, the [Inferno Tower](https://clashofclans.fandom.com/wiki/Inferno_Tower)'s damage is reset to its initial state. Since a Freeze Spell now takes one spell space, you can now reset single-target [Inferno Towers](https://clashofclans.fandom.com/wiki/Inferno_Tower) twice with two spell spaces; formerly you could only reset it once.
  + It can also freeze powerful [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) troops such as [Dragons](https://clashofclans.fandom.com/wiki/Dragon) and [Wizards](https://clashofclans.fandom.com/wiki/Wizard), buying your troops time to kill these units before they have a chance to wreak havoc on your attack plans. However, for weaker units, a [Lightning Spell](https://clashofclans.fandom.com/wiki/Lightning_Spell) or [Poison Spell](https://clashofclans.fandom.com/wiki/Poison_Spell) may be a more expedient (and cheaper) option.
  + When most or all of your heavier [units](https://clashofclans.fandom.com/wiki/Troops) are destroyed, cast a Freeze Spell at area splash structures near the main part of your remaining army. This way, your [Troops](https://clashofclans.fandom.com/wiki/Troops) have a better chance at survival and may be able to take out the structure quickly before it becomes active again.
  + Freeze Spells can be a double purpose [Spell](https://clashofclans.fandom.com/wiki/Spells) by freezing all [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) troops and disabling core [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings) such as [X-Bows](https://clashofclans.fandom.com/wiki/X-Bow) and [Inferno Towers](https://clashofclans.fandom.com/wiki/Inferno_Tower).
* **Trivia**
  + When used, the grass will turn light bluish (like ice), the defenses and other buildings will have a tint of light blue and the [Walls](https://clashofclans.fandom.com/wiki/Walls) will look as if they are made out of ice (the texture still remains the same).
  + Among all Home Village [troops](https://clashofclans.fandom.com/wiki/Troops) and [spells](https://clashofclans.fandom.com/wiki/Spells), the Freeze Spell is currently the only one that has 4 upgrades unlocked at the same [Laboratory](https://clashofclans.fandom.com/wiki/Laboratory) level.
  + Freeze Spell's brewing time has been reduced multiple times, from 45 minutes all the way to 3 minutes.
  + The 10 December 2015 update gave [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) 9 players access to the level 1 Freeze Spell.
    - The same update increased the duration of the level 1-4 Freeze Spell.
  + The June 2018 Update "split" each Freeze Spell into two; it reduced the housing space, brewing cost and time by half, but reduced the duration's by almost half as well.

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| --- | --- | --- | --- |
| **Radius Range** | **Housing Space Housing** | **Brewing Time Stopwatch** | [**Spell Factory**](https://clashofclans.fandom.com/wiki/Spell_Factory)**Level Required [Spell Factory5](https://clashofclans.fandom.com/wiki/Spell_Factory)** |
| 3.5 tiles | 1 | 3 minutes | 4 |

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| **Level Level** | **Freeze Time Stopwatch** | [**Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Elixir](https://clashofclans.fandom.com/wiki/Resources#Elixir)** | [**Research Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Elixir](https://clashofclans.fandom.com/wiki/Resources#Elixir)** | [**Research Time**](https://clashofclans.fandom.com/wiki/Laboratory)**Stopwatch** | [**Laboratory**](https://clashofclans.fandom.com/wiki/Laboratory)**Level Required [Laboratory10](https://clashofclans.fandom.com/wiki/Laboratory)** |
| 1 | 2.5 seconds | 6,000 | N/A | N/A | N/A |
| 2 | 3.0 seconds | 7,000 | 3,000,000 | 3d | 8 |
| 3 | 3.5 seconds | 8,000 | 4,000,000 | 4d 12h | 8 |
| 4 | 4.0 seconds | 9,000 | 5,000,000 | 6d 12h | 8 |
| 5 | 4.5 seconds | 10,000 | 7,000,000 | 8d | 8 |
| 6 | 5.0 seconds | 11,000 | 9,500,000 | 9d | 9 |
| 7 | 5.5 seconds | 12,000 | 11,000,000 | 11d 12h | 10 |

## Clone



***"Turn this Spell into a pop-up army!  
Clone Spells create a circle of spawning that creates limited-lifetime copies of troops that enter it. It will only spawn up to a maximum housing space of troops."***

* **Summary**
  + The Clone Spell is a spell that copies troops that enter the spell's radius.
  + These copied troops are equal in level (and health) to the original troop. They last a limited amount of time, and can be destroyed prematurely by defenses.
  + A single troop is sufficient to generate copies of itself for the housing space of the spell level.
  + It can clone all troops except for Heroes. It can even clone any existing clones.
    - Cloned [Golems](https://clashofclans.fandom.com/wiki/Golem), [Witches](https://clashofclans.fandom.com/wiki/Witch) and [Lava Hounds](https://clashofclans.fandom.com/wiki/Lava_Hound) will split into or summon their respective subtroops also in the cloned status.
    - It can also clone subtroops including the [Skeleton Spell](https://clashofclans.fandom.com/wiki/Skeleton_Spell)'s Skeletons. For this purpose, each [Golemite](https://clashofclans.fandom.com/wiki/Golemite" \o "Golemite) is assumed to take 15 housing spaces, each [Skeleton](https://clashofclans.fandom.com/wiki/Skeleton) takes 1 and each [Lava Pup](https://clashofclans.fandom.com/wiki/Lava_Pup)takes 2.
    - Spawned troops from the Heroes can be cloned.
    - Lower leveled Clone Spells will be unable to clone [Golems](https://clashofclans.fandom.com/wiki/Golem), [Lava Hounds](https://clashofclans.fandom.com/wiki/Lava_Hound) or [Electro Dragons](https://clashofclans.fandom.com/wiki/Electro_Dragon), and may also be unable to clone [Dragons](https://clashofclans.fandom.com/wiki/Dragon) or [P.E.K.K.As](https://clashofclans.fandom.com/wiki/P.E.K.K.A),. A fully upgraded Clone Spell will be able to clone all of these.
  + Clone capacities from multiple Clone Spells won't be combined, unlike [Army Camps](https://clashofclans.fandom.com/wiki/Army_Camp) which always combine. For example, two level five Clone Spells won't clone three [Dragons](https://clashofclans.fandom.com/wiki/Dragon).
  + If more than one troop is inside the deployed Clone Spell, the troop spawned first will be cloned first.
* **Offensive Strategy**
  + Try using the cloned units as tanks for the original units as they last for limited time.
  + The cloned troops do not count to the [Eagle Artillery](https://clashofclans.fandom.com/wiki/Eagle_Artillery)'s housing space to activation, but don't forget that the Clone Spell itself counts as 15 troop housing spaces.
  + Cloning a [Golem](https://clashofclans.fandom.com/wiki/Golem)/[Lava Hound](https://clashofclans.fandom.com/wiki/Lava_Hound) at low health will create a new Golem/Lava Hound with full health. Use this to your advantage, as the cloned troop will be able to tank lots of damage.
  + Using the Clone Spell when your troops are at the core of a base can be very useful, as you get more troops to power through high-hitpoint structures, such as the [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall), the [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle),[X-Bows](https://clashofclans.fandom.com/wiki/X-Bow), [Inferno Towers](https://clashofclans.fandom.com/wiki/Inferno_Tower), and the [Eagle Artillery](https://clashofclans.fandom.com/wiki/Eagle_Artillery).
  + As the Clone Spell spawns clones randomly within its radius, you can place a Clone Spell partly over a layer of walls to get some cloned troops behind them. This can be useful if you don't have [Wall Breakers](https://clashofclans.fandom.com/wiki/Wall_Breaker), [Jump Spells](https://clashofclans.fandom.com/wiki/Jump_Spell) or any other means of easily getting past the walls.
* **Trivia**
  + The two spell bottles behind the main bottle on the icon represent the cloned troops.
  + This is the only spell that takes up 3 housing spaces, and it is the most expensive [Elixir](https://clashofclans.fandom.com/wiki/Elixir) spell in the game in terms of per individual spell. Due to its housing requirements, it is currently the only spell that can't be donated.
  + The Clone Spell is also used in Clash Royale, however in a slightly different fashion.
    - Interestingly, the Clone Spell in Clash Royale is in a bottle that resembles Dark Elixir spells. In that game, it duplicates all troops in its radius and the clones have 1 hitpoint, rather than creating multiple clones (with full health and limited time) at a time.
  + Among all permanent [Troops](https://clashofclans.fandom.com/wiki/Troops) and [Spells](https://clashofclans.fandom.com/wiki/Spells), the Clone Spell is the only one whose introduction into the game doesn't also introduce a new upgrade level of the corresponding [army building](https://clashofclans.fandom.com/wiki/Army_Buildings).
  + The update on October 12th, 2016 reduced its brewing time from 20 minutes to 12 minutes.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Radius Range** | **Spell Duration/Cloned Lifespan Stopwatch** | **Housing Space Housing** | **Brewing Time Stopwatch** | [**Spell Factory**](https://clashofclans.fandom.com/wiki/Spell_Factory)**Level Required [Spell Factory5](https://clashofclans.fandom.com/wiki/Spell_Factory)** |
| 3.5 tiles | ~10s/~30s | 3 | 9 minutes | 5 |

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| --- | --- | --- | --- | --- | --- |
| **Level Level** | **Cloned Capacity Housing** | [**Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Elixir](https://clashofclans.fandom.com/wiki/Resources#Elixir)** | [**Research Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Elixir](https://clashofclans.fandom.com/wiki/Resources#Elixir)** | [**Research Time**](https://clashofclans.fandom.com/wiki/Laboratory)**Stopwatch** | [**Laboratory**](https://clashofclans.fandom.com/wiki/Laboratory)**Level Required [Laboratory10](https://clashofclans.fandom.com/wiki/Laboratory)** |
| 1 | 18 | 28,000 | N/A | N/A | N/A |
| 2 | 21 | 29,500 | 4,000,000 | 4d | 8 |
| 3 | 24 | 31,000 | 6,000,000 | 5d | 8 |
| 4 | 27 | 32,500 | 8,000,000 | 6d 12h | 9 |
| 5 | 30 | 34,000 | 10,000,000 | 11d 12h | 9 |

## Poison



***"Give your army the upper hand against enemy troops with this deadly poison!  
Defending units that linger in a Poison Spell's toxic cloud will move slower, attack slower and take damage with increasing severity over time. Poison Spells do not affect structures."***

* **Summary**
  + The Poison Spell is a spell added in the July 1, 2015 update.
  + It is the first spell available in the [Dark Spell Factory](https://clashofclans.fandom.com/wiki/Dark_Spell_Factory).
  + It does damage and slows down all enemy [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) [Troops](https://clashofclans.fandom.com/wiki/Troops), [Heroes](https://clashofclans.fandom.com/wiki/Heroes), and [Skeletons](https://clashofclans.fandom.com/wiki/Skeleton) inside its area of effect, however buildings remain unaffected.
* **Offensive Strategy**
  + A Poison Spell only takes one housing space, whereas a [Lightning Spell](https://clashofclans.fandom.com/wiki/Lightning_Spell), the other spell that can be used to deal with [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) [troops](https://clashofclans.fandom.com/wiki/Troops), currently takes up two housing spaces. This makes the Poison Spell very appealing as a way to deal with [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) [troops](https://clashofclans.fandom.com/wiki/Troops) along with a few [Troops](https://clashofclans.fandom.com/wiki/Troops).
  + A Poison Spell has a circular area of effect for scaling damage, whereas a [Lightning Spell](https://clashofclans.fandom.com/wiki/Lightning_Spell) has individual lightning strikes in a predetermined pattern, so both can be used in a similar fashion. Which is ultimately more effective depends on the defending base's layout, as well as the what and where the [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) [troops](https://clashofclans.fandom.com/wiki/Troops) are, and the player's army composition.
  + As of September 18, 2015, Poison Spells now do scaling damage in a similar manner to a single target [Inferno Tower](https://clashofclans.fandom.com/wiki/Inferno_Tower), just to a lesser extent. This scaling effect dramatically affects high hitpoint units, but does not deal the same scaling damage against [Heroes](https://clashofclans.fandom.com/wiki/Heroes), instead dealing little appreciable damage.
  + A Poison Spell can take a significant amount of time to kill troops, depending on the type of [Troops](https://clashofclans.fandom.com/wiki/Troops" \o "Troops)inside the [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle), so make sure that you have enough time left to finish your attack after the [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) troops are dealt with.
    - A level 1 Poison Spell can easily kill all the first few troops unlocked in the [Barracks](https://clashofclans.fandom.com/wiki/Barracks), as well as any level [Wizards](https://clashofclans.fandom.com/wiki/Wizard), [Witches](https://clashofclans.fandom.com/wiki/Witch), [Skeletons](https://clashofclans.fandom.com/wiki/Witch/Skeleton), and [Minions](https://clashofclans.fandom.com/wiki/Minion). Upgrading this spell, however, is still useful, as higher level Poison Spells kill them faster and leaves more time to finish the attack.
  + If you see a [Dragon](https://clashofclans.fandom.com/wiki/Dragon), [Balloons](https://clashofclans.fandom.com/wiki/Balloon), or [Valkyries](https://clashofclans.fandom.com/wiki/Valkyrie) on defense, it's good to use a Poison Spell on them, as the scaling effect is deadly against high hitpoint units.
    - Although a single poison spell will not kill out very high hitpoint troops like [Dragons](https://clashofclans.fandom.com/wiki/Dragon) and [P.E.K.K.As](https://clashofclans.fandom.com/wiki/P.E.K.K.A) outright, its slowing effect makes them highly vulnerable to other troops while active.
  + Multiple Poison Spells stacked will speed up the scaling process, but will not increase the maximum damage per second.
  + While not a popular strategy, Poison Spells can be used to stack damage, making it possible to kill any [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) units with enough spells, however.
  + As of the March 2016 update, defending troops now run away from the area of a Poison Spell, giving the defender an advantage. However, if the attacker places down troops in the vicinity, they will prioritize engaging the troops rather than escaping the poison.
  + A good offensive strategy is to lure the [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) troops to the corner and then attack them with high damaging troops like the [Wizard](https://clashofclans.fandom.com/wiki/Wizard) or a high number of [Archers](https://clashofclans.fandom.com/wiki/Archer). Usually, when the Poison spell is dropped on any defending troops, and if they don't have any target, then the defending troops will walk out of the radius. So, it's good to attack them with troops while the defending troops are inside the Poison Spell, to get the full potential of the Poison spell.
* **Trivia**
  + Prior to the Poison Spell, strategies that did not include a [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) lure utilized a well-placed [Lightning Spell](https://clashofclans.fandom.com/wiki/Lightning_Spell) to destroy defensive Clan Castle troops. With the introduction of the Poison Spell, players now have a viable alternative to destroying Clan Castle troops.
  + The Poison Spell used to deal static damage to enemy units, making them more effective at killing [Skeleton Traps](https://clashofclans.fandom.com/wiki/Skeleton_Trap), in addition to [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) units. Since the Poison Spell changed to progressive damage, this is now a less than favored approach, as they tend to slip out of the spell's circumference before being destroyed.
  + Ghosts emerge after a Poison Spell is thrown and they keep emerging for 3 seconds along with a creepy laughing sound.
  + Poison Spell's brewing time has been reduced multiple times, from 15 minutes to 3 minutes.

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| --- | --- | --- | --- | --- | --- |
| **Radius** | **Damage Type** | **Housing Space** | **Brewing Time** | **Targets** | [**Dark Spell Factory**](https://clashofclans.fandom.com/wiki/Dark_Spell_Factory)**Level Required** |
| 4 tiles | Area Splash | 1 | 3 minutes | Ground & Air | 1 |

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| --- | --- | --- | --- | --- | --- | --- | --- |
| **Level** | **Maximum Damage per Second** | **Speed Decrease** | **Attack Rate Decrease** | [**Cost**](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir)**[Dark Elixir](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir)** | [**Research Cost**](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir)**[Dark Elixir](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir)** | [**Research Time**](https://clashofclans.fandom.com/wiki/Laboratory) | [**Laboratory**](https://clashofclans.fandom.com/wiki/Laboratory)**Level Required** |
| 1 | 90 | 26% | 35% | 95 | N/A | N/A | N/A |
| 2 | 115 | 30% | 40% | 110 | 25,000 | 2d 12h | 6 |
| 3 | 145 | 34% | 45% | 125 | 50,000 | 4d | 7 |
| 4 | 180 | 38% | 50% | 140 | 75,000 | 6d 12h | 8 |
| 5 | 220 | 40% | 55% | 155 | 150,000 | 9d 12h | 9 |

## Earthquake



***"Weaken***[***Walls***](https://clashofclans.fandom.com/wiki/Walls)***and buildings with crippling earthquakes!  
Earthquake Spells damage structures based on their maximum hitpoints. Repeated Earthquakes deal decreasing damage to the same buildings, but increasing damage to the same***[***Walls***](https://clashofclans.fandom.com/wiki/Walls)***. No wall can withstand the might of four Earthquake Spells!"***

* **Summary**
  + The Earthquake Spell is a spell added in the July 1, 2015 update.
  + It deals a percentage of damage to all buildings within its area of effect, except for [Gold Storages](https://clashofclans.fandom.com/wiki/Gold_Storage), [Elixir Storages](https://clashofclans.fandom.com/wiki/Elixir_Storage), and the [Dark Elixir Storage](https://clashofclans.fandom.com/wiki/Dark_Elixir_Storage).
  + The second Earthquake Spell dropped on a structure will do 1/3 the damage of the first spell, the third will do 1/5th, the fourth will do 1/7th, and so on.
  + A level 10 [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) cannot be destroyed with this spell, but its health can be pulled down to 1,275 hit points using 1 Earthquake Spell and 5 [Lightning Spells](https://clashofclans.fandom.com/wiki/Lightning_Spell). You can, however destroy a level 7 [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall)with 1 level 3 Earthquake Spell and 4 level 6 [Lightning Spells](https://clashofclans.fandom.com/wiki/Lightning_Spell).
  + 4 successive Earthquake Spells at any level can take down any level of [Walls](https://clashofclans.fandom.com/wiki/Walls).
  + Successive Earthquake Spells on the same building do significantly less damage, but successive Earthquake Spells against the same [Walls](https://clashofclans.fandom.com/wiki/Walls) do more damage.
* **Offensive Strategy**
  + It is best used on buildings with high hitpoints, as the amount of HP it takes away will be higher, due to the percentage being constant. It will not be as effective on buildings with lower HP, such as the [Builder's Hut](https://clashofclans.fandom.com/wiki/Builder%27s_Hut).
  + They are great pseudo-[Wall Breakers](https://clashofclans.fandom.com/wiki/Wall_Breaker). As Earthquake Spells deal increasing damage to [Walls](https://clashofclans.fandom.com/wiki/Walls), they are much more effective than using its counterpart, [Lightning Spell](https://clashofclans.fandom.com/wiki/Lightning_Spell), against [Walls](https://clashofclans.fandom.com/wiki/Walls).
  + In rare cases, the enemy [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) is left with extremely low hitpoints after a poorly executed attack. Dropping a spare Earthquake Spell on the Town Hall will salvage at least one star.
  + When using mass [Dragon](https://clashofclans.fandom.com/wiki/Dragon) attacks at Town Hall 8, two [Lightning Spells](https://clashofclans.fandom.com/wiki/Lightning_Spell) (Level 5+) and an Earthquake Spell (Any Level) are enough to take out a Level 6 [Air Defense](https://clashofclans.fandom.com/wiki/Air_Defense). This will leave enough housing space for an extra elixir spell or 2 dark spells, most often the [Rage Spell](https://clashofclans.fandom.com/wiki/Rage_Spell).
  + 4 Earthquake Spells are best suited against bases with close enclosures, as it has a wider radius than the [Jump Spell](https://clashofclans.fandom.com/wiki/Jump_Spell), which has a smaller radius and a fixed duration, whereas walls destroyed by the Earthquake Spell will be permanently destroyed. Thus, they are a good alternative for [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) 8 players in place of [Jump Spells](https://clashofclans.fandom.com/wiki/Jump_Spell).
* **Trivia**
  + Similar to the Lightning Spell, Earthquake Spells cannot damage resource storages, but can still damage resource collectors.
  + It takes 137,257 level 1 Earthquake spells to completely destroy a building. It takes 18,056 level 2 Earthquake spells to completely destroy a building. It takes 1,921 level 3 Earthquake spells to completely destroy a building.
  + It takes 1 maxed Earthquake Spell to do 25% damage. The next 7 do about 25.5% damage, and it takes 419 to fully destroy a building. Thus, it is a good idea to bring one Earthquake Spell to severely damage a critical structure.
  + The cracks in the ground that are created by the Earthquake Spell remain for the entire duration of the raid, and slowly fade when the player logs in or another raid is conducted.
  + Earthquake Spell's brewing time has been reduced multiple times, from 15 minutes to 3 minutes.

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| --- | --- | --- | --- | --- | --- | --- |
| **Radius** | **Damage type** | **Housing Space** | **Brewing Time** | **Targets** | **Favorite Target** | [**Dark Spell Factory**](https://clashofclans.fandom.com/wiki/Dark_Spell_Factory)**Level Required** |
| 4 tiles | Area Splash | 1 | 3 minutes | [Buildings](https://clashofclans.fandom.com/wiki/Buildings) & [Walls](https://clashofclans.fandom.com/wiki/Walls) | Walls | 2 |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Level** | **Damage** | [**Cost**](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir)**[Dark Elixir](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir)** | [**Research Cost**](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir)**[Dark Elixir](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir)** | [**Research Time**](https://clashofclans.fandom.com/wiki/Laboratory) | [**Laboratory**](https://clashofclans.fandom.com/wiki/Laboratory)**Level Required** |
| 1 | 14.5%\* | 125 | N/A | N/A | N/A |
| 2 | 17% | 140 | 30,000 | 4d | 6 |
| 3 | 21% | 160 | 60,000 | 5d | 7 |
| 4 | 25% | 180 | 90,000 | 9d 12h | 8 |

## Haste



***"Put some hustle in even your heaviest units!  
Haste Spells lack the damage boost of***[***Rage Spells***](https://clashofclans.fandom.com/wiki/Rage_Spell)***, but provide an even better boost to movement speed. A lower storage space also allows you to take more of them into battle!"***

* **Summary**
  + The Haste Spell is a [Dark Elixir](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir) Spell added in the July 1, 2015 update.
  + Like a [Rage Spell](https://clashofclans.fandom.com/wiki/Rage_Spell), it boosts the movement speed of troops in its area of effect; the Haste Spell, however, does not make them deal extra damage.
  + The Haste Spell has a slightly smaller radius than a [Rage Spell](https://clashofclans.fandom.com/wiki/Rage_Spell).
* **Offensive Strategy**
  + Haste Spells may be used to counteract the effect of [Air Sweepers](https://clashofclans.fandom.com/wiki/Air_Sweeper).
  + The Haste spell is most effective in aiding slower but more powerful troops, such as [Balloons](https://clashofclans.fandom.com/wiki/Balloon), [Dragons](https://clashofclans.fandom.com/wiki/Dragon), [Baby Dragons](https://clashofclans.fandom.com/wiki/Baby_Dragon) and [P.E.K.K.As](https://clashofclans.fandom.com/wiki/P.E.K.K.A).
  + Before the July 2015 Update, [Balloons](https://clashofclans.fandom.com/wiki/Balloon) were combined with [Rage Spells](https://clashofclans.fandom.com/wiki/Rage_Spell) to increase their speed. When the Haste Spell was introduced, LavaLoonion, LaLoon, Balloonion and other variations saw new light, due to the larger speed increase afforded by the Haste Spell and consuming half the housing space of a [Rage Spell](https://clashofclans.fandom.com/wiki/Rage_Spell).
* **Trivia**
  + The [Rage Spell's](https://clashofclans.fandom.com/wiki/Rage_Spell) name in game files is "haste." The Haste Spell's name, in turn, is "speedup".
  + At its initial level, the Haste Spell has the same movement speed increase as a level 5 [Rage Spell](https://clashofclans.fandom.com/wiki/Rage_Spell).
  + For every 1 level the Haste Spell gains, the amount of speed it gains is always increased by 6, the duration by 5 seconds, and cost by 5 dark elixir.
  + Haste Spells do not stack with themselves, but if a Haste Spell were to be placed along with a [Rage Spell](https://clashofclans.fandom.com/wiki/Rage_Spell), their speed increase would stack.
  + Haste Spell's brewing time has been reduced multiple times, from 15 minutes to 3 minutes.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Radius** | **Effect Type** | **Housing Space** | **Brewing Time** | **Targets** | [**Dark Spell Factory**](https://clashofclans.fandom.com/wiki/Dark_Spell_Factory)**Level Required** |
| 4 tiles | Area Splash | 1 | 3 minutes | Ground & Air | 3 |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Level** | **Speed Increase** | **Spell Duration** | [**Cost**](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir)**[Dark Elixir](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir)** | [**Research Cost**](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir)**[Dark Elixir](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir)** | [**Research Time**](https://clashofclans.fandom.com/wiki/Laboratory) | [**Laboratory**](https://clashofclans.fandom.com/wiki/Laboratory)**Level Required** |
| 1 | 28 | 10 seconds | 80 | N/A | N/A | N/A |
| 2 | 34 | 15 seconds | 85 | 40,000 | 5d | 7 |
| 3 | 40 | 20 seconds | 90 | 80,000 | 6d 12h | 8 |
| 4 | 46 | 25 seconds | 95 | 100,000 | 9d | 8 |

## Skeleton



***"Summon an army of Skeletons anywhere on the battlefield!  
Put a few extra swords when and where you need them most. Skeletons do not trigger traps."***

* **Summary**
  + The Skeleton Spell is a [Dark Spell](https://clashofclans.fandom.com/wiki/Dark_Spells) unlocked when the [Dark Spell Factory](https://clashofclans.fandom.com/wiki/Dark_Spell_Factory) is upgraded to level 4 which requires Town Hall level 9.
  + When used, it spawns several [Skeletons](https://clashofclans.fandom.com/wiki/Skeleton) on the battlefield. These Skeletons are very weak, but can provide a good distraction.
  + Like Skeletons summoned by [Witches](https://clashofclans.fandom.com/wiki/Witch), they do not trigger traps or Clan Castle troops.
* **Offensive Strategies**
  + In [Valkyrie](https://clashofclans.fandom.com/wiki/Valkyrie) raids, it’s pretty common to have at least 1 compartment at the end with defenses inside that could take down your troops. Once those defenses are distracted by your troops, drop your Skeleton Spell right on top of them.
  + In [Balloon](https://clashofclans.fandom.com/wiki/Balloon) raids, if your Balloons usually clump up and your [Lava Hounds](https://clashofclans.fandom.com/wiki/Lava_Hound) don’t burst, it will take a lot of time to finish off non-defensive buildings. Dropping a skeleton spell or two will help you clean up the base.
  + In GoHo attacks, you may encounter [Skeleton Traps](https://clashofclans.fandom.com/wiki/Skeleton_Trap) which spawn a few Skeleton to follow and damage your Hog Riders. Dropping a single skeleton spell will help get rid of the skeletons chipping off at your Hog's health. Wait until your Hogs run into a Healing Spell, then drop your Skeleton Spell.
  + Skeleton spells could be very effective against single target [Inferno Towers](https://clashofclans.fandom.com/wiki/Inferno_Tower). The skeletons will be able to distract the Inferno Tower while other troops finish it off. However, multiple target Inferno Towers will negate this spell very quickly.
  + Skeleton spells can be used to destroy unguarded defenses with dead zones like the [Mortar](https://clashofclans.fandom.com/wiki/Mortar) or [Eagle Artillery](https://clashofclans.fandom.com/wiki/Eagle_Artillery). At 1 spell slot, this can be very valuable to any attacker.
  + It isn't wise to use the [Clone Spell](https://clashofclans.fandom.com/wiki/Clone_Spell) solely for cloning the Skeletons of this spell, as one Clone Spell clones up to 30 Skeletons, which is the same number spawned by a level 5 Skeleton Spell that takes up one-third as much space as the Clone Spell does.
* **Trivia**
  + The Skeleton Spell was added in the May 24th, 2016 update.
  + The Skeletons spawned by the Skeleton Spell have the same stats as those spawned by Witches and [Skeleton Traps](https://clashofclans.fandom.com/wiki/Skeleton_Trap).
  + The [October 2016 update](https://clashofclans.fandom.com/wiki/Version_History#Version_8.551.2_-_12th_October_2016_.22Friendly_Wars.22) reduced its brewing time from 5 minutes to 3 minutes. It also revamped the mechanics of the Skeleton Spell: instead of spawning Skeletons all at once, it spawned Skeletons over time.
  + During late October 2016, the Skeleton Spell's brewing cost was temporarily reduced and its brewing time changed to 1 minute to celebrate Halloween.
  + The Skeleton Spell could have been inspired by [Skeleton Army](https://clashroyale.fandom.com/wiki/Skeleton_Army) in Clash Royale. On 28/10/16, the Graveyard was added to Clash Royale, and share similar mechanics to the changed Skeleton Spell, as they're both spells which summon Skeletons gradually (rather than all at once).

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Radius Range** | **Housing Space Housing** | **Brewing Time Stopwatch** | **Targets** | [**Dark Spell Factory**](https://clashofclans.fandom.com/wiki/Dark_Spell_Factory)**Level Required [Dark Spell Factory4](https://clashofclans.fandom.com/wiki/Dark_Spell_Factory)** |
| 3.5 tiles | 1 | 3 minutes | Ground | 4 |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Preferred Target** | **Attack Type** | [**Movement Speed**](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed) | **Attack Speed** | **Range** | **Damage per Second** | **Hitpoints** |
| None | Melee (Ground Only) | 24 | 1s | 0.4 tiles | 25 | 30 |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Level** | **Skeletons generated** | [**Cost**](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir)**[Dark Elixir](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir)** | [**Research Cost**](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir)**[Dark Elixir](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir)** | [**Research Time**](https://clashofclans.fandom.com/wiki/Laboratory)**Stopwatch** | [**Laboratory**](https://clashofclans.fandom.com/wiki/Laboratory)**Level Required [Laboratory10](https://clashofclans.fandom.com/wiki/Laboratory)** |
| 1 | 15 | 110 | N/A | N/A | N/A |
| 2 | 18 | 120 | 50,000 | 5d | 8 |
| 3 | 22 | 130 | 75,000 | 6d 12h | 8 |
| 4 | 26 | 140 | 100,000 | 8d | 9 |
| 5 | 30 | 150 | 125,000 | 9d | 10 |

## Bat



***"Summon an army of Bats anywhere on the battlefield!  
Deploy aerial reinforcements wherever you need them most. Bats do not trigger traps."***

* **Summary**
  + The Bat Spell is a [Dark Spell](https://clashofclans.fandom.com/wiki/Dark_Spells) unlocked at [Dark Spell Factory](https://clashofclans.fandom.com/wiki/Dark_Spell_Factory) level 5, which requires [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) level 10.
  + When used, it spawns several Bats on the battlefield over time (its method of spawning is similar to a [Skeleton Spell](https://clashofclans.fandom.com/wiki/Skeleton_Spell)). These Bats are low on health and target defenses.
  + Like [Skeletons](https://clashofclans.fandom.com/wiki/Skeleton), Bats do not trigger traps or [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) [troops](https://clashofclans.fandom.com/wiki/Troops).
  + Bats prioritize [defensive structures](https://clashofclans.fandom.com/wiki/Defensive_Buildings) above all other targets, and will bypass all other types of enemy [buildings](https://clashofclans.fandom.com/wiki/Buildings) and [troops](https://clashofclans.fandom.com/wiki/Troops) while any [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings) remain on the battlefield. This is true even if they are under attack by enemy [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) [troops](https://clashofclans.fandom.com/wiki/Troops), [heroes](https://clashofclans.fandom.com/wiki/Heroes) or [Skeleton Trap](https://clashofclans.fandom.com/wiki/Skeleton_Trap) skeletons. Note that like all [troops](https://clashofclans.fandom.com/wiki/Troops) that prioritize [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings), Bats do not consider the [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) to be a [defense](https://clashofclans.fandom.com/wiki/Defensive_Buildings) regardless of whether or not it contains enemy [troops](https://clashofclans.fandom.com/wiki/Troops), but do consider the defending [Grand Warden](https://clashofclans.fandom.com/wiki/Grand_Warden) and the level 12 [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) (if its [Giga Tesla](https://clashofclans.fandom.com/wiki/Giga_Tesla) has been triggered) to be defensive buildings.   
    Once all [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings) are destroyed, Bats become like any other [troop](https://clashofclans.fandom.com/wiki/Troops) with no preferred target; they will attack the nearest building to them regardless of type, and will turn and attack enemy [units](https://clashofclans.fandom.com/wiki/Troops) if they become aware of any nearby. The Bat Spell also deals less damage to the storages and the giga tesla.
  + The Bats also relate to the [Builder Base](https://clashofclans.fandom.com/wiki/Builder_Base_Troops) troop also known as the [Night Witch](https://clashofclans.fandom.com/wiki/Night_Witch). The [Night Witch](https://clashofclans.fandom.com/wiki/Night_Witch) spawns bats that relate to the bats in the Bat Spell. However, the Night Witch's bats attack any target.
* **Offensive Strategy**
  + Bats can destroy most single-target exposed defenses relatively easily.
  + Bats can distract [Air Defenses](https://clashofclans.fandom.com/wiki/Air_Defense) for air troops ([Balloons](https://clashofclans.fandom.com/wiki/Balloon), [Lava Hounds](https://clashofclans.fandom.com/wiki/Lava_Hound), etc.) for some time.
  + Bats can be very effective in distracting Single-Target [Inferno Towers](https://clashofclans.fandom.com/wiki/Inferno_Tower) from targeting your tanks ([Golems](https://clashofclans.fandom.com/wiki/Golem), Lava Hounds, etc.). But, against Multi-Target Inferno Towers, the Bats will get killed fast.
  + It can be viable to use Bat Spells in masses with Lava Hounds, although this can be very costly in Dark Elixir. The Lava Hounds will be able to tank well for the bats (as well as shield them from Inferno Towers) while the bats do damage.
  + If defenses are targeting your tanks, place the Bat Spell on the defenses to destroy them.
  + A good strategy for Bat Spells would be to place a lot of them down near the center of the base, along with a [Rage Spell](https://clashofclans.fandom.com/wiki/Rage_Spell) and a [Freeze Spell](https://clashofclans.fandom.com/wiki/Freeze_Spell) aiming to destroy single target [Inferno Towers](https://clashofclans.fandom.com/wiki/Inferno_Tower), [Air Defenses](https://clashofclans.fandom.com/wiki/Air_Defense), and the Eagle Artillery at the beginning of an attack. Anything else would be a bonus. Then use the rest of your attack to maul the rest of the base.
* **Defensive Strategy**
  + Multi-targeting [Inferno Towers](https://clashofclans.fandom.com/wiki/Inferno_Tower) are essential in stopping a horde of Bats quickly.
  + If Inferno Towers are unavailable (due to being upgraded, for example), having [X-Bows](https://clashofclans.fandom.com/wiki/X-Bow) set to air mode can also destroy Bats quickly. [Archer Towers](https://clashofclans.fandom.com/wiki/Archer_Tower) set to fast attack can also prove viable.
  + [Air Bombs](https://clashofclans.fandom.com/wiki/Air_Bomb) can be helpful to sweep up Bats that are following closely behind other air troops, but as the Bats cannot trigger the Air Bomb themselves, it may not be a reliable option.
  + Having a defensive [Archer Queen](https://clashofclans.fandom.com/wiki/Archer_Queen) and other Clan Castle troops that can target air can also be useful to defend Bats. The Bats will not attack these units; however they may be too fast to tackle. It may also be possible these defensive units target other air troops instead.
  + A massive swarm of bats may be terrifying but can easily be stopped by wizard towers, air bombs, and multi target inferno towers.
* **Trivia**
  + The Bat Spell was added in the December 10th, 2018 update.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Radius Range** | **Housing Space Housing** | **Brewing Time Stopwatch** | **Targets** | [**Dark Spell Factory**](https://clashofclans.fandom.com/wiki/Dark_Spell_Factory)**Level Required [Dark Spell Factory4](https://clashofclans.fandom.com/wiki/Dark_Spell_Factory)** |
| 3.5 tiles | 1 | 3 minutes | Defenses | 5 |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Preferred Target** | **Attack Type** | [**Movement Speed**](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed) | **Attack Speed** | **Range** | **Damage per Second** | **Hitpoints** |
| Defenses | Air | 56 | 2 Seconds | 0.8 Tiles | 30 | 20 |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Level** | **Bats generated** | [**Cost**](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir)**[Dark Elixir](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir)** | [**Research Cost**](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir)**[Dark Elixir](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir)** | [**Research Time**](https://clashofclans.fandom.com/wiki/Laboratory)**Stopwatch** | [**Laboratory**](https://clashofclans.fandom.com/wiki/Laboratory)**Level Required [Laboratory10](https://clashofclans.fandom.com/wiki/Laboratory)** |
| 1 | 7 | 110 | N/A | N/A | N/A |
| 2 | 9 | 120 | 60,000 | 5d | 8 |
| 3 | 11 | 130 | 80,000 | 6d 12h | 8 |
| 4 | 16 | 140 | 120,000 | 8d | 9 |
| 5 | 21 | 150 | 160,000 | 9d | 10 |

# Defending Building

## Wall



***"Walls are great for keeping your***[***village***](https://clashofclans.fandom.com/wiki/Layouts)***safe and your***[***enemies***](https://clashofclans.fandom.com/wiki/Troops)***in the line of fire."***

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Wall1 | Wall2 | Wall3 | Wall4 | Wall5 | Wall6 |
| **Level 1** | **Level 2** | **Level 3** | **Level 4** | **Level 5** | **Level 6** |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Wall7 | Wall8 | Wall9 | Wall10 | Wall11 | Wall12 | Wall13 |
| **Level 7** | **Level 8** | **Level 9** | **Level 10** | **Level 11** | **Level 12** | **Level 13** |

* **Summary**
  + Wall placement is a key point in designing a well-defended village. Walls are the main fortification for defense and are capable of withstanding a great deal of damage from attacking enemies. However, the effectiveness of Walls is greatly lowered if they are not constructed to completely enclose the structures they are designed to protect. Any gaps in the continuation of the Wall structure will render it useless, as enemy [troops](https://clashofclans.fandom.com/wiki/Troops) will simply walk through the broken area. The greatest threats to walls are [Earthquake Spells](https://clashofclans.fandom.com/wiki/Earthquake_Spell) and [Wall Breakers.](https://clashofclans.fandom.com/wiki/Wall_Breaker)
    - An exception to this rule is the funneling strategy, where a player deliberately leaves a gap in order to group [troops](https://clashofclans.fandom.com/wiki/Troops) together and subsequently take them out using the splash damage of defensive units such as [Mortars](https://clashofclans.fandom.com/wiki/Mortar) or [Wizard Towers](https://clashofclans.fandom.com/wiki/Wizard_Tower). Alternatively (or additionally) you intruders can be caught off-guard by filling the openings with [traps](https://clashofclans.fandom.com/wiki/Traps) such as [Bombs](https://clashofclans.fandom.com/wiki/Bomb) or [Spring Traps](https://clashofclans.fandom.com/wiki/Spring_Trap).
  + Walls block all [ground units](https://clashofclans.fandom.com/wiki/Category:Ground_Troops) with the exception of [Hog Riders](https://clashofclans.fandom.com/wiki/Hog_Rider), [Miners](https://clashofclans.fandom.com/wiki/Miner) and the [Grand Warden](https://clashofclans.fandom.com/wiki/Grand_Warden). The use of [Jump Spells](https://clashofclans.fandom.com/wiki/Jump_Spell) allow [ground units](https://clashofclans.fandom.com/wiki/Category:Ground_Troops) to bypass walls.
  + Walls can be bypassed entirely by [air units](https://clashofclans.fandom.com/wiki/Category:Air_Troops) such as [Balloons](https://clashofclans.fandom.com/wiki/Balloon), [Dragons](https://clashofclans.fandom.com/wiki/Dragon), [Minions](https://clashofclans.fandom.com/wiki/Minion) and [Lava Hounds](https://clashofclans.fandom.com/wiki/Lava_Hound).
  + [Wall Breakers](https://clashofclans.fandom.com/wiki/Wall_Breaker) immediately target Walls upon deployment, inflicting 40x normal damage to them, but also blow themselves up in the process. The holes created by [Wall Breakers](https://clashofclans.fandom.com/wiki/Wall_Breaker) allow [ground units](https://clashofclans.fandom.com/wiki/Category:Ground_Troops) to gain access to [buildings](https://clashofclans.fandom.com/wiki/Buildings) within the Walls, making [Wall Breakers](https://clashofclans.fandom.com/wiki/Wall_Breaker) the ideal [troop](https://clashofclans.fandom.com/wiki/Troops) for getting past Walls.
  + If there are 2 layers of Walls, the [Wall Breaker](https://clashofclans.fandom.com/wiki/Wall_Breaker)'s blast radius will affect both layers.
* **Defensive Strategy**
  + The main purpose of Walls is to hinder attacking ground (i.e. non-flying) [troops](https://clashofclans.fandom.com/wiki/Troops), allowing [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings) to damage and kill attackers as they attempt to breach the Walls. Once breaches occur, the attacking [troops](https://clashofclans.fandom.com/wiki/Troops) have free rein to destroy the [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings) and other [buildings](https://clashofclans.fandom.com/wiki/Buildings) within the Walls. Therefore, when designing a [defense](https://clashofclans.fandom.com/wiki/Defensive_Buildings), it is crucial that players do not to attempt to envelop their entire village within one big Wall. Instead, it is recommended that players design their Walls in layers or cells so that [ground troops](https://clashofclans.fandom.com/wiki/Category:Ground_Troops) have to break through multiple Walls to attack the entirety of the village, while also providing the [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings) more opportunity to repel the attack. Note that with this strategy there will inevitably be [buildings](https://clashofclans.fandom.com/wiki/Buildings) that cannot be placed within the Walls; that is entirely normal and can even be used to your advantage by placing non-defensive and non-resource buildings such as [Builder's Huts](https://clashofclans.fandom.com/wiki/Builder%27s_Hut), [Army Camps](https://clashofclans.fandom.com/wiki/Army_Camp)and [Laboratories](https://clashofclans.fandom.com/wiki/Laboratory) immediately outside the Walls to act as another layer for enemy [Troops](https://clashofclans.fandom.com/wiki/Troops) to fight through.
  + If a defender uses a double-walled design, [Wall Breakers](https://clashofclans.fandom.com/wiki/Wall_Breaker) *can* hit the inner Walls as well. This is because the unit's bomb inflicts damage to everything within a small radius of its detonation (area attack).
  + Attacking [Archers](https://clashofclans.fandom.com/wiki/Archer) and [Wizards](https://clashofclans.fandom.com/wiki/Wizard) are capable of shooting over Walls and attacking the [structures](https://clashofclans.fandom.com/wiki/Buildings) behind them. Defenders can use less-important [buildings](https://clashofclans.fandom.com/wiki/Buildings) as a "buffer", delaying these ranged units' attacks on more important [buildings](https://clashofclans.fandom.com/wiki/Buildings). In this case, make sure that long-ranged [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings) are within range and have ample opportunity to retaliate before these buffer [buildings](https://clashofclans.fandom.com/wiki/Buildings) are completely destroyed and the attackers can advance to the Wall.
  + The defensive territory in which an attacker is not permitted to spawn [Troops](https://clashofclans.fandom.com/wiki/Troops) is shown in a white overlay after any building has been moved. An attacking player may be able to spawn [Troops](https://clashofclans.fandom.com/wiki/Troops) behind the Walls if any area gaps exist in this territory. Since every structure has an additional one square perimeter around which [troops](https://clashofclans.fandom.com/wiki/Troops) cannot be spawned, avoid gaps of greater than two squares to prevent this from happening. [Traps](https://clashofclans.fandom.com/wiki/Traps), [decorations](https://clashofclans.fandom.com/wiki/Decorations), [obstacles](https://clashofclans.fandom.com/wiki/Obstacles) and [Hidden Teslas](https://clashofclans.fandom.com/wiki/Hidden_Tesla) are exceptions and do not increase the defender's territory.
  + An outdated practice is to use single standing Wall struts or spikes to lure [Wall Breakers](https://clashofclans.fandom.com/wiki/Wall_Breaker); however, this spiking tactic no longer works, as [Wall Breakers](https://clashofclans.fandom.com/wiki/Wall_Breaker) will only target Walls that are two or more consecutive segments. This technique can, however, be used to extend the defender's territory, and thus the outer perimeter of where attackers may spawn [troops](https://clashofclans.fandom.com/wiki/Troops).
  + [Wall Breakers](https://clashofclans.fandom.com/wiki/Wall_Breaker) only target Walls that completely or partially enclose [buildings](https://clashofclans.fandom.com/wiki/Buildings); they will ignore empty compartments and spikes (unless there are no other targets left).
  + A common mistake among beginners is the attempting to "close" Wall gaps with [buildings](https://clashofclans.fandom.com/wiki/Buildings), [rocks, trees](https://clashofclans.fandom.com/wiki/Obstacles), [decorations](https://clashofclans.fandom.com/wiki/Decorations), etc. This does not work; [Troops](https://clashofclans.fandom.com/wiki/Troops) can walk right through the gap as though the obstacles weren't there. Only continuous Wall segments will deter [ground troops](https://clashofclans.fandom.com/wiki/Category:Ground_Troops).
  + Another common mistake made by new players is attempting to use the edges of the map as barriers, thinking that this will allow them to construct Walls on only two or three sides. This also is ineffective, as enemy [Troops](https://clashofclans.fandom.com/wiki/Troops) can always be spawned on the darker grass area surrounding the village, even though [buildings](https://clashofclans.fandom.com/wiki/Buildings) cannot be placed there by the player.
  + Players should have Walls around the [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall), [defensive buildings](https://clashofclans.fandom.com/wiki/Defensive_Buildings), and [Gold](https://clashofclans.fandom.com/wiki/Gold_Storage)/[Elixir Storages](https://clashofclans.fandom.com/wiki/Elixir_Storage) rather than [Army Camps](https://clashofclans.fandom.com/wiki/Army_Camp), [Barracks](https://clashofclans.fandom.com/wiki/Barracks), [Spell Factory](https://clashofclans.fandom.com/wiki/Spell_Factory), [Laboratory](https://clashofclans.fandom.com/wiki/Laboratory), or [Builder's Huts](https://clashofclans.fandom.com/wiki/Builder%27s_Hut) because damage to the latter buildings are relatively inconsequential. This applies particularly if your [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) level is low and [resources](https://clashofclans.fandom.com/wiki/Resources) are limited.
  + Players could place [Traps](https://clashofclans.fandom.com/wiki/Traps) between the gap of the walls, when enemy [troops](https://clashofclans.fandom.com/wiki/Army) stepped on them, they will be easily killed by the traps.
* **Offensive Strategy**
  + Look for gaps or Wall segments that are lower levels than others. Also look for areas within Walls where people have positioned their [buildings](https://clashofclans.fandom.com/wiki/Buildings) poorly. Be careful, however, as gaps can often be intentional and may contain [Traps](https://clashofclans.fandom.com/wiki/Traps) or [Hidden Teslas](https://clashofclans.fandom.com/wiki/Hidden_Tesla). Make good use of [Wall Breakers](https://clashofclans.fandom.com/wiki/Wall_Breaker) to penetrate Walls quickly. Attack Walls that are out of range of [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings), if possible.
  + Spiking will no longer work, so you can avoid decoys and distractions.
  + Once a section of a Wall is breached, [Wall Breakers](https://clashofclans.fandom.com/wiki/Wall_Breaker) will ignore that section and attempt to find the next closest Wall that encloses a building. That section may or may not be behind the breached section.
  + 4 [Earthquake Spells](https://clashofclans.fandom.com/wiki/Earthquake_Spell), regardless of their level can take down any level of Walls.
  + By using [air troops](https://clashofclans.fandom.com/wiki/Category:Air_Troops), [Jump Spells](https://clashofclans.fandom.com/wiki/Jump_Spell), [Hog Riders](https://clashofclans.fandom.com/wiki/Hog_Rider) as well as [Miners](https://clashofclans.fandom.com/wiki/Miner) and the [Grand Warden](https://clashofclans.fandom.com/wiki/Grand_Warden), you can avoid having to destroy walls.
    - Note: It is not recommended to use [Jump Spells](https://clashofclans.fandom.com/wiki/Jump_Spell) with [Hog Riders](https://clashofclans.fandom.com/wiki/Hog_Rider), as they will ignore the spell and jump over walls anyway.
* **Upgrade Differences**
  + Level 1 Walls resemble wooden fences with rope tied around the posts.
  + Level 2 Walls are changed into uncut rock.
  + Level 3 Walls are more smooth and cut stone Walls.
  + Level 4 Walls are changed to solid iron and become taller.
  + Level 5 Walls are carved gold.
  + Level 6 Walls become a tall elixir-colored pointy crystal.
  + Level 7 Walls are taller and much sharper. They are dark purple in color.
  + Level 8 Walls are a thick, dull, black crystal with a skull on top. When joined at a corner (specifically when it is at least part of a "V" pattern), the skull looks bigger and the holes of the skull are darker.
  + Level 9 Walls have spikes on the sides of the Wall and have fires burning atop them when joined in a corner.
  + Level 10 Walls have strips of lava flowing in a clear pipe on top and have waves of fire going through intermittently. When joined at a corner, they have a permanent flame on top of them.
  + Level 11 Walls have lava on their sides and have waves of lava flowing through them intermittently. When joined at a corner, they have the same lava faucet as the ones on the side of the level 10 [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall).
  + Level 12 Walls are white on the top and golden on the bottom, and have waves of golden lights shining through them intermittently.
  + Level 13 Walls are white and blue with a gray metallic bottom and springs connecting each segment, and have waves of electrical energy flowing through them intermittently.
    - If a Wall segment contains level 10 through 13 Walls, the four types of glowing effects will be continuous on all of them. If the Wall segment also contains lower level Walls, the glowing effect will pause on the lower level Walls, then continue onto the higher level Walls.
* **Trivia**
  + There is an [Achievement](https://clashofclans.fandom.com/wiki/Achievements) called [Wall Buster](https://clashofclans.fandom.com/wiki/Achievements#Wall_Buster) that advances when you destroy a certain amount of walls.
  + Thus far, Level 13 Walls are the structures with the greatest amount of hitpoints in the game, having 10,000 hitpoints.
  + Walls will not be targeted by [air troops](https://clashofclans.fandom.com/wiki/Category:Air_Troops), but they can be destroyed by them through indirect means (a very common example is [Balloons](https://clashofclans.fandom.com/wiki/Balloon) can attack buildings and destroy nearby Walls by splash damage, and a rare example is [Dragons](https://clashofclans.fandom.com/wiki/Dragon) can attack [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) troops that are near Walls and destroy the Walls).
  + Occasionally two Wall segments will appear not to be connected, although they really are. This usually happens in the [Village Edit Mode](https://clashofclans.fandom.com/wiki/Village_Edit_Mode).
  + The [16 Sept 2014 update](https://clashofclans.fandom.com/wiki/Version_History#Version_6.253.4_-_16th_September_2014_.22Lava_Hound.22) added the ability for multiple Walls to be upgraded at once, and provided the capability for Level 7 and above Walls to be upgraded with [Elixir](https://clashofclans.fandom.com/wiki/Elixir) at the same cost as it would take to upgrade the same Wall with [Gold](https://clashofclans.fandom.com/wiki/Gold).
  + Walls overall are one of the most expensive defenses to upgrade in the game, as the final upgrade of just one Wall costs 5,000,000 [Gold](https://clashofclans.fandom.com/wiki/Resources#Gold) or [Elixir](https://clashofclans.fandom.com/wiki/Resources#Elixir). In total, upgrading all 300 available Walls from level 11 to level 12 cost up to 1,200,000,000 [Gold](https://clashofclans.fandom.com/wiki/Resources#Gold) or [Elixir](https://clashofclans.fandom.com/wiki/Resources#Elixir). Upgrading 250 of the 300 Walls from level 12 to 13 will cost a further 1,250,000,000 [Gold](https://clashofclans.fandom.com/wiki/Resources#Gold) or [Elixir](https://clashofclans.fandom.com/wiki/Resources#Elixir).
    - If you use gems (to purchase gold/elixir) for building all walls from scratch, it will cost you 673,895 gems (worth USD$4,813.06).
  + The [11 Dec 2014 update](https://clashofclans.fandom.com/wiki/Version_History#Version_6.407_-_11th_December_2014_.22Winter_is_here.21.22) restricted the capability for Walls to be upgraded with [Elixir](https://clashofclans.fandom.com/wiki/Elixir) until the Wall is being upgraded to level 9 and above. In order to upgrade an entire row of Walls using [Elixir](https://clashofclans.fandom.com/wiki/Elixir), all pieces in the selected Wall must be at least level 8 or up. If there are any selected pieces of Wall in the row that are at level 7 or lower, the game will only offer to upgrade the row with [Gold](https://clashofclans.fandom.com/wiki/Gold) until those lower-level pieces have been upgraded to level 8.
  + Walls only had 8 levels during the global launch in 2012, the other levels were added later on:
    - Levels 9 and 10 were added with the [January 2013 update](https://clashofclans.fandom.com/wiki/Version_History#Version_3.3_-_10th_January_2013).
    - Level 11 was added with the [June 2013 update](https://clashofclans.fandom.com/wiki/Version_History#Version_4.53_-_17th_June_2013_.22Freeze_spell_.26_Japanese.22).
    - Level 12 was added with the [December 2016 update](https://clashofclans.fandom.com/wiki/Version_History#Version_8.709.2_-_19th_December_2016_.22Clashmas_and_Events.22). This same update also reduced the costs of level 10 and 11 walls.
    - Level 13 was added with the [Town Hall 12 update](https://clashofclans.fandom.com/wiki/Version_History#Version_10.322.4_.28.3F.29_-_11th_June_2018_.22Town_Hall_12.22). This same update also reduced the costs of level 5-11 walls.
  + The 30 April 2015 update changed the original cost of 200 [Gold](https://clashofclans.fandom.com/wiki/Gold) per wall to 50 [Gold](https://clashofclans.fandom.com/wiki/Gold) per wall.
  + The 17 September 2015 update changed the look of level 11 walls.
    - There are also texture changes on Wall levels 2-8 except the 4th level.
    - Prior to this update, there used to be a different texture, which was aqua with electric sparks.
  + As of the 24 May 2016 update, the destroyed walls appearances are different for every level.
  + Individual walls from level 1-9 and level 11 seem to have a rectangular shadow despite their shape.
* **Icon Descriptions**

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| --- | --- |
| Icon Info | Tapping this icon displays information about the Wall, such as Level and Hitpoints. |
| Icon Upgrade | Tapping this icon begins upgrading the Walls/Home Village to the next level, if you have enough resources and a free [Builder](https://clashofclans.fandom.com/wiki/Builder%27s_Hut). When the Walls/Home Village is at maximum level, this icon is not shown. |
| Icon Wall Ring | Tapping this icon upgrades the Wall to the next level, if you have enough [Wall Rings](https://clashofclans.fandom.com/wiki/Magic_Items) and a free [Builder](https://clashofclans.fandom.com/wiki/Builder%27s_Hut). When the Wall is at maximum level, this icon is not shown. |
| Icon SelectRow | Tapping this icon selects a row of Walls to move or rotate instead of a single Wall. The longest contiguous row of Walls will be selected. |
| Icon RotateRow | Tapping this icon rotates the selected row of Walls. This icon is only displayed while you have multiple Walls selected. |
| IconUpgradeRow | Tapping this icon upgrades all the upgradable Walls in the selected row to the next level, if you have enough resources and a free Builder. This icon is only displayed while you have multiple Walls selected. |
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| [**Town Hall**](https://clashofclans.fandom.com/wiki/Town_Hall)**Level** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **11** | **12** |
| **Number Available** | 0 | **25** | **50** | **75** | **100** | **125** | **175** | **225** | **250** | **275** | **300** | 300 |

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| **Size Size** |
| 1x1 |

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| --- | --- | --- | --- | --- | --- | --- | --- |
| **Level** | [**Cost**](https://clashofclans.fandom.com/wiki/Resources#Gold)**[Gold](https://clashofclans.fandom.com/wiki/Resources#Gold)** | **Cumulative Cost [Gold](https://clashofclans.fandom.com/wiki/Resources#Gold)** | [**Cost**](https://clashofclans.fandom.com/wiki/Resources#Elixir)**[Elixir](https://clashofclans.fandom.com/wiki/Resources#Elixir)** | **Cumulative Cost [Elixir](https://clashofclans.fandom.com/wiki/Resources#Elixir)** | [**Cost**](https://clashofclans.fandom.com/wiki/Magic_Items)**[Wall Ring](https://clashofclans.fandom.com/wiki/Magic_Items)** | **Hitpoints** | [**Town Hall**](https://clashofclans.fandom.com/wiki/Town_Hall)**Level Required** |
| 1 | 50 | 50 | N/A | N/A | N/A | 300 | 2 |
| 2 | 1,000 | 1,050 | N/A | N/A | 1 | 500 | 2 |
| 3 | 5,000 | 6,050 | N/A | N/A | 1 | 700 | 3 |
| 4 | 10,000 | 16,050 | N/A | N/A | 1 | 900 | 4 |
| 5 | 25,000 | 41,050 | N/A | N/A | 1 | 1,400 | 5 |
| 6 | 50,000 | 91,050 | N/A | N/A | 1 | 2,000 | 6 |
| 7 | 100,000 | 191,050 | N/A | N/A | 1 | 2,500 | 7 |
| 8 | 250,000 | 441,050 | N/A | N/A | 1 | 3,000 | 8 |
| 9 | 500,000 | 941,050 | 500,000 | 500,000 | 1 | 4,000 | 9 |
| 10 | 1,000,000 | 1,941,050 | 1,000,000 | 1,500,000 | 1 | 5,500 | 9 |
| 11 | 2,000,000 | 3,941,050 | 2,000,000 | 3,500,000 | 2 | 7,000 | 10 |
| 12 | 4,000,000 | 7,941,050 | 4,000,000 | 7,500,000 | 4 | 8,500 | 11 |
| 13 | 5,000,000 | 12,941,050 | 5,000,000 | 12,500,000 | 5 | 10,000 | 12 |

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|  |  | **Walls Level** | | | | | | | | | | | | |
|  |  | Wall1 | Wall2 | Wall3 | Wall4 | Wall5 | Wall6 | Wall7 | Wall8 | Wall9 | Wall10 | Wall11 | Wall12 | Wall13 |
|  |  | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **11** | **12** | **13** |
| [**Wall Breaker**](https://clashofclans.fandom.com/wiki/Wall_Breaker)  **Level** | **1** | 1 | 2 | 2 | 2 | 3 | 5 | 6 | 7 | 9 | 12 | 15 | 18 | 21 |
| **2** | 1 | 1 | 2 | 2 | 3 | 4 | 4 | 5 | 7 | 9 | 11 | 14 | 16 |
| **3** | 1 | 1 | 1 | 1 | 2 | 3 | 3 | 4 | 5 | 6 | 8 | 9 | 11 |
| **4** | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| **5** | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 4 | 5 | 6 |
| **6** | 1 | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 4 | 5 |
| **7** | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 3 | 3 | 4 |
| **8** | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 3 | 3 |
| **Number of**[**Wall Breakers**](https://clashofclans.fandom.com/wiki/Wall_Breaker)**required to break through Walls** | | | | | | | | | | | | | | |

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|  |  | **Walls Level** | | | | | | | | | | | | |
|  |  | Wall1 | Wall2 | Wall3 | Wall4 | Wall5 | Wall6 | Wall7 | Wall8 | Wall9 | Wall10 | Wall11 | Wall12 | Wall13 |
|  |  | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **11** | **12** | **13** |
| [**Wall Wrecker**](https://clashofclans.fandom.com/wiki/Wall_Wrecker)  **Level** | **1** | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 3 | 3 | 4 |
| **2** | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 3 | 3 |
| **3** | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 3 |
| **Number of**[**Wall Wrecker**](https://clashofclans.fandom.com/wiki/Wall_Wrecker)**hits required to break through Walls** | | | | | | | | | | | | | | |

## Cannon



***"Cannons are great for point defense. Upgrade cannons to increase their firepower, but beware that your***[***defensive turrets***](https://clashofclans.fandom.com/wiki/Defensive_Buildings)***cannot shoot while being upgraded!"***

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| Cannon1 | Cannon2 | Cannon3 | Cannon4 | Cannon5 | Cannon6 |
| **Level 1** | **Level 2** | **Level 3** | **Level 4** | **Level 5** | **Level 6** |
| Cannon7 | Cannon8 | Cannon9 | Cannon10 | Cannon11 | Cannon12 |
| **Level 7** | **Level 8** | **Level 9** | **Level 10** | **Level 11** | **Level 12** |

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| Cannon13 | Cannon14 | Cannon15 | Cannon16 | Cannon17 |
| **Level 13** | **Level 14** | **Level 15** | **Level 16** | **Level 17** |

* **Summary**
  + The Cannon is a single target defense that deals moderate damage.
  + Cannons are both cheap and quick to upgrade at lower levels.
  + Cannons can shoot any ground [units](https://clashofclans.fandom.com/wiki/Troops), such as [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian) and [Archers](https://clashofclans.fandom.com/wiki/Archer), but it can't hit any [air units](https://clashofclans.fandom.com/wiki/Category:Air_Troops), such as [Dragons](https://clashofclans.fandom.com/wiki/Dragon) and [Balloons](https://clashofclans.fandom.com/wiki/Balloon).
  + Starting from level 7, the [Master Builder](https://clashofclans.fandom.com/wiki/Master_Builder), if it is available, can gear up a Cannon to make it resemble a [Double Cannon](https://clashofclans.fandom.com/wiki/Double_Cannon).
* **Defensive Strategy**
  + Cannons have a high rate of fire and a decent range, which makes them an ideal deterrent for [Wall Breakers](https://clashofclans.fandom.com/wiki/Wall_Breaker) (which have extremely low health).
  + Cannons are very useful for keeping [Giants](https://clashofclans.fandom.com/wiki/Giant) from attacking other defenses.
  + You can defend [Mortars](https://clashofclans.fandom.com/wiki/Mortar) and [Wizard Towers](https://clashofclans.fandom.com/wiki/Wizard_Tower) by placing them within range of Cannons.
  + Make sure Cannons are placed within range of [Air Defenses](https://clashofclans.fandom.com/wiki/Air_Defense), because Cannons are unable to target air units (or at least in range of an [Archer Tower](https://clashofclans.fandom.com/wiki/Archer_Tower/Home_Village) or [Wizard Tower](https://clashofclans.fandom.com/wiki/Wizard_Tower) which can also target air units).
  + Upgrade these structures and [Mortars](https://clashofclans.fandom.com/wiki/Mortar) first at lower levels, as they are one of your main [ground defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings). They are also the cheapest and most common defensive structure available, which makes them a good initial investment for defense.
  + At [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) 5 (and maybe above), if two Cannons are placed near each other, it could be a great help as sometimes players mostly try to go for the [Archer Towers](https://clashofclans.fandom.com/wiki/Archer_Tower/Home_Village) using [Giants](https://clashofclans.fandom.com/wiki/Giant), which makes them shotguns thus killing [Giants](https://clashofclans.fandom.com/wiki/Giant) easily.
  + A Geared Up Cannon is highly effective against swarms of smaller troops due to its increased rate of fire and higher damage over time.
* **Offensive Strategy**
  + Cannons are one of the defensive units that cannot attack [air units](https://clashofclans.fandom.com/wiki/Category:Air_Troops). This makes them easy pickings for [Balloons](https://clashofclans.fandom.com/wiki/Balloon), [Dragons](https://clashofclans.fandom.com/wiki/Dragon) or [Minions](https://clashofclans.fandom.com/wiki/Minion) if they are not within range of [Air Defenses](https://clashofclans.fandom.com/wiki/Air_Defense), [Archer Towers](https://clashofclans.fandom.com/wiki/Archer_Tower/Home_Village), [X-Bows](https://clashofclans.fandom.com/wiki/X-Bow) (on ground and air mode), [Hidden Teslas](https://clashofclans.fandom.com/wiki/Hidden_Tesla/Home_Village), or [Wizard Towers](https://clashofclans.fandom.com/wiki/Wizard_Tower).
  + Cannons are only able to damage one [unit](https://clashofclans.fandom.com/wiki/Troops) at a time. This makes it very easy to overwhelm them with large groups of [Archers](https://clashofclans.fandom.com/wiki/Archer) or [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian).
* **Upgrade Differences**
  + Cannons undergo significant visual changes at levels 7, 10, 11, 12, 14, and 16. The Cannon barrel and support platform both increase in size at almost every level.
    - When initially constructed, the Cannon consists of a short dark metal barrel mounted on a crude four-legged wooden platform.
    - At level 2, the Cannon's base receives a wooden stabilizer tied to the legs with ropes.
    - At level 3, the Cannon's leg stabilizer becomes stouter and the Cannon becomes larger. The base itself rotates 45 degrees within the 3x3 square (ostensibly to accommodate the later, larger upgrades of the Cannon).
    - At level 4, the Cannon barrel receives two decorative latitudinal ridges, one midway along the barrel and one at the rear. The platform's leg stabilizer is removed in favor of a larger and stouter main support platform with much shorter legs.
    - At level 5, the Cannon base's wooden legs are replaced with metal ones and its metal ring which it pivots on gets wider.
    - At level 6, the Cannon base receives a pair of what appear to be metal clamps or straps on opposite sides of the platform to anchor the barrel more firmly to the rotational mount. The pivot it sits on is replaced with metal as well.
    - At level 7, the wooden base is discarded for a white stone or metal platform with four short brass-trimmed legs. The Cannon barrel's decorative center ridge is trimmed with a ring of brass.
    - At level 8, the other decorative ridge around the rear of the barrel also receives brass trimming, as well as a pair of opposing brass straps or clamps securing it to the platform.
    - At level 9, the Cannon receives a third brass-trimmed decorative ridge around the muzzle of the barrel, and two additional brass straps or clamps perpendicular to the first pair. The straps or clamps also receive a bolt on each end.
    - At level 10, the Cannon barrel is entirely made of brass. The rear of the Cannon barrel receives triangular reinforcing plates, and the platform's legs become dark metal trimmed in brass with small spikes. The spikes are also gold and made of brass. Due to its color, it is often referred to as golden.
    - At level 11, the Cannon barrel is transformed into black metal, and the base receives prominent black footings. Some call it the "rock cannon" for its features
    - At level 12, the Cannon is accented with a red ring around the barrel as well as red crystals on each corner of the base to act as the footing, similar to the level 4 X-Bow's base. The brass strap on the base receives a dark red band. The mouth of the Cannon changes from smooth to plated. Often referred to as the "lava cannon" for its features and projectiles.
    - At level 13, the Cannon's footing is now lined with brass. The outline of the plates at the back of the barrel turns to orange, and the brass strap on the base turn to a dark-gray metal. The barrel is now sleeker and raised. The barrel looks a little shorter than the level 12. The barrel is lined with strips fastened with brass nails, and the base stone is now glowing red.
    - At level 14, the Cannon's base becomes a white stone structure surrounding a lava pool. Each corner has a cube with three golden spikes protruding. There are some gold bars in the inner base also. The Cannon itself levitates above the pool of lava. The plating on the sides of the barrel changes to a trapezoidal shape and the rectangle bars behind becomes brass, the orange outline cover it too. The hemisphere at the back of the Cannon is heated up to an orange color. The barrel is a lot shorter than the level 13 Cannon. The muzzle is more reflective and has a silvery color and the inner barrel glows in dim red.
    - At level 15, the Cannon's barrel becomes octagonal shaped with two metal bands around the front of the barrel held in place with golden bolts, and a small golden ring hanging from a fitting on each side. In between these two metal bands is a glowing lava-colored gap. The rear of the barrel is secured with metallic fittings, and the muzzle itself is much larger. The base gains some black stone pieces on the corners and golden bands on the sides. Often called the "Fireball Cannon" because its projectiles are large fireballs.
    - At level 16, the Cannon and its base change completely once again. Instead of being suspended above a lava pool, the main body of the Cannon has now connected to the base once again. The cannon is now gray with a golden bolted band around the barrel; there are also spikes on the barrel as well. The base now has dark gray metal corners and has a metallic floor with blue and gold details.
    - At level 17, the Cannon's golden band is replaced with a larger golden band with spikes, while the main body is now grooved rather than spiked. The back of the Cannon is also golden, and the gold details on the base are more pronounced.
  + The appearances of the cannonball change with level, along with its size.
    - When first constructed, the Cannon shoots small, light grey color balls.
    - At level 2, it shoots bigger balls.
    - At level 4, the balls become even bigger and darker.
    - At level 6, it gains spikes around the ball.
    - At level 7, the ball becomes bigger again.
    - At level 8, the ball it shoots is now glowing.
    - At level 10, the glow is hexagon patterned.
    - At level 12, the cannonball it shoots is now a small fireball.
    - At level 13, the fireball it shoots is now bigger.
  + Gearing up the Cannon adds an additional, identical barrel alongside the original one. Also, the ridges which surround Cannons (starting from level 7) get extended and appear to surround both the Cannons, which makes it appear as if one single cannon has divided itself into two.
* **Trivia**
  + You are required to build a Cannon during the tutorial.
    - Cannons are the first [defensive structure](https://clashofclans.fandom.com/wiki/Defensive_Buildings) that a player builds at the start of their Clash of Clans adventure.
  + When viewing your village, the Cannons will appear to aim randomly about. However, they will always be (generally) aiming away from the [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall). If the Cannons (or the [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall)) are moved, the Cannons will instantly orient themselves to point away from the [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall)'s new relative location. This remains true even when the Cannons are being upgraded (except that upgrading Cannons always instantaneously point directly away from the [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) with no random movement).
  + The Cannon is able to rotate in a full 360 degrees.
  + The Cannon's barrel expands slightly whenever it shoots.
  + The Cannon and the [Archer Tower](https://clashofclans.fandom.com/wiki/Archer_Tower/Home_Village) have 17 upgrade levels, the highest of any building in the game.
  + As of the [Air Sweeper](https://clashofclans.fandom.com/wiki/Air_Sweeper) update (see [Version History](https://clashofclans.fandom.com/wiki/Version_History)), the level 1 Cannon's building time has been reduced from 1 minute to 10 seconds.
  + If the details of the Cannon are opened immediately after gearing up, it will display the DPS as half that of a normal cannon instead of burst information. This is likely a bug and easily fixed by reloading the game.
* **Icon Descriptions**

|  |  |
| --- | --- |
| Icon Info | Tapping this icon displays information about the Cannon, such as Level, Damage Per Second, Hitpoints, Range, Damage Type and Targets. |
| Icon Upgrade | Tapping this icon begins upgrading the Cannon to the next level, if you have enough resources and a free [Builder](https://clashofclans.fandom.com/wiki/Builder%27s_Hut). When the Cannon is at maximum level, this icon is not shown. |
| Icon HoB | Tapping this icon instantly upgrades the Cannon to the next level, at the cost of one [Hammer of Building](https://clashofclans.fandom.com/wiki/Magic_Items) if you have one. When the Cannon is at maximum level, this icon is not shown. |
| Icon FinishNow | Tapping this icon, which is displayed only while an upgrade is in progress, instantly finishes that upgrade at the cost of the displayed number of [Gems](https://clashofclans.fandom.com/wiki/Gems). |
| Icon FinishNowBoB | Tapping this icon, which is displayed only while an upgrade is in progress, instantly finishes that upgrade at the cost of one [Book of Building](https://clashofclans.fandom.com/wiki/Magic_Items). This icon is only shown if you have at least one [Book of Building](https://clashofclans.fandom.com/wiki/Magic_Items). |
| Icon FinishNowBoE | Tapping this icon, which is displayed only while an upgrade is in progress, instantly finishes that upgrade at the cost of one [Book of Everything](https://clashofclans.fandom.com/wiki/Magic_Items). This icon is only shown if you have at least one [Book of Everything](https://clashofclans.fandom.com/wiki/Magic_Items) but do not have a [Book of Building](https://clashofclans.fandom.com/wiki/Magic_Items). |
| Icon Builder Potion | Tapping this icon, which is displayed only while an upgrade is in progress, boosts all your [Builders](https://clashofclans.fandom.com/wiki/Builder" \o "Builder)for 1 hour by a factor of ten, at the cost of one [Builder Potion](https://clashofclans.fandom.com/wiki/Magic_Items). This icon is only shown if you have at least one [Builder Potion](https://clashofclans.fandom.com/wiki/Magic_Items). |
| Icon Cancel | Tapping this icon, which is displayed only while an upgrade is in progress, cancels the current upgrade and refunds half of the upgrade cost. |
| Icon GearUp | Tapping this icon gears up the Cannon, if you have upgraded it enough to do so, have enough resources and a free [Master Builder](https://clashofclans.fandom.com/wiki/Master_Builder). If any Cannon is already geared up, this icon will not appear. |
| Icon NoGearUp | This icon informs you that the Cannon cannot be geared up because it is insufficiently upgraded. Tapping this icon will tell you the required level to gear up this Cannon. If any Cannon is already geared up, this icon will not appear. |
| Icon Normal | Tapping this icon switches the Cannon to Burst mode. This icon only appears when the Cannon is geared up, and is in Normal mode. |
| Icon Burst | Tapping this icon switches the Cannon to Normal mode. This icon only appears when the Cannon is geared up, and is in Burst mode. |
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| [**Town Hall**](https://clashofclans.fandom.com/wiki/Town_Hall)**Level** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **11** | **12** |
| **Number Available** | **2** | 2 | 2 | 2 | **3** | 3 | **5** | 5 | 5 | **6** | **7** | 7 |

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| **Size Size** |
| 3x3 |

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| --- | --- | --- | --- | --- | --- | --- | --- |
| **Level Level** | **Damage per Second Damage** | **Damage per Shot Damage** | **Hitpoints Hitpoint** | **Build Cost [Gold](https://clashofclans.fandom.com/wiki/Resources#Gold)** | **Build Time Stopwatch** | [**Experience**](https://clashofclans.fandom.com/wiki/Experience)**Gained [XP](https://clashofclans.fandom.com/wiki/Experience)** | [**Town Hall**](https://clashofclans.fandom.com/wiki/Town_Hall)**Level Required [Town Hall12-5](https://clashofclans.fandom.com/wiki/Town_Hall)** |
| 1 | 9 | 7.2 | 420 | 250 | 10s | 3 | 1 |
| 2 | 11 | 8.8 | 470 | 1,000 | 15m | 30 | 1 |
| 3 | 15 | 12 | 520 | 4,000 | 45m | 51 | 2 |
| 4 | 19 | 15.2 | 570 | 16,000 | 1h | 60 | 3 |
| 5 | 25 | 20 | 620 | 50,000 | 4h | 120 | 4 |
| 6 | 31 | 24.8 | 670 | 100,000 | 8h | 169 | 5 |
| 7 | 40 | 32 | 730 | 200,000 | 8h | 169 | 6 |
| 8 | 48 | 38.4 | 800 | 400,000 | 12h | 207 | 7 |
| 9 | 56 | 44.8 | 880 | 800,000 | 12h | 207 | 8 |
| 10 | 64 | 51.2 | 960 | 1,000,000 | 1d | 293 | 8 |
| 11 | 74 | 59.2 | 1,060 | 2,000,000 | 1d 12h | 360 | 9 |
| 12 | 87 | 69.6 | 1,160 | 3,000,000 | 2d | 415 | 10 |
| 13 | 100 | 80 | 1,260 | 4,000,000 | 3d | 509 | 10 |
| 14 | 110 | 88 | 1,380 | 5,500,000 | 5d | 657 | 11 |
| 15 | 118 | 94.4 | 1,500 | 7,000,000 | 6d | 720 | 11 |
| 16 | 125 | 100 | 1,620 | 10,000,000 | 9d | 881 | 12 |
| 17 | 132 | 105.6 | 1,740 | 12,000,000 | 12d | 1,018 | 12 |

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| **Gear Up Cost [Gold](https://clashofclans.fandom.com/wiki/Resources#Gold)** | **Gear Up Time Stopwatch** | **Home Village Cannon Level Required Level** | [**Double Cannon**](https://clashofclans.fandom.com/wiki/Double_Cannon)**Level Required Level** |
| 1,500,000 | 2 days | 7 | 4 |

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| **Range Range** | **Attack Speed Attackspeed** | **Damage Type Damagetype** | **Unit Type Targeted Target** |
| 9 | 0.8s | Single Target | Ground |

## Archer Tower



***"Archer Towers have much longer range than***[***Cannons***](https://clashofclans.fandom.com/wiki/Cannon/Home_Village)***, and unlike***[***Cannons***](https://clashofclans.fandom.com/wiki/Cannon/Home_Village)***they can attack flying enemies."***

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| Archer Tower1 | Archer Tower2 | Archer Tower3 | Archer Tower4 | Archer Tower5 | Archer Tower6 |
| **Level 1** | **Level 2** | **Level 3** | **Level 4** | **Level 5** | **Level 6** |
| Archer Tower7 | Archer Tower8 | Archer Tower9 | Archer Tower10 | Archer Tower11 | Archer Tower12 |
| **Level 7** | **Level 8** | **Level 9** | **Level 10** | **Level 11** | **Level 12** |

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| Archer Tower13 | Archer Tower14 | Archer Tower15 | Archer Tower16 | Archer Tower17 |
| **Level 13** | **Level 14** | **Level 15** | **Level 16** | **Level 17** |

* **Summary**
  + Archer Towers are a single target defense in the Home Village.
  + Archer Towers are extremely versatile structures. They are able to target both [Ground and Air Units](https://clashofclans.fandom.com/wiki/Troops), and they have excellent range. This versatility means that they should form the cornerstone of every player's defense.
  + Starting from level 10, an Archer Tower can be geared up by the Master Builder if he is available and at least one [Archer Tower](https://clashofclans.fandom.com/wiki/Archer_Tower/Builder_Base) in the Builder Base is upgraded to level 6. This gives the Archer Tower a "Fast Attack" mode, which increases its damage output at the expense of its range, like the [Archer Towers](https://clashofclans.fandom.com/wiki/Archer_Tower/Builder_Base) in Builder Base.
* **Defensive Strategy**
  + Archer Towers can target both [Ground and Air Units](https://clashofclans.fandom.com/wiki/Troops) at an amazing distance. Therefore, it is generally a good idea to place them on the outer perimeter of the [village](https://clashofclans.fandom.com/wiki/Layouts). Doing so allows players to capitalize on the excellent range and provides good coverage for the rest of the [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings).
  + As Archer Towers have the ability to target both [Ground and Air Units](https://clashofclans.fandom.com/wiki/Troops), a good strategy would be to place all of the other [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings) within range of at least one Archer Tower.
  + It is typically a good idea to upgrade Archer Towers before you upgrade [Cannons](https://clashofclans.fandom.com/wiki/Cannon/Home_Village). Although they are more expensive and take longer to upgrade than similar-level [Cannons](https://clashofclans.fandom.com/wiki/Cannon/Home_Village), Archer Towers have more range and can target [air units](https://clashofclans.fandom.com/wiki/Category:Air_Troops) as well as [ground units](https://clashofclans.fandom.com/wiki/Category:Ground_Troops).
  + It is typically wise to put an Archer Tower near a [Cannon](https://clashofclans.fandom.com/wiki/Cannon/Home_Village) or [Mortar](https://clashofclans.fandom.com/wiki/Mortar) due to the fact that neither of these two defenses can target [air units](https://clashofclans.fandom.com/wiki/Category:Air_Troops).
* **Offensive Strategy**
  + Their ability to target both [Ground and Air Units](https://clashofclans.fandom.com/wiki/Troops) makes Archer Towers formidable defenders. However, Archer Towers are only able to damage one [unit](https://clashofclans.fandom.com/wiki/Troops) at a time. This makes it very easy to overwhelm them with large groups of [Archers](https://clashofclans.fandom.com/wiki/Archer) or [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian).
  + When deploying only a few [Balloons](https://clashofclans.fandom.com/wiki/Balloon), it is advisable to keep them away from an Archer Tower, as their slow [movement speed](https://clashofclans.fandom.com/wiki/Troop_Movement_Speed) makes them an easy target. However, [Balloons](https://clashofclans.fandom.com/wiki/Balloon) deployed in large numbers will quickly destroy an Archer Tower while only losing one or two [Balloons](https://clashofclans.fandom.com/wiki/Balloon). After the Archer Towers (and [Air Defenses](https://clashofclans.fandom.com/wiki/Air_Defense)) are taken out, the [Balloons](https://clashofclans.fandom.com/wiki/Balloon) will proceed to destroy the rest of the village (although [Wizard Towers](https://clashofclans.fandom.com/wiki/Wizard_Tower) and time can still be a problem). You can also place a group of [Archers](https://clashofclans.fandom.com/wiki/Archer) (around 15-25) and let them do the work.
  + The best choices for attack are high health [troops](https://clashofclans.fandom.com/wiki/Troops) combined with low health, high attack [Troops](https://clashofclans.fandom.com/wiki/Troops), as the high health [troops](https://clashofclans.fandom.com/wiki/Troops) will soak up all the damage, leaving the low health ones to attack.
* **Upgrade Differences**
  + Archer Towers undergo significant visual changes at levels 6, 11 and 16.
    - When initially constructed, the Archer Tower has an open wooden lattice supporting a flat wooden platform; an exterior wooden ladder leads from the ground to the platform level. From levels 2 through 5, the lattice structure and wooden platform both receive additional reinforcement.
    - At level 2, the Archer Tower gets 4 short posts on the top and the wood gets thicker. The ladder also moves to the left.
    - At level 3, the Archer Tower gets gray stone paddings on the legs and the short posts connect each other on the platform. The ladder moves back to the middle.
    - At level 4, the Archer Tower has the paddings turn into supports and a small green flag is added under the platform. The wood slightly changes color and the ladder is now to the right.
    - At level 5, the Archer Tower gets a solid stone base which connects each support with the ladder moving to the left.
    - At level 6, the lattice supports and ladder are removed, and solid vertical supports are added. The wooden platform receives stone battlements and the green flag is extended to cover the interior.
    - At level 7, the stone battlements around the platform are reinforced and the solid stone base is taller to completely obscure the interior.
    - At level 8, the Archer Tower receives metal braces at the bottom of each leg.
    - At level 9, the Archer Tower's flags get shorter to reveal the interior again and the braces on each leg gets bigger and have spikes.
    - At level 10, the flags get larger again, golden plates get placed around the whole tower and the wooden supports gets darker.
    - At level 11, the color scheme completely changes as all the wood is replaced with dark iron, and the battlements receive dark iron shields on each corner.
    - At level 12, the tower gains golden-brown guard shields on the top corners. The base of the tower has orange-brown plating on the sides and reinforced corner guards with new spikes and brass ornaments on it.
    - At level 13, the tower's battlements are overhauled, sporting metallic corner pieces with a red-colored shield on each corner. The tower's corner guards' spikes at the base turn golden. The planks where the [Archers](https://clashofclans.fandom.com/wiki/Archer) stand also switch directions, and are now dark gray in color.
    - At level 14, the corner pieces turn white and now sport golden spikes. The battlements themselves become bronze. Large golden spikes replace the smaller spiked braces, and the base is reinforced by a stone lining.
    - At level 15, the foundations of the tower become a two-toned smooth concrete-like material. The spikes on the foundations disappear, instead being replaced by large ring-shaped ornaments. The corner pieces at the top of the tower become black stone with slightly smaller spikes.
    - At level 16, the corner pieces are white-topped gray blocks, with golden lining beneath them, and are slightly lower to be more in line with the draped battlements. The spikes on the pieces are now absent. The foundations of the tower are now overhauled again, with its pillars being steel-gray with similarly colored bolts, as well as radiator-like structures on the sides. The part of the tower just below the corner pieces is now dark blue in color.
    - At level 17, the battlements gain golden guards, and golden lining is present on the base and on the corner pieces of the tower. The bolts are now golden in color as well.
  + The number of and apparent level of the [Archers](https://clashofclans.fandom.com/wiki/Archer) atop the tower also change with level.
    - When first constructed, the Archer Tower has two [Archers](https://clashofclans.fandom.com/wiki/Archer) on its platform, with the appearance of a level 1 (or 2) Archer, and shoots normal arrows.
    - At level 4, they shoot flaming arrows until the Archer Tower is level 7.
    - At level 5, the [Archers](https://clashofclans.fandom.com/wiki/Archer)' appearance changes to that of a level 3 (or 4) Archer.
    - At level 7, a third [Archer](https://clashofclans.fandom.com/wiki/Archer) appears, and they start shooting purple arrows (until level 11).
    - At level 8, the [Archers](https://clashofclans.fandom.com/wiki/Archer)' appearance changes to that of a level 5 [Archer](https://clashofclans.fandom.com/wiki/Archer).
    - At level 10, the [Archers](https://clashofclans.fandom.com/wiki/Archer)' arrows begin to explode on impact.
    - At level 11, the [Archers](https://clashofclans.fandom.com/wiki/Archer)' appearance changes to that of a level 6 [Archer](https://clashofclans.fandom.com/wiki/Archer) and they shoot flaming arrows.
    - At level 13, the [Archers](https://clashofclans.fandom.com/wiki/Archer)' appearance changes to that of a level 7 [Archer](https://clashofclans.fandom.com/wiki/Archer). The arrows they shoot are flaming reddish-pink.
    - At level 16, the [Archers](https://clashofclans.fandom.com/wiki/Archer)' appearance changes to that of a level 8 [Archer](https://clashofclans.fandom.com/wiki/Archer).
  + Gearing up the Archer Tower will remove, relocate or trim most of the footings to a shape perpendicular to the floor, ostensibly to allow the tower to be lowered. On certain levels, it will also center the Archer Tower inside the grass plot on which it stands (un-geared Archer Towers are often a bit behind the center of the plot).
* **Trivia**
  + You don't need to train an [Archer](https://clashofclans.fandom.com/wiki/Archer) to have the Archer Tower, nor do you need to unlock the [Archer](https://clashofclans.fandom.com/wiki/Archer) in your [Barracks](https://clashofclans.fandom.com/wiki/Barracks). Any upgrades to [Archers](https://clashofclans.fandom.com/wiki/Archer) you have completed in your [Laboratory](https://clashofclans.fandom.com/wiki/Laboratory) have no effect on the Archer Tower whatsoever.
  + The Archer Tower is the first [defense](https://clashofclans.fandom.com/wiki/Defensive_Buildings) that you unlock that can attack [air troops](https://clashofclans.fandom.com/wiki/Category:Air_Troops).
  + The number of [Archers](https://clashofclans.fandom.com/wiki/Archer) atop the tower is purely aesthetic. Archer Towers with three [Archers](https://clashofclans.fandom.com/wiki/Archer) at the top have the same range and rate of fire as towers with only two [Archers](https://clashofclans.fandom.com/wiki/Archer) at the top. Ironically, nor does Gearing Up the Archer Tower change the number of Archers atop it.
  + The Archer Tower is one of the three defenses that have [Troops](https://clashofclans.fandom.com/wiki/Troops) on the top of it, the other two being the [Wizard Tower](https://clashofclans.fandom.com/wiki/Wizard_Tower) and the [Bomb Tower](https://clashofclans.fandom.com/wiki/Bomb_Tower).
  + When upgrading, the tower appears in the war base as the previous level, with no [Archer](https://clashofclans.fandom.com/wiki/Archer) on top, although it is completely functional. (The same also holds true for [Wizard Towers](https://clashofclans.fandom.com/wiki/Wizard_Tower).)
  + Even though you cannot upgrade [Archers](https://clashofclans.fandom.com/wiki/Archer) to level 5 until you upgrade your [Laboratory](https://clashofclans.fandom.com/wiki/Laboratory) to level 6 (which requires a level 8 [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall)), the [Archers](https://clashofclans.fandom.com/wiki/Archer) atop a level 8 Archer Tower (the max level for [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) 7) resemble level 5 [Archers](https://clashofclans.fandom.com/wiki/Archer).
  + A geared up level 16 Archer Tower in fast attack mode will deal the highest consistent DPS (260) out of all defensive structures that can target ground and air troops.
  + A player can build up to eight Archer Towers, which outnumbers any other [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings) (not counting [Walls](https://clashofclans.fandom.com/wiki/Walls/Home_Village)).
  + The [Cannon](https://clashofclans.fandom.com/wiki/Cannon/Home_Village) and the Archer Tower have the most levels of any building, being able to be upgraded to level 17.
* **Icon Descriptions**

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| Icon Info | Tapping this icon displays information about the Archer Tower, such as Level, Damage Per Second, Hitpoints, Range, Damage Type and Targets. |
| Icon Upgrade | Tapping this icon begins upgrading the Archer Tower to the next level, if you have enough resources and a free [Builder](https://clashofclans.fandom.com/wiki/Builder%27s_Hut). When the Archer Tower is at maximum level, this icon is not shown. |
| Icon HoB | Tapping this icon instantly upgrades the Archer Tower to the next level, at the cost of one [Hammer of Building](https://clashofclans.fandom.com/wiki/Magic_Items) if you have one. When the Archer Tower is at maximum level, this icon is not shown. |
| Icon FinishNow | Tapping this icon, which is displayed only while an upgrade is in progress, instantly finishes that upgrade at the cost of the displayed number of [Gems](https://clashofclans.fandom.com/wiki/Gems). |
| Icon FinishNowBoB | Tapping this icon, which is displayed only while an upgrade is in progress, instantly finishes that upgrade at the cost of one [Book of Building](https://clashofclans.fandom.com/wiki/Magic_Items). This icon is only shown if you have at least one [Book of Building](https://clashofclans.fandom.com/wiki/Magic_Items). |
| Icon FinishNowBoE | Tapping this icon, which is displayed only while an upgrade is in progress, instantly finishes that upgrade at the cost of one [Book of Everything](https://clashofclans.fandom.com/wiki/Magic_Items). This icon is only shown if you have at least one [Book of Everything](https://clashofclans.fandom.com/wiki/Magic_Items) but do not have a [Book of Building](https://clashofclans.fandom.com/wiki/Magic_Items). |
| Icon Builder Potion | Tapping this icon, which is displayed only while an upgrade is in progress, boosts all your [Builders](https://clashofclans.fandom.com/wiki/Builder" \o "Builder)for 1 hour by a factor of ten, at the cost of one [Builder Potion](https://clashofclans.fandom.com/wiki/Magic_Items). This icon is only shown if you have at least one [Builder Potion](https://clashofclans.fandom.com/wiki/Magic_Items). |
| Icon Cancel | Tapping this icon, which is displayed only while an upgrade is in progress, cancels the current upgrade and refunds half of the upgrade cost. |
| Icon GearUp | Tapping this icon gears up the Archer Tower, if you have upgraded it enough to do so, have enough resources and a free [Master Builder](https://clashofclans.fandom.com/wiki/Master_Builder). If any Archer Tower is already geared up, this icon will not appear. |
| Icon NoGearUp | This icon informs you that the Archer Tower cannot be geared up because it is insufficiently upgraded. Tapping this icon will tell you the required level to gear up this Archer Tower. If any Archer Tower is already geared up, this icon will not appear. |
| Icon LongRange | Tapping this icon switches the Archer Tower to Fast Attack mode. This icon only appears when the Archer Tower is geared up, and is in Long Range mode. |
| Icon FastAttack | Tapping this icon switches the Archer Tower to Long Range mode. This icon only appears when the Archer Tower is geared up, and is in Fast Attack mode. |
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| [**Town Hall**](https://clashofclans.fandom.com/wiki/Town_Hall)**Level** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **11** | **12** |
| **Number Available** | 0 | **1** | 1 | **2** | **3** | 3 | **4** | **5** | **6** | **7** | **8** | 8 |

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| **Size Size** |
| 3x3 |

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| --- | --- | --- | --- | --- | --- | --- | --- |
| **Level Level** | **Damage per Second Damage** | **Damage per Shot Damage** | **Hitpoints Hitpoint** | [**Cost**](https://clashofclans.fandom.com/wiki/Resources#Gold)**[Gold](https://clashofclans.fandom.com/wiki/Resources#Gold)** | **Build Time Stopwatch** | [**Experience**](https://clashofclans.fandom.com/wiki/Experience)**Gained [XP](https://clashofclans.fandom.com/wiki/Experience)** | [**Town Hall**](https://clashofclans.fandom.com/wiki/Town_Hall)**Level Required [Town Hall12-5](https://clashofclans.fandom.com/wiki/Town_Hall)** |
| 1 | 11 | 5.5 | 380 | 1,000 | 1m | 7 | 2 |
| 2 | 15 | 7.5 | 420 | 2,000 | 30m | 42 | 2 |
| 3 | 19 | 9.5 | 460 | 5,000 | 45m | 51 | 3 |
| 4 | 25 | 12.5 | 500 | 20,000 | 3h | 103 | 4 |
| 5 | 30 | 15 | 540 | 80,000 | 8h | 169 | 5 |
| 6 | 35 | 17.5 | 580 | 180,000 | 8h | 169 | 5 |
| 7 | 42 | 21 | 630 | 360,000 | 12h | 207 | 6 |
| 8 | 48 | 24 | 690 | 720,000 | 12h | 207 | 7 |
| 9 | 56 | 28 | 750 | 1,000,000 | 16h | 240 | 8 |
| 10 | 63 | 31.5 | 810 | 1,500,000 | 1d | 293 | 8 |
| 11 | 70 | 35 | 890 | 2,000,000 | 1d 12h | 360 | 9 |
| 12 | 75 | 37.5 | 970 | 3,000,000 | 2d | 415 | 10 |
| 13 | 80 | 40 | 1,050 | 4,000,000 | 3d | 509 | 10 |
| 14 | 92 | 46 | 1,130 | 5,500,000 | 6d | 720 | 11 |
| 15 | 104 | 52 | 1,230 | 7,000,000 | 8d | 831 | 11 |
| 16 | 116 | 58 | 1,330 | 10,000,000 | 10d | 929 | 12 |
| 17 | 122 | 61 | 1,430 | 12,000,000 | 12d | 1,018 | 12 |

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| **Gear Up Cost [Gold](https://clashofclans.fandom.com/wiki/Resources#Gold)** | **Gear Up Time Stopwatch** | **Home Village Archer Tower Level Required Level** | **Builder Base**[**Archer Tower**](https://clashofclans.fandom.com/wiki/Archer_Tower/Builder_Base)**Level Required Level** |
| 4,000,000 | 7 days | 10 | 6 |

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| **Range** | **Attack Speed** | **Damage Type** | **Unit Type Targeted** |
| 10 | 0.5s | Single Target | Ground & Air |

## Mortar



***"The Mortar can mow down hordes of***[***enemies***](https://clashofclans.fandom.com/wiki/Troops)***by the splash damage from its shell. Don't let***[***enemies***](https://clashofclans.fandom.com/wiki/Troops)***get too close to it!"***

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| Mortar1 | Mortar2 | Mortar3 | Mortar4 | Mortar5 |
| **Level 1** | **Level 2** | **Level 3** | **Level 4** | **Level 5** |

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| --- | --- | --- | --- | --- | --- |
| Mortar6 | Mortar7 | Mortar8 | Mortar9 | Mortar10 | Mortar11 |
| **Level 6** | **Level 7** | **Level 8** | **Level 9** | **Level 10** | **Level 11** |

* **Summary**
  + Mortars are the player's heavy [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings). Whenever an [enemy](https://clashofclans.fandom.com/wiki/Troops) comes into range, it blasts out an explosive shell that deals area damage.
  + Starting at level 8, the [Master Builder](https://clashofclans.fandom.com/wiki/Master_Builder) in the Builder Base can Gear Up a single Mortar to make it resemble a [Multi Mortar](https://clashofclans.fandom.com/wiki/Multi_Mortar). The geared up Mortar will fire its shots in bursts of three.
    - Your Multi Mortar, however, needs to be level 8.
  + Mortars shoot long-range explosive shells every 5 seconds which deal devastating splash damage to every ground unit within a small radius of the impact point. Their splash damage, combined with their long range, make them deadly weapons against large groups of weaker enemies such as [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian), [Archers](https://clashofclans.fandom.com/wiki/Archer), or [Goblins](https://clashofclans.fandom.com/wiki/Goblin). Multiple mortars can sweep away giants and wizards.
  + A Mortar's major disadvantages are its inability to attack [troops](https://clashofclans.fandom.com/wiki/Troops) within its 4-tile blind spot, its low rate of fire and low DPS which makes them less effective against high-health troops. It also cannot attack air troops, such as [Balloons](https://clashofclans.fandom.com/wiki/Balloon).
  + The Mortar's low Damage per Second is due to its very slow firing speed; multiplying its DPS by 5 (its hit speed) will give you its damage per shot, which is the important stat for Mortars.
  + Due to the fact that the Mortar's shell takes a while to reach its target (over a second at maximum range), fast troops like [Goblins](https://clashofclans.fandom.com/wiki/Goblin) can easily dodge its attack if they are moving when the Mortar fires.
* **Defensive Strategy**
  + Mortars should generally be placed towards the center of your [base](https://clashofclans.fandom.com/wiki/Layouts), preferably behind at least one set of [Walls](https://clashofclans.fandom.com/wiki/Walls), because its long range allows the Mortar to attack from far behind other structures.
  + Since the Mortar deals heavy splash damage, it can quite rapidly eliminate attacking [troops](https://clashofclans.fandom.com/wiki/Troops).
  + It is smart to form a triangle or square with your Mortars near the center of your [base](https://clashofclans.fandom.com/wiki/Layouts), as this allows multiple Mortars to attack the same area.
  + At each level, the Mortar can kill a same-level [Archer](https://clashofclans.fandom.com/wiki/Archer) in a single shot. i.e. A level 1 Mortar can one-shot level 1 [Archers](https://clashofclans.fandom.com/wiki/Archer), level 2 can one-shot level 2 [Archers](https://clashofclans.fandom.com/wiki/Archer), etc.
  + Putting a Mortar and [Wizard Tower](https://clashofclans.fandom.com/wiki/Wizard_Tower) together makes a smart pair because the Mortar covers a large area while the [Wizard Tower](https://clashofclans.fandom.com/wiki/Wizard_Tower) helps protect the Mortar from mass [air troops](https://clashofclans.fandom.com/wiki/Category:Air_Troops) and covers the Mortar's blind spot.
    - However, it is not a very good idea to place the two towers right next to each other (or separated by a single wall), because two or three appropriately leveled Lightning Spells can take them out easily. Try to put another building in between them if possible.
  + It is a good idea to place Mortars near each other, without putting them in the same wall pocket (if possible). When more than one Mortars' range overlaps, it creates a kill-zone where almost no low-health troops can survive.
  + Take care when upgrading, as many players use this as a chance to attack. For this reason, it is a good idea to only upgrade one Mortar at a time. However, upgrading all of them at once is also viable, as it gets the upgrades out of the way quickly, leaving you more time to benefit from all Mortars being online and maxed out at your current [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) level.
  + A good strategy placement against all types of attacks is putting your mortar by a [Wizard Tower](https://clashofclans.fandom.com/wiki/Wizard_Tower) and an [Air Defense](https://clashofclans.fandom.com/wiki/Air_Defense) with a storage. The storage acts as a damage sponge, while the [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings) will take out hordes of [troops](https://clashofclans.fandom.com/wiki/Troops).
  + At high levels where Mortars may be less relevant, you can place them outside your Walls, in the corners, to prevent [Archers](https://clashofclans.fandom.com/wiki/Archer) from easily sniping other non-defensive buildings. However, without additional protection, these buildings are vulnerable to [Wizards](https://clashofclans.fandom.com/wiki/Wizard) or [Minions](https://clashofclans.fandom.com/wiki/Minion), the former being able to survive a shot or two from the Mortar while the latter is invulnerable to the Mortar.
* **Offensive Strategy**
  + The Mortar's blind spot, low rate of fire, and inability to target [air troops](https://clashofclans.fandom.com/wiki/Category:Air_Troops) make them vulnerable to a wide variety of different attacks. Fast melee [troops](https://clashofclans.fandom.com/wiki/Troops) such as [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian) or [Goblins](https://clashofclans.fandom.com/wiki/Goblin) (after all [resource structures](https://clashofclans.fandom.com/wiki/Resource_Buildings) are destroyed) can rush to the Mortar and quickly enter its blind spot. Unfortunately, [Archers](https://clashofclans.fandom.com/wiki/Archer) will always stop and begin firing at a Mortar before they enter its blind spot, so pairing them with a [meat shield](https://clashofclans.fandom.com/wiki/Attack_Strategies#meatshield) is ideal.
  + The Mortar's relatively low hit points make it very vulnerable to [Giants](https://clashofclans.fandom.com/wiki/Giant) and [Lightning Spells](https://clashofclans.fandom.com/wiki/Lightning_Spell). It takes only a pair of appropriately-leveled [Lightning Spells](https://clashofclans.fandom.com/wiki/Lightning_Spell) to take out any Mortar.
  + Their inability to target [air troops](https://clashofclans.fandom.com/wiki/Category:Air_Troops) makes Mortars easy pickings for [Balloons](https://clashofclans.fandom.com/wiki/Balloon), [Dragons](https://clashofclans.fandom.com/wiki/Dragon) and [Minions](https://clashofclans.fandom.com/wiki/Minion) if they are not covered by [Air Defenses](https://clashofclans.fandom.com/wiki/Air_Defense).
  + When deploying [troops](https://clashofclans.fandom.com/wiki/Troops), try to avoid deploying low hit point [ground troops](https://clashofclans.fandom.com/wiki/Category:Ground_Troops) in clumps. The Mortar does great splash damage unless a [Healing Spell](https://clashofclans.fandom.com/wiki/Healing_Spell) is in hand.
  + If a building is protected only by a Mortar, using a [Wizard](https://clashofclans.fandom.com/wiki/Wizard) or two can easily destroy it if you are using a ground attack.
* **Upgrade Differences**
  + Mortars undergo significant visual changes at levels 5, 6, 7, 8, 10 and 11.
    - When initially constructed, the Mortar consists of a solid black launcher tube with two half-disc gimbals on each side. It fires a gray stone shell.
    - The level 2 and 3 Mortars grow larger and sport an increasingly wider gold trim on the outer rim of the tube.
    - At level 4, the Mortar's gimbals change to a bright golden color, and it sports a wider, pitted ring of gold trim. Its shell changes to a black stone.
    - At level 5, the Mortars gold rim reaches its greatest width.
    - At level 6, the Mortar's exterior turns entirely golden. Its shell becomes a golden fiery ball.
    - At level 7, the Mortar's exterior reverts to black with golden trim, but acquires a skull on each gimbal (which turn black as well) and bones and another skull on the ground in front of it.
    - At level 8, the Mortar's color becomes metallic, and the barrel's internals glows with what appears to be lava. The golden fiery ball becomes noticeably larger. The gimbal of the mortar also becomes bigger in a somewhat trapezoid shape. Spikes appear on the ring around the top of the mortar, replacing the skulls of the former level.
    - At level 9, the plating becomes white stone, and the barrel gets bigger and more elongated, and gains rifling. The number of spikes on the gimbal is reduced to 3, while the spikes on the rim become one huge spike instead of 5 small ones. There is a gold chain connecting the two halves of the gimbal. The projectile becomes slightly larger, has more bulk to it, and rotates when it flies through the air.
    - At level 10, the gimbal gains red stone, the rifling in the barrel disappears and the glow from the inside of the barrel becomes much more intense. The white stone plating changes pattern slightly and the gaps between the plating glow red. The barrel greatly increases in size.
    - At level 11, the gimbals are now metallic with golden links; each gimbal has a metal piece which is bolted to the building. The Mortar's exterior now consists of gray spiked plates, and there is a golden studded band just beneath the barrel of the Mortar.
* **Trivia**
  + There is an [Achievement](https://clashofclans.fandom.com/wiki/Achievements) called [Mortar Mauler](https://clashofclans.fandom.com/wiki/Achievements#Mortar_Mauler) that rewards the player for destroying a certain number of Mortars in raids.
  + Every time a Mortar shell impacts the ground, the screen shakes slightly.
  + The Mortar has the least hit points of all maximum-level [Defensive Buildings](https://clashofclans.fandom.com/wiki/Defensive_Buildings).
  + The Mortar shell's explosion is so powerful that it knocks back smaller [Troops](https://clashofclans.fandom.com/wiki/Troops). It is possible that a troop, after getting knocked back, will change their targets depending on the current situation.
  + The Mortar is one of the three [Defensive Buildings](https://clashofclans.fandom.com/wiki/Defensive_Buildings) (along with the [Cannon](https://clashofclans.fandom.com/wiki/Cannon) and [X-Bow](https://clashofclans.fandom.com/wiki/X-Bow)) that rotate themselves to aim at different targets, as the [Air Defense](https://clashofclans.fandom.com/wiki/Air_Defense) is made of rockets, while the others are towers. These three face away from the [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) when the village is not under attack.
  + Up until level 6, the even number level Mortars have 3 studs on the rim, and the odd number level Mortars have 1 stud on the rim, except level 1.
  + As of the [October 2016 update](https://clashofclans.fandom.com/wiki/Version_History#Version_8551.2_-_12th_October_2016_.22Friendly_Wars.22), Town Hall 11 is the only Town Hall level that has 2 available Mortar upgrades.
* **Icon Descriptions**

|  |  |
| --- | --- |
| Icon Info | Tapping this icon displays information about the Mortar, such as Level, Damage Per Second, Hitpoints, Range, Damage Type and Targets. |
| Icon Upgrade | Tapping this icon begins upgrading the Mortar to the next level, if you have enough resources and a free [Builder](https://clashofclans.fandom.com/wiki/Builder%27s_Hut). When the Mortar is at maximum level, this icon is not shown. |
| Icon HoB | Tapping this icon instantly upgrades the Mortar to the next level, at the cost of one [Hammer of Building](https://clashofclans.fandom.com/wiki/Magic_Items) if you have one. When the Mortar is at maximum level, this icon is not shown. |
| Icon FinishNow | Tapping this icon, which is displayed only while an upgrade is in progress, instantly finishes that upgrade at the cost of the displayed number of [Gems](https://clashofclans.fandom.com/wiki/Gems). |
| Icon FinishNowBoB | Tapping this icon, which is displayed only while an upgrade is in progress, instantly finishes that upgrade at the cost of one [Book of Building](https://clashofclans.fandom.com/wiki/Magic_Items). This icon is only shown if you have at least one [Book of Building](https://clashofclans.fandom.com/wiki/Magic_Items). |
| Icon FinishNowBoE | Tapping this icon, which is displayed only while an upgrade is in progress, instantly finishes that upgrade at the cost of one [Book of Everything](https://clashofclans.fandom.com/wiki/Magic_Items). This icon is only shown if you have at least one [Book of Everything](https://clashofclans.fandom.com/wiki/Magic_Items) but do not have a [Book of Building](https://clashofclans.fandom.com/wiki/Magic_Items). |
| Icon Builder Potion | Tapping this icon, which is displayed only while an upgrade is in progress, boosts all your [Builders](https://clashofclans.fandom.com/wiki/Builder" \o "Builder)for 1 hour by a factor of ten, at the cost of one [Builder Potion](https://clashofclans.fandom.com/wiki/Magic_Items). This icon is only shown if you have at least one [Builder Potion](https://clashofclans.fandom.com/wiki/Magic_Items). |
| Icon Cancel | Tapping this icon, which is displayed only while an upgrade is in progress, cancels the current upgrade and refunds half of the upgrade cost. |
| Icon GearUp | Tapping this icon gears up the Mortar, if you have upgraded it enough to do so, have enough resources and a free [Master Builder](https://clashofclans.fandom.com/wiki/Master_Builder). If any Mortar is already geared up, this icon will not appear. |
| Icon NoGearUp | This icon informs you that the Mortar cannot be geared up because it is insufficiently upgraded. Tapping this icon will tell you the required level to gear up this Mortar. If any Mortar is already geared up, this icon will not appear. |
| Icon Normal | Tapping this icon switches the Mortar to Burst mode. This icon only appears when the Mortar is geared up, and is in Normal mode. |
| Icon Burst | Tapping this icon switches the Mortar to Normal mode. This icon only appears when the Mortar is geared up, and is in Burst mode. |
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| [**Town Hall**](https://clashofclans.fandom.com/wiki/Town_Hall)**Level** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **11** | **12** |
| **Number Available** | 0 | 0 | **1** | 1 | 1 | **2** | **3** | **4** | 4 | 4 | 4 | 4 |

|  |
| --- |
| **Size Size** |
| 3x3 |

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| --- | --- | --- | --- | --- | --- | --- | --- |
| **Level** | **Damage per Second** | **Damage per Shot** | **Hitpoints** | [**Cost**](https://clashofclans.fandom.com/wiki/Resources#Gold)**[Gold](https://clashofclans.fandom.com/wiki/Resources#Gold)** | **Build Time** | [**Experience**](https://clashofclans.fandom.com/wiki/Experience)**Gained [XP](https://clashofclans.fandom.com/wiki/Experience)** | [**Town Hall**](https://clashofclans.fandom.com/wiki/Town_Hall)**Level Required** |
| 1 | 4 | 20 | 400 | 8,000 | 3h | 103 | 3 |
| 2 | 5 | 25 | 450 | 32,000 | 8h | 169 | 4 |
| 3 | 6 | 30 | 500 | 120,000 | 16h | 240 | 5 |
| 4 | 7 | 35 | 550 | 400,000 | 1d 12h | 360 | 6 |
| 5 | 9 | 45 | 600 | 800,000 | 2d 12h | 464 | 7 |
| 6 | 11 | 55 | 650 | 1,600,000 | 3d | 509 | 8 |
| 7 | 15 | 75 | 700 | 3,200,000 | 4d | 587 | 9 |
| 8 | 20 | 100 | 750 | 5,000,000 | 5d | 657 | 10 |
| 9 | 25 | 125 | 800 | 7,000,000 | 6d | 720 | 11 |
| 10 | 30 | 150 | 850 | 9,000,000 | 10d | 929 | 11 |
| 11 | 35 | 175 | 900 | 11,000,000 | 14d | 1,099 | 12 |

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| **Gear Up Cost [Gold](https://clashofclans.fandom.com/wiki/Resources#Gold)** | **Gear Up Time Stopwatch** | **Home Village Mortar Level Required Level** | [**Multi Mortar**](https://clashofclans.fandom.com/wiki/Multi_Mortar)**Level Required Level** |
| 8,000,000 | 14 days | 8 | 8 |

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| --- | --- | --- | --- |
| **Range** | **Attack Speed** | **Damage Type** | **Unit Type Targeted** |
| 4-11 | 5s | Splash - 1.5 tiles | Ground |

## Air Defense



***"This anti-air tower is deadly against***[***flying enemies***](https://clashofclans.fandom.com/wiki/Category:Air_Troops)***, but can't target***[***foes on the ground***](https://clashofclans.fandom.com/wiki/Category:Ground_Troops)***. Place it wisely to cover as much airspace as possible."***

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| --- | --- | --- | --- | --- |
| Air Defense1 | Air Defense2 | Air Defense3 | Air Defense4 | Air Defense5 |
| **Level 1** | **Level 2** | **Level 3** | **Level 4** | **Level 5** |

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| --- | --- | --- | --- | --- |
| Air Defense6 | Air Defense7 | Air Defense8 | Air Defense9 | Air Defense10 |
| **Level 6** | **Level 7** | **Level 8** | **Level 9** | **Level 10** |

* **Summary**
  + The Air Defense is a powerful [Defensive Building](https://clashofclans.fandom.com/wiki/Defensive_Buildings) with a very high damage-per-second, capable of defending against [flying units](https://clashofclans.fandom.com/wiki/Category:Air_Troops).
  + Air Defenses can only target and shoot one [air troop](https://clashofclans.fandom.com/wiki/Category:Air_Troops) at a time.
  + It cannot harm [ground-based units](https://clashofclans.fandom.com/wiki/Category:Ground_Troops), or interfere with them in any way other than potentially distracting them from attacking a more valuable target (e.g. the [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall)).
  + The Air Defense is unlocked at [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) Level 4.
* **Defensive Strategy**
  + The Air Defense has an excellent range and a very high damage per shot. As the in-game description states, it's best to position them so that they cover as much area as possible. One common strategy for [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) 7 and above is to position them in a wide triangle (or diamond, once the fourth Air Defense is available around [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) 9).
  + [Lava Hounds](https://clashofclans.fandom.com/wiki/Lava_Hound) target this building first, so make sure you defend it well with other [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings) which target [air troops](https://clashofclans.fandom.com/wiki/Category:Air_Troops). Single-Target [Inferno Towers](https://clashofclans.fandom.com/wiki/Inferno_Tower) are most effective if you have them. If not, other point [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings) such as [Archer Towers](https://clashofclans.fandom.com/wiki/Archer_Tower) and [Hidden Teslas](https://clashofclans.fandom.com/wiki/Hidden_Tesla) or 2 [Seeking Air Mines](https://clashofclans.fandom.com/wiki/Seeking_Air_Mine) are recommended.
  + The Air Defense is a popular first target for armies sporting [ground troops](https://clashofclans.fandom.com/wiki/Category:Ground_Troops), as they are one of only 2 defensive structures that cannot target them (the other being the [Air Sweeper](https://clashofclans.fandom.com/wiki/Air_Sweeper)). Make sure they are defended well, and they will help to keep the skies clear from rampaging [Balloons](https://clashofclans.fandom.com/wiki/Balloon), [Dragons](https://clashofclans.fandom.com/wiki/Dragon), [Healers](https://clashofclans.fandom.com/wiki/Healer), [Lava Hounds](https://clashofclans.fandom.com/wiki/Lava_Hound), and [Minions](https://clashofclans.fandom.com/wiki/Minion). Air Defenses are there for when [Archer Towers](https://clashofclans.fandom.com/wiki/Archer_Tower) and [Wizard Towers](https://clashofclans.fandom.com/wiki/Wizard_Tower) just won't cut it or are distracted by ground units such as [Giants](https://clashofclans.fandom.com/wiki/Giant) and [Heroes](https://clashofclans.fandom.com/wiki/Heroes).
  + If possible, keep your Air Defenses behind your first lines of [defense](https://clashofclans.fandom.com/wiki/Defensive_Buildings) (e.g. [Cannons](https://clashofclans.fandom.com/wiki/Cannon) and [Archer Towers](https://clashofclans.fandom.com/wiki/Archer_Tower)), preferably with a [Wall](https://clashofclans.fandom.com/wiki/Walls) in between. This will prevent a large [Giant](https://clashofclans.fandom.com/wiki/Giant) or [Golem](https://clashofclans.fandom.com/wiki/Golem) assault from quickly destroying the Air Defense and allowing a [Healer](https://clashofclans.fandom.com/wiki/Healer) to be deployed early in the battle. The longer it takes the [Giants](https://clashofclans.fandom.com/wiki/Giant) to destroy the Air Defense, the more time your turrets will have to thin out their ranks before a [Healer](https://clashofclans.fandom.com/wiki/Healer) can be safely deployed.
  + A good strategy placement for this [defense](https://clashofclans.fandom.com/wiki/Defensive_Buildings) is by placing it near a [Wizard Tower](https://clashofclans.fandom.com/wiki/Wizard_Tower) (which would be near a [Mortar](https://clashofclans.fandom.com/wiki/Mortar) and a storage, for maximum protection).
* **Offensive Strategy**
  + The Air Defense is a natural target to attack first, as clearing them helps pave the way for an air assault. [Healers](https://clashofclans.fandom.com/wiki/Healer) are very vulnerable to the Air Defense, destroying this defense with [Giants](https://clashofclans.fandom.com/wiki/Giant) before deploying her is recommended. They are easily destroyed by any [ground-based troop](https://clashofclans.fandom.com/wiki/Category:Ground_Troops), as they cannot fight back.
  + It is advisable to keep [Balloons](https://clashofclans.fandom.com/wiki/Balloon) away from Air Defenses, as they are capable of destroying most [Balloons](https://clashofclans.fandom.com/wiki/Balloon) in one or two hits from a great distance.
  + Although Air Defenses are quite effective against [Dragons](https://clashofclans.fandom.com/wiki/Dragon), it is possible to keep an Air Defense occupied with a one or two [Dragons](https://clashofclans.fandom.com/wiki/Dragon) for a fleet of [Balloons](https://clashofclans.fandom.com/wiki/Balloon) to quickly destroy a majority of the ground [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings).
  + An [Archer Queen](https://clashofclans.fandom.com/wiki/Archer_Queen) backed by [Healers](https://clashofclans.fandom.com/wiki/Healer) is capable of attacking an Air Defense while keeping the [Healers](https://clashofclans.fandom.com/wiki/Healer" \o "Healer)out of range. This allows the Air Defense to be taken out without any significant threat to your [Healers](https://clashofclans.fandom.com/wiki/Healer).
  + A great way to overwhelm the Air Defense is using a large group of [Minions](https://clashofclans.fandom.com/wiki/Minion) since the Air Defense can only target one [air unit](https://clashofclans.fandom.com/wiki/Category:Air_Troops) at a time.
* **Upgrade Differences**
  + Air Defenses undergo significant visual changes at levels 2 through to 9.
    - When initially constructed, the Air Defense consists of a single wooden launch tube with a single red-and-black rocket. The launch tube is banded with metal.
    - At levels 2, a second launch tube with a rocket is added, with more wood space below.
    - At level 3, a third launch tube with a rocket inside is added again.
    - At level 4, the three wooden launch tubes merge into one and gain an additional rocket. The launch base is reinforced with metal.
    - At level 5, another launch tube is added with 3 rockets in one and 2 in the other. The nail on the right turns golden. These launch tubes seem to be smaller than the level 4 one.
    - At level 6, another launch tube is added, but there are now 2 rockets in each one. The wood at the bottom turns golden colored and the nail is now spiked.
    - At level 7, the three launch tubes are replaced with a single large wooden launcher with four large black and yellow rockets in it. The bottom also becomes more secure.
    - At level 8, the Air Defense's launcher receives a coat of red paint, along with dark metal bands and golden rivets. It is filled with four large, black-tipped rockets that are painted in a yellow and black chessboard pattern, similar to that seen on the [V-2 Rocket](http://en.wikipedia.org/wiki/V-2_Rocket).
    - At level 9, the bolts holding the launcher together change to golden spikes, the wooden beams of the launcher become white at the sides and red at the front and possibly the back, and the nails on the launch tube are hidden by golden bands. The yellow bands on the rocket tips become much wider and the rockets themselves become a bit thicker.
    - At level 10, the launch tube is now dark blue with black straps around it. The base changes to steel gray without spikes, with dark gray beams on the sides; the front beam is now replaced by a bellow-like support with bronze parts on either end. The rockets still use the same color scheme as before, however they have different patterns on both tips and body; no longer using a checkerboard pattern but rather a striped pattern on its body.
* **Trivia**
  + The rockets in the launcher look like fireworks. When they explode, you can see a small show of lights if you zoom in close enough.
  + The visual representation of rockets in the Air Defense's launchers ***does not*** represent the amount of ammunition the Air Defense contains. The Air Defense has unlimited ammunition and will continue to fire as long as the enemy has any surviving [Air Troops](https://clashofclans.fandom.com/wiki/Category:Air_Troops) in range.
  + Even though after the 12/10/16 update, Air Defenses under upgrade have their rocket heads removed and look unarmed, they still don't need re-arming. This is made to make it visually realistic, as they can't shoot when upgrading.
  + In most English-speaking countries outside the United States, the Air Defense is called the Air Defence.
  + It is one of the 2 [defensive buildings](https://clashofclans.fandom.com/wiki/Defensive_Buildings) which target only [air troops](https://clashofclans.fandom.com/wiki/Category:Air_Troops), the other being the [Air Sweeper](https://clashofclans.fandom.com/wiki/Air_Sweeper), although it doesn't damage the troops.
  + The Air Defense had a significant visual change for levels 2-7 in the 21/3 Bowler Update.
  + In the [October 12th 8.551.2 "Friendly Wars" update](https://clashofclans.fandom.com/wiki/Version_History), the level 9 Air Defense was added to the game files but not immediately made available until March 8th, 2017.
  + The number of rockets in level 1-6 Air Defenses corresponds to its level.
* **Icon Descriptions**

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| --- | --- |
| Icon Info | Tapping this icon displays information about the Air Defense, such as Level, Damage Per Second, Hitpoints, Range, Damage Type and Targets. |
| Icon Upgrade | Tapping this icon begins upgrading the Air Defense to the next level, if you have enough resources and a free [Builder](https://clashofclans.fandom.com/wiki/Builder%27s_Hut). When the Air Defense is at maximum level, this icon is not shown. |
| Icon HoB | Tapping this icon instantly upgrades the Air Defense to the next level, at the cost of one [Hammer of Building](https://clashofclans.fandom.com/wiki/Magic_Items) if you have one. When the Air Defense is at maximum level, this icon is not shown. |
| Icon FinishNow | Tapping this icon, which is displayed only while an upgrade is in progress, instantly finishes that upgrade at the cost of the displayed number of [Gems](https://clashofclans.fandom.com/wiki/Gems). |
| Icon FinishNowBoB | Tapping this icon, which is displayed only while an upgrade is in progress, instantly finishes that upgrade at the cost of one [Book of Building](https://clashofclans.fandom.com/wiki/Magic_Items). This icon is only shown if you have at least one [Book of Building](https://clashofclans.fandom.com/wiki/Magic_Items). |
| Icon FinishNowBoE | Tapping this icon, which is displayed only while an upgrade is in progress, instantly finishes that upgrade at the cost of one [Book of Everything](https://clashofclans.fandom.com/wiki/Magic_Items). This icon is only shown if you have at least one [Book of Everything](https://clashofclans.fandom.com/wiki/Magic_Items) but do not have a [Book of Building](https://clashofclans.fandom.com/wiki/Magic_Items). |
| Icon Builder Potion | Tapping this icon, which is displayed only while an upgrade is in progress, boosts all your [Builders](https://clashofclans.fandom.com/wiki/Builder" \o "Builder)for 1 hour by a factor of ten, at the cost of one [Builder Potion](https://clashofclans.fandom.com/wiki/Magic_Items). This icon is only shown if you have at least one [Builder Potion](https://clashofclans.fandom.com/wiki/Magic_Items). |
| Icon Cancel | Tapping this icon, which is displayed only while an upgrade is in progress, cancels the current upgrade and refunds half of the upgrade cost. |
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| [**Town Hall**](https://clashofclans.fandom.com/wiki/Town_Hall)**Level** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **11** | **12** |
| **Number Available** | 0 | 0 | 0 | **1** | 1 | **2** | **3** | 3 | **4** | 4 | 4 | 4 |

|  |
| --- |
| **Size Size** |
| 3x3 |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Level** | **Damage per Second** | **Hitpoints** | [**Cost**](https://clashofclans.fandom.com/wiki/Resources#Gold)**[Gold](https://clashofclans.fandom.com/wiki/Resources#Gold)** | **Build Time** | [**Experience**](https://clashofclans.fandom.com/wiki/Experience)**Gained [XP](https://clashofclans.fandom.com/wiki/Experience)** | [**Town Hall**](https://clashofclans.fandom.com/wiki/Town_Hall)**Level Required** |
| 1 | 80 | 800 | 22,500 | 3h | 103 | 4 |
| 2 | 110 | 850 | 90,000 | 12h | 207 | 4 |
| 3 | 140 | 900 | 270,000 | 16h | 240 | 5 |
| 4 | 160 | 950 | 500,000 | 1d | 293 | 6 |
| 5 | 190 | 1,000 | 1,000,000 | 1d 12h | 360 | 7 |
| 6 | 230 | 1,050 | 2,000,000 | 2d | 415 | 8 |
| 7 | 280 | 1,100 | 3,000,000 | 3d | 509 | 9 |
| 8 | 320 | 1,200 | 4,500,000 | 6d | 720 | 10 |
| 9 | 360 | 1,300 | 7,500,000 | 10d | 929 | 11 |
| 10 | 400 | 1,400 | 10,000,000 | 14d | 1,099 | 12 |

|  |  |  |  |
| --- | --- | --- | --- |
| **Range** | **Attack Speed** | **Damage Type** | **Unit Type Targeted** |
| 10 | 1s | Single Target | Air |

## Wizard Tower



***"The Ultimate Arcane Defense! Tower Wizards cast powerful area effect spells that target both***[***flying***](https://clashofclans.fandom.com/wiki/Category:Air_Troops)***and***[***ground troops***](https://clashofclans.fandom.com/wiki/Category:Ground_Troops)***."***

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Wizard Tower1 | Wizard Tower2 | Wizard Tower3 | Wizard Tower4 | Wizard Tower5 |
| **Level 1** | **Level 2** | **Level 3** | **Level 4** | **Level 5** |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Wizard Tower6 | Wizard Tower7 | Wizard Tower8 | Wizard Tower9 | Wizard Tower10 | Wizard Tower11 |
| **Level 6** | **Level 7** | **Level 8** | **Level 9** | **Level 10** | **Level 11** |

* **Summary**
  + The Wizard Tower is a spiraling, cone-shaped tower of rock, then later crystalline rock that has a [Wizard](https://clashofclans.fandom.com/wiki/Wizard) on the top of it. It is capable of inflicting powerful splash damage to both [Ground and Air Units](https://clashofclans.fandom.com/wiki/Troops), though it is limited to a relatively short range.
  + The Wizard Tower, like the [Mortar](https://clashofclans.fandom.com/wiki/Mortar), excels at mowing down entire groups of [Troops](https://clashofclans.fandom.com/wiki/Troops). However, unlike the [Mortar](https://clashofclans.fandom.com/wiki/Mortar), it has a relatively decent damage per second (making it more effective against higher health troops like [Giants](https://clashofclans.fandom.com/wiki/Giant)), and it will target [Air Troops](https://clashofclans.fandom.com/wiki/Troops) in addition to [Ground Troops](https://clashofclans.fandom.com/wiki/Troops). Also unlike the [Mortar](https://clashofclans.fandom.com/wiki/Mortar), the Wizard Tower has no blind spot.
  + Although the arcane blasts from the Wizard Tower do less damage per shot than [Mortar](https://clashofclans.fandom.com/wiki/Mortar), it makes up for this by having a much higher rate of fire. This makes the Wizard Tower an excellent choice for defending other structures by blasting [troops](https://clashofclans.fandom.com/wiki/Troops) that get too close. The Wizard Tower's only real weakness is its range, which is among the lowest of all [defensive structures](https://clashofclans.fandom.com/wiki/Defensive_Buildings).
  + Taking out Wizard Towers can be tricky despite their relatively short range. It is often a better tactic to avoid them entirely by attacking a part of the village that isn't covered by them. To quickly destroy a Wizard Tower, deploy a few [Giants](https://clashofclans.fandom.com/wiki/Giant) as a distraction while [Archers](https://clashofclans.fandom.com/wiki/Archer), [Wizards](https://clashofclans.fandom.com/wiki/Wizard) or [Minions](https://clashofclans.fandom.com/wiki/Minion) take out the tower. Deploy [Troops](https://clashofclans.fandom.com/wiki/Troops) in a circle around it since this will limit its ability to take out multiple [troops](https://clashofclans.fandom.com/wiki/Troops) with splash damage. Dropping 1 [Giant](https://clashofclans.fandom.com/wiki/Giant) and surrounding the tower with 5 [Archers](https://clashofclans.fandom.com/wiki/Archer) will generally be sufficient to destroy it.
* **Defensive Strategy**
  + An excellent defensive strategy for the Wizard Tower is to put it near your [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) because of the Wizard Tower's splash damage and relatively high rate of fire. However, due to its limited range, it is sometimes more desirable to put the Wizard Tower near the inside of your village.
  + Putting your Wizard Tower next to your [Storages](https://clashofclans.fandom.com/wiki/Resource_Buildings) is an excellent method of protecting them against hordes of [Goblins](https://clashofclans.fandom.com/wiki/Goblin) due to its splash damage and fast attack speed.
  + Wizard Towers and [Mortars](https://clashofclans.fandom.com/wiki/Mortar) are quite complementary, as they can each cover the other's weaknesses.
    - *Example of a Wizard Tower-*[*Mortar*](https://clashofclans.fandom.com/wiki/Mortar)*combination:* The [Mortar](https://clashofclans.fandom.com/wiki/Mortar) can cover a very large range so [attacking units](https://clashofclans.fandom.com/wiki/Troops) will have reduced health by the time they come into shorter range of the Wizard Tower, which helps finish them off. In exchange, the Wizard Tower defends the [Mortar](https://clashofclans.fandom.com/wiki/Mortar) by destroying [units](https://clashofclans.fandom.com/wiki/Troops) that cannot be attacked by the [Mortar](https://clashofclans.fandom.com/wiki/Mortar) (all [air units](https://clashofclans.fandom.com/wiki/Category:Air_Troops) and [ground units](https://clashofclans.fandom.com/wiki/Category:Ground_Troops) inside the [Mortar](https://clashofclans.fandom.com/wiki/Mortar)'s minimum range).
  + Try putting Wizard Towers near [Air Defenses](https://clashofclans.fandom.com/wiki/Air_Defense), with [Air Bombs](https://clashofclans.fandom.com/wiki/Air_Bomb) to take out the [Balloons](https://clashofclans.fandom.com/wiki/Balloon). Works well against Balloonion ( Balloon+Minion )
    - To expand on this, place this defense near an [Air Defense](https://clashofclans.fandom.com/wiki/Air_Defense). Also, just put it near a [Mortar](https://clashofclans.fandom.com/wiki/Mortar) and a [Storage](https://clashofclans.fandom.com/wiki/Resource_Buildings) to protect against various attacks.
  + A single Wizard Tower can obliterate groups of [Giants](https://clashofclans.fandom.com/wiki/Giant) stuck behind a wall, almost always dealing massive damage altogether, because a Wizard Tower's splash radius, and the [Giant](https://clashofclans.fandom.com/wiki/Giant)'s slow attack combined with medium-low DPS would be another deciding factor.
* **Offensive Strategy**
  + For attacking, use some units to distract it ([Giants](https://clashofclans.fandom.com/wiki/Giant) or [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian)) and destroy it with [Archers](https://clashofclans.fandom.com/wiki/Archer), [Minions](https://clashofclans.fandom.com/wiki/Minion), or another ranged [troop](https://clashofclans.fandom.com/wiki/Troops). Melee [troops](https://clashofclans.fandom.com/wiki/Troops) like [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian) or [Giants](https://clashofclans.fandom.com/wiki/Giant) can destroy a Wizard Tower by themselves if there are enough of them, but because these [troops](https://clashofclans.fandom.com/wiki/Troops) must attack while physically touching the tower (and are therefore grouped up), the Wizard Tower can usually destroy the entire group fairly quickly.
  + When deploying units, be careful to ensure that they won't get into a clump as they come into range of the Wizard Tower (e.g. attacking a [Gold Storage](https://clashofclans.fandom.com/wiki/Gold_Storage) that's near a Wizard Tower), because the Wizard Tower will destroy the group very quickly.
  + Using [Healers](https://clashofclans.fandom.com/wiki/Healer) can support groups of Giants or other troops that would otherwise take severe damage from the Wizard Tower. Note, however, that this combination is ineffective if an [Inferno Tower](https://clashofclans.fandom.com/wiki/Inferno_Tower) is in range or the Wizard Tower is capable of destroying your troops in one shot.
* **Upgrade Differences**
  + Wizard Towers undergo significant visual changes at levels 3, 6, 7, 8, 9 and 11.
    - When initially constructed, the Wizard Tower appears to be solid gray rock.
    - At level 2, the lower portion of the tower just barely begins to show [Elixir](https://clashofclans.fandom.com/wiki/Resources#Elixir)-colored pink crystal, much like the level 6 [Walls](https://clashofclans.fandom.com/wiki/Walls). This can be seen if you look closely enough, but can be easily missed. The shape of the rock also changes slightly.
    - At level 3, the crystals become much more visible.
    - At level 4, some of the gray rock turn into crystals, and begin spiraling around the tower.
    - At level 5, the entire base of the tower is crystalline, with only the top portion of the tower remaining gray rock.
    - The level 6 Wizard Tower has no gray rock left. The entire tower is now constructed of pink crystal, resembling a gigantic level 6 [Wall](https://clashofclans.fandom.com/wiki/Walls).
    - At level 7, the crystal structures grow prominent upward spikes surrounding the platform, and the entire tower darkens to a dark purple, appearing very much like a giant level 7 [Wall](https://clashofclans.fandom.com/wiki/Walls).
    - At level 8, the podium on which the [Wizard](https://clashofclans.fandom.com/wiki/Wizard) stands becomes far wider and more jagged. The spikes melt into the tower and it has stone pillars on each side, making eight stone pillars in all. It also has embers floating around the base, indicating a lava source beneath. The embers and the lava source may also be referred to the [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) being at least level 10, its Town Hall level requirement.
    - At level 9, the stone pillars turn white like quartz and extend throughout the perimeter of the top of the Wizard Tower.
    - At level 10, a new white stone platform is erected at the top, replacing the purple crystal summit. More pillar structures have been put in place beneath to fortify and support the new platform.
    - At level 11, the platform appears to be marble white with purple and golden outlines; the small gaps in the platform have been filled with purple as well. The main pillar structures turn to metal with golden decorations and golden top; and the internal structure (that was once white) turns pink-purple.
  + The [Wizard](https://clashofclans.fandom.com/wiki/Wizard) atop the tower also changes with the Tower's level. He himself shoots the projectile that is fired by the [Wizards](https://clashofclans.fandom.com/wiki/Wizard) of the level he resembles. For example, level 1 Wizard Tower housing a level 1 or 2 Wizard would fire fireballs, while level 5 Wizard Tower that has a level 5 Wizard would fire lightning bolts.
    - When first placed, the Tower [Wizard](https://clashofclans.fandom.com/wiki/Wizard) appears as a level 1 (or 2) [Wizard](https://clashofclans.fandom.com/wiki/Wizard).
    - At level 3, the [Wizard](https://clashofclans.fandom.com/wiki/Wizard) atop the tower changes in appearance to that of a level 3 (or 4) [Wizard](https://clashofclans.fandom.com/wiki/Wizard).
    - At level 5, the [Wizard](https://clashofclans.fandom.com/wiki/Wizard) changes its appearance to that of a level 5 [Wizard](https://clashofclans.fandom.com/wiki/Wizard).
    - At level 7, the [Wizard](https://clashofclans.fandom.com/wiki/Wizard) changes its appearance to that of a level 6 [Wizard](https://clashofclans.fandom.com/wiki/Wizard).
    - At level 9, the [Wizard](https://clashofclans.fandom.com/wiki/Wizard) changes its appearance to that of a level 7 [Wizard](https://clashofclans.fandom.com/wiki/Wizard).
    - At level 11, the [Wizard](https://clashofclans.fandom.com/wiki/Wizard) changes its appearance to that of a level 8 [Wizard](https://clashofclans.fandom.com/wiki/Wizard).
* **Trivia**
  + You don't need to unlock or train a [Wizard](https://clashofclans.fandom.com/wiki/Wizard) in order to construct a Wizard Tower. The level of your army's [Wizards](https://clashofclans.fandom.com/wiki/Wizard), if you have them, do not affect the appearance or abilities of the [Wizard](https://clashofclans.fandom.com/wiki/Wizard) atop the tower.
  + When you begin an upgrade on a Wizard Tower, the [Wizard](https://clashofclans.fandom.com/wiki/Wizard) on the top will disappear after a few minutes and will not reappear until the tower has finished upgrading.
  + While you are moving the Wizard Tower, the [Wizard](https://clashofclans.fandom.com/wiki/Wizard) on the top disappears.
  + The Wizard Tower will not hold a wizard when its health is being regenerated by the Ley Lines upon logging in following an enemy attack.
  + When viewing the Info screen, the Wizard Tower does not have a [Wizard](https://clashofclans.fandom.com/wiki/Wizard) on it.
  + Strangely, normal [Wizards](https://clashofclans.fandom.com/wiki/Wizard) have a powerful attack, the while those atop the Wizard Towers have a much weaker one. They make up for this by having much greater hitpoints and a larger splash damage area than the [Wizard troop](https://clashofclans.fandom.com/wiki/Wizard).
  + Only one [Wizard](https://clashofclans.fandom.com/wiki/Wizard) will ever appear atop a Wizard Tower, unlike the [Archer Tower](https://clashofclans.fandom.com/wiki/Archer_Tower), which can have up to three [Archers](https://clashofclans.fandom.com/wiki/Archer).
* **Icon Descriptions**

|  |  |
| --- | --- |
| Icon Info | Tapping this icon displays information about the Wizard Tower, such as Level, Damage Per Second, Hitpoints, Range, Damage Type and Targets. |
| Icon Upgrade | Tapping this icon begins upgrading the Wizard Tower to the next level, if you have enough resources and a free [Builder](https://clashofclans.fandom.com/wiki/Builder%27s_Hut). When the Wizard Tower is at maximum level, this icon is not shown. |
| Icon HoB | Tapping this icon instantly upgrades the Wizard Tower to the next level, at the cost of one [Hammer of Building](https://clashofclans.fandom.com/wiki/Magic_Items) if you have one. When the Wizard Tower is at maximum level, this icon is not shown. |
| Icon FinishNow | Tapping this icon, which is displayed only while an upgrade is in progress, instantly finishes that upgrade at the cost of the displayed number of [Gems](https://clashofclans.fandom.com/wiki/Gems). |
| Icon FinishNowBoB | Tapping this icon, which is displayed only while an upgrade is in progress, instantly finishes that upgrade at the cost of one [Book of Building](https://clashofclans.fandom.com/wiki/Magic_Items). This icon is only shown if you have at least one [Book of Building](https://clashofclans.fandom.com/wiki/Magic_Items). |
| Icon FinishNowBoE | Tapping this icon, which is displayed only while an upgrade is in progress, instantly finishes that upgrade at the cost of one [Book of Everything](https://clashofclans.fandom.com/wiki/Magic_Items). This icon is only shown if you have at least one [Book of Everything](https://clashofclans.fandom.com/wiki/Magic_Items) but do not have a [Book of Building](https://clashofclans.fandom.com/wiki/Magic_Items). |
| Icon Builder Potion | Tapping this icon, which is displayed only while an upgrade is in progress, boosts all your [Builders](https://clashofclans.fandom.com/wiki/Builder" \o "Builder)for 1 hour by a factor of ten, at the cost of one [Builder Potion](https://clashofclans.fandom.com/wiki/Magic_Items). This icon is only shown if you have at least one [Builder Potion](https://clashofclans.fandom.com/wiki/Magic_Items). |
| Icon Cancel | Tapping this icon, which is displayed only while an upgrade is in progress, cancels the current upgrade and refunds half of the upgrade cost. |
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| [**Town Hall**](https://clashofclans.fandom.com/wiki/Town_Hall)**Level** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **11** | **12** |
| **Number Available** | 0 | 0 | 0 | 0 | **1** | **2** | 2 | **3** | **4** | 4 | **5** | 5 |

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| --- |
| **Size Size** |
| 3x3 |

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| --- | --- | --- | --- | --- | --- | --- | --- |
| **Level** | **Damage per Second** | **Damage per Shot** | **Hitpoints** | [**Cost**](https://clashofclans.fandom.com/wiki/Resources#Gold)**[Gold](https://clashofclans.fandom.com/wiki/Resources#Gold)** | **Build Time** | [**Experience**](https://clashofclans.fandom.com/wiki/Experience)**Gained [XP](https://clashofclans.fandom.com/wiki/Experience)** | [**Town Hall**](https://clashofclans.fandom.com/wiki/Town_Hall)**Level Required** |
| 1 | 11 | 14.3 | 620 | 180,000 | 3h | 103 | 5 |
| 2 | 13 | 16.9 | 650 | 360,000 | 8h | 169 | 5 |
| 3 | 16 | 20.8 | 680 | 700,000 | 16h | 240 | 6 |
| 4 | 20 | 26 | 730 | 1,200,000 | 1d | 293 | 7 |
| 5 | 24 | 31.2 | 840 | 1,700,000 | 1d 12h | 360 | 8 |
| 6 | 32 | 41.6 | 960 | 2,200,000 | 2d | 415 | 8 |
| 7 | 40 | 52 | 1,200 | 3,200,000 | 3d | 509 | 9 |
| 8 | 48 | 62.4 | 1,440 | 4,200,000 | 4d | 587 | 10 |
| 9 | 54 | 70.2 | 1,680 | 5,200,000 | 6d | 720 | 10 |
| 10 | 62 | 80.6 | 2,000 | 9,200,000 | 10d | 929 | 11 |
| 11 | 70 | 91 | 2,240 | 11,200,000 | 14d | 1,099 | 12 |

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| --- | --- | --- | --- |
| **Range** | **Attack Speed** | **Damage Type** | **Unit Type Targeted** |
| 7 | 1.3s | Splash - 1 tile | Ground & Air |

## Air sweeper



***"Air Sweepers control the sky with strong blasts of air that push back flying enemies. Air Sweepers can only face one direction, so rotate them to maximize their effectiveness."***

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| --- | --- | --- |
| Air Sweeper1 | Air Sweeper2 | Air Sweeper3 |
| **Level 1** | **Level 2** | **Level 3** |

|  |  |  |  |
| --- | --- | --- | --- |
| Air Sweeper4 | Air Sweeper5 | Air Sweeper6 | Air Sweeper7 |
| **Level 4** | **Level 5** | **Level 6** | **Level 7** |

* **Summary**
  + The Air Sweeper is a [defense](https://clashofclans.fandom.com/wiki/Defensive_Buildings) that shoots blasts of air at [Air Troops](https://clashofclans.fandom.com/wiki/Category:Air_Troops). Although it deals no damage, it pushes back [air troops](https://clashofclans.fandom.com/wiki/Category:Air_Troops), giving other [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings) more time to take down these [Troops](https://clashofclans.fandom.com/wiki/Troops) and impeding their advancement.
  + It cannot harm [ground-based units](https://clashofclans.fandom.com/wiki/Category:Ground_Troops), or interfere with them in any way other than potentially distracting them from attacking a more valuable target (e.g. the [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall)).
  + As its description implies, the Air Sweeper can only face a single general direction, though its air bursts (which cover a smaller angle) can be anywhere within this direction. Due to this, it can be rotated 45 degrees at a time, and hence has 8 directional settings.
* **Defensive Strategy**
  + It can only shoot blasts of air in a 120-degree radius, so make sure to have it face the side of the base which is most likely to be attacked by [Air Troops](https://clashofclans.fandom.com/wiki/Category:Air_Troops).
  + Its range is "1-15", which means it has a 1 tile blind spot. For example, a [Balloon](https://clashofclans.fandom.com/wiki/Balloon) attacking directly above the Air Sweeper won't be pushed back.
  + High-level Air Sweepers are capable of holding back a clump of [Balloons](https://clashofclans.fandom.com/wiki/Balloon) for an extremely long time, provided there is nothing else in range of the Air Sweeper. Use this fact to cover areas of your base you want to especially defend against [Balloons](https://clashofclans.fandom.com/wiki/Balloon).
  + Ensure the sides of your base that are not covered by Air Sweepers are heavily defended by anti-air defenses such as [Air Defenses](https://clashofclans.fandom.com/wiki/Air_Defense) and [Archer Towers](https://clashofclans.fandom.com/wiki/Archer_Tower) if possible. Players may choose not to attack from the side the Air Sweepers are covering and attack from the opposite sides - if the sides not covered by the Air Sweepers are heavily defended by other anti-air defenses, the attack may be defeated quickly and this can lead to a defensive victory.
  + Air Sweepers are effective at keeping [Lava Pups](https://clashofclans.fandom.com/wiki/Lava_Pup) or [Minions](https://clashofclans.fandom.com/wiki/Minion) away from defending [Heroes](https://clashofclans.fandom.com/wiki/Heroes), and causing large clumps of enemy [Air Troops](https://clashofclans.fandom.com/wiki/Category:Air_Troops) to fan out or spread.
  + Air Sweepers could be compared to walls in the sky. They can make enemy troops "stack" (much like what real walls do) and make them vulnerable to [Air Bombs](https://clashofclans.fandom.com/wiki/Air_Bomb) and [Wizard Towers](https://clashofclans.fandom.com/wiki/Wizard_Tower).
  + The value of Air Sweepers resides primarily in its ability to deter air attacks from a specific direction.
    - As a [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) 6-8 player, one can face the Air Sweeper in one direction and load the opposite side of the base with Air [Traps](https://clashofclans.fandom.com/wiki/Traps).
    - As a [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) 9-12 player, both Air Sweepers can be stacked to make one segment of the base nearly impassable to [air troops](https://clashofclans.fandom.com/wiki/Category:Air_Troops); or both Air Sweepers can face different directions to offer a wider area of deterrence. Placing them too close to each other will make them vulnerable to [Lightning Spells](https://clashofclans.fandom.com/wiki/Lightning_Spell).
  + Air Sweepers can be very effective in nullifying the Queen Walk strategy. If placed and angled correctly, the Sweeper can force the [Healers](https://clashofclans.fandom.com/wiki/Healer) into the range of [Air Defenses](https://clashofclans.fandom.com/wiki/Air_Defense) which will then take them down.
* **Offensive Strategy**
  + Air Sweepers can only cover a certain angle, so take advantage and attack buildings that are not covered by the Air Sweepers.
  + Slow [air troops](https://clashofclans.fandom.com/wiki/Category:Air_Troops) like [Balloons](https://clashofclans.fandom.com/wiki/Balloon) will be devastated most by this [defense](https://clashofclans.fandom.com/wiki/Defensive_Buildings) as they will take a relatively long time for them to return to the building they were targeting. Combat this temporarily by using a [Rage Spell](https://clashofclans.fandom.com/wiki/Rage_Spell) or [Haste Spell](https://clashofclans.fandom.com/wiki/Haste_Spell) to speed them up.
  + A Level 1 Air Sweeper can be destroyed by 2 level 4 or higher [Lightning Spells](https://clashofclans.fandom.com/wiki/Lightning_Spell) or 3 [Lightning Spells](https://clashofclans.fandom.com/wiki/Lightning_Spell) of level 3 and below. A maximum-level Air Sweeper can be destroyed by 3 [Lightning Spells](https://clashofclans.fandom.com/wiki/Lightning_Spell) of level 3 or higher.
  + It can be distracted by [Dragons](https://clashofclans.fandom.com/wiki/Dragon), [Healers](https://clashofclans.fandom.com/wiki/Healer) or [Minions](https://clashofclans.fandom.com/wiki/Minion), which can give more time for any other [troops](https://clashofclans.fandom.com/wiki/Troops) to destroy it.
  + Even though the Air Sweeper covers a 120-degree sector-shaped area, it can only fire blasts of air that cover a 30-degree angle. If you are going head-on against an Air Sweeper with [air troops](https://clashofclans.fandom.com/wiki/Category:Air_Troops), it is recommended to deploy them in a semicircle formation if possible to minimize the effect of the Air Sweeper.
* **Upgrade Differences**
  + The Air Sweeper undergoes significant visual changes at levels 2, 4 and 5.
  + When initially constructed, the Air Sweeper has four wooden supports reinforced by small, metal braces and a curved, squarish platform supporting a nozzle made out of blue steel, that is tied to the platform by ropes. It also has a red air pump that compresses every few seconds to release the air used to blow back [Troops](https://clashofclans.fandom.com/wiki/Troops).
  + At level 2, the nozzle becomes larger and adds a decorative blue ring. The supports for the platform itself are now made of smooth stone (or metal) instead of rope.
  + At level 3, the four wooden supports gain extra reinforcement from additional smooth stone (or metal) braces, one on each support. It is also reinforced on the side of the platform itself.
  + At level 4, the platform itself is now made of smooth stone (or metal) with golden supports on each side and reinforcing the side of the platform. It also gains steel footings.
  + At level 5, the nozzle increases in size once again, this time with a black ring on it instead of a blue ring. The nozzle changes from being made out of blue steel to being made out of grey steel. The platform is now completely gold-plated, straps and all. The base is now reinforced as it gains an armor plating complete with golden spikes on each corner. The four supports are now gold-plated on the ends instead.
  + At level 6, the armored base is now golden, and the supports gain golden spikes all over them.
  + At level 7, the armored base becomes bigger, changes colour, and has larger spikes. The ring over the blower also becomes red.
* **Trivia**
  + The Air Sweeper was added in the 30th April, 2015 update.
  + The Air Sweeper is currently the only [defense](https://clashofclans.fandom.com/wiki/Defensive_Buildings) that can push back [air troops](https://clashofclans.fandom.com/wiki/Category:Air_Troops), and also the only [defense](https://clashofclans.fandom.com/wiki/Defensive_Buildings" \o "Defensive Buildings)that causes no damage (the [Spring Trap](https://clashofclans.fandom.com/wiki/Spring_Trap) technically causes no damage either, but it does instantly eliminate [troops](https://clashofclans.fandom.com/wiki/Troops) that step on it).
  + The Air Sweeper's push back icon and the Spring Trap's bounce icon are the same icon in different directions.
  + It is also the only [defense](https://clashofclans.fandom.com/wiki/Defensive_Buildings) that aims only in one general direction.
  + The Air Sweeper is one of three defensive structures in the Home Village that has a blind spot, the [Mortar](https://clashofclans.fandom.com/wiki/Mortar) and [Eagle Artillery](https://clashofclans.fandom.com/wiki/Eagle_Artillery) being the others.
  + As part of the [1 July 2015 update](https://clashofclans.fandom.com/wiki/Version_History#Version_7.156_-_1st_July_2015_.22Dark_Spell_Factory.22), a second Air Sweeper was added for [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) 9.
  + The Air Sweeper attacks in a sector-shaped area of effect with an angle of 60 degrees, maximum width of 5 tiles and length 14. This animation takes place over 3.5 seconds, meaning that attacking [troops](https://clashofclans.fandom.com/wiki/Troops) are unable to attack while being pushed for a maximum of 1.2 seconds.
  + Units that are hit by the Air Sweeper are pushed away in a direction normal (i.e. perpendicular) to the curve of the air blast. This means that [troops](https://clashofclans.fandom.com/wiki/Troops) can fan out when hit by an attack and may re-target separately.
  + It is one of the 2 defensive buildings that can only target [Air Troops](https://clashofclans.fandom.com/wiki/Category:Air_Troops), the other being the [Air Defense](https://clashofclans.fandom.com/wiki/Air_Defense).
  + In the [October 12th 8.551.2 "Friendly Wars" update](https://clashofclans.fandom.com/wiki/Version_History), what appeared to be a level 7 Air Sweeper was added to the game files, but was not yet made available in the game until one year later.
  + It is the only defensive building that did not gain a new upgrade level in the Town Hall 12 update.
* **Icon Descriptions**

|  |  |
| --- | --- |
| Icon Info | Tapping this icon displays information about the Air Sweeper, such as Level, Damage Per Second, Hitpoints, Range, Damage Type and Targets. |
| Icon Upgrade | Tapping this icon begins upgrading the Air Sweeper to the next level, if you have enough resources and a free [Builder](https://clashofclans.fandom.com/wiki/Builder%27s_Hut). When the Air Sweeper is at maximum level, this icon is not shown. |
| Icon HoB | Tapping this icon instantly upgrades the Air Sweeper to the next level, at the cost of one [Hammer of Building](https://clashofclans.fandom.com/wiki/Magic_Items) if you have one. When the Air Sweeper is at maximum level, this icon is not shown. |
| Icon FinishNow | Tapping this icon, which is displayed only while an upgrade is in progress, instantly finishes that upgrade at the cost of the displayed number of [Gems](https://clashofclans.fandom.com/wiki/Gems). |
| Icon FinishNowBoB | Tapping this icon, which is displayed only while an upgrade is in progress, instantly finishes that upgrade at the cost of one [Book of Building](https://clashofclans.fandom.com/wiki/Magic_Items). This icon is only shown if you have at least one [Book of Building](https://clashofclans.fandom.com/wiki/Magic_Items). |
| Icon FinishNowBoE | Tapping this icon, which is displayed only while an upgrade is in progress, instantly finishes that upgrade at the cost of one [Book of Everything](https://clashofclans.fandom.com/wiki/Magic_Items). This icon is only shown if you have at least one [Book of Everything](https://clashofclans.fandom.com/wiki/Magic_Items) but do not have a [Book of Building](https://clashofclans.fandom.com/wiki/Magic_Items). |
| Icon Builder Potion | Tapping this icon, which is displayed only while an upgrade is in progress, boosts all your [Builders](https://clashofclans.fandom.com/wiki/Builder" \o "Builder)for 1 hour by a factor of ten, at the cost of one [Builder Potion](https://clashofclans.fandom.com/wiki/Magic_Items). This icon is only shown if you have at least one [Builder Potion](https://clashofclans.fandom.com/wiki/Magic_Items). |
| Icon Cancel | Tapping this icon, which is displayed only while an upgrade is in progress, cancels the current upgrade and refunds half of the upgrade cost. |
| Icon Rotate | Tapping this icon rotates the Air Sweeper 45 degrees clockwise. |
|  |  |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| [**Town Hall**](https://clashofclans.fandom.com/wiki/Town_Hall)**Level** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **11** | **12** |
| **Number Available** | 0 | 0 | 0 | 0 | 0 | **1** | 1 | 1 | **2** | 2 | 2 | 2 |

|  |
| --- |
| **Size Size** |
| 2x2 |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Level Level** | **Push Strength Icon PushStrengthSweeper** | **Hitpoints Hitpoint** | [**Cost**](https://clashofclans.fandom.com/wiki/Resources#Gold)**[Gold](https://clashofclans.fandom.com/wiki/Resources#Gold)** | **Build Time Stopwatch** | [**Experience**](https://clashofclans.fandom.com/wiki/Experience)**Gained [XP](https://clashofclans.fandom.com/wiki/Experience)** | [**Town Hall**](https://clashofclans.fandom.com/wiki/Town_Hall)**Level Required [Town Hall12-5](https://clashofclans.fandom.com/wiki/Town_Hall)** |
| 1 | 1.6 tiles | 750 | 500,000 | 8h | 169 | 6 |
| 2 | 2.0 tiles | 800 | 750,000 | 16h | 240 | 6 |
| 3 | 2.4 tiles | 850 | 1,250,000 | 1d | 293 | 7 |
| 4 | 2.8 tiles | 900 | 2,000,000 | 1d 12h | 360 | 8 |
| 5 | 3.2 tiles | 950 | 3,000,000 | 2d | 415 | 9 |
| 6 | 3.6 tiles | 1,000 | 5,000,000 | 4d | 587 | 10 |
| 7 | 4.0 tiles | 1,050 | 8,000,000 | 6d | 720 | 11 |

|  |  |  |  |
| --- | --- | --- | --- |
| **Range Range** | **Attack Speed Attackspeed** | **Damage Type Damagetype** | **Unit Type Targeted Target** |
| 1-15 | 5s | None (Knockback Only) | Air |

## Hidden Tesla



***"Lay a deadly trap with the Hidden Tesla! Our***[***Wizards***](https://clashofclans.fandom.com/wiki/Wizard)***have trapped a storm cloud into each of these sneaky towers. When an enemy walks or flies close enough, the tower springs up and fries it using the power of Electrickery!"***

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Hidden Tesla1 | Hidden Tesla2 | Hidden Tesla3 | Hidden Tesla4 | Hidden Tesla5 |
| **Level 1** | **Level 2** | **Level 3** | **Level 4** | **Level 5** |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Hidden Tesla6 | Hidden Tesla7 | Hidden Tesla8 | Hidden Tesla9 | Hidden Tesla10 |
| **Level 6** | **Level 7** | **Level 8** | **Level 9** | **Level 10** |

* **Summary**
  + The Hidden Tesla is a [defensive building](https://clashofclans.fandom.com/wiki/Defensive_Buildings) with a twist: Similar to a [Spring Trap](https://clashofclans.fandom.com/wiki/Traps#springtrap) or [Bomb](https://clashofclans.fandom.com/wiki/Traps#bomb), it stays hidden and appears when a ground or air [unit](https://clashofclans.fandom.com/wiki/Troops) gets close, or when 51% of the base is destroyed. However, unlike a [Trap](https://clashofclans.fandom.com/wiki/Traps), it does not have to be rearmed after being deployed.
  + The Hidden Tesla is unlocked at [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) level 7.
  + A Hidden Tesla has a seven tile range but a six tile trigger radius in which it will only pop up if a troop comes near it or the enemy has destroyed at least 51% of the base.
  + Hidden Teslas are **not** [traps](https://clashofclans.fandom.com/wiki/Traps). Their aesthetics trick some into believing that they are [traps](https://clashofclans.fandom.com/wiki/Traps), but they're actually permanent structures just like any other [defensive building](https://clashofclans.fandom.com/wiki/Defensive_Buildings).
* **Defensive Strategy**
  + The main advantage of the Hidden Tesla is that it is (hopefully) a surprise. Capitalize on that. A well-placed Hidden Tesla can wreak havoc on an attacker's offensive strategy.
  + Unfortunately, many players design their villages such that it has only as many 2x2 open spaces within its layout as it has Hidden Teslas (and possibly [Giant Bombs](https://clashofclans.fandom.com/wiki/Giant_Bomb)) available, which makes it obvious where they are located. Instead, try to make sure that there are a few different places where Hidden Teslas could be lurking.
    - A good strategy is to create "dummy" 2x2 open spaces to make the enemy think they know where your Hidden Teslas are. For example, you unlock 2 Hidden Teslas at [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) 7. You could create two empty 2x2 spaces in your base which are *actually* empty, while deploying your Hidden Teslas elsewhere, increasing the chances of surprising your opponent.
  + Be cautious when upgrading the Hidden Tesla, as this will reveal its location to future attackers. Combat this by relocating it during the upgrade period.
    - Although a Hidden Tesla being upgraded loses the merit of being invisible, it still keeps the demerit of being unable to cause a no-spawn zone.
  + Make sure to place your Hidden Tesla in a space where [Troops](https://clashofclans.fandom.com/wiki/Troops) cannot be placed (an empty space no larger than 2xn), as unlike other [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings) structures, Hidden Teslas do not expand your no-spawn zone, meaning that [Troops](https://clashofclans.fandom.com/wiki/Troops) can be placed directly on top of a Hidden Tesla.
  + Players can place Hidden Teslas next to an exposed Town Hall as a means of deceiving enemies. This will force them to use more troops to destroy or otherwise outlast the Teslas, leaving less available troops for other areas of the base. While it is possible to win trophies in this manner, a sufficiently prepared army will almost certainly be able to destroy the Town Hall.
  + A risky but effective strategy is to put the Hidden Teslas in the corners of your base without the builder huts. They are Hidden and since this is an unusual strategy, your opponents wont check the corners of your base for something hidden. That can prevent a 3-star.
* **Offensive Strategy**
  + Before attacking, look for obvious places where a Hidden Tesla might be located, and avoid them. Hidden Teslas will only activate when [Troops](https://clashofclans.fandom.com/wiki/Troops) come close to them. If one happens to trigger, keep in mind that it has a low range. If you cannot destroy it easily, avoid deploying more [Troops](https://clashofclans.fandom.com/wiki/Troops) near it if possible, as Hidden Teslas can deal high amounts of damage.
  + If you see a 2x2 empty square space surrounded by [Walls](https://clashofclans.fandom.com/wiki/Walls), it is very likely that a Hidden Tesla has been placed there. Be aware that Hidden Teslas are only for [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) level 7+. If it is a Town Hall 6, it is most likely a [Giant Bomb](https://clashofclans.fandom.com/wiki/Giant_Bomb).
  + You can use a troop to trigger the Hidden Tesla and then destroy it with the [Grand Warden](https://clashofclans.fandom.com/wiki/Grand_Warden) as he has more range than the Hidden Tesla.
  + One [Giant](https://clashofclans.fandom.com/wiki/Giant) and a few [Archers](https://clashofclans.fandom.com/wiki/Archer) can quite easily destroy a Hidden Tesla, as it has relatively low health.
  + Some people have free places inside [Walls](https://clashofclans.fandom.com/wiki/Walls), but place a Hidden Tesla to deceive the enemy.
  + If you have the opportunity to observe a village prior to attacking, such as when planning a revenge, then watch the [Villagers](https://clashofclans.fandom.com/wiki/Villager). They can reveal the location of Hidden Teslas by walking up to the "empty" spot where the Tesla is hidden and clapping.
* **Upgrade Differences**
  + Hidden Teslas undergo significant visual changes at levels 4, 7, 8, 9 and 10.
  + When initially constructed, the Hidden Tesla consists of a tall, slender wooden lattice structure with a wire coiled up one support. The top of the tower has a metal conducting rod protruding from it. On each side of the tower's base are what appear to be open trapdoors, evidence of the fact that it buries oneself under the ground until an enemy comes through.
  + At level 2, the Hidden Tesla gains an additional metal conductor hanging down from the top of the tower,
  + At level 3, it gets a second wire coiled up for support on the opposite side of the tower and a second set of metal conductor is added. The bottom of the Tesla gain some stone support.
  + At level 4, the Hidden Tesla acquires its namesake Tesla coil at the top.
  + At level 5, a third coil of wire appears on the front support. The metal conductor pieces, the bottom stone support and the top of the Tesla also turns gold does too.
  + At level 6, the Tesla coil at the top and a small bump on the metal conductor pieces turn golden as well. The "bolt" that the hidden tesla fires becomes thicker.
  + At level 7, the Hidden Tesla's coil is replaced with a set of massive horizontal bronze rings and the base of it become circular. The structure of the building is replaced with fewer but thicker woods and the bottom has a bigger golden support. The end of the metal conductors becomes darker and where it attach to the base has a square surrounding it instead of the bump. The three smaller wire coils on the tower supports disappear and are replaced with a very thick coil of wire running up the front support. When it fires, the rings glow a steady blue.
  + At level 8, the Hidden Tesla's horizontal bronze rings are replaced with a set of yellow transformer coils with a black shell, with a yellow bump on the middle one. The metal conductors changed from cardinal direction to diagonals. More wires appear wrapped around the building and spikes are added on the wood. Zaps of electricity jump from the tower several times per minute.
  + At level 9, the Hidden Tesla's transformer coils are now reduced from 5 to 4. The 4 coils have much thicker golden wires, and are now positioned firmly together on a circular plate. The electrode where the Hidden Tesla fires from becomes a small blue square between the four coils. The black wires wrapped around the building is thicker. The metal conductor hanging down from the top of the tower gain some coils.
  + At level 10, the Hidden Tesla's transformer coils are replaced with what appears to be a large, crystal-colored hexadecahedron. The black wires around the tower disappear, and the tower itself is constructed of much thicker wood and is reinforced by additional planks and metal. Four yellow bases are added to the bottom of each wooden plank. The wooden trapdoors are replaced with sturdier metallic ones.
* **Trivia**
  + The Hidden Tesla gets its name and appearance from the Tesla coil, invented by the scientist [Nikola Tesla](http://en.wikipedia.org/wiki/Nikola_Tesla).
  + [Lightning Spells](https://clashofclans.fandom.com/wiki/Lightning_Spell), [Freeze Spells](https://clashofclans.fandom.com/wiki/Freeze_Spell), and [Earthquake Spells](https://clashofclans.fandom.com/wiki/Earthquake_Spell) cannot harm a Hidden Tesla if it has not yet been revealed.
  + Defense-targeting [troops](https://clashofclans.fandom.com/wiki/Troops) will not target a Tesla until it is revealed, even if all other [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings) are destroyed.
  + The Hidden Tesla can have [troops](https://clashofclans.fandom.com/wiki/Troops) spawned on top of it if it's in an area where troops can be deployed, such as a 3x3 empty area commonly known as a "spawn hole"
  + This can be a hole in the defence of your base.
  + When you are viewing your village, the Tesla will eject small sparks. The Tesla will still create sparks even if it is being upgraded.
  + The level 7 Tesla has the same top piece as the level 7 [Laboratory](https://clashofclans.fandom.com/wiki/Laboratory).
    - In Clash Royale, the card "Sparky" shares the same feature.
  + Like the [Mortar](https://clashofclans.fandom.com/wiki/Mortar), the Hidden Tesla can one-shot a same-level [Archer](https://clashofclans.fandom.com/wiki/Archer), e.g. a level 4 Hidden Tesla can one-shot a level 4 [Archer](https://clashofclans.fandom.com/wiki/Archer). However, this is not true for a Level 5 [Archer](https://clashofclans.fandom.com/wiki/Archer).
  + You can discover an opponent's Tesla when scouting if you see a [Villager](https://clashofclans.fandom.com/wiki/Villager) tapping on an open 2x2 space.
  + Prior to the October 2016 update, the Hidden Tesla did double damage to the [P.E.K.K.A](https://clashofclans.fandom.com/wiki/P.E.K.K.A) and also identified her as a priority before other troops.
* **Icon Descriptions**

|  |  |
| --- | --- |
| Icon Info | Tapping this icon displays information about the Hidden Tesla/Home Village, such as Level, Damage Per Second, Hitpoints, Range, Damage Type and Targets. |
| Icon Upgrade | Tapping this icon begins upgrading the Hidden Tesla/Home Village to the next level, if you have enough resources and a free [Builder](https://clashofclans.fandom.com/wiki/Builder%27s_Hut). When the Hidden Tesla/Home Village is at maximum level, this icon is not shown. |
| Icon HoB | Tapping this icon instantly upgrades the Hidden Tesla/Home Village to the next level, at the cost of one [Hammer of Building](https://clashofclans.fandom.com/wiki/Magic_Items) if you have one. When the Hidden Tesla/Home Village is at maximum level, this icon is not shown. |
| Icon FinishNow | Tapping this icon, which is displayed only while an upgrade is in progress, instantly finishes that upgrade at the cost of the displayed number of [Gems](https://clashofclans.fandom.com/wiki/Gems). |
| Icon FinishNowBoB | Tapping this icon, which is displayed only while an upgrade is in progress, instantly finishes that upgrade at the cost of one [Book of Building](https://clashofclans.fandom.com/wiki/Magic_Items). This icon is only shown if you have at least one [Book of Building](https://clashofclans.fandom.com/wiki/Magic_Items). |
| Icon FinishNowBoE | Tapping this icon, which is displayed only while an upgrade is in progress, instantly finishes that upgrade at the cost of one [Book of Everything](https://clashofclans.fandom.com/wiki/Magic_Items). This icon is only shown if you have at least one [Book of Everything](https://clashofclans.fandom.com/wiki/Magic_Items) but do not have a [Book of Building](https://clashofclans.fandom.com/wiki/Magic_Items). |
| Icon Builder Potion | Tapping this icon, which is displayed only while an upgrade is in progress, boosts all your [Builders](https://clashofclans.fandom.com/wiki/Builder" \o "Builder)for 1 hour by a factor of ten, at the cost of one [Builder Potion](https://clashofclans.fandom.com/wiki/Magic_Items). This icon is only shown if you have at least one [Builder Potion](https://clashofclans.fandom.com/wiki/Magic_Items). |
| Icon Cancel | Tapping this icon, which is displayed only while an upgrade is in progress, cancels the current upgrade and refunds half of the upgrade cost. |
|  |  |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| [**Town Hall**](https://clashofclans.fandom.com/wiki/Town_Hall)**Level** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **11** | **12** |
| **Number Available** | 0 | 0 | 0 | 0 | 0 | 0 | **2** | **3** | **4** | 4 | 4 | **5** |

|  |
| --- |
| **Size Size** |
| 2x2 |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Level** | **Damage per Second** | **Damage per Shot** | **Hitpoints** | [**Cost**](https://clashofclans.fandom.com/wiki/Resources#Gold)**[Gold](https://clashofclans.fandom.com/wiki/Resources#Gold)** | **Build Time** | [**Experience**](https://clashofclans.fandom.com/wiki/Experience)**Gained [XP](https://clashofclans.fandom.com/wiki/Experience)** | [**Town Hall**](https://clashofclans.fandom.com/wiki/Town_Hall)**Level Required** |
| 1 | 34 | 20.4 | 600 | 500,000 | 3h | 103 | 7 |
| 2 | 40 | 24 | 630 | 750,000 | 8h | 169 | 7 |
| 3 | 48 | 28.8 | 660 | 1,000,000 | 16h | 240 | 7 |
| 4 | 55 | 33 | 690 | 1,250,000 | 1d | 293 | 8 |
| 5 | 64 | 38.4 | 730 | 1,500,000 | 2d | 415 | 8 |
| 6 | 75 | 45 | 770 | 2,000,000 | 3d | 509 | 8 |
| 7 | 87 | 52.2 | 810 | 3,000,000 | 4d | 587 | 9 |
| 8 | 99 | 59.4 | 850 | 4,500,000 | 6d | 720 | 10 |
| 9 | 110 | 66 | 900 | 7,500,000 | 10d | 929 | 11 |
| 10 | 120 | 72 | 950 | 10,000,000 | 14d | 1,099 | 12 |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Range** | **Trigger Range** | **Attack Speed** | **Damage Type** | **Unit Type Targeted** | **Favorite Target** |
| 7 | 6 | 0.6s | Single Target | Ground & Air | Any |

## Bomb Tower



***"Bomb Towers bombard nearby ground troops and go up in a big BOOM when destroyed! Melee units best stand clear!"***

|  |  |  |
| --- | --- | --- |
| Bomb Tower1 | Bomb Tower2 | Bomb Tower3 |
| **Level 1** | **Level 2** | **Level 3** |

|  |  |  |  |
| --- | --- | --- | --- |
| Bomb Tower4 | Bomb Tower5 | Bomb Tower6 | Bomb Tower7 |
| **Level 4** | **Level 5** | **Level 6** | **Level 7** |

* **Summary**
  + The Bomb Tower is a [Defensive Building](https://clashofclans.fandom.com/wiki/Defensive_Buildings) unlocked at [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) level 8.
  + Bomb Tower throws bombs at ground troops, dealing splash damage similarly to the [Wizard Tower](https://clashofclans.fandom.com/wiki/Wizard_Tower). However, unlike the Wizard Tower, it cannot attack air units.
  + When its health is reduced to zero, the bomb underneath the tower will be primed, and will explode 1 second afterwards, dealing splash damage to all ground units within 2.75 tiles of it, similar to a [Giant Bomb](https://clashofclans.fandom.com/wiki/Giant_Bomb).
* **Defensive Strategy**
  + Place it where hordes of ground troops are to be expected. You can protect [Air Defenses](https://clashofclans.fandom.com/wiki/Air_Defense) with a Bomb Tower; the two defenses complement each other, as they cover each other's weaknesses; the Bomb Tower can deal with ground troops while the Air Defense deals with air troops.
  + It can be also used in place of the [Wizard Tower](https://clashofclans.fandom.com/wiki/Wizard_Tower) to complement a [Mortar](https://clashofclans.fandom.com/wiki/Mortar) if [Wizard Towers](https://clashofclans.fandom.com/wiki/Wizard_Tower) are needed elsewhere in the base. Again, it is capable of covering most of the Mortar's blind spot, but only if they are placed next to each other.
* **Offensive Strategy**
  + Air [troops](https://clashofclans.fandom.com/wiki/Troops) are totally immune to the bomb tower. All air strategies will be almost unaffected by the Bomb Tower.
    - As the Bomb Tower is a defensive building, it will still be capable of funneling [Balloons](https://clashofclans.fandom.com/wiki/Balloon) (and [Lava Hounds](https://clashofclans.fandom.com/wiki/Lava_Hound) if there are no Air Defenses remaining), and can possibly make them move away from your desired target, or into traps.
  + If the Bomb Tower of an enemy's base is exposed, a small number of troops can be used to take it out (due to its low hit-points). This will reduce the amount of damage inflicted to your overall army as a result of its damage and explosion.
  + To avoid having the majority of your attacking force being caught within the radius of its resulting explosion, consider deploying a tank unit ([Giant](https://clashofclans.fandom.com/wiki/Giant) or [Golem](https://clashofclans.fandom.com/wiki/Golem)) to soak up the damage. Avoid using melee units (such as [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian)) in tandem with the tank units, as they will likely be damaged by the tower too.
  + Be on a look-out for empty 4x2 spaces near Bomb Towers. It may indicate the presence of double [Giant Bombs](https://clashofclans.fandom.com/wiki/Giant_Bomb), which--combined with the bomb tower's explosion--will wreak havoc on [hog](https://clashofclans.fandom.com/wiki/Hog_Rider)-based armies.
  + If you have the [Barbarian King](https://clashofclans.fandom.com/wiki/Barbarian_King)'s Iron Fist ability, never use it when the Barbarian King is engaging a Bomb Tower, unless you desperately need to regain health. The Bomb Tower's death damage will wipe out most, if not all, of the summoned Barbarians, once the King has destroyed the tower.
* **Upgrade Differences**
  + The Bomb Tower undergoes significant visual changes at levels 3, 4, 5 and 7.
    - When initially constructed, the Bomb Tower appears as a wooden platform supported by a wooden lattice. The pillars are all reinforced with a dark gray spiked metal base, as well as wooden guards with iron spikes protecting each base, in addition to golden chains on each pillar. The wooden platform is guarded on all sides with battlements, and there are four bombs resembling that of the level 1 and 2 Bomb on top of the tower. There is also a large bomb, resembling that of the level 1 and 2 [Bomb](https://clashofclans.fandom.com/wiki/Bomb), placed underneath the tower.
    - At level 2, the wooden guards gain a steel plating on their perimeters. In addition to that, the walls of the battlements atop the tower are made of stone, but still retain their wooden corners.
    - At level 3, the Bomb Tower gains a major overhaul. The corner guards are now made entirely of metal. The battlements have expanded, now covering the entirety of the platform, and are now made of dark gray metal with marble corners braced with brass plating. The gaps between the corner guards are now filled with skulls completing the perimeter. All the bombs on and under the tower are now golden, resembling those used by the level 5 [Wall Breaker](https://clashofclans.fandom.com/wiki/Wall_Breaker) and level 5-6 [Balloon](https://clashofclans.fandom.com/wiki/Balloon). The black color theme and the skulls indicate that this level is unlocked at [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall)level 9.
    - At level 4, the spikes on the corner guards are now golden, and now are more numerous than the ones found on the level 3 Bomb Tower. In addition to that, the battlements are now red, with golden linings. The bombs used all resemble the level 5 and 6 [Bomb](https://clashofclans.fandom.com/wiki/Bomb). The red color theme and the lava at the bottom indicate that this level is unlocked at [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) level 10.
    - At level 5, the corner guards are now golden with large golden spikes. The battlements are now white with golden linings, and the lava at the bottom becomes yellow, which indicate that this level is unlocked at [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) level 11.
    - At level 6, the battlements become even larger, and a large golden guard is placed around the top of the structure.
    - At level 7, the Bomb Tower's color scheme changes; the corner guards on the base become metallic gray with bolts replacing the spikes, and the guard is now blue and gray; the chains on the guard are absent, but the spikes become larger. The corners of the top of the tower are now cream-colored and golden strips connect these. The bombs have a new color scheme, now being encased in red-colored shells with red spikes with metal bumps.
  + The unit in the Bomb Tower appears to be a [Bomber](https://clashofclans.fandom.com/wiki/Bomber), despite the Bomber being a Builder Base exclusive troop (and the Bomb Tower being added before the Builder Base was added). The Bomber's appearance changes with level of the Bomb Tower.
    - At level 1, the Bomber appears to resemble that of a level 1-4 Bomber from the Builder Base.
    - At level 3, the Bomber resembles a level 5-8 Bomber.
    - At level 4, the Bomber resembles a level 11-12 Bomber.
* **Trivia**
  + The Bomb Tower was introduced as part of the [October 2016 update](https://clashofclans.fandom.com/wiki/Version_History#Version_8551.2_-_12th_October_2016_.22Friendly_Wars.22).
  + With a range of 6 tiles, it is the defensive building with the shortest range in the Home Village.
  + The Bomb Tower is the only building in the Home Village to be inspired by a building in Clash Royale.
  + The Bomb Tower is the only [defense](https://clashofclans.fandom.com/wiki/Category:Defenses) that does not make distinct sound effects when editing the village, as it uses the [Mortar](https://clashofclans.fandom.com/wiki/Mortar)'s sound effect when tapped and placed. The [Eagle Artillery](https://clashofclans.fandom.com/wiki/Eagle_Artillery), while using the [Cannon](https://clashofclans.fandom.com/wiki/Cannon)'s sound effect when tapped, has its own unique sound effect when placed.
* **Icon Descriptions**

|  |  |
| --- | --- |
| Icon Info | Tapping this icon displays information about the Bomb Tower, such as Level, Damage Per Second, Hitpoints, Range, Damage Type and Targets. |
| Icon Upgrade | Tapping this icon begins upgrading the Bomb Tower to the next level, if you have enough resources and a free [Builder](https://clashofclans.fandom.com/wiki/Builder%27s_Hut). When the Bomb Tower is at maximum level, this icon is not shown. |
| Icon HoB | Tapping this icon instantly upgrades the Bomb Tower to the next level, at the cost of one [Hammer of Building](https://clashofclans.fandom.com/wiki/Magic_Items) if you have one. When the Bomb Tower is at maximum level, this icon is not shown. |
| Icon FinishNow | Tapping this icon, which is displayed only while an upgrade is in progress, instantly finishes that upgrade at the cost of the displayed number of [Gems](https://clashofclans.fandom.com/wiki/Gems). |
| Icon FinishNowBoB | Tapping this icon, which is displayed only while an upgrade is in progress, instantly finishes that upgrade at the cost of one [Book of Building](https://clashofclans.fandom.com/wiki/Magic_Items). This icon is only shown if you have at least one [Book of Building](https://clashofclans.fandom.com/wiki/Magic_Items). |
| Icon FinishNowBoE | Tapping this icon, which is displayed only while an upgrade is in progress, instantly finishes that upgrade at the cost of one [Book of Everything](https://clashofclans.fandom.com/wiki/Magic_Items). This icon is only shown if you have at least one [Book of Everything](https://clashofclans.fandom.com/wiki/Magic_Items) but do not have a [Book of Building](https://clashofclans.fandom.com/wiki/Magic_Items). |
| Icon Builder Potion | Tapping this icon, which is displayed only while an upgrade is in progress, boosts all your [Builders](https://clashofclans.fandom.com/wiki/Builder" \o "Builder)for 1 hour by a factor of ten, at the cost of one [Builder Potion](https://clashofclans.fandom.com/wiki/Magic_Items). This icon is only shown if you have at least one [Builder Potion](https://clashofclans.fandom.com/wiki/Magic_Items). |
| Icon Cancel | Tapping this icon, which is displayed only while an upgrade is in progress, cancels the current upgrade and refunds half of the upgrade cost. |
|  |  |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| [**Town Hall**](https://clashofclans.fandom.com/wiki/Town_Hall)**Level** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **11** | **12** |
| **Number Available** | 0 | 0 | 0 | 0 | 0 | 0 | 0 | **1** | 1 | **2** | 2 | 2 |

|  |
| --- |
| **Size Size** |
| 3x3 |

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Level Level** | **Damage per Second Damage** | **Damage per Shot Damage** | **Damage when destroyed Deathdamage** | **Hitpoints Hitpoint** | [**Cost**](https://clashofclans.fandom.com/wiki/Resources#Gold)**[Gold](https://clashofclans.fandom.com/wiki/Resources#Gold)** | **Build Time Stopwatch** | [**Experience**](https://clashofclans.fandom.com/wiki/Experience)**Gained [XP](https://clashofclans.fandom.com/wiki/Experience)** | [**Town Hall**](https://clashofclans.fandom.com/wiki/Town_Hall)**Level Required [Town Hall12-5](https://clashofclans.fandom.com/wiki/Town_Hall)** |
| 1 | 24 | 26.4 | 150 | 650 | 1,500,000 | 1d | 293 | 8 |
| 2 | 28 | 30.8 | 180 | 700 | 2,000,000 | 2d | 415 | 8 |
| 3 | 32 | 35.2 | 220 | 750 | 3,500,000 | 3d | 509 | 9 |
| 4 | 40 | 44 | 260 | 850 | 5,000,000 | 6d | 720 | 10 |
| 5 | 46 | 50.6 | 300 | 1,000 | 7,000,000 | 8d | 831 | 11 |
| 6 | 52 | 57.2 | 340 | 1,200 | 9,000,000 | 10d | 929 | 11 |
| 7 | 60 | 66 | 380 | 1,400 | 11,000,000 | 14d | 1,099 | 12 |

|  |  |  |  |
| --- | --- | --- | --- |
| **Range** | **Attack Speed** | **Damage Type** | **Unit Type Targeted** |
| 6 tiles | 1.1s | Splash - 1.5 tiles | Ground |

## Bombs



***"Nothing says 'STAY OUT' quite like a good old-fashioned hidden bomb."***

|  |  |  |  |
| --- | --- | --- | --- |
| Bomb1 | Bomb3 | Bomb5 | Bomb7 |
| **Level 1 & 2** | **Level 3 & 4** | **Level 5 & 6** | **Level 7 & 8** |

* **Summary**
  + Bombs are inexpensive [traps](https://clashofclans.fandom.com/wiki/Traps) that remain hidden until they are activated by an attacking [troop](https://clashofclans.fandom.com/wiki/Troops) moving into their trigger radius.
  + Once triggered, Bombs must be re-armed, which can be done for free and takes place automatically after logging into the game.
  + Although they are the weakest of all the [Traps](https://clashofclans.fandom.com/wiki/Traps), Bombs can still have a positive impact on the effectiveness of a village's defense if properly placed, but only if they are always re-armed after triggering.
  + Even though Bombs are classified as "[Defensive Buildings](https://clashofclans.fandom.com/wiki/Defensive_Buildings)", they are not buildings and do not need to be triggered/destroyed for your enemy to reach 100% destruction (nor do they count toward it).
  + The Bomb explodes approximately 1.5 seconds after an enemy comes within 1 tile of it, causing splash damage to every enemy [ground troop](https://clashofclans.fandom.com/wiki/Troops) within 3 tiles. This delay means that you'll want to place the Bomb in an area where troops are likely to remain for a period of time, like right next to a building they're attacking.
  + By itself, a single Bomb will not do a great deal of damage to even the weakest of [Troops](https://clashofclans.fandom.com/wiki/Troops) (although every bit helps). However, several Bombs in a cluster can significantly damage or even destroy an entire group of [Archers](https://clashofclans.fandom.com/wiki/Archer) or [Goblins](https://clashofclans.fandom.com/wiki/Goblin).
* **Offensive Strategy**
  + Bombs do only slight damage to high health troops but will destroy small troops. Try using tanks or high health troops like a [Giant](https://clashofclans.fandom.com/wiki/Giant) to absorb the bomb.
  + If you suspect that a particular location has Bombs in it, use a small troop, such as a [Barbarian](https://clashofclans.fandom.com/wiki/Barbarian) to trigger them. Do not send small troops en masse, or they may all be heavily damaged at best, or completely wiped out at worst.
  + Air troops like [Minions](https://clashofclans.fandom.com/wiki/Minion) do not have to worry about Bombs as the Bombs cannot damage them.
* **Defensive Strategy**
  + A Bomb can destroy an equivalent-level [Wall Breaker](https://clashofclans.fandom.com/wiki/Wall_Breaker). Since wall breaker A.I. targets wall junctions, place Bombs at outside perimeter intersections and corners for maximum effect.
  + One defensive strategy commonly used for the placement of Bombs is to position them along the outside wall, behind external buildings. The external buildings serve to delay the enemy [troops](https://clashofclans.fandom.com/wiki/Troops) until they've grouped up, so that when they attack the wall, the Bomb hits many troops at once. This is most effective against low-health [troops](https://clashofclans.fandom.com/wiki/Troops), though grouping enough Bombs together can be a serious hazard for [Giants](https://clashofclans.fandom.com/wiki/Giant), too.
  + Alternatively, some players decide to place a group of Bombs around a [Defensive building](https://clashofclans.fandom.com/wiki/Defensive_Buildings) on the outside of their base, to act as a trap for enemy [Giants](https://clashofclans.fandom.com/wiki/Giant). Placing a [Spring Trap](https://clashofclans.fandom.com/wiki/Spring_Trap) at the entrance to these trapped defense structures makes them even more effective.
  + Be cautious when upgrading a Bomb, as this will reveal its location. Combat this by relocating it during the upgrade period, since it won't trigger during that period anyway. This is useful against players who scout out your base ahead of time for revenge attacks.
  + Exploiting the way the A.I. targets buildings can dramatically increase the defensive effectiveness of your Bombs. For example, a group of 2-3 Bombs placed between a pair of [resource collectors](https://clashofclans.fandom.com/wiki/Resource_Buildings) is very likely to destroy an entire group of [Goblins](https://clashofclans.fandom.com/wiki/Goblin) as they pass from one collector to the next.
* **Upgrade Differences**
  + At level 3, the Bomb becomes a little bigger and gains 4 golden spikes around its circumference.
  + At level 5, the Bomb is encased in two metal shells that have several golden bumps on their surface.
  + At level 7, the Bomb is encased in two golden shells with no bumps on surface.
* **Trivia**
  + After exploding, the Bomb leaves a black scorched mark on the ground, and it fades away after a few seconds.[Bomb5 unarmed](https://vignette.wikia.nocookie.net/clashofclans/images/d/d2/Bomb5_unarmed.png/revision/latest?cb=20171106185105)

Unarmed

* + The fuse on the Bomb is lit constantly, but it never burns up.
  + If you light a Bomb just before the battle ends, the Bomb never explodes.
  + After the December 17, 2015 update a maxed out Bomb can instantly kill a group of summoned [skeletons](https://clashofclans.fandom.com/wiki/Witch/Skeleton) making bombs really effective against [Witch](https://clashofclans.fandom.com/wiki/Witch) based attacks.
* **Icon Descriptions**

|  |  |
| --- | --- |
| Icon Info | Tapping this icon displays information about the Bomb, such as Level, Damage Type and Targets. |
| Icon Upgrade | Tapping this icon begins upgrading the Bomb to the next level, if you have enough resources and a free [Builder](https://clashofclans.fandom.com/wiki/Builder%27s_Hut). When the Bomb is at maximum level, this icon is not shown. |
| Icon HoB | Tapping this icon instantly upgrades the Bomb to the next level, at the cost of one [Hammer of Building](https://clashofclans.fandom.com/wiki/Magic_Items) if you have one. When the Bomb is at maximum level, this icon is not shown. |
| Icon FinishNow | Tapping this icon, which is displayed only while an upgrade is in progress, instantly finishes that upgrade at the cost of the displayed number of [Gems](https://clashofclans.fandom.com/wiki/Gems). |
| Icon FinishNowBoB | Tapping this icon, which is displayed only while an upgrade is in progress, instantly finishes that upgrade at the cost of one [Book of Building](https://clashofclans.fandom.com/wiki/Magic_Items). This icon is only shown if you have at least one [Book of Building](https://clashofclans.fandom.com/wiki/Magic_Items). |
| Icon FinishNowBoE | Tapping this icon, which is displayed only while an upgrade is in progress, instantly finishes that upgrade at the cost of one [Book of Everything](https://clashofclans.fandom.com/wiki/Magic_Items). This icon is only shown if you have at least one [Book of Everything](https://clashofclans.fandom.com/wiki/Magic_Items) but do not have a [Book of Building](https://clashofclans.fandom.com/wiki/Magic_Items). |
| Icon Builder Potion | Tapping this icon, which is displayed only while an upgrade is in progress, boosts all your [Builders](https://clashofclans.fandom.com/wiki/Builder" \o "Builder)for 1 hour by a factor of ten, at the cost of one [Builder Potion](https://clashofclans.fandom.com/wiki/Magic_Items). This icon is only shown if you have at least one [Builder Potion](https://clashofclans.fandom.com/wiki/Magic_Items). |
| Icon Cancel | Tapping this icon, which is displayed only while an upgrade is in progress, cancels the current upgrade and refunds half of the upgrade cost. |
|  |  |

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| [**Town Hall**](https://clashofclans.fandom.com/wiki/Town_Hall)**Level** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **11** | **12** |
| **Number Available** | 0 | 0 | **2** | 2 | **4** | 4 | **6** | 6 | 6 | 6 | 6 | 6 |

|  |
| --- |
| **Size Size** |
| 1x1 |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Level** | **Damage** | [**Cost**](https://clashofclans.fandom.com/wiki/Resource_Buildings#Gold)**[Gold](https://clashofclans.fandom.com/wiki/Resources#Gold)** | **Build Time** | [**Experience**](https://clashofclans.fandom.com/wiki/Experience)**Gained [XP](https://clashofclans.fandom.com/wiki/Experience)** | [**Town Hall**](https://clashofclans.fandom.com/wiki/Town_Hall)**Level Required** |
| 1 | 20 | 400 | N/A | 0 | 3 |
| 2 | 24 | 1,000 | 15m | 30 | 3 |
| 3 | 29 | 10,000 | 2h | 84 | 5 |
| 4 | 35 | 100,000 | 8h | 169 | 7 |
| 5 | 42 | 1,000,000 | 1d | 293 | 8 |
| 6 | 54 | 1,500,000 | 2d | 415 | 9 |
| 7 | 72 | 2,000,000 | 3d | 509 | 10 |
| 8 | 92 | 2,500,000 | 4d | 587 | 11 |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Trigger Radius** | **Damage Radius** | **Damage Type** | **Unit Type Targeted** | **Favorite Target** |
| 1.5 tiles | 3 tiles | Area Splash | Ground | None |

## Spring Traps



***"This bouncy little number will toss unwanted visitors right off your property!"***

|  |  |  |
| --- | --- | --- |
| Spring Trap1 | Spring Trap3 | Spring Trap5 |
| **Level 1 & 2** | **Level 3 & 4** | **Level 5** |

* **Summary**
  + ​The Spring Trap bounces troops off the battlefield, effectively causing instant death to the first group of enemies that step on it, bouncing up to 15 housing units of [Troops](https://clashofclans.fandom.com/wiki/Troops) at level 1 and more at higher levels. For example, a level 1 Spring Trap will bounce 15 [Archers](https://clashofclans.fandom.com/wiki/Archer) or 3 [Giants](https://clashofclans.fandom.com/wiki/Giant).
    - For the purposes of determining interactions, a [Skeleton](https://clashofclans.fandom.com/wiki/Witch/Skeleton) counts as 1 housing space, and a [Golemite](https://clashofclans.fandom.com/wiki/Golemite" \o "Golemite) counts as 15.
  + Like other traps, the Spring Trap requires re-arming after it has been activated. Doing so is free and occurs automatically once the player logs into the game.
  + [P.E.K.K.As](https://clashofclans.fandom.com/wiki/P.E.K.K.A), [Golems](https://clashofclans.fandom.com/wiki/Golem) and [Heroes](https://clashofclans.fandom.com/wiki/Heroes) are unaffected by any level of Spring Traps due to the fact that they take more than 19 housing spaces.
    - [Golemites](https://clashofclans.fandom.com/wiki/Golem/Golemite) are still affected by Spring Traps, however.
  + The Spring Trap often does not affect the [Goblin](https://clashofclans.fandom.com/wiki/Goblin) either, but this is because the [Goblin](https://clashofclans.fandom.com/wiki/Goblin) is too fast for the Spring Trap to bounce it away (it usually is able to move out of range before the Spring Trap has the opportunity to affect it). However, if the [Goblin](https://clashofclans.fandom.com/wiki/Goblin) doesn't continue moving once the Spring Trap has been triggered (stopping to attack a [resource building](https://clashofclans.fandom.com/wiki/Resource_Buildings), for instance), it will be bounced similar to a [Barbarian](https://clashofclans.fandom.com/wiki/Barbarian) or [Archer](https://clashofclans.fandom.com/wiki/Archer). Also, if there is a horde of [Goblins](https://clashofclans.fandom.com/wiki/Goblin), the Spring Trap will bounce the [Goblins](https://clashofclans.fandom.com/wiki/Goblin) in the back, since the [Goblin](https://clashofclans.fandom.com/wiki/Goblin) in front triggered it first.
* **Offensive Strategy**
  + Avoid places where spring traps are most likely placed such as near the [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) or the [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle).
  + Try to absorb the trap with small troops like Barbarians and Goblins to let the stronger troops pass safely.
* **Defensive Strategy**
  + If put in a strategical way, Spring Traps can ruin a raid, including the infamous [Giant](https://clashofclans.fandom.com/wiki/Giant)-[Healer](https://clashofclans.fandom.com/wiki/Healer) combo.
  + Spring Traps can be placed near or around the [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall), so you can get rid of large numbers of [Troops](https://clashofclans.fandom.com/wiki/Troops) closing in.
  + A sound strategy for Spring Traps is to place them in an intentionally-designed [wall](https://clashofclans.fandom.com/wiki/Walls) gap. As [Troops](https://clashofclans.fandom.com/wiki/Troops) will generally tend to go through the gap rather than fight their way through the [wall](https://clashofclans.fandom.com/wiki/Walls), they will be directed right over the [trap](https://clashofclans.fandom.com/wiki/Traps) and be bounced to their death. Remember, however, that Spring Traps are one-time-use and until being re-armed it will leave an undefended gap in the [wall](https://clashofclans.fandom.com/wiki/Walls) after an attacker has triggered it.[](https://vignette.wikia.nocookie.net/clashofclans/images/0/0e/Spring_Trap5_unarmed.png/revision/latest?cb=20171106190045)

Unarmed

* + - A modified version of this strategy is to place [walls](https://clashofclans.fandom.com/wiki/Walls) inside your base so that the enemy [Troops](https://clashofclans.fandom.com/wiki/Troops) have to walk over the Spring Trap to attack nearby buildings.
  + You can place them in between [Defensive Buildings](https://clashofclans.fandom.com/wiki/Defensive_Buildings) to take out [Giants](https://clashofclans.fandom.com/wiki/Giant) or place them in between [Resource Buildings](https://clashofclans.fandom.com/wiki/Resource_Buildings) to take out [Goblins](https://clashofclans.fandom.com/wiki/Goblin).
  + Upgrading the Spring Trap to levels 3 and 5 is not considered to be as useful as upgrading to other levels, since 17 and 19 (the spring capacity for the respective Spring Trap levels) are prime numbers and bouncing an extra Barbarian or Archer usually won't help that much.
* **Upgrade Differences**
  + At level 3, the Spring Trap's spring becomes a lot thicker, as well as the wood.
  + At level 5, the Spring Trap now has encased metal reinforcements on the edges.
* **Trivia**
  + The May 2016 update added upgraded levels to Spring Traps.
  + Since the Spring Trap doesn't actually do damage to [Troops](https://clashofclans.fandom.com/wiki/Troops), troops bounced away by them will make neither upon-death skulls nor tombstones.
    - Due to this non-damaging property, troops under the Eternal Tome of the [Grand Warden](https://clashofclans.fandom.com/wiki/Grand_Warden) are not immune to Spring Traps.
  + If you look carefully, the Spring Trap's range actually extends out just enough to see the range circle.
* **Icon Descriptions**

|  |  |
| --- | --- |
| Icon Info | Tapping this icon displays information about the Spring Trap/Home Village, such as Level, Damage Type and Targets. |
| Icon Upgrade | Tapping this icon begins upgrading the Spring Trap/Home Village to the next level, if you have enough resources and a free [Builder](https://clashofclans.fandom.com/wiki/Builder%27s_Hut). When the Spring Trap/Home Village is at maximum level, this icon is not shown. |
| Icon HoB | Tapping this icon instantly upgrades the Spring Trap/Home Village to the next level, at the cost of one [Hammer of Building](https://clashofclans.fandom.com/wiki/Magic_Items) if you have one. When the Spring Trap/Home Village is at maximum level, this icon is not shown. |
| Icon FinishNow | Tapping this icon, which is displayed only while an upgrade is in progress, instantly finishes that upgrade at the cost of the displayed number of [Gems](https://clashofclans.fandom.com/wiki/Gems). |
| Icon FinishNowBoB | Tapping this icon, which is displayed only while an upgrade is in progress, instantly finishes that upgrade at the cost of one [Book of Building](https://clashofclans.fandom.com/wiki/Magic_Items). This icon is only shown if you have at least one [Book of Building](https://clashofclans.fandom.com/wiki/Magic_Items). |
| Icon FinishNowBoE | Tapping this icon, which is displayed only while an upgrade is in progress, instantly finishes that upgrade at the cost of one [Book of Everything](https://clashofclans.fandom.com/wiki/Magic_Items). This icon is only shown if you have at least one [Book of Everything](https://clashofclans.fandom.com/wiki/Magic_Items) but do not have a [Book of Building](https://clashofclans.fandom.com/wiki/Magic_Items). |
| Icon Builder Potion | Tapping this icon, which is displayed only while an upgrade is in progress, boosts all your [Builders](https://clashofclans.fandom.com/wiki/Builder" \o "Builder)for 1 hour by a factor of ten, at the cost of one [Builder Potion](https://clashofclans.fandom.com/wiki/Magic_Items). This icon is only shown if you have at least one [Builder Potion](https://clashofclans.fandom.com/wiki/Magic_Items). |
| Icon Cancel | Tapping this icon, which is displayed only while an upgrade is in progress, cancels the current upgrade and refunds half of the upgrade cost. |
|  |  |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| [**Town Hall**](https://clashofclans.fandom.com/wiki/Town_Hall)**Level** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **11** | **12** |
| **Number Available** | 0 | 0 | 0 | **2** | 2 | **4** | 4 | **6** | 6 | 6 | 6 | **8** |

|  |
| --- |
| **Size Size** |
| 1x1 |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Level Level** | **Spring Capacity Icon PushStrengthTrap** | [**Cost**](https://clashofclans.fandom.com/wiki/Resource_Buildings#Gold)**[Gold](https://clashofclans.fandom.com/wiki/Resources#Gold)** | **Build Time Stopwatch** | [**Experience**](https://clashofclans.fandom.com/wiki/Experience)**Gained [XP](https://clashofclans.fandom.com/wiki/Experience)** | [**Town Hall**](https://clashofclans.fandom.com/wiki/Town_Hall)**Level Required [Town Hall12-5](https://clashofclans.fandom.com/wiki/Town_Hall)** |
| 1 | 15 | 2,000 | N/A | 0 | 4 |
| 2 | 16 | 500,000 | 16h | 240 | 7 |
| 3 | 17 | 1,000,000 | 1d | 293 | 8 |
| 4 | 18 | 1,500,000 | 2d | 415 | 9 |
| 5 | 19 | 2,000,000 | 3d | 509 | 10 |

|  |  |  |  |
| --- | --- | --- | --- |
| **Trigger Radius Range** | **Damage Type Damagetype** | **Unit Type Targeted Target** | **Favorite Target Target** |
| 0.7 tiles | Bounces away troops | Ground | None |

## Air Bomb



***"Latest invention in the field of flying pest control. This trap can blast multiple air units in a small area."***

|  |  |  |
| --- | --- | --- |
| Air Bomb1 | Air Bomb3 | Air Bomb5 |
| **Level 1 & 2** | **Level 3 & 4** | **Level 5 & 6** |

* **Summary**
  + The Air Bomb explodes when a flying troop comes into proximity. It is essentially an airborne version of the normal [Bomb](https://clashofclans.fandom.com/wiki/Bomb), though the trigger radius and blast radius of the Air Bomb is much greater.
  + It is extremely effective against large groups of [Minions](https://clashofclans.fandom.com/wiki/Minion), and does a significant amount of damage to [Balloons](https://clashofclans.fandom.com/wiki/Balloon) (especially level 3 and below). It's much less effective against higher health targets such as [Dragons](https://clashofclans.fandom.com/wiki/Dragon).
  + Like other traps, the Air Bomb requires re-arming after it has been activated. Doing so is free and occurs automatically once the player logs into the game.
* **Defensive Strategy**
  + Like the [Seeking Air Mine](https://clashofclans.fandom.com/wiki/Seeking_Air_Mine), placing an Air Bomb next to the [Air Defense](https://clashofclans.fandom.com/wiki/Air_Defense) can turn out pretty deadly. After a [Ground Troop](https://clashofclans.fandom.com/wiki/Category:Ground_Troops) destroys the [Air Defense](https://clashofclans.fandom.com/wiki/Air_Defense), the enemy might deploy all of his or her powerful [Air Units](https://clashofclans.fandom.com/wiki/Category:Air_Troops) at once, and the Air Bomb may be able to take a vast majority of the troops.

Unarmed

* + At lower levels where Balloons have relatively low health, placing two Air Bombs next to each other can easily and swiftly destroy clumps of Balloons, often before the attacker has the chance to react with a [Healing Spell](https://clashofclans.fandom.com/wiki/Healing_Spell) (if they have one).
    - You can place your defenses in a way such that you can force enemy Balloons to clump up and then destroy them with the Air Bombs when they are clumped up in such a manner.
  + At higher levels, Air Bombs will have less of an effect on [Balloons](https://clashofclans.fandom.com/wiki/Balloon) but can still have significant effects on [Minions](https://clashofclans.fandom.com/wiki/Minion), [Lava Pups](https://clashofclans.fandom.com/wiki/Lava_Pup) and [Bats](https://clashofclans.fandom.com/wiki/Bat_Spell) (the latter only if another troop triggers the trap first). Nonetheless, multiple Air Bombs can prove problematic to Balloons especially if a [Wizard Tower](https://clashofclans.fandom.com/wiki/Wizard_Tower) is nearby, and can force the attacker to use a [Healing Spell](https://clashofclans.fandom.com/wiki/Healing_Spell).
* **Offensive Strategy**
  + If you want your strong aerial [troops](https://clashofclans.fandom.com/wiki/Troops) to be safe from Air Bombs, have the weakest aerial troops available while raiding and deploy them in the specific area where an Air Bomb may be. This will trick the Air Bombs into attacking them, letting your other aerial troops become safer.
  + Air troops with high hitpoints, such as [Dragons](https://clashofclans.fandom.com/wiki/Dragon) and [Electro Dragons](https://clashofclans.fandom.com/wiki/Electro_Dragon), can usually ignore the Air Bomb as its damage is negligible compared to the health of the troop. However, the [Lava Hound](https://clashofclans.fandom.com/wiki/Lava_Hound) can be an exception in situational cases; if the Air Bomb explodes just as the Lava Hound splits into Lava Pups, it may wipe out all of the Lava Pups at once before they can do any damage.
* **Upgrade Differences**
  + The Air Bomb goes through a significant visual change at Level 3.
    - When initially constructed, the Air Bomb is a barrel under a trap door with two red balloons attached to it. The balloons have white skulls painted on them.
    - At level 3 the Air Bomb has spikes on its surface and can be seen more easily within its compartment, as the compartment opens up slightly.
    - At level 5 the Air Bomb has golden spikes on its surface.
* **Trivia**
  + It is possible for a [Minion](https://clashofclans.fandom.com/wiki/Minion) to outrun an Air Bomb if one is set off while the [Minion](https://clashofclans.fandom.com/wiki/Minion) is moving to another target. The Bomb would then be led astray and eventually blow up on its own.
  + All traps, except the [Skeleton Trap](https://clashofclans.fandom.com/wiki/Skeleton_Trap), produce the same sound when tapped or selected, which includes the Air Bomb.
* **Icon Descriptions**

|  |  |
| --- | --- |
| Icon Info | Tapping this icon displays information about the Air Bomb, such as Level, Damage Type and Targets. |
| Icon Upgrade | Tapping this icon begins upgrading the Air Bomb to the next level, if you have enough resources and a free [Builder](https://clashofclans.fandom.com/wiki/Builder%27s_Hut). When the Air Bomb is at maximum level, this icon is not shown. |
| Icon HoB | Tapping this icon instantly upgrades the Air Bomb to the next level, at the cost of one [Hammer of Building](https://clashofclans.fandom.com/wiki/Magic_Items) if you have one. When the Air Bomb is at maximum level, this icon is not shown. |
| Icon FinishNow | Tapping this icon, which is displayed only while an upgrade is in progress, instantly finishes that upgrade at the cost of the displayed number of [Gems](https://clashofclans.fandom.com/wiki/Gems). |
| Icon FinishNowBoB | Tapping this icon, which is displayed only while an upgrade is in progress, instantly finishes that upgrade at the cost of one [Book of Building](https://clashofclans.fandom.com/wiki/Magic_Items). This icon is only shown if you have at least one [Book of Building](https://clashofclans.fandom.com/wiki/Magic_Items). |
| Icon FinishNowBoE | Tapping this icon, which is displayed only while an upgrade is in progress, instantly finishes that upgrade at the cost of one [Book of Everything](https://clashofclans.fandom.com/wiki/Magic_Items). This icon is only shown if you have at least one [Book of Everything](https://clashofclans.fandom.com/wiki/Magic_Items) but do not have a [Book of Building](https://clashofclans.fandom.com/wiki/Magic_Items). |
| Icon Builder Potion | Tapping this icon, which is displayed only while an upgrade is in progress, boosts all your [Builders](https://clashofclans.fandom.com/wiki/Builder" \o "Builder)for 1 hour by a factor of ten, at the cost of one [Builder Potion](https://clashofclans.fandom.com/wiki/Magic_Items). This icon is only shown if you have at least one [Builder Potion](https://clashofclans.fandom.com/wiki/Magic_Items). |
| Icon Cancel | Tapping this icon, which is displayed only while an upgrade is in progress, cancels the current upgrade and refunds half of the upgrade cost. |
|  |  |

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| [**Town Hall**](https://clashofclans.fandom.com/wiki/Town_Hall)**Level** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **11** | **12** |
| **Number Available** | 0 | 0 | 0 | 0 | **2** | 2 | 2 | **4** | 4 | **5** | 5 | **6** |

|  |
| --- |
| **Size Size** |
| 1x1 |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Level** | **Damage** | [**Cost**](https://clashofclans.fandom.com/wiki/Resource_Buildings#Gold)**[Gold](https://clashofclans.fandom.com/wiki/Resources#Gold)** | **Build Time** | [**Experience**](https://clashofclans.fandom.com/wiki/Experience)**Gained [XP](https://clashofclans.fandom.com/wiki/Experience)** | [**Town Hall**](https://clashofclans.fandom.com/wiki/Town_Hall)**Level Required** |
| 1 | 100 | 4,000 | N/A | 0 | 5 |
| 2 | 120 | 20,000 | 4h | 120 | 5 |
| 3 | 144 | 200,000 | 12h | 207 | 7 |
| 4 | 173 | 1,500,000 | 1d | 293 | 9 |
| 5 | 200 | 2,500,000 | 2d | 415 | 11 |
| 6 | 228 | 3,000,000 | 3d | 509 | 12 |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Trigger Radius** | **Damage Radius** | **Damage Type** | **Unit Type Targeted** | **Favorite Target** |
| 4 tiles | 3 tiles | Area Splash | Air | None |

## Giant Bomb



***"When you're looking for a Big Boom, you need the Giant Bomb."***

|  |  |  |
| --- | --- | --- |
| Giant Bomb1 | Giant Bomb3 | Giant Bomb5 |
| **Level 1 & 2** | **Level 3 & 4** | **Level 5** |

* **Summary**
  + The Giant Bomb explodes when an enemy comes into proximity. It is essentially a much more powerful (and expensive) version of the [Bomb](https://clashofclans.fandom.com/wiki/Bomb). This deals splash damage to all enemies within a 3-4 tile radius, depending on the Giant Bomb's level.
  + Once activated, the Giant Bomb must be re-armed in order to be a part of the next defense. Doing so is free and occurs automatically once the player logs into the game.
  + Giant Bombs can do serious damage to moderate-health troops, such as low-level [Giants](https://clashofclans.fandom.com/wiki/Giant), and usually instantly kill low-health troops such as [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian), [Goblins](https://clashofclans.fandom.com/wiki/Goblin) and [Wizards](https://clashofclans.fandom.com/wiki/Wizard).
* **Defensive Strategy**
  + If you love using Giant Bombs and you want to get a good amount of [troops](https://clashofclans.fandom.com/wiki/Troops) with it, place it where you commonly see a large amount of [troops](https://clashofclans.fandom.com/wiki/Troops) deployed when you are being attacked.
  + A Giant Bomb takes up the same amount of space (2x2) as a [Hidden Tesla](https://clashofclans.fandom.com/wiki/Hidden_Tesla). If you have multiple places where your [Hidden Teslas](https://clashofclans.fandom.com/wiki/Hidden_Tesla) could spawn, placing Giant Bombs in the others can be an effective strategy. Your enemy may decide that the area is safe once they do not trigger a [Hidden Tesla](https://clashofclans.fandom.com/wiki/Hidden_Tesla), then spawn additional [Troops](https://clashofclans.fandom.com/wiki/Troops) which will all be blown up by the Giant Bomb.

Unarmed

* + Be cautious when upgrading the Giant Bomb, as this will reveal its location to future attackers. Combat this by relocating it during the upgrade period. As with any other trap, Giant Bombs cannot be triggered during an upgrade.
  + Some players place their Giant Bombs on the outside of their bases, to ensure that [troops](https://clashofclans.fandom.com/wiki/Troops) will trigger them early, helping to prevent 50% destruction. The best place to put outside Giant Bombs is behind external buildings but in front of external walls. This ensures that [troops](https://clashofclans.fandom.com/wiki/Troops) will get grouped up while destroying the external building, *after*which the bomb triggers, destroying many [troops](https://clashofclans.fandom.com/wiki/Troops) at once.
  + Other players prefer to place the Giant Bomb further into their bases to act as a trap for [Hog Rider](https://clashofclans.fandom.com/wiki/Hog_Rider) and [Giant](https://clashofclans.fandom.com/wiki/Giant) groups. Placing them between two [Defensive Buildings](https://clashofclans.fandom.com/wiki/Defensive_Buildings) ensures that the [Giants](https://clashofclans.fandom.com/wiki/Giant) and [Hog Riders](https://clashofclans.fandom.com/wiki/Hog_Rider)will be closely grouped before triggering the bomb.
* **Offensive Strategy**
  + Try to trigger them with a single [Barbarian](https://clashofclans.fandom.com/wiki/Barbarian) if you can; drop them one by one near 2x2 spaces in an attempt to trigger them as to prevent further losses in your army.
  + Use a [Healing Spell](https://clashofclans.fandom.com/wiki/Healing_Spell) to heal your remaining troops, especially if you're a lower level using Giant attacking strategy after they trigger a Giant Bomb.
  + When you see a Giant Bomb about to explode don't deploy more troop near it as they will explode too, because the Giant Bomb has a time between when it explodes.
  + Try using a [hero](https://clashofclans.fandom.com/wiki/Heroes) or a troop with lots of hitpoints such as a [P.E.K.K.A](https://clashofclans.fandom.com/wiki/P.E.K.K.A) or [Golem](https://clashofclans.fandom.com/wiki/Golem) to trigger the Giant Bomb as they will not take much damage to them.
    - Don't use your hero's ability other than the [Grand Warden](https://clashofclans.fandom.com/wiki/Grand_Warden)'s when they trigger a Giant Bomb as they will blow up the summoned troops.
* **Upgrade Differences**
  + When first placed, the Giant Bomb consists of a single big [Bomb](https://clashofclans.fandom.com/wiki/Bomb) tied together to three barrels of gunpowder with a single round of rope.
  + At level 3, several sticks of dynamite are placed between the barrels of gunpowder.
  + At level 5, the big bomb gets golden rings and spikes to resemble a level 7 [Bomb](https://clashofclans.fandom.com/wiki/Bomb), the dynamites got slightly larger and the barrels of gunpowder also gain golden rings with spikes.
* **Trivia**
  + When the Giant Bomb explodes, it leaves a black scorched mark in the grass, similar to the [Bomb](https://clashofclans.fandom.com/wiki/Bomb). However, the scorch mark lasts for about 1 minute and 40 seconds, compared to that of the [Bomb](https://clashofclans.fandom.com/wiki/Bomb), which lasts only a few seconds.
  + The level 2 and 4 upgrades increase its explosion radius but don't change its visual appearance. In contrast, the level 3 and 5 upgrades change its visual appearance but don't increase its explosion radius.
  + During the time period in between the 3/7/14 and 12/10/16 updates, Giant Bombs did 1.5x the damage to [Hog Riders](https://clashofclans.fandom.com/wiki/Hog_Rider).
  + The Giant Bomb and the Bomb under the [Bomb Tower](https://clashofclans.fandom.com/wiki/Bomb_Tower) have similar components, and do similar area damage as well.
* **Icon Descriptions**

|  |  |
| --- | --- |
| Icon Info | Tapping this icon displays information about the Giant Bomb, such as Level, Damage Type and Targets. |
| Icon Upgrade | Tapping this icon begins upgrading the Giant Bomb to the next level, if you have enough resources and a free [Builder](https://clashofclans.fandom.com/wiki/Builder%27s_Hut). When the Giant Bomb is at maximum level, this icon is not shown. |
| Icon HoB | Tapping this icon instantly upgrades the Giant Bomb to the next level, at the cost of one [Hammer of Building](https://clashofclans.fandom.com/wiki/Magic_Items) if you have one. When the Giant Bomb is at maximum level, this icon is not shown. |
| Icon FinishNow | Tapping this icon, which is displayed only while an upgrade is in progress, instantly finishes that upgrade at the cost of the displayed number of [Gems](https://clashofclans.fandom.com/wiki/Gems). |
| Icon FinishNowBoB | Tapping this icon, which is displayed only while an upgrade is in progress, instantly finishes that upgrade at the cost of one [Book of Building](https://clashofclans.fandom.com/wiki/Magic_Items). This icon is only shown if you have at least one [Book of Building](https://clashofclans.fandom.com/wiki/Magic_Items). |
| Icon FinishNowBoE | Tapping this icon, which is displayed only while an upgrade is in progress, instantly finishes that upgrade at the cost of one [Book of Everything](https://clashofclans.fandom.com/wiki/Magic_Items). This icon is only shown if you have at least one [Book of Everything](https://clashofclans.fandom.com/wiki/Magic_Items) but do not have a [Book of Building](https://clashofclans.fandom.com/wiki/Magic_Items). |
| Icon Builder Potion | Tapping this icon, which is displayed only while an upgrade is in progress, boosts all your [Builders](https://clashofclans.fandom.com/wiki/Builder" \o "Builder)for 1 hour by a factor of ten, at the cost of one [Builder Potion](https://clashofclans.fandom.com/wiki/Magic_Items). This icon is only shown if you have at least one [Builder Potion](https://clashofclans.fandom.com/wiki/Magic_Items). |
| Icon Cancel | Tapping this icon, which is displayed only while an upgrade is in progress, cancels the current upgrade and refunds half of the upgrade cost. |
|  |  |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| [**Town Hall**](https://clashofclans.fandom.com/wiki/Town_Hall)**Level** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **11** | **12** |
| **Number Available** | 0 | 0 | 0 | 0 | 0 | **1** | **2** | **3** | **4** | **5** | 5 | **6** |

|  |
| --- |
| **Size Size** |
| 2x2 |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Level** | **Damage** | **Damage Radius** | [**Cost**](https://clashofclans.fandom.com/wiki/Resource_Buildings#Gold)**[Gold](https://clashofclans.fandom.com/wiki/Resources#Gold)** | **Build Time** | [**Experience**](https://clashofclans.fandom.com/wiki/Experience)**Gained [XP](https://clashofclans.fandom.com/wiki/Experience)** | [**Town Hall**](https://clashofclans.fandom.com/wiki/Town_Hall)**Level Required** |
| 1 | 175 | 3 tiles | 12,500 | N/A | 0 | 6 |
| 2 | 200 | 3.5 tiles | 75,000 | 6h | 146 | 6 |
| 3 | 225 | 3.5 tiles | 750,000 | 1d | 293 | 8 |
| 4 | 250 | 4 tiles | 2,500,000 | 3d | 509 | 10 |
| 5 | 275 | 4 tiles | 3,500,000 | 5d | 657 | 11 |

|  |  |  |  |
| --- | --- | --- | --- |
| **Trigger Radius** | **Damage Type** | **Unit Type Targeted** | **Favorite Target** |
| 2 tiles | Area Splash | Ground | None |

## Seeking Air Mine



***"Is it a bird? Is it a plane? Well it makes no difference as the Seeking Air Mine will blow it sky high. This trap does devastating damage to a single***[***air unit***](https://clashofclans.fandom.com/wiki/Category:Air_Troops)***."***

|  |  |
| --- | --- |
| Seeking Air Mine1 | Seeking Air Mine3 |
| **Level 1 & 2** | **Level 3** |

* **Summary**
  + The Seeking Air Mine is an air [trap](https://clashofclans.fandom.com/wiki/Traps) that affects a single [aerial unit](https://clashofclans.fandom.com/wiki/Category:Air_Troops). It consists of a metallic bomb attached to three black balloons with white skulls painted onto them.
  + Unlike the [Air Bomb](https://clashofclans.fandom.com/wiki/Air_Bomb), the Seeking Air Mine is a single-target trap instead of area splash, but this is compensated by its devastating damage.
  + This [trap](https://clashofclans.fandom.com/wiki/Traps) will target [Healers](https://clashofclans.fandom.com/wiki/Healer), [Lava Hounds](https://clashofclans.fandom.com/wiki/Lava_Hound), [Dragons](https://clashofclans.fandom.com/wiki/Dragon), [Balloons](https://clashofclans.fandom.com/wiki/Balloon), the [Battle Blimp](https://clashofclans.fandom.com/wiki/Battle_Blimp), [Stone Slammer](https://clashofclans.fandom.com/wiki/Stone_Slammer) and the [Grand Warden](https://clashofclans.fandom.com/wiki/Grand_Warden) if he is set to air mode. [Minions](https://clashofclans.fandom.com/wiki/Minion), [Lava Pups](https://clashofclans.fandom.com/wiki/Lava_Pup) and [Bats](https://clashofclans.fandom.com/wiki/Bat_Spell) cannot trigger nor get affected by it.
  + Like all [traps](https://clashofclans.fandom.com/wiki/Traps), once it is activated, the Seeking Air Mine must be re-armed in order to be a part of the next defense (with the exception of [Clan Wars](https://clashofclans.fandom.com/wiki/Clan_Wars), where all [Traps](https://clashofclans.fandom.com/wiki/Traps) are active for every enemy attack). Doing so is free and occurs automatically once the player logs into the game.
* **Defensive Strategy**
  + A good place for the Seeking Air Mine is next to an [Air Defense](https://clashofclans.fandom.com/wiki/Air_Defense). When the enemy destroys an [Air Defense](https://clashofclans.fandom.com/wiki/Air_Defense) and then deploys powerful flying units in the vicinity, the Seeking Air Mine can cripple one quickly, if not destroying one.
  + Its inability to be used against [Minions](https://clashofclans.fandom.com/wiki/Minion) can work out in favor of the defender. This means that only larger troops, where the Seeking Air Mine has more utility in, such as [Balloons](https://clashofclans.fandom.com/wiki/Balloon), can be hit.
  + You can place it near the outside of your base to quickly take down any [Healers](https://clashofclans.fandom.com/wiki/Healer) that are deployed.
  + It is best used on [Dragons](https://clashofclans.fandom.com/wiki/Dragon) or any other powerful flying unit.
  + You can place it next to your [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) to stop lone [Dragons](https://clashofclans.fandom.com/wiki/Dragon) from destroying it.

Unarmed

* + It's an effective way to counter a [Grand Warden](https://clashofclans.fandom.com/wiki/Grand_Warden) in air mode. A max-level Seeking Air Mine can kill a [Grand Warden](https://clashofclans.fandom.com/wiki/Grand_Warden) in air mode regardless of level. This can be used to either force the attacker to use the Eternal Tome early (at a point in the attack where it isn't important), or if the attacker does not react in time, prevent the Eternal Tome from activating at all, reducing the risk of a defensive loss.
  + It can be used to take down a [Battle Blimp](https://clashofclans.fandom.com/wiki/Battle_Blimp) that is being used to finish off the Town Hall after a ground attack.
  + It is not recommended to group together multiple Seeking Air Mines. A single [Balloon](https://clashofclans.fandom.com/wiki/Balloon) placed well can trigger all of them, wasting them.
* **Offensive Strategy**
  + To prevent the trap from heavily damaging your [Dragons](https://clashofclans.fandom.com/wiki/Dragon) or [Healers](https://clashofclans.fandom.com/wiki/Healer), use a [Balloon](https://clashofclans.fandom.com/wiki/Balloon) to activate it. [Minions](https://clashofclans.fandom.com/wiki/Minion) cannot activate the trap so do not use them in attempt to trigger the trap.
  + Using the [Grand Warden](https://clashofclans.fandom.com/wiki/Grand_Warden)'s Eternal Tome ability can negate the damage done by the Seeking Air Mine, but if you wish to do so, you have to activate it quickly, otherwise the troop will get heavily damaged, if not destroyed. Success on your part may be advantageous as you will have negated a powerful trap, but usually the Eternal Tome is better used to negate damage from more dangerous sources, such as a [Giga Tesla](https://clashofclans.fandom.com/wiki/Giga_Tesla)'s death explosion.
* **Upgrade Differences**
  + When initially placed, the Seeking Air Mine is an explosive mine with spikes, hidden under a trapdoor just like the Air Bomb. Three black balloons with white skulls are attached to the mine.
  + At level 3 the spikes on the Seeking Air Mine get bigger and turn golden, the Seeking Air Mine can be seen more easily within its compartment as the compartment opens up slightly.
* **Trivia**
  + The Seeking Air Mine appears to come out of its compartment and then hit an air [troop](https://clashofclans.fandom.com/wiki/Troops), causing a small, red flash.
  + The Seeking Air Mine is the only trap that can guarantee the destruction of the [Grand Warden](https://clashofclans.fandom.com/wiki/Grand_Warden) when he's in air mode in one hit, provided that the mine is level 3 (and barring the use of his ability).
  + It hits the [troop](https://clashofclans.fandom.com/wiki/Troops) and disappears, but it looks like a flattened [Balloon](https://clashofclans.fandom.com/wiki/Balloon) instead of an exploded one when triggered and viewed after battle. The same applies to the [Air Bomb](https://clashofclans.fandom.com/wiki/Air_Bomb).
  + Prior to the November 2013 update, it required [Dark Elixir](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir) to build them. This same update made Traps permanent structures instead of disappearing upon activation.
  + Previously, from the 24/2/2015 update, [Healers](https://clashofclans.fandom.com/wiki/Healer) were made unable to trigger air traps, including the Seeking Air Mine. This has since been reverted following a balance change on 25/8/2016.
* **Icon Descriptions**

|  |  |
| --- | --- |
| Icon Info | Tapping this icon displays information about the Seeking Air Mine, such as Level, Damage Type and Targets. |
| Icon Upgrade | Tapping this icon begins upgrading the Seeking Air Mine to the next level, if you have enough resources and a free [Builder](https://clashofclans.fandom.com/wiki/Builder%27s_Hut). When the Seeking Air Mine is at maximum level, this icon is not shown. |
| Icon HoB | Tapping this icon instantly upgrades the Seeking Air Mine to the next level, at the cost of one [Hammer of Building](https://clashofclans.fandom.com/wiki/Magic_Items) if you have one. When the Seeking Air Mine is at maximum level, this icon is not shown. |
| Icon FinishNow | Tapping this icon, which is displayed only while an upgrade is in progress, instantly finishes that upgrade at the cost of the displayed number of [Gems](https://clashofclans.fandom.com/wiki/Gems). |
| Icon FinishNowBoB | Tapping this icon, which is displayed only while an upgrade is in progress, instantly finishes that upgrade at the cost of one [Book of Building](https://clashofclans.fandom.com/wiki/Magic_Items). This icon is only shown if you have at least one [Book of Building](https://clashofclans.fandom.com/wiki/Magic_Items). |
| Icon FinishNowBoE | Tapping this icon, which is displayed only while an upgrade is in progress, instantly finishes that upgrade at the cost of one [Book of Everything](https://clashofclans.fandom.com/wiki/Magic_Items). This icon is only shown if you have at least one [Book of Everything](https://clashofclans.fandom.com/wiki/Magic_Items) but do not have a [Book of Building](https://clashofclans.fandom.com/wiki/Magic_Items). |
| Icon Builder Potion | Tapping this icon, which is displayed only while an upgrade is in progress, boosts all your [Builders](https://clashofclans.fandom.com/wiki/Builder" \o "Builder)for 1 hour by a factor of ten, at the cost of one [Builder Potion](https://clashofclans.fandom.com/wiki/Magic_Items). This icon is only shown if you have at least one [Builder Potion](https://clashofclans.fandom.com/wiki/Magic_Items). |
| Icon Cancel | Tapping this icon, which is displayed only while an upgrade is in progress, cancels the current upgrade and refunds half of the upgrade cost. |
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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| [**Town Hall**](https://clashofclans.fandom.com/wiki/Town_Hall)**Level** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **11** | **12** |
| **Number Available** | 0 | 0 | 0 | 0 | 0 | 0 | **1** | **2** | **4** | **5** | 5 | **6** |

|  |
| --- |
| **Size Size** |
| 1x1 |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Level** | **Damage** | [**Cost**](https://clashofclans.fandom.com/wiki/Resource_Buildings#Gold)**[Gold](https://clashofclans.fandom.com/wiki/Resources#Gold)** | **Build Time** | [**Experience**](https://clashofclans.fandom.com/wiki/Experience)**Gained [XP](https://clashofclans.fandom.com/wiki/Experience)** | [**Town Hall**](https://clashofclans.fandom.com/wiki/Town_Hall)**Level Required** |
| 1 | 1,500 | 15,000 | N/A | 0 | 7 |
| 2 | 1,800 | 2,000,000 | 1d | 293 | 9 |
| 3 | 2,100 | 4,000,000 | 3d | 509 | 10 |

|  |  |  |  |
| --- | --- | --- | --- |
| **Trigger Radius** | **Damage Type** | **Unit Type Targeted** | **Favorite Target** |
| 4 tiles | Single Target | Air | None |

## Skeleton Trap



***"Ambush and distract unsuspecting foes with a surprise skirmish of short-lived, but sneaky skeleton***[***troops***](https://clashofclans.fandom.com/wiki/Troops)***! Skeleton Traps can be configured to pursue ground or air***[***troops***](https://clashofclans.fandom.com/wiki/Troops)***."***

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| --- |
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| --- | --- |
| SkeletonTrap1 Ground | SkeletonTrap3 Ground |
| **Level 1 & 2** | **Level 3 & 4** |

* **Summary**
  + Skeleton Traps are structures that remain hidden until they are activated by an attacking [troop](https://clashofclans.fandom.com/wiki/Troops) moving into their trigger radius.
  + Once triggered, the coffin rises from the ground and multiple [Skeletons](https://clashofclans.fandom.com/wiki/Witch/Skeleton) appear in the area around the coffin to attack nearby [troops](https://clashofclans.fandom.com/wiki/Troops) depending on whether it is set for ground or air [troops](https://clashofclans.fandom.com/wiki/Troops). You can see the difference above using the Toggle Mode feature.
  + Once activated, the Skeleton Trap must be re-armed in order to be a part of the next defense. Doing so is free and occurs automatically once the player logs into the game.
  + They can be configured to attack either ground [troops](https://clashofclans.fandom.com/wiki/Troops) or air troops.
  + They will remain invisible if set to ground and an air [troop](https://clashofclans.fandom.com/wiki/Troops) passes over (and vice versa).
  + The number of [Skeletons](https://clashofclans.fandom.com/wiki/Skeleton) released depends on the level of the Skeleton Trap.
  + The [Skeletons](https://clashofclans.fandom.com/wiki/Skeleton) released have a small skull icon next to them to signify they came from a Skeleton Trap (as opposed to being summoned by a [Witch](https://clashofclans.fandom.com/wiki/Witch)), similar to the icon displayed next to [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) troops. The reason behind this is because they play an equal role to the [Skeletons](https://clashofclans.fandom.com/wiki/Skeleton) summoned by a defending [Witch](https://clashofclans.fandom.com/wiki/Witch) in the [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle).
  + The [Skeletons](https://clashofclans.fandom.com/wiki/Skeleton) from the trap have very similar stats to the [Skeletons](https://clashofclans.fandom.com/wiki/Skeleton) summoned by the [Witch](https://clashofclans.fandom.com/wiki/Witch). While Skeleton Trap skeletons have the same DPS and hitpoints, they attack slightly faster, and air skeletons move slightly slower.
  + Skeleton Traps set to defend against air [troops](https://clashofclans.fandom.com/wiki/Troops) have wings instead of a skull on the face of the coffin. [Skeletons](https://clashofclans.fandom.com/wiki/Skeleton) that arise from being triggered while set to defend against air [troops](https://clashofclans.fandom.com/wiki/Troops) float through the air with the aid of two small red balloons, the same balloons as those on the [Air Bomb](https://clashofclans.fandom.com/wiki/Air_Bomb).
  + Skeleton Traps were added in the October 22, 2014 Halloween update, but are a permanent addition that will remain available after the holiday has passed, unlike in previous years.
* **Defensive Strategy**
  + Skeleton Traps make valuable distractions. You can place them near buildings you wish to protect to distract most troops that wish to attack that building, allowing your defenses time to destroy the attacking troops.
  + They are useful in distracting [Heroes](https://clashofclans.fandom.com/wiki/Heroes) and [P.E.K.K.As](https://clashofclans.fandom.com/wiki/P.E.K.K.A), especially when either are near the [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall). They are even better against troops who target defenses, such as [Giants](https://clashofclans.fandom.com/wiki/Giant) and [Hog Riders](https://clashofclans.fandom.com/wiki/Hog_Rider), because they do not stop to attack the Skeletons, in which they slowly get killed while destroying the defenses. This is the same with any other troop who target a certain [building](https://clashofclans.fandom.com/wiki/Buildings) structure.[](https://vignette.wikia.nocookie.net/clashofclans/images/9/9f/SkeletonTrap3_unarmed.png/revision/latest?cb=20171106190515)

Unarmed

* + You can place Skeleton Traps near a [Bomb Tower](https://clashofclans.fandom.com/wiki/Bomb_Tower) to stall troops there when it explodes. However, this generally does not work for troops that target defensive buildings, such as the [Hog Rider](https://clashofclans.fandom.com/wiki/Hog_Rider), since they will ignore the Skeletons unless the Bomb Tower was the last defense standing.
  + In air mode, place the Skeleton Trap near [Air Defenses](https://clashofclans.fandom.com/wiki/Air_Defense) to distract [Dragons](https://clashofclans.fandom.com/wiki/Dragon) from targeting them.
  + The Skeleton Trap's Skeletons can attack defense-targeting troops without retaliation, so when you make a base, try to separate the support unit from the tanks in order to prevent such support units from destroying the Skeletons.
  + Another way to prevent your opponents from defeating your base with [Balloons](https://clashofclans.fandom.com/wiki/Balloon) is to set your Skeleton Traps to air mode and place them near your defenses. Since the Balloons won't attack your Skeletons, they can dish out a good amount of damage to the Balloons. Be aware of [Lava Pups](https://clashofclans.fandom.com/wiki/Lava_Hound/Lava_Pup) and [Minions](https://clashofclans.fandom.com/wiki/Minion) if the opponent is using Lava Hounds and Minions to assist the Balloons.
* **Upgrade Differences**
  + Initially, Skeleton Traps are a light shade of brown and have a skull or a batlike figure on the front of the coffin. It is boarded up, indicating that the Skeletons were possibly once people.
  + At level 3, the Skeleton Trap is a darker shade of brown and has five brass studs on the face of the coffin. A short, dark brown board connects the coffin together at the top.
* **Trivia**
  + After deploying, the coffin quickly disappears. Scorch marks on the ground where the [Skeletons](https://clashofclans.fandom.com/wiki/Skeleton" \o "Skeleton)clawed up through the ground disappear a short time later.
  + The Skeleton Trap is currently the only [trap](https://clashofclans.fandom.com/wiki/Traps/Home_Village) in the Home Village that can be set to target either ground or air [troops](https://clashofclans.fandom.com/wiki/Troops), much like the Bombs in the Builder Base. It is also the only trap in the entire game to spawn troops.
  + You can tell if they are the Skeleton Trap's [Skeletons](https://clashofclans.fandom.com/wiki/Skeleton) because they have a skull next to their health bar, and unlike the [Skeletons](https://clashofclans.fandom.com/wiki/Skeleton) summoned by the [Witch](https://clashofclans.fandom.com/wiki/Witch), their health bar is permanent.
  + It has a distinct sound from all other Home Village traps when selected.
* **Icon Descriptions**

|  |  |
| --- | --- |
| Icon Info | Tapping this icon displays information about the Skeleton Trap, such as Level, Damage Type and Targets. |
| Icon Upgrade | Tapping this icon begins upgrading the Skeleton Trap to the next level, if you have enough resources and a free [Builder](https://clashofclans.fandom.com/wiki/Builder%27s_Hut). When the Skeleton Trap is at maximum level, this icon is not shown. |
| Icon HoB | Tapping this icon instantly upgrades the Skeleton Trap to the next level, at the cost of one [Hammer of Building](https://clashofclans.fandom.com/wiki/Magic_Items) if you have one. When the Skeleton Trap is at maximum level, this icon is not shown. |
| Icon FinishNow | Tapping this icon, which is displayed only while an upgrade is in progress, instantly finishes that upgrade at the cost of the displayed number of [Gems](https://clashofclans.fandom.com/wiki/Gems). |
| Icon FinishNowBoB | Tapping this icon, which is displayed only while an upgrade is in progress, instantly finishes that upgrade at the cost of one [Book of Building](https://clashofclans.fandom.com/wiki/Magic_Items). This icon is only shown if you have at least one [Book of Building](https://clashofclans.fandom.com/wiki/Magic_Items). |
| Icon FinishNowBoE | Tapping this icon, which is displayed only while an upgrade is in progress, instantly finishes that upgrade at the cost of one [Book of Everything](https://clashofclans.fandom.com/wiki/Magic_Items). This icon is only shown if you have at least one [Book of Everything](https://clashofclans.fandom.com/wiki/Magic_Items) but do not have a [Book of Building](https://clashofclans.fandom.com/wiki/Magic_Items). |
| Icon Builder Potion | Tapping this icon, which is displayed only while an upgrade is in progress, boosts all your [Builders](https://clashofclans.fandom.com/wiki/Builder" \o "Builder)for 1 hour by a factor of ten, at the cost of one [Builder Potion](https://clashofclans.fandom.com/wiki/Magic_Items). This icon is only shown if you have at least one [Builder Potion](https://clashofclans.fandom.com/wiki/Magic_Items). |
| Icon Cancel | Tapping this icon, which is displayed only while an upgrade is in progress, cancels the current upgrade and refunds half of the upgrade cost. |
| Icon Ground | Tapping this icon switches the Skeleton Trap attack mode to attack [air units](https://clashofclans.fandom.com/wiki/Category:Air_Troops). This icon is only displayed while the Skeleton Trap is in Ground mode. |
| Icon Air | Tapping this icon switches the Skeleton Trap attack mode to attack [ground units](https://clashofclans.fandom.com/wiki/Category:Ground_Troops). This icon is only displayed while the Skeleton Trap is in Air mode. |
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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| [**Town Hall**](https://clashofclans.fandom.com/wiki/Town_Hall)**Level** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **11** | **12** |
| **Number Available** | 0 | 0 | 0 | 0 | 0 | 0 | 0 | **2** | 2 | **3** | 3 | 3 |

|  |
| --- |
| **Size Size** |
| 1x1 |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Level** | **Spawned Units** | [**Cost**](https://clashofclans.fandom.com/wiki/Resource_Buildings#Gold)**[Gold](https://clashofclans.fandom.com/wiki/Resources#Gold)** | **Build Time** | [**Experience**](https://clashofclans.fandom.com/wiki/Experience)**Gained [XP](https://clashofclans.fandom.com/wiki/Experience)** | [**Town Hall**](https://clashofclans.fandom.com/wiki/Town_Hall)**Level Required** |
| 1 | 2 | 6,000 | N/A | 0 | 8 |
| 2 | 3 | 600,000 | 6 hours | 146 | 8 |
| 3 | 4 | 1,300,000 | 1 day | 293 | 9 |
| 4 | 5 | 2,000,000 | 2 days | 415 | 10 |

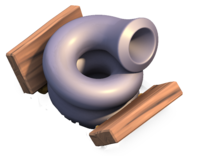
|  |  |  |
| --- | --- | --- |
| **Trigger Radius** | **Unit Type Targeted** | **Favorite Target** |
| 5 tiles | Ground | None |

|  |
| --- |
| **Skeleton Stats Icon SummonCapacitySkeleton** |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Damage per Second** | **Damage per Hit** | **Hitpoints** | **Attack Speed** | **Movement Speed** |
| 25 | 17.5 | 30 | 0.7s | 24 (300) |

\*The Skeleton statistics are not seen in-game but can be found in game files. For movement speed, numbers in brackets are the raw movement speed statistics, while the numbers outside the brackets are derived from these raw statistics.

## Tornado Trap



***"Wind and stones may break some bones, but this trap will definitely confound you. Just place one of these traps down and the released vortex will draw the enemy troops in, hindering their progress."***

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| --- | --- |
| Tornado Trap1 | Tornado Trap2 |
| **Level 1** | **Level 2 & 3** |

* **Summary**
  + The Tornado Trap is the last trap unlocked, being unlocked at [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) level 11.
  + When triggered, it sucks in attacking troops.
  + Its effect depends on the housing space of the troops affected; smaller troops will be more heavily affected than larger ones. All troops and heroes, except [Miners](https://clashofclans.fandom.com/wiki/Miner), will be affected if it enters the radius of the trap.
    - The effect is rated on a numbered scale of 1 to 5; each troop and hero is assigned a value of anywhere between 1 and 5. This assigned value is calculated by dividing the unit's housing space by 3 and rounding up (this assigned value is capped at 5). The higher the assigned value, the less spinning effect the Tornado Trap will have on that unit. For the purpose of this calculation, [Heroes](https://clashofclans.fandom.com/wiki/Heroes) have an assigned value of 5, and [Siege Machines](https://clashofclans.fandom.com/wiki/Siege_Machines) have an assigned value of 1 (?).
  + The Tornado Trap also deals a small amount of damage per second to all units within its radius. As the trap lasts longer at higher levels, it deals more damage overall at higher levels.
  + The Tornado Trap will not prevent units from attacking if they can attack targets still in range.
* **Defensive Strategy**
  + You can use the Tornado Trap to pull in ranged units and make them lose their range advantage. While they may still be able to attack while trapped in the tornado, you can take advantage of this by placing high-DPS buildings to quickly destroy them, you can also place other traps near the Tornado Trap to trigger them on grouped up enemies.
  + Placing the Tornado Trap in front of walls that [Wall Breakers](https://clashofclans.fandom.com/wiki/Wall_Breaker) would target can prevent them from attacking said walls which can disrupt plans of the attacker.
* **Offensive Strategy**
  + [Miners](https://clashofclans.fandom.com/wiki/Miner) are not sucked in by this trap, even when above ground. This makes them viable options for dealing against a Tornado trap.
* **Upgrade Differences**
  + The Tornado Trap goes through a visual change at Level 2.
    - When initially constructed, the Tornado Trap appears as a metallic spiral tube that is covered by a hatch on the ground.
    - At level 2, the Tornado Trap gains a large darker metal piece at the end of the tube.
* **Trivia**
  + It's currently the only trap to originate from Clash Royale.
  + Like the temporary traps [Freeze Trap](https://clashofclans.fandom.com/wiki/Freeze_Trap) and [Shrink Trap](https://clashofclans.fandom.com/wiki/Shrink_Trap), the Tornado Trap takes the form of a spell placed in a trap door; also, like Clash Royale, the Tornado spell is not placed in a flask.
* **Icon Descriptions**

|  |  |
| --- | --- |
| Icon Info | Tapping this icon displays information about the Tornado Trap, such as Level, Damage Type and Targets. |
| Icon Upgrade | Tapping this icon begins upgrading the Tornado Trap to the next level, if you have enough resources and a free [Builder](https://clashofclans.fandom.com/wiki/Builder%27s_Hut). When the Tornado Trap is at maximum level, this icon is not shown. |
| Icon HoB | Tapping this icon instantly upgrades the Tornado Trap to the next level, at the cost of one [Hammer of Building](https://clashofclans.fandom.com/wiki/Magic_Items) if you have one. When the Tornado Trap is at maximum level, this icon is not shown. |
| Icon FinishNow | Tapping this icon, which is displayed only while an upgrade is in progress, instantly finishes that upgrade at the cost of the displayed number of [Gems](https://clashofclans.fandom.com/wiki/Gems). |
| Icon FinishNowBoB | Tapping this icon, which is displayed only while an upgrade is in progress, instantly finishes that upgrade at the cost of one [Book of Building](https://clashofclans.fandom.com/wiki/Magic_Items). This icon is only shown if you have at least one [Book of Building](https://clashofclans.fandom.com/wiki/Magic_Items). |
| Icon FinishNowBoE | Tapping this icon, which is displayed only while an upgrade is in progress, instantly finishes that upgrade at the cost of one [Book of Everything](https://clashofclans.fandom.com/wiki/Magic_Items). This icon is only shown if you have at least one [Book of Everything](https://clashofclans.fandom.com/wiki/Magic_Items) but do not have a [Book of Building](https://clashofclans.fandom.com/wiki/Magic_Items). |
| Icon Builder Potion | Tapping this icon, which is displayed only while an upgrade is in progress, boosts all your [Builders](https://clashofclans.fandom.com/wiki/Builder" \o "Builder)for 1 hour by a factor of ten, at the cost of one [Builder Potion](https://clashofclans.fandom.com/wiki/Magic_Items). This icon is only shown if you have at least one [Builder Potion](https://clashofclans.fandom.com/wiki/Magic_Items). |
| Icon Cancel | Tapping this icon, which is displayed only while an upgrade is in progress, cancels the current upgrade and refunds half of the upgrade cost. |
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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| [**Town Hall**](https://clashofclans.fandom.com/wiki/Town_Hall)**Level** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **11** | **12** |
| **Number Available** | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | **1** | 1 |

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| --- |
| **Size Size** |
| 1x1 |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Level** | **Duration Stopwatch** | **Total Damage Damage** | [**Cost**](https://clashofclans.fandom.com/wiki/Resource_Buildings#Gold)**[Gold](https://clashofclans.fandom.com/wiki/Resources#Gold)** | **Build Time** | [**Experience**](https://clashofclans.fandom.com/wiki/Experience)**Gained [XP](https://clashofclans.fandom.com/wiki/Experience)** | [**Town Hall**](https://clashofclans.fandom.com/wiki/Town_Hall)**Level Required** |
| 1 | 5 seconds | 40 | 3,000,000 | N/A | 0 | 11 |
| 2 | 6 seconds | 48 | 4,000,000 | 2 days | 415 | 11 |
| 3 | 7 seconds | 56 | 5,000,000 | 3 days | 509 | 12 |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Damage Per Second** | **Trigger Radius** | **Damage Radius** | **Damage Type** | **Unit Type Targeted** | **Favorite Target** |
| 8 | 3 tiles | 3 tiles | Area Splash | Ground & Air (except [Miner](https://clashofclans.fandom.com/wiki/Miner)) | None |

## X-Bows



***"The X-Bow shoots mystical bolts with terrifying power. Load it with***[***Elixir***](https://clashofclans.fandom.com/wiki/Resources#Elixir)***and the X-Bow works automagically. You can set it to target ground***[***units***](https://clashofclans.fandom.com/wiki/Troops)***at long ranges, or all targets at reduced range."***

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| Xbow Ground1 | Xbow Ground2 | Xbow Ground3 | Xbow Ground4 | Xbow Ground5 | Xbow Ground6 |
| **Level 1** | **Level 2** | **Level 3** | **Level 4** | **Level 5** | **Level 6** |

* **Summary**
  + The X-Bow is a single target, rapid-firing turret that unlocks at Town Hall 9.
  + The X-Bow has to be loaded to work. Loading is free and takes place automatically after you log into the game, but if it fires enough shots without being reloaded it will eventually run out of ammunition and will not fire.
  + It can be configured to two modes - Ground Mode, where it can only target ground troops at a 14 tile range, or Ground and Air, where it can target both ground and air units at a 11 tile range.
* **Defensive Strategy**
  + A well-placed and loaded X-Bow will dominate attacks, but to be most effective it should not be used as a front-line defense. With the second longest range of any damage-dealing defense, it is best placed behind all other defenses, typically in the center of a base.
  + Be sure to keep your X-Bow loaded by logging into the game from time to time. An unloaded X-Bow is not only a waste of space, it is a good indicator that your base may be neglected, encouraging others to raid you.
  + Although the X-Bow shoots rapidly, each shot causes only a relatively small amount of damage. Support it with powerful defenses (such as [Mortars](https://clashofclans.fandom.com/wiki/Mortar)) so it can quickly take out your enemies.
  + The dominance of [Balloon](https://clashofclans.fandom.com/wiki/Balloon) and [Minion](https://clashofclans.fandom.com/wiki/Minion) oriented attacks at this level both in [Clan Wars](https://clashofclans.fandom.com/wiki/Clan_Wars) and regular raids make a strong case for keeping X-Bows set to Air and Ground in both farming and war bases.
  + X-Bows under construction act as if they are fully built during [Clan Wars](https://clashofclans.fandom.com/wiki/Clan_Wars). This allows players to buy one before the war, but they cannot cancel its construction.
* **Offensive Strategy**
  + The X-Bow has essentially no weaknesses unless it is set to ground-only mode, determinable by the way it is angled. If it is horizontal to the ground, it can target [ground troops](https://clashofclans.fandom.com/wiki/Category:Ground_Troops) only. If it is tilted up, then it can attack [air units](https://clashofclans.fandom.com/wiki/Category:Air_Troops) as well.
  + The X-Bow can lock on to a unit for a very long time because of its long range. This means that placing the X-Bow near the center can allow it to snipe at troops on the outer areas of your base. It also counteracts the effect of the [Healer](https://clashofclans.fandom.com/wiki/Healer) when set to Ground and Air mode. The X-Bow also counters the Queen Walk, a popular strategy consisting of the [Archer Queen](https://clashofclans.fandom.com/wiki/Archer_Queen) and Healers, with the help of other buildings.
  + In order to attack an X-Bow, treat it like a longer-ranged [Cannon](https://clashofclans.fandom.com/wiki/Cannon/Home_Village) or [Archer Tower](https://clashofclans.fandom.com/wiki/Archer_Tower/Home_Village), but don't forget that many units can be mowed down very quickly by this defense. Distract it with high-health troops like [Giants](https://clashofclans.fandom.com/wiki/Giant) or [P.E.K.K.As](https://clashofclans.fandom.com/wiki/P.E.K.K.A), and destroy it with a large group of attackers such as [Archers](https://clashofclans.fandom.com/wiki/Archer) or [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian).
    - Attacking players can see if the defender's X-Bow is loaded or not. Currently there is no way to tell exactly how much [Elixir](https://clashofclans.fandom.com/wiki/Resources#Elixir) it has left, but a player can visually tell when it is empty. When it is loaded, you will see a small box containing what appears to be small [Elixir](https://clashofclans.fandom.com/wiki/Resources#Elixir) bolts. An unloaded X-Bow will be lacking the box, and the bowstring will be missing (see image gallery below).
    - Attacking players can also see if the X-Bow is set to ground-only or both ground and air. Take advantage of ground-only X-Bows and send in air units to destroy it first.
    - An X-Bow that is empty is completely useless and will not fire. It still must be destroyed to achieve 100% destruction, and [troops](https://clashofclans.fandom.com/wiki/Troops) that preferentially attack defenses (e.g. [Giants](https://clashofclans.fandom.com/wiki/Giant) and [Balloons](https://clashofclans.fandom.com/wiki/Balloon)) will still target an unloaded X-Bow if it is closer to them than an active [defense](https://clashofclans.fandom.com/wiki/Defensive_Buildings).
* **Upgrade Differences**
  + X-Bows undergo significant visual changes at levels 2, 3 and 4.
    - When initially constructed, the X-Bow consists of a huge crossbow-like structure mounted on a base made of light-colored wood. It has small black stones on the corners of the base.
    - At level 2, the X-Bow base gains gilded legs and rotational mount. It appears to have gold spikes on the corners.
    - At level 3, the X-Bow base becomes solid black with large black spikes on each corner.
    - At level 4, the X-Bow base becomes golden and the large spikes on each corner turn red, like they are glowing with heat.
    - At level 5, the X-Bow's golden circular rim becomes bigger and now extends all the way to the floor. The stone foundation is now covered with a red casing, complete with a metal band around it. The red spikes at the edges of the foundation turns darker and more pronounced, while the tips of the spikes becomes black. The rectangular ammunition cartridge at the top of the X-Bow turns from wooden to golden in colour. The barrel now comes with a small golden tip, with a small golden spike flanking both sides.
    - At level 6, the spikes are removed in favor of having a new metallic platform with octagonal corners. The central base piece of the X-Bow is now mostly purple. The X-Bow itself is now made of stone with golden details and stirrup added as well.
* **Trivia**
  + The X-Bow is one of three [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings) (the others being the [Inferno Tower](https://clashofclans.fandom.com/wiki/Inferno_Tower) and the [Eagle Artillery](https://clashofclans.fandom.com/wiki/Eagle_Artillery)) that need to be reloaded.
  + In ground-only mode, the X-Bow has a range of 14 tiles, the second longest damaging [defensive building](https://clashofclans.fandom.com/wiki/Defensive_Buildings) ([Eagle Artillery](https://clashofclans.fandom.com/wiki/Eagle_Artillery) being the first) in the game (the [Air Sweeper](https://clashofclans.fandom.com/wiki/Air_Sweeper) has a range of 15 tiles but it does no damage).
    - If measured by the area that its firepower can cover, a centered X-Bow covers approximately 616 tiles in ground-only mode and approximately 380 tiles in ground and air mode.
  + At 7.8125 shots per second, the X-Bow is one of the two fastest shooting defenses in the game, tied with the [Inferno Tower](https://clashofclans.fandom.com/wiki/Inferno_Tower).
  + The name "X-Bow" is a play on the word "Crossbow", which the device resembles. The letter "X" resembles a cross (十), leading to this abbreviated name.
    - In the Japanese and Korean localizations of the game, the X-Bow is called the "Large Crossbow."
    - In both Chinese localizations of the game, the X-Bow is called the "X Crossbow."
  + When the X-Bow is firing, you can see smoke coming out of it.
  + There is an [achievement](https://clashofclans.fandom.com/wiki/Achievements) named X-Bow Exterminator whose objective is to destroy a certain number of X-Bows in multiplayer battles.
    - X-Bows under construction also count towards the X-Bow Exterminator [achievement](https://clashofclans.fandom.com/wiki/Achievements).
  + As of the April 2019 update, X-bows reloading is automatically done when logging into your account and no longer costs any resources, along with the [Inferno Tower](https://clashofclans.fandom.com/wiki/Inferno_Tower) and the [Eagle Artillery](https://clashofclans.fandom.com/wiki/Eagle_Artillery)
  + As of the [October 2016 update](https://clashofclans.fandom.com/wiki/Version_History#Version_8551.2_-_12th_October_2016_.22Friendly_Wars.22), X-Bows that are being upgraded resemble unloaded ones to indicate base weakness more clearly. The same change applied to the [Inferno Tower](https://clashofclans.fandom.com/wiki/Inferno_Tower), [Eagle Artillery](https://clashofclans.fandom.com/wiki/Eagle_Artillery), [Spring Trap](https://clashofclans.fandom.com/wiki/Spring_Trap/Home_Village), and even the [Air Defense](https://clashofclans.fandom.com/wiki/Air_Defense) (which has unlimited ammo) as well.
    - Prior to the update, all [Traps](https://clashofclans.fandom.com/wiki/Traps) (except the Spring Trap), the [Archer Tower](https://clashofclans.fandom.com/wiki/Archer_Tower/Home_Village) and the [Wizard Tower](https://clashofclans.fandom.com/wiki/Wizard_Tower)were already visually inactive when being upgraded.
* **Icon Descriptions**

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| --- | --- |
| Icon Info | Tapping this icon displays information about the X-Bow, such as Level, Damage Per Second, Hitpoints, Range, Damage Type and Targets. |
| Icon Upgrade | Tapping this icon begins upgrading the X-Bow to the next level, if you have enough resources and a free [Builder](https://clashofclans.fandom.com/wiki/Builder%27s_Hut). When the X-Bow is at maximum level, this icon is not shown. |
| Icon HoB | Tapping this icon instantly upgrades the X-Bow to the next level, at the cost of one [Hammer of Building](https://clashofclans.fandom.com/wiki/Magic_Items) if you have one. When the X-Bow is at maximum level, this icon is not shown. |
| Icon FinishNow | Tapping this icon, which is displayed only while an upgrade is in progress, instantly finishes that upgrade at the cost of the displayed number of [Gems](https://clashofclans.fandom.com/wiki/Gems). |
| Icon FinishNowBoB | Tapping this icon, which is displayed only while an upgrade is in progress, instantly finishes that upgrade at the cost of one [Book of Building](https://clashofclans.fandom.com/wiki/Magic_Items). This icon is only shown if you have at least one [Book of Building](https://clashofclans.fandom.com/wiki/Magic_Items). |
| Icon FinishNowBoE | Tapping this icon, which is displayed only while an upgrade is in progress, instantly finishes that upgrade at the cost of one [Book of Everything](https://clashofclans.fandom.com/wiki/Magic_Items). This icon is only shown if you have at least one [Book of Everything](https://clashofclans.fandom.com/wiki/Magic_Items) but do not have a [Book of Building](https://clashofclans.fandom.com/wiki/Magic_Items). |
| Icon Builder Potion | Tapping this icon, which is displayed only while an upgrade is in progress, boosts all your [Builders](https://clashofclans.fandom.com/wiki/Builder" \o "Builder)for 1 hour by a factor of ten, at the cost of one [Builder Potion](https://clashofclans.fandom.com/wiki/Magic_Items). This icon is only shown if you have at least one [Builder Potion](https://clashofclans.fandom.com/wiki/Magic_Items). |
| Icon Cancel | Tapping this icon, which is displayed only while an upgrade is in progress, cancels the current upgrade and refunds half of the upgrade cost. |
| Icon Ground | Tapping this icon switches the X-Bow attack mode to attack both ground and air units. This icon is only displayed while the X-Bow is in Ground mode. |
| Icon AirGround | Tapping this icon switches the X-Bow attack mode to attack ground units only. This icon is only displayed while the X-Bow is in Air and Ground mode. |
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| [**Town Hall**](https://clashofclans.fandom.com/wiki/Town_Hall)**Level** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **11** | **12** |
| **Number Available** | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | **2** | **3** | **4** | 4 |

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| **Size Size** |
| 3x3 |

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| --- | --- | --- | --- | --- | --- | --- | --- |
| **Level Level** | **Damage per Second Damage** | **Damage per Shot Damage** | **Hitpoints Hitpoint** | [**Cost**](https://clashofclans.fandom.com/wiki/Resources#Gold)**[Gold](https://clashofclans.fandom.com/wiki/Resources#Gold)** | **Build Time Stopwatch** | [**Experience**](https://clashofclans.fandom.com/wiki/Experience)**Gained [XP](https://clashofclans.fandom.com/wiki/Experience)** | [**Town Hall**](https://clashofclans.fandom.com/wiki/Town_Hall)**Level Required [Town Hall12-5](https://clashofclans.fandom.com/wiki/Town_Hall)** |
| 1 | 60 | 7.68 | 1,500 | 2,000,000 | 3d | 509 | 9 |
| 2 | 70 | 8.96 | 1,900 | 3,000,000 | 5d | 657 | 9 |
| 3 | 80 | 10.24 | 2,300 | 4,000,000 | 6d 12h | 749 | 9 |
| 4 | 95 | 12.16 | 2,700 | 6,000,000 | 8d | 831 | 10 |
| 5 | 125 | 16 | 3,100 | 9,000,000 | 10d | 929 | 11 |
| 6 | 155 | 19.84 | 3,500 | 12,000,000 | 14d | 1,099 | 12 |

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| --- | --- | --- | --- |
| **Range Range** | **Attack Speed Attackspeed** | **Damage Type Damagetype** | **Number of Rounds Number** |
| 14 | 0.128s | Single Target | 1,500 |

## Inferno Tower



***"Set the Inferno Tower's***[***Dark Elixir***](https://clashofclans.fandom.com/wiki/Dark_Elixir)***fueled flame to build up unbelievable damage to single targets, or to constantly roast multiple targets at once."***

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| Inferno Tower Single1 | Inferno Tower Single2 | Inferno Tower Single3 | Inferno Tower Single4 | Inferno Tower Single5 | Inferno Tower Single6 |
| **Level 1** | **Level 2** | **Level 3** | **Level 4** | **Level 5** | **Level 6** |

* **Summary**
  + The Inferno Tower shoots jets of flame that burn through even the thickest armor.
  + The lava stream on the Level 10 [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) may be indicative of one's access to Inferno Towers starting at that Town Hall level.
  + In single-target mode, the Inferno Tower causes progressive damage to a single target. The longer the tower stays focused on the same target, the more damage it deals. Its damage is low when it has newly locked on to a troop, but its flame heats up after a short period of time, dealing massive damage and making it most effective against very high-health troops. However, in this mode, the Inferno Tower can be overwhelmed by large groups of weaker [units](https://clashofclans.fandom.com/wiki/Troops), such as [Archers](https://clashofclans.fandom.com/wiki/Archer).
  + In multi-target mode, the Inferno Tower causes constant damage to up to five targets simultaneously. This makes it ideal against swarms of low-health troops but is much less effective on higher-health troops.
  + Similar to the [X-Bow](https://clashofclans.fandom.com/wiki/X-Bow), the Inferno Tower must be reloaded periodically. This is done for free automatically whenever the player logs in. However, if the Inferno Tower continues firing its ammunition without reloading, it will eventually run out of ammo and not attack.
  + The Inferno Tower doesn't have a favorite target, nor does it deal more damage to any particular [troop](https://clashofclans.fandom.com/wiki/Troops). However, in single-target mode it does deal more damage *on average* to [troops](https://clashofclans.fandom.com/wiki/Troops) with higher hitpoints, due to its progressive DPS.
* **Defensive Strategy**
  + The Inferno Tower in single-target mode is weak against large numbers of low-health [troops](https://clashofclans.fandom.com/wiki/Troops). Make sure the Inferno Tower is within range of a [Mortar](https://clashofclans.fandom.com/wiki/Mortar), [Wizard Tower](https://clashofclans.fandom.com/wiki/Wizard_Tower) and/or [Bomb Tower](https://clashofclans.fandom.com/wiki/Bomb_Tower) so that it is adequately defended.
  + This [defensive structure](https://clashofclans.fandom.com/wiki/Defensive_Buildings), when set in single-target mode, is tailor-made to destroy the most powerful of [troops](https://clashofclans.fandom.com/wiki/Troops), such as [Dragons](https://clashofclans.fandom.com/wiki/Dragon), [P.E.K.K.As](https://clashofclans.fandom.com/wiki/P.E.K.K.A), and [Golems](https://clashofclans.fandom.com/wiki/Golem). As such, it is a perfect complement to a [Wizard Tower](https://clashofclans.fandom.com/wiki/Wizard_Tower), which is very effective against large numbers of weaker [troops](https://clashofclans.fandom.com/wiki/Troops), but struggles against those with high health pools. Positioning these two structures close to each other can substantially improve the survivability of both structures (and the rest of your [base](https://clashofclans.fandom.com/wiki/Layouts)).
  + The multiple target mode can be used to easily overwhelm groups of lower-health [troops](https://clashofclans.fandom.com/wiki/Troops).
    - You can place it near storages to help stop [Goblins](https://clashofclans.fandom.com/wiki/Goblin) from severely damaging them.
    - If you choose to place it outside the core of your base, placing it in range of the outer layer [Walls](https://clashofclans.fandom.com/wiki/Walls/Home_Village" \o "Walls/Home Village)can stop [Wall Breakers](https://clashofclans.fandom.com/wiki/Wall_Breaker) from breaking them.
    - It can also prove effective against [Balloons](https://clashofclans.fandom.com/wiki/Balloon), since [Lava Hounds](https://clashofclans.fandom.com/wiki/Lava_Hound) cannot fully tank for a multi-targeting Inferno Tower unless five of them are used at once.
  + Keep Inferno Towers separated from other important defenses, such as each other and the [Eagle Artillery](https://clashofclans.fandom.com/wiki/Eagle_Artillery). If they are placed too close, a single [Freeze Spell](https://clashofclans.fandom.com/wiki/Freeze_Spell) could freeze them all!
  + As each mode possesses a different advantage, it is advisable to place them in range of each other.
* **Offensive Strategy**
  + This structure (especially in single-target mode) wreaks havoc with most common offensive strategies where heavy units go in first to distract [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings) with light units following behind them. Letting your heavy [troops](https://clashofclans.fandom.com/wiki/Troops) get in range of it spells certain doom for them, even high-level [Heroes](https://clashofclans.fandom.com/wiki/Heroes).
  + You can use [Freeze Spells](https://clashofclans.fandom.com/wiki/Freeze_Spell) to stop a single-target Inferno Tower from piling up massive damage to a high-health troop. Doing so will not only stop the flames of the tower, but also reset its damage progression so it'll have to build up damage again. If the [Archer Queen](https://clashofclans.fandom.com/wiki/Archer_Queen) is being targeted by a single-target Inferno Tower, using her Royal Cloak ability works equally well, as the tower will no longer be able to target the Queen when she's invisible.
  + Small [troops](https://clashofclans.fandom.com/wiki/Troops) are stronger against the Inferno Tower in single-target mode, as every time it targets a new [troop](https://clashofclans.fandom.com/wiki/Troops) it will have to heat up again. [Golems](https://clashofclans.fandom.com/wiki/Golem) and [Lava Hounds](https://clashofclans.fandom.com/wiki/Lava_Hound) get destroyed in seconds in this mode, but if you surround it with [Archers](https://clashofclans.fandom.com/wiki/Archer) or [Barbarians](https://clashofclans.fandom.com/wiki/Barbarian) it can be defeated very quickly. In single-target mode it can only target one unit at a time, so spreading out the attacking units is not an issue (unless a [Wizard Tower](https://clashofclans.fandom.com/wiki/Wizard_Tower), [Bomb Tower](https://clashofclans.fandom.com/wiki/Bomb_Tower), or [Mortar](https://clashofclans.fandom.com/wiki/Mortar) is nearby).
  + You can tell if an Inferno Tower is in single or multiple target mode by looking at its top. If it has flames coming out of one large circular hole, it's in single target mode; if it has multiple small pentagonal holes, it's in multiple target mode.
    - Players can deliberately join a clan with a long name and put one Inferno Tower to the left of the [Clan Castle](https://clashofclans.fandom.com/wiki/Clan_Castle) to use the clan name to mask the mode of the Inferno Tower.
  + The visual difference between a loaded and empty Inferno Tower is very obvious. A loaded tower glows brightly with lava and flame, while an empty one is unlit.
  + It takes 2 maxed Lightning Spells and one maxed [Earthquake Spell](https://clashofclans.fandom.com/wiki/Earthquake_Spell) to take down an initial level Inferno Tower. Bringing a pair of this combination can take out both Inferno Towers against [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall)10s.
  + The [Grand Warden](https://clashofclans.fandom.com/wiki/Grand_Warden)'s Eternal Tome can protect a tank troop from being severely damaged by a single-target Inferno Tower. However, the ability does not reset the Inferno Tower's damage unless the troop leaves the Inferno Tower's range.
  + Using a [Healing Spell](https://clashofclans.fandom.com/wiki/Healing_Spell) can effectively negate damage done by a multi-targeting Inferno Tower, however, a single-targeting one will quickly outpace the spell's pulse rate and healing capability.
* **Upgrade Differences**
  + Inferno Towers undergo significant visual changes at all levels.
    - When initially constructed, the Inferno Tower consists of a tall, narrow tower of rocks straddling a glowing pool of lava. At the top of the Inferno Tower is a circular focusing lens, and a rectangular-shaped [Dark Elixir](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir) reservoir is mounted on one side. A pool of lava flows at the bottom.
    - At level 2, huge red flames are emitted from the focusing lens on the top of the tower, and the prominent sections of rock from the first level become gilded with a red overlay. The rock holding the lens becomes gold and the lens themselves become red and the fire overwhelms the ring.
    - At level 3, its structural supports become thicker and gain gold-colored spikes, as well as the part below the focusing lens.
    - At level 4, each corner gets a golden chain connecting the top of the tower to the base and the spiked plates change shape slightly. The stone and golden rocks surrounding the lava pool become rough light-colored stone.
    - At level 5, the spiked plates at the top of the tower change to white stone, and a circle of stone blocks inserted into the ground appears between the spiked plates on the base.
    - At level 6, the white/brown highlights return to red/grey, and the spikes change to pentagon nuts. The stone blocks at the base are removed as the base gains an armored plating.
* **Trivia**
  + The Inferno Tower was added in the May 23, 2013 update as part of the ['Fiery Fortress' Update](https://clashofclans.fandom.com/wiki/Version_History).
  + The Inferno Tower, [X-Bow](https://clashofclans.fandom.com/wiki/X-Bow) and the [Eagle Artillery](https://clashofclans.fandom.com/wiki/Eagle_Artillery) share a unique trait amongst [defensive buildings](https://clashofclans.fandom.com/wiki/Defensive_Buildings): they are the only [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings) which have limited ammunition that must be periodically reloaded.
  + Although the Inferno Tower is reloaded with [Dark Elixir](https://clashofclans.fandom.com/wiki/Resources#Dark_Elixir), it fires a continuous stream of fire. This is unlike the [X-Bow](https://clashofclans.fandom.com/wiki/X-Bow), which fires bolts made of [Elixir](https://clashofclans.fandom.com/wiki/Resources#Elixir).
  + There is an [achievement](https://clashofclans.fandom.com/wiki/Achievements) for destroying a certain amount of Inferno Towers called [Firefighter](https://clashofclans.fandom.com/wiki/Achievements#Firefighter), which awards 100, 200, and 1,000 Gems for tiers one, two, and three respectively. Tier one's requirement is destroy 10, tier two's is destroy 250, and tier three's is destroy 5,000.
  + The Inferno Tower's ammunition consumption rate is constant, which means it doesn't deplete its ammo faster by charging up in single target mode or hitting more targets in multi target mode.
  + Among the three defensive buildings with limited ammunition, the Inferno Tower is the only one that can run out of ammunition in a battle if fully loaded at the beginning of the battle.
    - The [X-Bow](https://clashofclans.fandom.com/wiki/X-Bow) takes 3 minutes 12 seconds to deplete, while the Inferno Tower takes 2 minutes 8 seconds and the [Eagle Artillery](https://clashofclans.fandom.com/wiki/Eagle_Artillery) takes 5 minutes.
  + The December 2017 update removed the Inferno Tower's ability to block healing effects on targeted troops.
  + The March 2018 update gave a slight buff to the multi target mode at levels 3-5, while the single target mode went from 4.25 seconds to 5.25 seconds in order to charge to max damage.
  + In the April 2019 update the need for reloading the inferno tower with dark elixir was eliminated, making no resources needed for reloading it, along with the [X-bow](https://clashofclans.fandom.com/wiki/X-Bow) and the [Eagle Artillery.](https://clashofclans.fandom.com/wiki/Eagle_Artillery)
* **Icon Descriptions**

|  |  |
| --- | --- |
| Icon Info | Tapping this icon displays information about the Inferno Tower, such as Level, Damage Per Second, Hitpoints, Range, Damage Type and Targets. |
| Icon Upgrade | Tapping this icon begins upgrading the Inferno Tower to the next level, if you have enough resources and a free [Builder](https://clashofclans.fandom.com/wiki/Builder%27s_Hut). When the Inferno Tower is at maximum level, this icon is not shown. |
| Icon HoB | Tapping this icon instantly upgrades the Inferno Tower to the next level, at the cost of one [Hammer of Building](https://clashofclans.fandom.com/wiki/Magic_Items) if you have one. When the Inferno Tower is at maximum level, this icon is not shown. |
| Icon FinishNow | Tapping this icon, which is displayed only while an upgrade is in progress, instantly finishes that upgrade at the cost of the displayed number of [Gems](https://clashofclans.fandom.com/wiki/Gems). |
| Icon FinishNowBoB | Tapping this icon, which is displayed only while an upgrade is in progress, instantly finishes that upgrade at the cost of one [Book of Building](https://clashofclans.fandom.com/wiki/Magic_Items). This icon is only shown if you have at least one [Book of Building](https://clashofclans.fandom.com/wiki/Magic_Items). |
| Icon FinishNowBoE | Tapping this icon, which is displayed only while an upgrade is in progress, instantly finishes that upgrade at the cost of one [Book of Everything](https://clashofclans.fandom.com/wiki/Magic_Items). This icon is only shown if you have at least one [Book of Everything](https://clashofclans.fandom.com/wiki/Magic_Items) but do not have a [Book of Building](https://clashofclans.fandom.com/wiki/Magic_Items). |
| Icon Builder Potion | Tapping this icon, which is displayed only while an upgrade is in progress, boosts all your [Builders](https://clashofclans.fandom.com/wiki/Builder" \o "Builder)for 1 hour by a factor of ten, at the cost of one [Builder Potion](https://clashofclans.fandom.com/wiki/Magic_Items). This icon is only shown if you have at least one [Builder Potion](https://clashofclans.fandom.com/wiki/Magic_Items). |
| Icon Cancel | Tapping this icon, which is displayed only while an upgrade is in progress, cancels the current upgrade and refunds half of the upgrade cost. |
| Icon Single | Tapping this icon switches the Inferno Tower attack mode to attack multiple enemies. This icon is only displayed while the Inferno Tower is in Single attack mode. |
| Icon Multiple | Tapping this icon switches the Inferno Tower attack mode to attack a single enemy. This icon is only displayed while the Inferno Tower is in Multiple attack mode. |
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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| [**Town Hall**](https://clashofclans.fandom.com/wiki/Town_Hall)**Level** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **11** | **12** |
| **Number Available** | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | **2** | 2 | **3** |

|  |
| --- |
| **Size Size** |
| 2x2 |

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Level Level** | **Damage per Second Damage** | | | **HP Hitpoint** | [**Cost**](https://clashofclans.fandom.com/wiki/Resources#Gold)**[Gold](https://clashofclans.fandom.com/wiki/Resources#Gold)** | **Build Time Stopwatch** | [**Experience**](https://clashofclans.fandom.com/wiki/Experience)**Gained [XP](https://clashofclans.fandom.com/wiki/Experience)** | [**Town Hall**](https://clashofclans.fandom.com/wiki/Town_Hall)**Level Required [Town Hall12-5](https://clashofclans.fandom.com/wiki/Town_Hall)** |
| **Initial** | **After 1.5 Seconds** | **After 5.25 Seconds** |
| 1 | 30 | 100 | 1,000 | 1,500 | 5,000,000 | 4d 12h | 623 | 10 |
| 2 | 37 | 125 | 1,250 | 1,800 | 6,000,000 | 5d 12h | 689 | 10 |
| 3 | 45 | 140 | 1,400 | 2,100 | 7,000,000 | 6d 12h | 749 | 10 |
| 4 | 57 | 155 | 1,550 | 2,400 | 8,000,000 | 8d | 831 | 11 |
| 5 | 70 | 175 | 1,750 | 2,700 | 10,000,000 | 10d | 929 | 11 |
| 6 | 81 | 200 | 2,000 | 3,000 | 11,000,000 | 14d | 1,099 | 12 |

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| --- | --- | --- | --- | --- |
| **Range Range** | **Attack Speed Attackspeed** | **Number of Targets Target** | **Unit Type Targeted Target** | **Number of Rounds Number** |
| 9 | 0.128s | 1 | Ground & Air | 1,000 |

## Eagle Artillery



***"The Eagle Artillery has nearly unlimited range and targets tough enemies with exploding shells. However, it won't activate until a large amount of***[***troops***](https://clashofclans.fandom.com/wiki/Troops)***have been deployed."***

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| --- | --- | --- |
| Eagle Artillery1 | Eagle Artillery2 | Eagle Artillery3 |
| **Level 1** | **Level 2** | **Level 3** |

* **Summary**
  + The Eagle Artillery is a very powerful [defense](https://clashofclans.fandom.com/wiki/Defensive_Buildings) that has a range that covers almost the entire map but has a blind spot similar to the [Mortar](https://clashofclans.fandom.com/wiki/Mortar) and the [Multi Mortar](https://clashofclans.fandom.com/wiki/Multi_Mortar). It is unlocked at [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) level 11.
  + Like the [X-Bow](https://clashofclans.fandom.com/wiki/X-Bow) and [Inferno Tower](https://clashofclans.fandom.com/wiki/Inferno_Tower), it needs to be loaded to work. Loading is free and takes place automatically after the player logs in; the Eagle Artillery will eventually be depleted of ammo and become unloaded if it is not loaded by the player.
  + During a defense, the Eagle Artillery remains dormant at the start, and activates only after a large number of housing spaces worth of [troops](https://clashofclans.fandom.com/wiki/Troops) have been deployed. Eagle Artillery will light its eyes at first after 150 housing spaces worth of [troops](https://clashofclans.fandom.com/wiki/Troops).
    - When the Eagle Artillery is ready to fire, the eagle head slides down to the front of the structure to reveal a hexagon shaped barrel with bright light pulsing around it.
    - [Heroes](https://clashofclans.fandom.com/wiki/Heroes) and [Spells](https://clashofclans.fandom.com/wiki/Spells) that have been deployed regardless of level, will count towards the housing space needed to activate the Artillery. Each [Hero](https://clashofclans.fandom.com/wiki/Heroes) is worth 25 troop housing spaces, and each [Spell](https://clashofclans.fandom.com/wiki/Spells) housing space is worth 5 troop housing spaces.
    - Activating the [Archer Queen](https://clashofclans.fandom.com/wiki/Archer_Queen)'s or [Barbarian King](https://clashofclans.fandom.com/wiki/Barbarian_King)'s ability will not add more [troop](https://clashofclans.fandom.com/wiki/Troops) spaces. Nor does the [Witch](https://clashofclans.fandom.com/wiki/Witch) add more troop spaces when summoning [Skeletons](https://clashofclans.fandom.com/wiki/Skeleton). Dropping a [Skeleton Spell](https://clashofclans.fandom.com/wiki/Skeleton_Spell)only adds the spell's equivalent worth of 5 troop housing spaces, the [Skeletons](https://clashofclans.fandom.com/wiki/Skeleton) don't add more spaces; similarly dropping a [Clone Spell](https://clashofclans.fandom.com/wiki/Clone_Spell) only adds the spell's equivalent worth of 15 troop housing spaces, the cloned troops don't add more spaces.
  + It fires a volley of three successive shots at regular 10 second intervals. Each shot is able to deal devastating splash damage (in a very small radius) to the unit it targeted with extremely small splash damage (in a big radius and knocks back smaller troops) to the units near its target.
  + The Eagle Artillery targets according to a "heat map" or "hitpoint map". In other words, it targets the area with the largest density of hitpoints.
    - Unlike other [defenses](https://clashofclans.fandom.com/wiki/Defensive_Buildings) which keeps targeting the same [troops](https://clashofclans.fandom.com/wiki/Troops) until they die, the Eagle Artillery recalculates its targets each volley.
* **Defensive Strategy**
  + Place this defense in a place where its blind spot is covered, like a [Mortar](https://clashofclans.fandom.com/wiki/Mortar). Remember that it will only activate and begin to attack when a certain amount of [troops](https://clashofclans.fandom.com/wiki/Troops) are deployed, so keep it near the middle. This is so that by the time enemy [troops](https://clashofclans.fandom.com/wiki/Troops) start to enter your base, it will be in action.
  + Try to centralize the Eagle Artillery so troops cannot get to it easily as it does more damage. In an anti three star base, centralizing the Eagle Artillery is more important than protecting the [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall).
* **Offensive Strategy**
  + Use [freeze spells](https://clashofclans.fandom.com/wiki/Freeze_Spell) to stop the Eagle Artillery from shooting your units. You have to freeze it when it is about to shoot, not during its 10 second intervals, nor after the missiles are already in the sky.
  + The Grand Warden's ability can be used to tank one volley of shots from the Eagle Artillery for any units inside his proximity. Use this when units are going into the core of the base.
  + You can use the [Jump Spell](https://clashofclans.fandom.com/wiki/Jump_Spell) to have melee troops destroy the Eagle Artillery quickly.
  + An Eagle Artillery can be destroyed by 5 level 7 [Lightning Spells](https://clashofclans.fandom.com/wiki/Lightning_Spell) and two level 4 [Earthquake Spells](https://clashofclans.fandom.com/wiki/Earthquake_Spell), but this isn't recommended as these spells comprise almost a full complement of Spells, leaving only one Dark Spell for the rest of the attack.
* **Upgrade Differences**
  + At level 1, the Eagle Artillery appears to be an eagle head on an iron podium, with hard iron feather-like decorations near where the ears would be, connected with chains. It appears to be made out of iron, rock and gold.
  + At level 2, the color of the iron surrounding the wings, the chains, and the base changes color from silver to gold.
  + At level 3, the Eagle Artillery is now encased in metal plating that surrounds the perimeter of the base. The chains are replaced with black metal, and so are the parts just behind the wings. The wings themselves gain a golden tip, and the color scheme of the straps on the base are now dark blue instead of red.
* **Trivia**
  + The Eagle Artillery was added in the 10th December, 2015 update as part of the [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) 11 Update.
  + At ClashCon 2015, the sneak peek of the Eagle Artillery was shown to fire a yellow beam into the sky that drops onto enemy targets. However, that has since been changed into a volley of three consecutive shots of orange artillery shells.
  + The Eagle Artillery has the fewest levels of any other defensive building in the game, having only 3 levels.
  + The total area covered by the Eagle Artillery is approximately 7,700 tiles - more than 12 times the area covered by a ground-mode [X-Bow](https://clashofclans.fandom.com/wiki/X-Bow) and more than three times the area of your village.
  + The Eagle Artillery is the only [defense](https://clashofclans.fandom.com/wiki/Defensive_Buildings) in the Home Village whose in-game statistics use "damage per hit" rather than "damage per second" (several defenses in the Builder Base, such as the [Double Cannon](https://clashofclans.fandom.com/wiki/Double_Cannon), as well as the geared-up Cannon and Mortar show both "damage per hit" and "damage per second"). However, many players think that the [Mortar](https://clashofclans.fandom.com/wiki/Mortar) should be changed to share this property.
  + There is an [achievement](https://clashofclans.fandom.com/wiki/Achievements) for destroying a certain amount of Eagle Artilleries called [Anti-Artillery](https://clashofclans.fandom.com/wiki/Achievements#Anti-Artillery).
  + The Eagle Artillery uses the [Cannon](https://clashofclans.fandom.com/wiki/Cannon)'s sound effect when tapped, but has its unique sound effect when placed.
  + The Eagle Artillery is currently the only defence in the game which has animation for when it is activated while other defences just start to shoot when enemy troops come in range.
* **Icon Descriptions**

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| --- | --- |
| Icon Info | Tapping this icon displays information about the Eagle Artillery, such as Level, Damage Per Second, Hitpoints, Range, Damage Type and Targets. |
| Icon Upgrade | Tapping this icon begins upgrading the Eagle Artillery to the next level, if you have enough resources and a free [Builder](https://clashofclans.fandom.com/wiki/Builder%27s_Hut). When the Eagle Artillery is at maximum level, this icon is not shown. |
| Icon HoB | Tapping this icon instantly upgrades the Eagle Artillery to the next level, at the cost of one [Hammer of Building](https://clashofclans.fandom.com/wiki/Magic_Items) if you have one. When the Eagle Artillery is at maximum level, this icon is not shown. |
| Icon FinishNow | Tapping this icon, which is displayed only while an upgrade is in progress, instantly finishes that upgrade at the cost of the displayed number of [Gems](https://clashofclans.fandom.com/wiki/Gems). |
| Icon FinishNowBoB | Tapping this icon, which is displayed only while an upgrade is in progress, instantly finishes that upgrade at the cost of one [Book of Building](https://clashofclans.fandom.com/wiki/Magic_Items). This icon is only shown if you have at least one [Book of Building](https://clashofclans.fandom.com/wiki/Magic_Items). |
| Icon FinishNowBoE | Tapping this icon, which is displayed only while an upgrade is in progress, instantly finishes that upgrade at the cost of one [Book of Everything](https://clashofclans.fandom.com/wiki/Magic_Items). This icon is only shown if you have at least one [Book of Everything](https://clashofclans.fandom.com/wiki/Magic_Items) but do not have a [Book of Building](https://clashofclans.fandom.com/wiki/Magic_Items). |
| Icon Builder Potion | Tapping this icon, which is displayed only while an upgrade is in progress, boosts all your [Builders](https://clashofclans.fandom.com/wiki/Builder" \o "Builder)for 1 hour by a factor of ten, at the cost of one [Builder Potion](https://clashofclans.fandom.com/wiki/Magic_Items). This icon is only shown if you have at least one [Builder Potion](https://clashofclans.fandom.com/wiki/Magic_Items). |
| Icon Cancel | Tapping this icon, which is displayed only while an upgrade is in progress, cancels the current upgrade and refunds half of the upgrade cost. |
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| [**Town Hall**](https://clashofclans.fandom.com/wiki/Town_Hall)**Level** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **11** | **12** |
| **Number Available** | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | **1** | 1 |

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| --- |
| **Size Size** |
| 4x4 |

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Level** | **Damage per Hit** | **Damage per Second** | **Shockwave Damage** | **Hitpoints** | **Activation Housing Space** | [**Cost**](https://clashofclans.fandom.com/wiki/Resources#Gold)**[Gold](https://clashofclans.fandom.com/wiki/Resources#Gold)** | **Build Time** | [**Experience**](https://clashofclans.fandom.com/wiki/Experience)**Gained [XP](https://clashofclans.fandom.com/wiki/Experience)** | [**Town Hall**](https://clashofclans.fandom.com/wiki/Town_Hall)**Level Required** |
| 1 | 300 | 90 | 20 | 4,000 | 180 | 8,000,000 | 7d | 777 | 11 |
| 2 | 350 | 105 | 25 | 4,400 | 180 | 10,000,000 | 10d | 929 | 11 |
| 3 | 400 | 120 | 30 | 4,800 | 200 | 12,000,000 | 14d | 1,099 | 12 |

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| --- | --- | --- | --- | --- | --- |
| **Range** | **Attack Speed** | **Damage Type** | **Unit Type Targeted** | **Favorite Target** | **Number of Rounds** |
| 7-50 | 3-shot volley each 10 seconds | Splash - 0.75 tiles for main shot; 3 tiles for shockwave | Ground & Air | Any | 90\* |

\*90 individual shots. Each volley comes in three shots, but it's possible to fire only the first one or two shots in a volley.

## Giga Tesla



[More Info Button](https://clashofclans.fandom.com/wiki/Town_Hall)

***"Your enemies are in for a big surprise with the Giga Tesla, the foul-tempered big brother of the Tesla family. When an enemy so much as scratches the paint on your Town Hall, sizzling Electrickery will blast them away leaving the air tasting faintly like coconut... and metal."***

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| --- | --- | --- | --- | --- |
| Giga Tesla1 | Giga Tesla2 | Giga Tesla3 | Giga Tesla4 | Giga Tesla5 |
| **Level 1** | **Level 2** | **Level 3** | **Level 4** | **Level 5** |

* **Summary**
  + Town Hall level 12 is the only [Town Hall](https://clashofclans.fandom.com/wiki/Town_Hall) to sport one of these Giga Teslas. A level 1 Giga Tesla is already built-in with the Town Hall when the Town Hall level 12 upgrade is completed.
  + The Giga Tesla deals very high damage per second to multiple targets at once. It only emerges when the Town Hall is damaged (by troop or spell), or when 51% of the base is destroyed.
  + When upgraded to level 5, the Giga Tesla, in addition to dealing its normal damage, also doubles as a bomb of sorts, which explodes when the Town Hall is destroyed. This is similar to the [Bomb Tower](https://clashofclans.fandom.com/wiki/Bomb_Tower).
  + The levels of the Giga Tesla are denoted by the number of stars that can be seen when tapping on a Town Hall 12. Roman numerals on the side of the Town Hall also show the level of the Giga Tesla inside.
* **Strategy and Tips**
  + The Giga Tesla can be extremely dangerous, especially when upgraded to target three or even four troops at a time; it can be compared to a multi-targeting [Inferno Tower](https://clashofclans.fandom.com/wiki/Inferno_Tower) damage-wise. You can consider using a [Freeze Spell](https://clashofclans.fandom.com/wiki/Freeze_Spell) on the Giga Tesla to stop it from wreaking havoc on your troops.
  + When going against a level 5 Giga Tesla, be prepared for its explosion if you destroy it, as it can easily wipe out many smaller troops, including [Bowlers](https://clashofclans.fandom.com/wiki/Bowler) and [Balloons](https://clashofclans.fandom.com/wiki/Balloon), and also significantly hurt your larger troops and Heroes. The [Grand Warden](https://clashofclans.fandom.com/wiki/Grand_Warden)'s Eternal Tome ability can be useful to prevent the explosion damage from hurting your troops.
    - The explosion radius, while significant, is smaller than the range of the Giga Tesla. Long-ranged units like the [Archer Queen](https://clashofclans.fandom.com/wiki/Archer_Queen) can stay clear of the blast if they do not move towards the Town Hall before it explodes.
* **Upgrade Differences**
  + At level 1, a small conductor rod pops out of the trap door on top of the Town Hall.
  + At level 2, the rod color changes to gold and gains a gold ring around the top of it.
  + At both levels 3 and 4, the electricity now emits from two rings on each side of the Town Hall.
  + At level 5, the Giga Tesla gets noticeably bigger as a big round ball of electricity.
* **Trivia**
  + The level 5 Giga Tesla represents a bigger version of [Hidden Tesla](https://clashofclans.fandom.com/wiki/Hidden_Tesla/Home_Village) level 10.
  + It's one of two defenses to do explosive damage when destroyed, the other being the [Bomb Tower](https://clashofclans.fandom.com/wiki/Bomb_Tower).
  + It's one of two defenses to simultaneously target multiple non-adjacent troops, the other being the [Inferno Tower](https://clashofclans.fandom.com/wiki/Inferno_Tower) in multi-target mode.
  + Its triggering criteria could be inspired by the Clash Royale [King's Tower](https://clashroyale.fandom.com/wiki/King%27s_Tower): either taking damage or certain buildings are destroyed (in Clash Royale's case, a [Princess Tower](https://clashroyale.fandom.com/wiki/Princess_Tower)).
  + Like all other defenses, if the Giga Tesla is under upgrade, it won't defend, and the Town Hall acts like a level 1~11 Town Hall.

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| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Level Level** | **Damage per Second per Target Damage** | **Damage per Shot per Target Damage** | **Number of Targets Target** | **Damage when Destroyed Deathdamage** | [**Cost**](https://clashofclans.fandom.com/wiki/Resources#Gold)**[Gold](https://clashofclans.fandom.com/wiki/Resources#Gold)** | **Build Time Stopwatch** | [**Experience**](https://clashofclans.fandom.com/wiki/Experience)  **Gained [XP](https://clashofclans.fandom.com/wiki/Experience)** | [**Town Hall**](https://clashofclans.fandom.com/wiki/Town_Hall)  **Level Required [Town Hall12-5](https://clashofclans.fandom.com/wiki/Town_Hall)** |
| 1 | 150 | 75 | 2 | N/A | N/A | N/A | N/A | 12 |
| 2 | **175** | **87.5** | 2 | N/A | 6,000,000 | 2d | 415 | 12 |
| 3 | 175 | 87.5 | **3** | N/A | 8,000,000 | 4d | 587 | 12 |
| 4 | **200** | **100** | 3 | N/A | 10,000,000 | 6d | 720 | 12 |
| 5 | 200 | 100 | **4** | **1,000** | 12,000,000 | 8d | 831 | 12 |

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| --- | --- | --- |
| **Range Range** | **Attack Speed Attackspeed** | **Unit Type Targeted Target** |
| 10 | 0.5s | Ground & Air |

# Resource Buildings

## Town hall

## Camp

## Laboratory

## Barracks