

# How to use Siege Machines in Clash of Clans effectively

Siege Machines in Clash of Clans also known as Cong Thanh Machines are special weapons created in the Workshop to transport reinforcements directly to the center of the enemy base.

Each Siege Machine provides its own method of transporting and deploying reinforcements. To attack effectively, do not forget to learn how to use Siege Machines in Clash of Clans, shared below.

In Clash of Clans, players can use many different tactics, soldiers or heroes in attacks against opponents. But one of the things that brought a change in strategy planning was the introduction of the Siege Machines, also known as the Siege Machine. So in this guide, together we will learn how to best use Siege Machine in Clash of Clans to optimize every attack.

## What is I - Siege Machines?

Siege Machines in the strategy game Clash of Clans were created in the Siege Workshop and used to transport and protect your Clan Castle reinforcements during the war. Lower level players may not be familiar with this type of vehicle as it can only be produced by players on Townhall 12 in Clash of Clans after the Siege Machine Workshop is unlocked.



### 1. Some general rules about Siege Machine

Before proceeding, there are a few general rules of Siege Machine that you should keep in mind:

- There is no magic effect on them.
- You can bring many Success Machines but can only use 1 or not in use.

- You can manually destroy the Siege Machine whenever you want.

## 2. How to add troops to the Cong Thanh Machine

Adding troops to the Siege Machine is probably the most confusing thing for beginners. But you cannot manually add troops to this machine. The armies you receive from the guild are automatically added to it. You can still use the Siege Machine without reinforcements but nothing will appear when it is destroyed.

## II - How to effectively use Siege Machines in Clash of Clans

There are currently 5 different Siege Machines in Clash of Clans. Each machine has its own capabilities and functions. Though they were different, they served a common purpose of carrying Castle Clan reinforcements inside. Here is information and how to use each type of Siege Machine:

### 1. Wall Wrecker

The Wall Wrecker was the first successful machine introduced in the game. Its function is expressed in its name, which is the demolition of walls and buildings in its path. The Wall Wrecker will go straight to the enemy's main house (Townhall) and once there, it will destroy itself and free the army inside.



It deals 10 times more damage to walls. This makes it the most powerful machine of success. Wall Wrecker only needs 3 attacks to break the wall of maximum level.

The Wall Wrecker was used primarily to pave the way for the entire force. High-damage units like Valkyries or Pekka might be a good choice for this machine, who can destroy the main house once the Wall Wrecker gets there, or even if they don't, they still can clear defenses for the remaining units.

### 2. Battle Blimp

The Battle Blimp is the second successful machine added to Clash of Clans. It is the aerial version of Wall Wrecker. Battle Blimp is brought into the game with Wall Wrecker, which is why they have a similar goal, Townhall.



Battle Blimp also heads towards Townhall, but by air and flies through all sorts of enemy buildings and armies to reach the destination. It has the fastest movement speed of any movement. The speed of this machine almost guarantees that it will reach its intended destination, if it does not trigger any high level steam traps. So in case it successfully approaches Townhall, dragons, Balloon or Valkyries could be good options for destroying Townhall. Battle Blimp is very useful in assisting an air attack.

Alternatively, you can also place the Lava Hound inside the Battle Blimp as this machine provides the Lava Hound protective shield for a while. Because of its high damage, Battle Blimp is often used with the intention of targeting any strong defenses that could harm your other units.

### 3. Stone Slammer

You can think of a Stone Slammer like a giant Balloon (the 6th piece in the CoC) because of its appearance and function. Stone Slammer specializes in dropping stones aimed at the defenses of the enemy and the impact of the stone is so strong that it can cause an earthquake. Hence, it helps weaken and break walls in its destructive power.



Stone Slammer's attack has 2 stages and produces 2 effects: High damage attack with small kick radius (1 tile) only works on the building it is attacking and low damage with wide splash radius (3 tiles) causing 25 times more damage to the wall.

The Stone Slammer is the only successful machine that targets defense, so it is very useful to use the Stone Slammer in conjunction with defending armies like the Hog Riders or Balloons. Alternatively, you can pair Stone Slammer with Lava Hounds. Since Lava Hounds will continue to deal damage, the Stone Slammer will deal the majority of damage with his ultimate power attacks.

#### **4. Siege Barracks**

Unlike other successful machines, Siege Barrack's function is completely different on the battlefield. While the target of the aforementioned machines is the main house or defense, the Siege Barracks stands where it is deployed and unleashes Pekka (the 10th class in the CoC) along with some mages.



Siege Barrack loses HP over time and it only lasts for 30 seconds. Although upgrading won't increase its duration, it will increase the number of mages that spawn (6 mages at initial level and 12 at maximum). The level of those combat units is determined by the player's laboratory level.

Siege Barrack can prove to be the best option to "take care" of enemy troops outside buildings. That can be an advantage for your troops when they need more reinforcements. You can have 2 Pekka and many mages, combined with the guild's reinforcements to clear the enemy class outside. Thanks to that, the main combat unit could focus on moving inside.

#### **5. Log Launcher**

Log Launcher is the latest successful machine added to the game through the December 2020 Winter Update. You can guess how it works by looking at its name. Log Launcher unleashes wooden blocks that deal damage to anything in their path.

Log Launcher is very difficult to reach Townhall as it reduces about 155 HP per second even if it is not hit by the attack from enemy defense. But Log Launcher has an impressive attack range of 20 cells and can penetrate many layers of walls. It deals x4 damage to walls and only needs 5 wooden blocks to destroy a wall of maximum level.



Similar to Wall Wrecker, the Log Launcher can be used to open the path of soldiers to the main house. It would be a wise choice to place strong armies in front of it like the Golem, who will take damage instead and the Log Launcher can focus on clearing and opening a path.

Above is everything you need to know about successful machines in Clash of Clans. Simply put, we can define Siege Machines as vehicles that can protect and deploy soldiers in a more advanced way. There are a myriad of strategies for these machines, depending on the intentions they are used in. Whether to lead an attack, assist in an attack, or purposely break a machine to destroy any solid defense, the Siege Machine can fulfill any of these situations.

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