

# **BUG REPORT — Clash of Clans -Invisibility Spell Not Affecting Scattershot Defense**

## **Type of Bug:**

Gameplay / Spell Interaction / Defense Targeting

## **Game Mode:**

Multiplayer Attack / Clan War / CWL

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## **Issue Summary**

The **Invisibility Spell** sometimes fails to apply to **Scattershot defenses**, causing the Scattershot to continue targeting and firing at troops *even though the spell visually covers the defense*.

The highlight around the building appears, indicating the spell should include the Scattershot, but the defense **ignores the invisibility effect** and continues attacking normally.

This breaks key strategies like:

- Blizzard (Super Wizard blimp)
  - Queen Charge Lalo
  - Hybrid
  - Smash attacks
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## **Platform**

- OS: Android
  - App version: Latest
  - Network: Stable WiFi / 5G
  - Reproducibility: Intermittent but noticeable
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## **Reproduction Steps**

1. Begin a Multiplayer / War attack.
2. Approach a base layout where a Scattershot is within blimp or Queen Charge pathing.

3. Drop the **Invisibility Spell** directly *on top of* the Scattershot.
  4. Deploy Blizzard (Super Wizards) or charging heroes nearby.
  5. Observe the Scattershot's behavior.
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## **Expected Result**

The Scattershot should:

- Become invisible
  - Stop targeting troops
  - Cease all attack animations during spell duration
  - Resume attacking only when the spell expires
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## **Actual Result**

- Scattershot **remains fully active**
- Continues firing at troops even though the invisibility animation covers it
- Ignores spell effects entirely
- Kills Super Wizards/Heroes despite being “invisible”
- Attack timing and strategy collapse as a result

This happens rarely but severely impacts high-level attacks.

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## **Severity:**

**High** — Affects war attacks, CWL, and competitive strategies.

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## **Evidence**

<https://drive.google.com/file/d/1LXHaO7V3kae1Epif8YOfno86wWiTF1f-/view?usp=sharing>

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## **Environment Notes**

- More common when:
  - Spell is cast right as Scattershot fires
  - Spell overlaps other effects (Freeze, Rage)

- Multiple troops enter the radius at once
  - Seen in both TH13 and TH14 layouts
  - Happens with both blimp and hero-based strategies
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## **Possible Root Causes (Hypothesis)**

- “Defense invisibility” flag not applied correctly
  - Timing issue during Scattershot’s firing windup
  - Lock-on target not reset when spell is applied
  - Multi-target logic ignores invisibility state
  - Frame timing race condition when spell hits mid-shot
  - Server → client desync causing mismatched state
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## **Recommended Fixes**

- Reset Scattershot’s current target when Invisibility Spell is applied
  - Ensure invisibility logic interrupts Scattershot’s attack cycle
  - Audit defense behavior when spells overlap animation wind-up
  - Add forced refresh to “isVisible” property on defenses at spell activation
  - Log defense state transitions for debugging
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## **Workarounds (Not Guaranteed)**

- Drop invisibility *slightly earlier* before Scattershot locks on
- Freeze Scattershot before using invisibility
- Avoid spell stacking during Scattershot attack wind-up
- Use Rage → Invisibility combo cautiously with timing gaps