

# How to Create an Effective Base in Clash of Clans

Have you ever wished to see Clash of Clans enemies constantly being destroyed as they entered your base? If the answer to that question is yes, then you are at the right place.

## Select base type



**Decide what kind of base you want to build.** Here we have 3 main types of bases: Plow Hoe, Trophy and Mixed.

The Plow Hoe Base is the type of base that operates mainly in the process of plowing and hoeing. The main idea of this base is to keep the main house outside the city wall. You may lose some trophies. Don't worry, because you'll be rewarded with a 12-hour shield, and during that time no one can attack your village! You also usually keep your archives and possibly things you collect inside the city walls.

The Trophy Base is the type of base where you will place the main house inside the base, and trophies are what matters most to you. This base is the opposite of the Plow Hoe base. You run the risk of losing resources.

A Mixed Base is a base type that allows for a balanced defense of your trophies and resources.



**Decide on the layout of your base.** There are some common designs such as:

An eggshell base is a base surrounded by walls. For example, a core is surrounded by walls, with an outer layer of walls surrounding less important structures.

The compartment base is where all the most important buildings have their own compartment, and the less important structures are outside the base. They may leave some extra wall pieces.

The bulkhead base works like the Titanic. Its main idea is that there will be multiple compartments, so if your enemy "floods" a chunk, the others will support it. It is a kind of mixture between eggshell base and compartment base.

Optional compartment bases are bases where your compartments hold 2-3 buildings instead of each compartment containing only one building.

## **Building location**



**Build damage-dealing structures near the center.** There are some of the most important structures that should be built near the center of your base. The mortar is especially important because of its long range and weakness. Mage towers are a bit more comfortable, as they have a smaller range and no weak points.



**Gather all the buildings in your "regular" category, including the bow and cannon towers.** It's best to make sure they can support each other. This way, if one tower is under attack, the other towers will destroy the attackers. Also in this category are anti-aircraft buildings. You need to gather these, because if they are destroyed, your base will become vulnerable to dragons and the like.



**Set traps according to your intuition.** Traps are the most versatile building type in the game. They can be used for a number of techniques, including "chimneys" and "troll sieges" (see method three). Basically, have fun with them. If you want to create a troll base, make one. Just do what you want.

### **Use other Trap/Fortress methods**



**Use "dual wall".** This is where you place a wall layer, then an empty space, and then another wall layer. This way archers can't shoot through walls.



**Build a "troll base".** This is where you place a "accidental" hole in the middle of your base and fill it with traps. You will also surround it with good defensive structures so that inexperienced players will have to send large numbers of troops and get blown up.



**Use the "chimney".** You will create a "random" hole in the wall, then minions will go inside and be blown into the sky by the traps you set.



**Use wall-breaking sniper traps.** You will build a wall with a hole in it and place a spring trap in that hole. Thus, the wall breakers will be shot into the sky without breaking your wall.

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