

Standard army: 32 hogs, 8 wizards, 4 barbs, 4 archers

(alt) Holo army: for every loon you add to your army, take away a hog

Spells: 3x heal spells

CC: Probably best for max hogs.

Hero: Prep your king for battle.

WHEN TO HOG

Knowing when to hog is half the battle. Most people don't understand having a dgb inside your base doesn't magically make it an anti hog base - there're ways around it! Having a wide open base with anti hog ring doesn't make the base anti hog either, it just makes it a dummy base for you to easily holo for 3stars. **Compact, tight bases with no room for empty spots inside the base** for traps (gbs, teslas, spring traps) makes it the perfect base to hog. Understanding how to build a base is another half of the battle - If there're empty spots next to the TH, it only makes sense that it is a tesla. **Ask yourself the same questions, would you rather put a spring trap between towers or a little baby bomb? Would you rather put a tesla or a gb next to your TH?** In the event that it is a gb instead, a lv4 hog can survive the damage from one lv3 gb, especially when you drop a preemptive spell on top of the empty spot. You should also be hogging when drags are not the best option. This is the norm for the mid-late th8 especially when the AD are buried deep and hard to access.

CAKEWALK BASES TO HOG













(MEGA IMPORTANT!) UNDERSTANDING HOG PATHING

Hogs take the shortest route to the next tower, but know that they're always standing **on the outside of the towers from your entry point**, which you must take into consideration when measuring the distance between towers. It's not perfect math, especially when distance between towers are somewhat similar, but you can afford a random small split from the pack due to iffy AI, as long as your larger pack goes the way you've pathed for them to go.



To help demonstrate the point further, let's take apart a plan and only focus on the planned hog entry points at points 10. In this base, there are only 2 possible dgb spots of concern, at points 6 and 7, the other possible dgb spot is the golem's job so that doesn't play a part in your hog path planning. Because point 9 cannon is already planned to be taken out before point 10 entry points, hogs on point 10 cannon can only take the path inwards to AT so that part is cakewalk. The problem is the other side of point 10, where there is the possibility of a dgb next to mortar, but look closer and you will see the closest tower to mortar is WT, not sweeper (WT is 1 tile closer to mortar than sweeper). **Pushing point 10 mortar entry point wide at builder hut instead of coming straight on at collector means your hogs will stand on the outside of mortar and never cross the dgb.** On that angle, the WT pulls the hogs backwards towards it, instead of going over the dgb towards the sweeper. And because you've determined the right angle of entry, the gbs are 'magically' not triggered, you are not forced to heal early, allowing you to push your heals deeper into the base.

It might look like irresponsible hogging to the untrained eyes, sending your hogs straight in to possible death right by a dgb spot, but determining your angle of entry is key to hogging. When deciding your entry point(s), do not just look at the first layer towers - always join the dots from first layer into second layer to find the best angle for your entry to suit your plan, whether it's triggering a random single gb with a sacrificial pack or just completely pathing away from it. Of course this is moot if you're spreading your hogs across (Asian Wall Hogs).

WHEN TO USE 2 POINT DROP vs SPREAD

Asian wall is used to attack a base that has a lot of point defenses on one side of the base. It is messy and can be unpredictable and hard to heal at times, but it is effective when it stops you losing 3 hogs at every springtrap. **2 finger drop** hogs is used typically at quarters of the clock, i.e. 12 and 3 o'clock, 3 and 6 o'clock and is best to split the base into halves - 1 pack of hogs destroys top half, the other pack destroys bottom half, divide and conquer.

WHEN TO ADD LOON TO YOUR ARMY

- When you want to path your hogs away from the springtrap and/or gb.
- When you want to pull cc safely and cheaply - you can pull cc and destroy 1 tower with 2-3 lvl5 loons vs you trying to pull cc with 4-5 hogs to ensure you get the full pull and destroy 1 tower. This should be supplemented by one hog so he pulls troops that target only ground
- When there are free point defenses out of range of ad. Typically 2-3 loons per AT and 1-2 per cannon depending on if the cannons are in range of AT.
- When the AD are cored or in one section and you can funnel hogs there easily and take them out

THE KING'S SPOT

Ideally you want your hogs to end the raid near the king so they all gang up on the king to finish him off together, that means you **start away from the king**. This is not a hard and fast rule though. You ought to pay more attention to where all the splash towers are and finding the most efficient hog path. If the king's spot is on the same end as splash damage towers, then you've to bear the wrath of king early in the raid because you don't want to end the raid with splash towers still standing and you've no spells left to heal your entire group of hogs with the king bashing at your hogs. If the king's spot is surrounded by storages, you don't want to end the raid there either because hogs will smash the nearest building first before they lock on to the king. So while your hogs are busy smashing the spots surrounding the king's spot, the king is busy stuffing his fat belly with bacon instead. Learn to adapt when planning is key. Splash damage and where the king are are not the most important factors so if the only way you can avoid DGB or giant bombs by attacking from the same side as king then go for it. Also, pay attention to whether you can do a king swap (where you sacrifice your king for enemy king). Bonus points if you tank defenses for hogs during the bk swap.

BUT HOW DO I FIND THE BEST PATH?

Think of the base as a square. Do pathing with entry points from all 4 sides of the square, bearing in mind all the variables discussed earlier. Once you do, you'll see the most efficient path that takes your hogs through the least amount of traps while keeping them together in a solid pack for you to make the most of your heal spells.

Taking out enemy CC

So when killing cc one of the first things you should consider is whether to use poison. I prefer to use poison on cc. This is because of the new changes to poison where poison has damage that increases the longer a troop is inside. Skeletons are very quick so unless you encounter a high hp building, chances are they will run out of the poison before dying. You would need a large group of high defensive buildings in order to kill skeletons easily with poison. You should be pulling cc to the side where you will be sending your main wave from. Reason being that the main squad will protect whatever troops will be leftover from the cc kill. Also, since your main squad will probably end up on the opposite side of the base when defenses are down, it is important to clean the side they start from. To pull over the CC I recommend using an anchor building which is a building that is out of range of defenses. Once you have brought over the CC drop your poison if you have decided to use it for the CC kill and then drop a few barbs near the enemy cc troops followed by 2-3 wizards. Keep replacing the barbarians as they die and you should be golden. If you run out of barbs, use archers.

EFFECTIVE HEALS

You don't need to determine the exact spots for your heals, but you ought to have a general idea where you need them. Planning the heals is different on a fresh attack vs a cleanup attack. What I try to do with my heals is cover possible GB spots while at the same time covering multiple point defenses. It is very important to cover the point defenses but also don't just let splash damage hammer away at your hogs. If you see that a large group of hogs have lost a lot of HP due to splash damage heal them. Your priority though should be covering giant bombs and point defenses. On a cleanup attack just cover GB spots that you weren't able to pretrigger while also maximizing the area of the heal to cover other defenses.

AT THE END OF RAID

After you deploy your kill squad, hogs and heal spells, you ought to have 2-3 wizards left in your inventory. These wizards are to help clean up outside the base. Knowing where to drop them is key and can be the difference between a 1-2star and 3 star raid just because you run out of time. Where the hogs end up at the end of the raid is where they will start the clean up, your leftover wizards should be at their opposite ends so your hogs don't have to run all the way back to clean up. You should be dropping your wizards before the hogs are even done with the defenses BUT DO NOT drop wizards in range of defenses. Make sure they are safe.

IMPORTANT QUESTIONS TO ASK

- Where is the king, can I do a bk swap?
- Where are the spring traps/gbs/teslas?
- Can I loon any towers to create a better path? Can those loons pull double duty and pull cc?
- Can I heal all my hogs effectively through the entire base?
- Should I use my BK to tank? <- this is more during the raid than during the planning phase
- What is in the cc? This used to be a bigger question mark but these days it's all dragons and loons. Don't be stingy with your wizards while killing the dragon but don't be too cavalier either. You only need 2ish wizzes to help you clean up at the end

FINALLY...

Start practicing!! The more you practise, the more confidence you'll have of your hogs' capabilities and that is, sadly, the only way to learn. *Just shut up and get good!*