

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

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.

Severity:

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

Evidence

<https://drive.google.com/file/d/1LXHao7V3kae1Epif8YOfno86wWiTF1f-/view?usp=sharing>

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