

TH9 BASE BUILDING GUIDE FOR REDDIT OMICRON:

"First, we want to thank akiyume for letting us use a lot of the information he gathered from different sources: To expand on akiyume's content please visit his [WEB](#)".

To begin with, let's try to keep it easy. As you keep reading there would be more complex and advanced things to take into account when base building.

First, there isn't such thing as "the best base". Every TH9 base can be beat, (by beat we mean 3 starred) taking this into account you will see how customizing each base will always be better.

Food for thought, things to keep in mind:

➤ "A base is determined by its qualities and its design, not by the quantitative results"

A base design is measured by its quality to the target market. A base that's anti-2 star is different from a base that is anti-3 star because the target market is different. But when it comes to war bases that tries to defend the three star, it is always being measured from the top down, from the elite war clan standards, so if your base only has qualities that targets the simple Goho attackers, but never even seen Surgical Hogs, then it's not good. A base design, needs to keep up with the standards and the public only acknowledges those that can compare to the top.

➤ "Any base that is public, loses value" The moment everyone starts using the base, or the moment it gets exposed, it loses the element such as surprise or defense against strategies

➤ "No base will survive to the test of time" Attack strategies evolve, and so does the meta attackers. So in about 3-6 months time, a base that is considered Elite War Base which the top 1% of the 1% Elite Clans would use, would no longer be considered good in the eyes of the Top War Clans. In the Elite War Clans, they may still work, but there WILL be outdated concepts and materials.

General Tips:

➤ "Town halls position doesn't matter, but better not be centralized." When building a Town hall 9 war base you want to protect against a 3 star attack, this means that the Town Hall is only a high Hitpoints building, it should be used to tank troops that don't target defenses and slow them (pekkas, dragons, heroes, wizards)

➤ "Centralized Clan Castle is better." In most of the cases you will want a centralized CC that can't be lured by using a couple giants. This prevents from people of doing an easy lure and taking out your CC before the raid even starts (now with poison is extremely easy).

- “Centralized Town Hall with quad tesla is not a good start.” In most cases this kind of bases are easy to read and makes Giant Bomb position fairly obvious, letting the attacker know a lot about your traps before even attacking.
- “Mortars don't matter as much terms of DPS in war compared to other buildings.” Different from farming, in war, in most cases the attacks will start with Tanky troops (golems or giants) tanking for high DPS troops (wizards or minions). Mortars do a high amount of damage but for a troop with 4000 hit points it ends up being meaningless. Mortars are more useful for: preventing wall breakers easy access (if golems start targeting a wall wall breakers close to them will often re-target to that wall since it has lower health, being able to be taken down by a mortar shot). The other usefulness they have is to make Golems target them and re-route towards their position (offset).
- “Spring traps should be between two defenses, not in the open.” Spring traps although not affecting PEKKAs and Golems affect the rest of the troops (even golemites), by placing them between defenses instead of in the open you are assure that if an attack will hit you with hogs, those hogs will be hit by the springs when they move from defense to defense.

Groups, Sections and Territories:

- Groups, it's the relation between 2-5 defenses, so spring traps are important. When it comes to groups, it all depends on the viewer to see which part of which group, for example a tesla that's separated by a wall and a trap, has 3 square tiles away from another building would not really be considered part of that group due to the fact that tesla's range is a lot smaller and can't cover the defense on the other side. Groups are about coverage within a pack, so it's immediate response. So your buddy that's next door to your can protect you more than a buddy that's living across the street behind the fence.

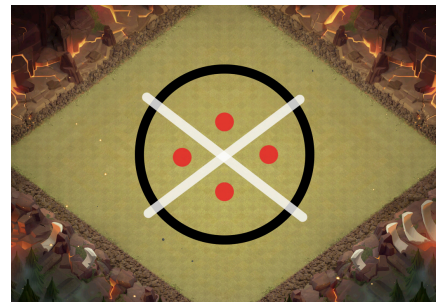


➤ Sections, it's the relation between 2+ groups, so double giant bomb between is important. When it comes to sections, it's about how the groups interact with each other. Usually walls play a big role in determining the sections, and sometimes can be abit confusing with territories as they may overlap. Sections are like two groups that help each other out but can't cover everything. Almost like how Air Defenses can cover their whole North side, and provide an adequate protection to the west/east side.

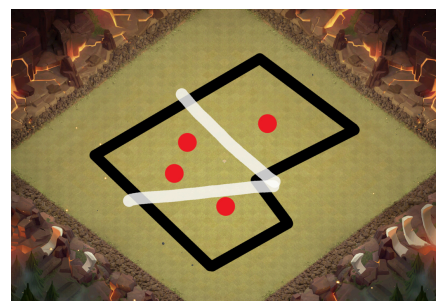


➤ Territories, it's the relation between sections in the whole map, so determining the ratio/how big the sections can be is important. When it comes to territories, these are alot more distinct to how the base is.

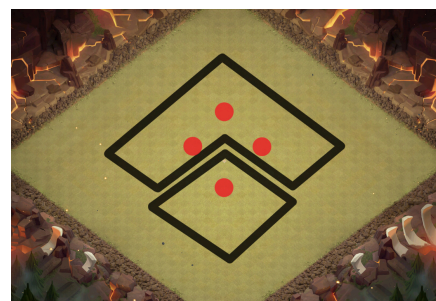
➤ Circular bases have almost equal amount of groups, and defenses in each territory



➤ Boomerang shaped, it'll be split into three parts (top, middle, and bottom) for example, the top and bottom might have only one air defense, while the middle has two air defenses;



➤ Triangular base could be divided into two territories, north and south, but the north side takes up a lot more area and could house two sections and contain three air



defenses, while the south has a bigger 'section/territory' Triangular usually encompasses Southern Teasers or other "up down" types of bases

➤ There needs to be a balance of defense within territories in order for there to be a good base. If for example the ratio is 50-30-20 when it comes to how many defenses are located per territory, then a kill squad can easily hit the 50% at full power, and a back end hog can easily kill the 30% and the remaining 20% has no threat.

➤ **Queen's Territory.** Queen kill is part of Town Hall 9. Accept it, and recognize there is and minimize the amount of defense structure the enemy will be able to take once they aim for the Queen Kill

➤ **Kill Areas:** The amount of 'territories' for which are considered dps are located. Some base might have 3, some bases might have 2.

➤ So remembering to balance out the territories, putting spring traps between groups, double giant bomb between sections, and knowing the types of Territories is important.

Different kind of approach at defending a base:

Bases can be more Stretched or more Compact, the basic idea is to have enough compartments as not to be weak against GoWiWi but being also able to avoid being hit by Earthquake spells and opening the whole base. You need some wide compartments in the core to avoid this kind of thing (or a lot of small compartments). Which leads to one of the Following: Either a pretty compact base or a big spread base.

➤ Double Giant Bomb Concept:

DGBs tend to have more effect the more compact the base is, since in a compact base it's easier to predict pathing and angle of attack, with an offset queen and a compact base a lot of the times you will need to have 2 sets of Double Giant Bombs to stop being both take down with queen Kill.

Here is a small video explaining pathing towards Double Giant Bombs.

[PowerBang DGB](#)

➤ 4 Single Giant bombs:

On the other hand on most spread bases we tend to see this used more and more. Having 4 single Giant bombs protects better against Surgical deployment of hogs and makes not clear where they should come to kill queen. This kind of trap placement is paired with deep spring traps and a spread base, making hogs have to travel a long distance and not having enough fire power to go through the entire base. (at least that's the idea behind it). 4 singles is better used in near max TH9s as you rely on strong defenses to take advantage of the amount of base that hogs won't have heals for. Having 4 singles is significantly weaker on an 8.5 base or low weight TH9.

➤ 2 Singles and 1 Double:

This is used in a lot of bases. Where you threaten to have a good amount of Double Giant Bombs and plan of using the one furthest to the queen (of the best you designed) to place the actual Double Giant Bomb. A good rule of thumb here is to make sure it takes at least 2 jumps to get both the AQ and DGB. Placing Singles further from each other making them not able to be healed with only 1 spell. The idea is to place a double giant bomb in a manner where to take it the attacker would need to use so much on it to kill queen too that they won't be able to heal their hogs to handle the rest of the base.

General Base Concepts:

There are a lot of different things to take into consideration when building a base. Not only Giant bombs position, but every Trap and Defense position matters when making a base. There are general concepts to take into account for most of them. But first let's start with the layout of a base.

Walls:

There are a couple pointers regarding walls to take into account, let's remember that there isn't a perfect layout or something similar to that and this are just some basic pointer to start from.

➤ "Symmetrical bases are most of the time easier to crack." Most of the time when starting building your own bases is advised to go against symmetrical bases. Symmetrical bases make it in most cases easier to the attacker to plan, since they can attack from almost any angle of the base. (queen walks for example are much less risky since if queen goes to the other side is almost the same). For this reasons we advice against Symmetrical bases when starting to build your own base since it gives a lot of room to the attacker to adjust mid flight or versatile attacks.

➤ "Go Beyond the Walls." In most of the standard bases (or internet bases) Walls are used to determine where a base ends, outside of the walls there are only buffer buildings to make troops take some more time to reach the outer line of defenses. Having a set number of walls and defenses this leave us with little room to make the enemy guess, with more places to have our DGBS, GBS and Teslas there is more speculation needed from the attacker leaving more room for mistakes. To make better use of our defenses position and wall placement it is often recommended to Go beyond the walls and place defenses in the outer layer of the base. This will leave us with better compartments and more room for the defender to plan how the attacker troops will path. (golems and giants will tend to go towards this outside defenses).

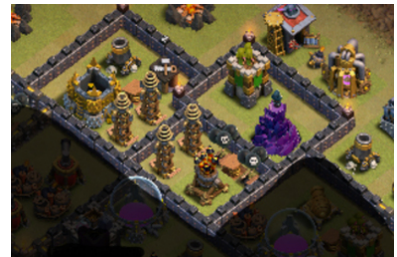
➤ "How should compartments be built." With all the new variations of attack strategies being used there comes new ways to build base. The most powerful

variation of attack that has surged is the one called “the max attack” which consists on a GoLaLoon in which you use 4 EQs and all your spells on your KS. To avoid being destroyed by this strat, the magic number of tiles a compartment needed is 9 (7 inside tiles plus walls). Of course you can’t make your whole base with this type of compartments, so will need to have in the core a couple 9 tiles comps and then outside compartments that EQ would be a waste.

Defense by defense :

Teslas: Teslas are one of the most powerful defenses in the game. Not only their dps is one of the biggest in the game but also they shoot fast and aren’t visible (like traps). This make their position in the base crucial, some tips to take into consideration when placing teslas in your war base.

➤ “Tesla Farm”. On most of the bases having a set of 2 teslas by a point defense inside the base is a good way to force the attacker if using hogs to heal in that place (or lost a lot of hogs). You will see a lot of times in random positions of the base 2-3 teslas packed together. Most of the time you want to at least have 2 teslas by a cannon on a place far from a single/double giant bomb and wizard towers to force him to run out of heals.



➤ “Outside Teslas” Outside teslas were used a lot before to make an easy lureable base not so easy to lure. Nowadays most of the 3star attacks at th9 don’t include luring (with new poison spell and rage+queen you can mostly take any cc). This leaves Outside teslas only 1 viable option, and that is to make the Golems and queen walk pathing go somewhere else. It is pretty hard to use them efficiently like this and is not recommended unless you have a lot of experience with pathing.

➤ “Teslas by townhall” This is a common strat for pushing bases. It is not good to use this in a war base since it is pretty predictable, it also forces the townhall to be centered which isn’t a good option when protecting against 3 stars.

➤ “Teslas by Queen” Teslas by queen area are often used when no air targeting defense is close (AD or AT) since it makes it look as it is a low air protected area and teslas can surprise the attacker. Queen also tends to glitch when right next to a tesla, making the queen kill not work until they kill the tesla.

Wizard Towers: Wizard towers are a powerful defense against small targeting defenses troops. 2 out of 3 are the core of the best 3 star strats used at TH9, loons and hogs taking this into consideration there are a few concepts to take into account when placing wizard towers on our base.

➤ “Wizard Towers paired together” Paired together wizard towers work great, this is a great technique to use, but is pretty hard to take benefit from it. Ideally you will place the paired WTs on the other side of the base where you think you base will be attacked (mostly on the other side of the offset queen is the safest way to go around this). This way you will get a good group of loons or hogs clumping to get this WTs while they will be shooting at the whole pack.

- “Wizard Towers away from Giant Bombs” Ideally you want your Wizard towers away from the giant bombs, in a Hog attack the attacker tends to try and heal around the WT position, since there is where the whole pack is being dealt damage, a giant bomb here makes him get more benefit out of this heal (while in a cleanup he will know he can’t heal there which might end in him losing a bunch of hogs).
- “Wizard Towers on the second layer of defenses” Ideally you want your WTs locking into small units, a Golem receives almost no damage done from a WT shooting at him, you would like to have Wt on a position when he breaks first layer of walls/jumps golems will target another defense and Wt will start shooting backend troops (troops that don’t focus defenses such as wizards or witches).
- “Wizard Towers paired by a tesla” As WTs together, a Tesla next to a Wt can be the end for an attacker, if he is hogging and doesn't have a heal the Wt while debilitate the whole pack while the tesla starts picking up slow Hp hogs, making the attacker needing to use a heal here. If this are loons and are not protected by a Hound then the same principle goes for them.
- “Wizard Towers away from Air defenses”. On a lot of cases you don’t want to have your Wizard towers close the air defenses (mostly on the end of the base) since as a WT shooting a Golem doesn't deal much damage, the same principle works for a WT shooting a Hound, you ideally want the Wizard tower range not to cover the Air defenses that you think won’t be taken down by the KS, this way the WT will be shooting at the loons instead of the Hound, dealing substantial damage.

Air Defenses: Air Defenses are crucial on the base, they are by far the best defenses against air attacks, this is why their position on the map is extremely important, this are some of the basic concepts to take into account when placing Air Defenses on your base:

- “Double Seeking air mines” To counter LavaLoon types of attacks this is the best way to make a hound insta pop when they reach the AD. It’s not that simple, since we have 4 Seeking mines and 4 AD’s we have to chose whether to use 2 Double mines or 1 Double and 2 Singles (1 double is mandatory). Ideally we would place a Double seeking air mine on the AD opposite to Queen, since the KS would tend to go for Queen position, when there is no AD clearly on the other side of the base it is recommended to use 2 Seeking air mines on 2 ADS further away from queen an protected.
- “AD positioning and distribution” AD’s Should be placed in a position where they aren’t able to be taken all by using 2 jumps while also entering Queen compartment, since this opens the base to Backend Loons attack. We also need to be able to avoid giving up 3 ADs and Queen to a WB+4EQ combination, since MAX attack will be really strong against this kind of bases.
- “AD coverage” Ideally you want at least 2 ads covering each other. This will make up in case your Seeking air mines don’t work (or they use 1+Hound) making the Hound tank 2 ADs should take him down pretty fast.

Air Sweepers: Air Sweepers are pretty good to slow down air attacks, when placed correctly can demolish a MAX type of attack (since they don’t have rages/hastes to speed up loons). Some small tips to take into account when facing Air Sweepers in your base:

➤ “Where should it be facing” Ideally you want AS to be blowing on Loons, not on hounds, so how do you stop this from happening? To make AS lock into Loons it is better to face them towards Wizard Towers or Teslas instead of ADs, this way when the hounds gets closer to the AD the AS will start blowing the loons and delaying them.

➤ “Where should it be placed” Ideally you want to place your AS in a position where if you base would of been attacked by a Cold Blooded (1 golem) attack they won't take them, if it was a Shattered (2 golems) they can't get one facing on the other way the are shattering (same principle stands for more golems). You don't want to give up an AS on the KS portion of the attack and you would try to make them centralized, making him have to use a power house to get to them.

➤ ” Air Sweeper/AD against Dragon that Targets Queen” Perfectly Explained in Onehive's Video: [[Suicide dragon](#)], the attack strategy to kill Queen in the Queen Island.

In order to combat against this type of attack, a base needs to have protect against the Dragons. Seeking, Air Sweeper as the bluff, or an AD behind the Queen in order to protect her is important. Dragons have now been upgraded to Lv4 for TH9, making them more stronger than before, so keeping your queen alive is important. And also look, a ground Xbow :D.

X-Bows: X-Bows are the most important point defense together with Teslas. The importance on the X-Bows lies in their ability to be either place on Ground or Air/Ground giving them nice versatility, their range and their hit points. Taking this into account their are a couple of new tendencies going for X-bows.

➤ “X-Bows set to Ground” Now that we have the new air sweeper (2 AS) we can decide to place both X-Bows to ground, the idea to place both X-Bows to ground needs to be supported by a base designed to be Anti-Loon! Which means Teslas and WT combo that isn't in AD range. This idea helps preventing attacks like AQ walk since X-Bow will now be locking into her easier making the attacker have to bring more healers, which isn't ideal.

➤ “X-Bows on outer layers of the base” The idea behind this is to place X-Bows at further locations, in order to cover a wider range, this way it starts shooting units faster (Combined use with the ground xbows to prevent Aq walks or to make them harder) as being in the center of the base isn't of any use since it would be too late by then.

Spring Traps: Springs can be devastating for a hog attack, it is hard to guess where they would be since they only use 1 tile, and one Spring trap can take up to 3 hogs. The basic idea of using spring traps is to make the attacker lose a lot of hogs when attacking to springs traps (so heals won't even matter). Here are some tips regarding Spring traps positioning:

➤ “Spring traps between defenses” The standard and first rule when placing springs is they need to be placed between 2 defenses, being placed in the open space it's not worth. You can predict the pathing a Hog or Giant will take, we want to take advantage of this to place spring traps in such position that they will take out of lot of the attacker troops.

➤ “Spring traps in the path of surgical troop deployment” In the same line of thought that the first sentence, we need to place Spring traps intelligently, there is no reason to place a spring trap between 2 defenses that are on the outside and will be taken simultaneously, you want to avoid placing spring traps between defenses on the first layer of the wall:



➤ “Spring trap on first layer defenses” In some cases is good to use this springs in the first layer of the defense (pretty complex since you need to predict the side where the attacker would hog from). In this case we place springs like this:



Small Bombs: Small bombs are often placed randomly in bases, well there are 2 main things that small bombs have an use for:

➤ “Outside small bombs” Outside small bombs are used to disrupt wall breakers. LVL 6 small bombs can take out lvl 5 wbs by themselves, Lv 5 Small bombs or lower need to be paired up together to conceive this task. For this to be possible they need to be placed 2 tiles away from the wall:



➤ “Inside small bombs” Inside small bombs are used in specific areas to add some dps to the defense. Usually 5-6 used together close to a wizard tower to try and force a heal:



Air Bombs:

➤ Away from Air Defenses

The main threat that Air bombs provide is for loons, this way we would try and make this Air Bombs not be soaked by LavaHounds on Air attacks. Ideally this Air bombs would be close to Wizard Towers and away from the path of an Air defense, so the Loons trying to reach to the wizard tower when gathered together will be hit by the Air Bomb together with the WT shot. That's not always possible so it is recommendable to get Air bombs away from LavaHounds path and place them where they would get value from loon pathing. (not needed to be by wizard towers).

Seeking Air Mines:

➤ “Double Seeking air mines”

Double seeking air mines started to be popular when LaLoon became popular, it is a safeway to make sure a hound won't be able to stay for a extensive period of time tanking an Air Defense without going down. Placing 2 Seeking Air mines together make it so the Hound when reaching to them will explode short time after this. It is important due to the use of this Seeking mines to keep them in a place where the attacker won't send their KS, since 2 Seeking air mines by an AD taken down by golems and Heroes loses their value. The safe route towards this is to place 2 Seeking air mines in the AD opposite to Queen, (where KS is almost always targeted).

➤ “Seeking Air mines by queen”

It is used to prevent Suicide Dragons attacks, most of the time this strategy requires a really good anti Loon Base, since it leaves the rest of the base with Only 1 Double seeking air mine at best. Most of the time this isn't recommended for building bases, since having a queen susceptible to suicide dragons with your only protection being a Seeking air mine can be easily exploited by using one loon to trigger the seeking air mine.

Queen:

➤ Centralized and protected queen:

Centralized queen concept is used to protect the queen and take full advantage of her range and versatility to defend an attack. This concept nowadays is only used on very specific bases since it is quite easy to exploit the queen being centralized by choosing which side to attack

➤ Offset queen:

➤ General Concept: The concept of the Offset queen started to gain popularity among top warring clans when LaLoon made a strong impact to game. Using 1/2

golems with strong heroes makes it so the attacker could come from any angle of the base and reach one or 2 ads (depending of layout), letting him with a fairly low investment take Queen cc and AD's. Having the queen in core had the problem that always would be an angle from where the attacker could attack and take queen, cc and an AD. An offset queen prevents this from happening by placing your queen on a side of the base, making the attacker either have to go through the whole base to take the queen or come from the closer side not taking anything valuable for their investment (ideally you want them to use 1 golem and jump to take queen and cc without giving any single bomb or AD).

Some of the tendencies of the bases nowadays tend to go with this methods:

➤ Queen Island:

The Queen Island, it's basically a location which the Queen can move about in, still can shoot into other compartments, but won't walk out of the compartment. The main features of this island is the fact that:

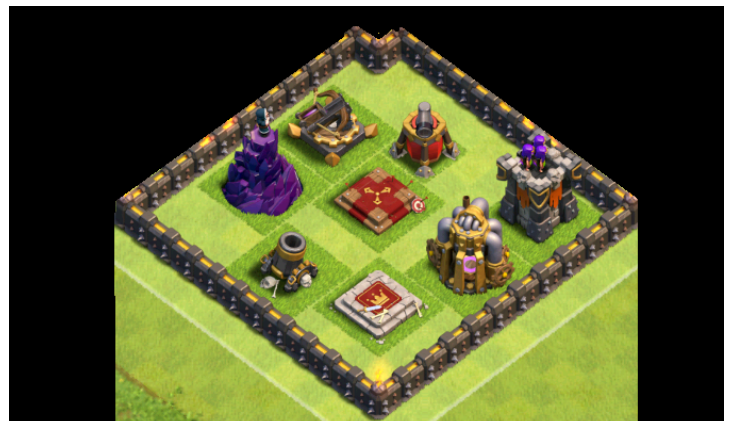
It's placed at off-side of the base, making it the only side available to attack it and If you are going to Queen Kill, you will need to at least invest a jump spell or it will be risky.

Here are some examples



➤ Queen and King Island:

The King and Queen island concept is similar to the Queen island concept, the differences in this 2 concepts is that in the Queen island concept the King is used on another side of the base to protect and defend against hogs as another defense would. In the King and Queen island concept, the King is used to protect queen and ideally the attacker would need to kill the King before engaging on the Queen, this needs to be supported by a Strong anti-hog base (good spring and giant bomb placement that can't be taken together with this island). Making the attacker have invest more



troops than he would get a value for.

Other useful Links:

[OneHive Guide to Base building](#)

[DragonRejects Guide to Base bulding](#)

[akiyume: What To Read ?](#)