

Golem Traps 101

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Some Abbreviations:

AT: Archer Tower

WT: Wizard Tower

AD: Air Defense

Comp: Compartment

CC: Clan Castle (duh)

KS: Kill Squad (The part of the attack which you send in to take out strategic defenses)

DPS: Damage Per Sec



This is something that I will be using a lot throughout this guide for Directions...

You may have seen Ytters/streamers use directions to indicate structures on a map, here is how it works. Imagine the base has a clock on it and then we use the time on that clock as directions..

The top corner of the map is 12... The Right corner is 3 o'clock... The Bottom is 6 and the Left corner is 9 o'clock.. And other numbers in between.

So I would say, in the base above the TH is at 1 o'clock.

What is a Golem Trap?

A golem trap separates your golem and supporting troops behind the golems and allows your defenses to melt down the golem fast before the supporting troops could catch up. This way the golem gets less value and overall the KS will get less value.

To make the golem traps work effectively the golem should be pulled in an area where it is under high DPS and the supporting troops get stalled by trash (preferably high HP buildings like storages and TH).

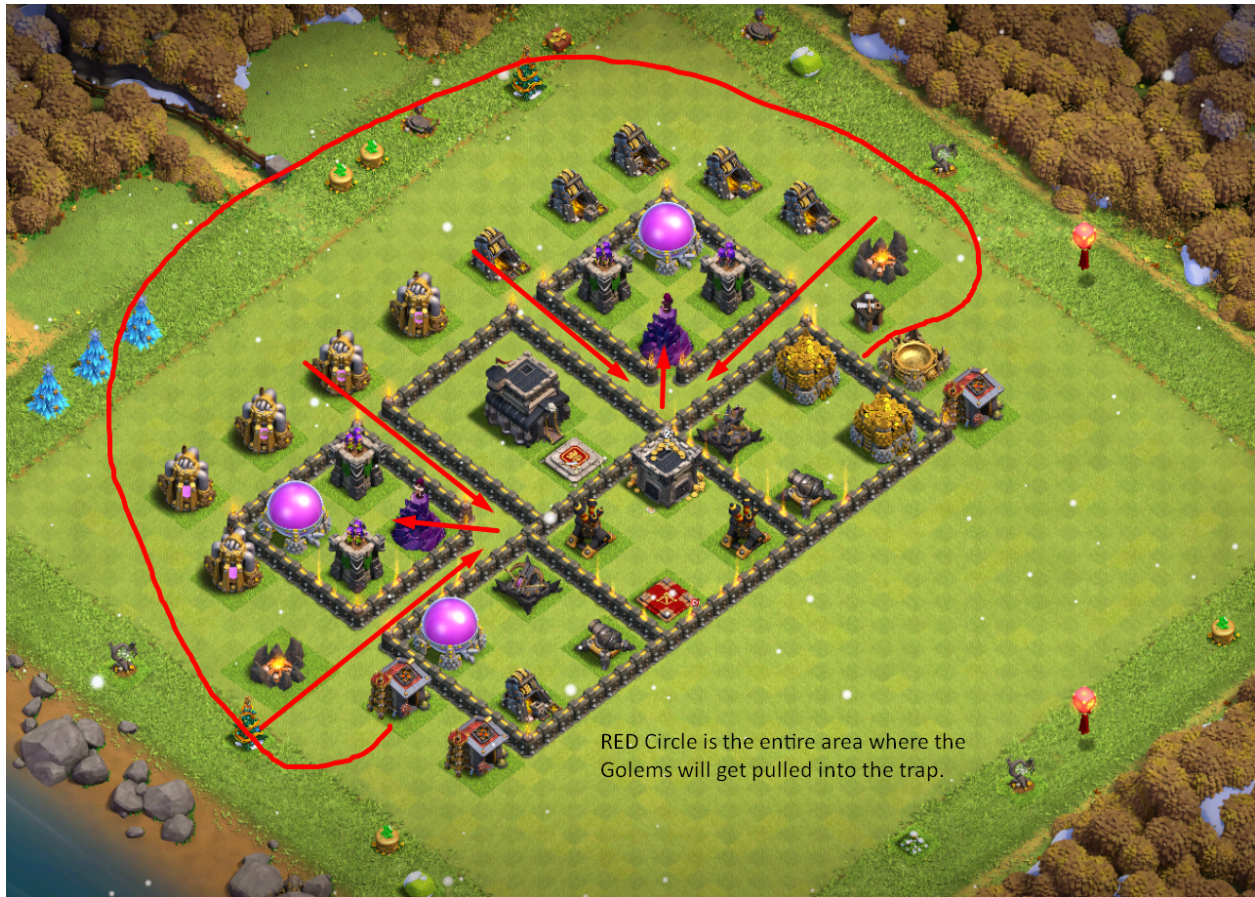
High DPS units (at TH9) include AQ, BK, Damage CC, Geared up Archer tower, Geared up Cannons, Tesla farm, Xbows, or if the golem takes damage from multiple point defenses at the same time.

How to set up a golem trap ?

Golem AI looks for the **3 closest defenses** from where it is deployed, if **ALL 3 closest defenses are behind a wall it will hit the wall**. If one of the 3 is NOT behind a wall it will go to that defense. We use this AI to our advantage while setting up a golem trap.

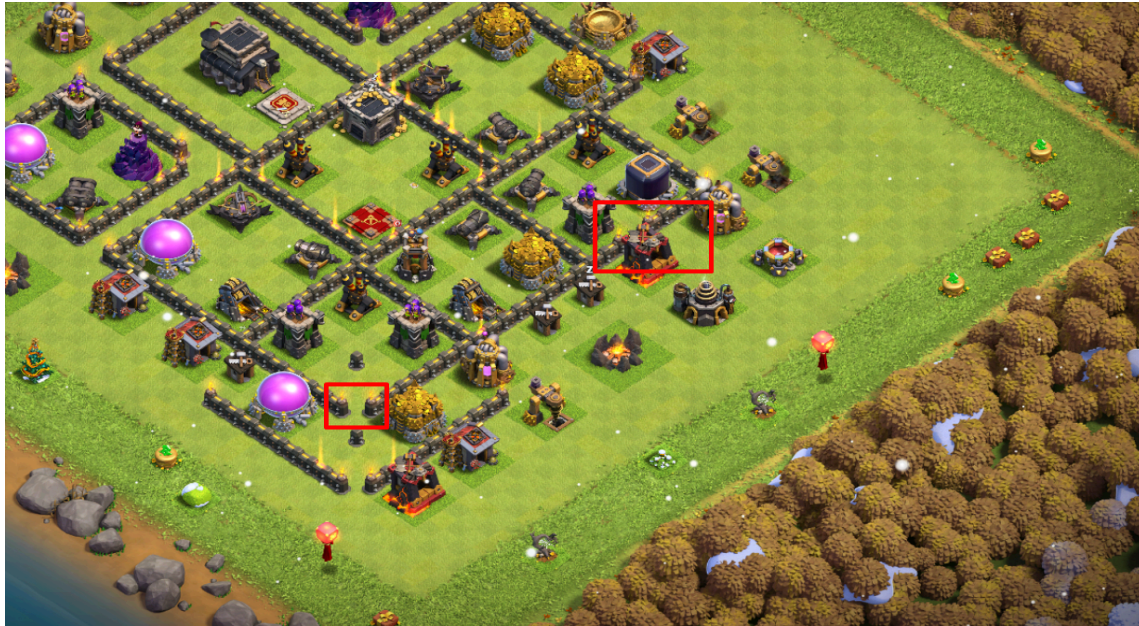
Most of the examples below are purely used for demonstration purposes, not much thought went into what defenses I was putting where (tank able wts etc.) Don't directly copy the examples below, use them just to understand how the golem traps are used.

Example #1 (Basic)

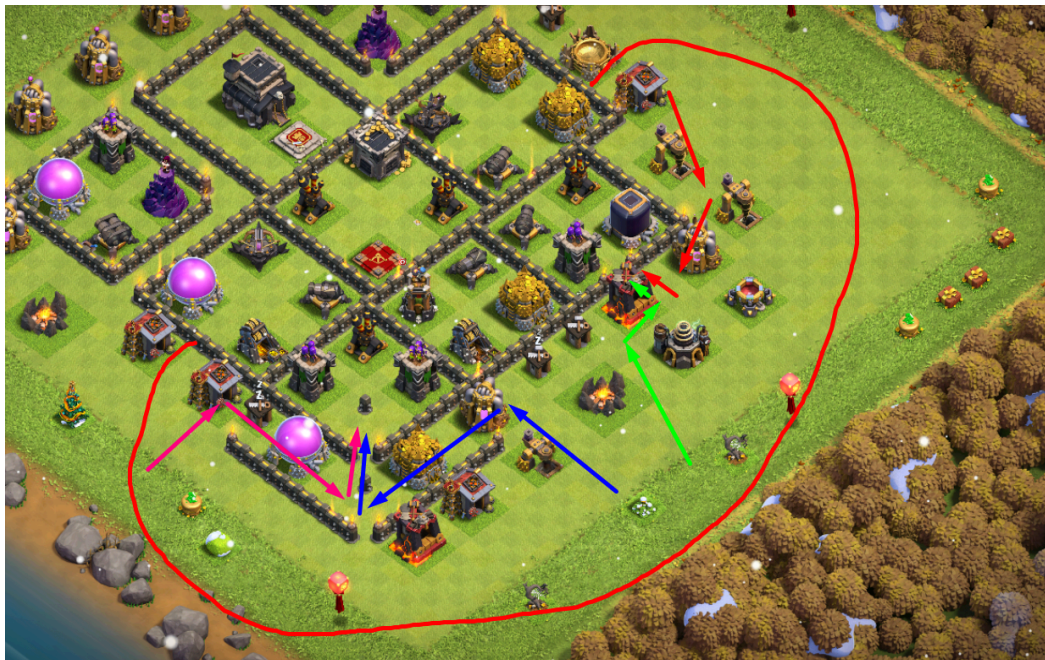


As you can see from the SS above any golem deployed inside the RED zone will go through the moat because that compartment is open with defenses inside it. Also the golem on each side will be under fire from 2 AT, BK, CC(damage) and an Xbow which is a lot of DPS and the golem will melt down fast.

Example #2



In this SS there are open walls marked with a rectangle. The one at 6 can be spotted easily; the one at 4ish is a HIDDEN golem trap (more on that explained below) as you can see the Dark Barrack is used to conceal the open wall (tried to conceal). Again the golem at 6 will be under fire from 3 point defense and AQ.. the one at 4 will be under fire from 4 points defenses.



Above shows the pathing of golems if they are deployed in the RED zone.

Hidden Golem traps

Now that you have understood how golem traps work in general and how to set them up, let's go into something more advanced.

Hidden golem traps are where you try to conceal the golem traps in your base, there are many ways to do it which are explained below. Keep in mind an experienced attacker will still be able to spot these if they look closely.

Using Dark Barracks

I think this is the most popular way of hiding the golem traps. Here are a few examples:



The 2nd example conceals the traps better IMO, that is when the DB is below the wall rather than on the side.



Here is another example similar to the 2nd concept in the SS above but this time the DB is inside the walls.

Using Archer Towers

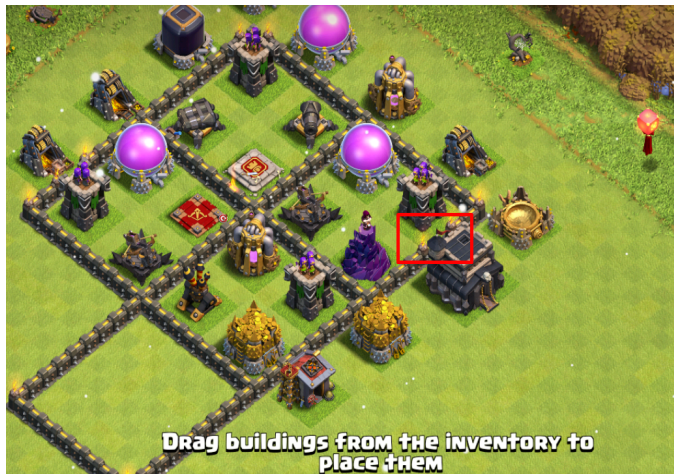
Here are few examples using AT's



Again I feel like the 1st one looks better concealed to me than the 2nd one.. So whenever I try to use a golem trap with AT, I usually use it like that. (BY removing the wall at 12 o clock).

Using the Town Hall

The TH can also be used to set up some sneaky golem traps.



The wall behind the flag is removed

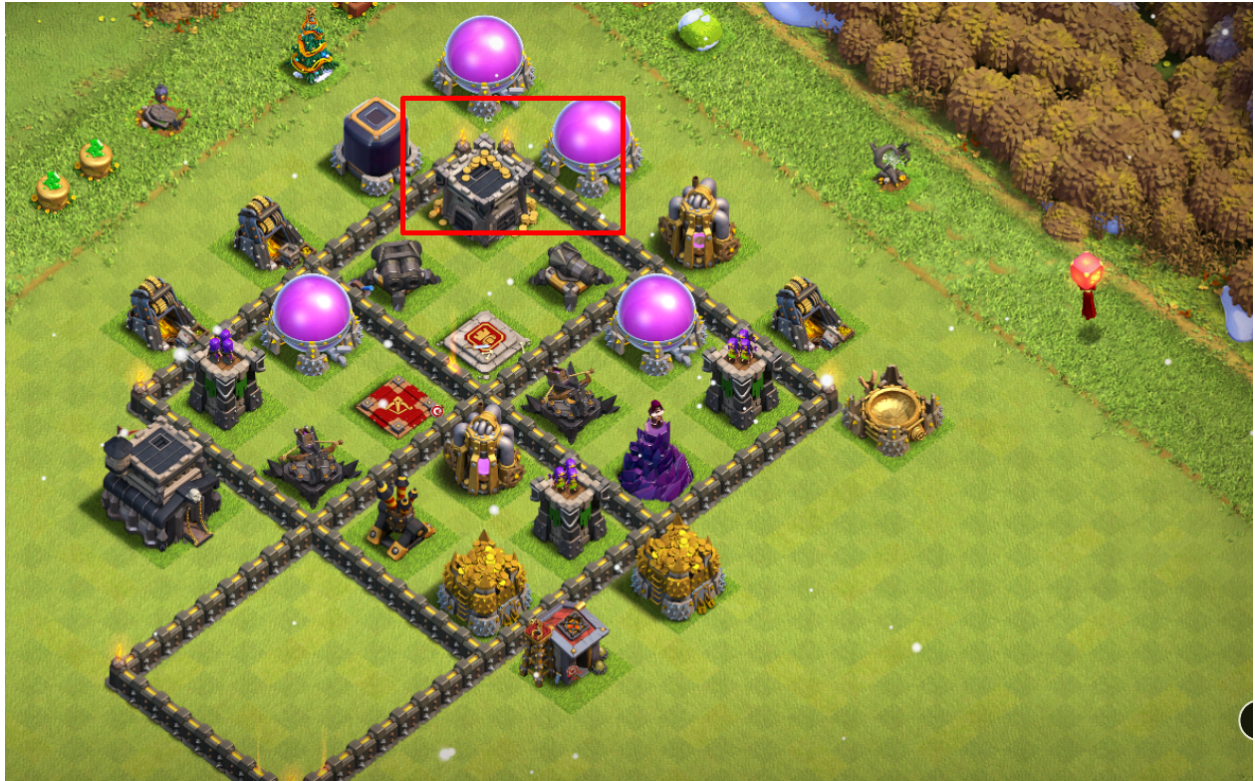


The wall adjacent to the wall behind the

flag is removed. I like both of the above setups.

Using Clan Castle

It can also be used as a golem trap setup, but we don't see CC used a lot for golem traps because most people prefer to have a centralized(ish) CC.

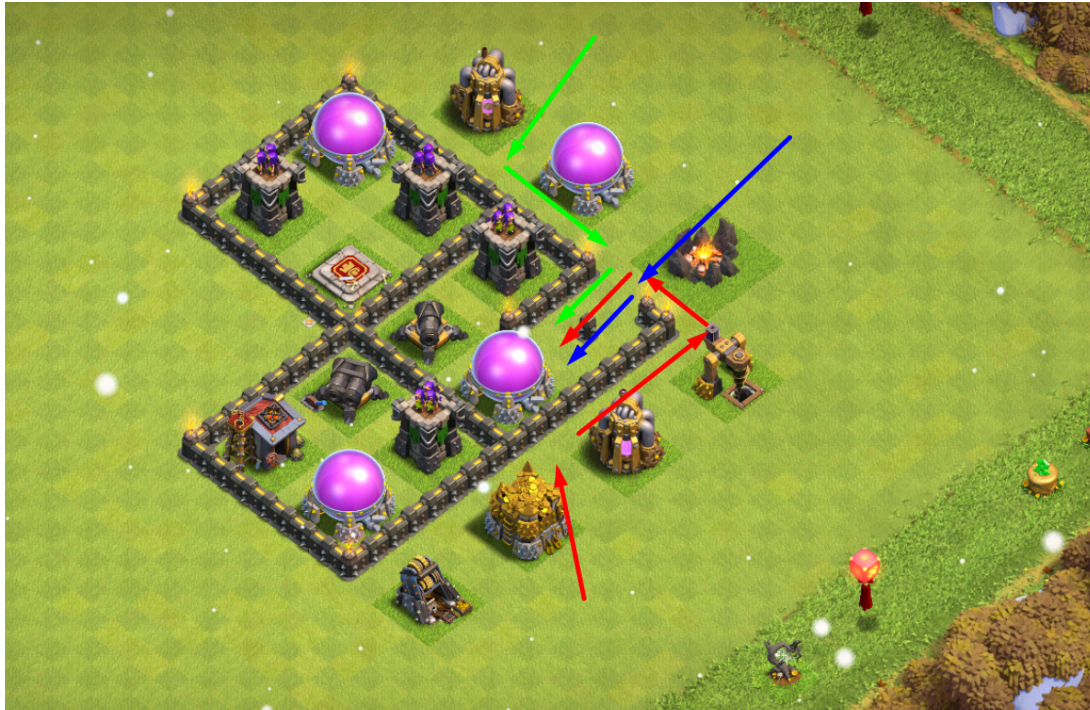


More examples of OPEN golem traps

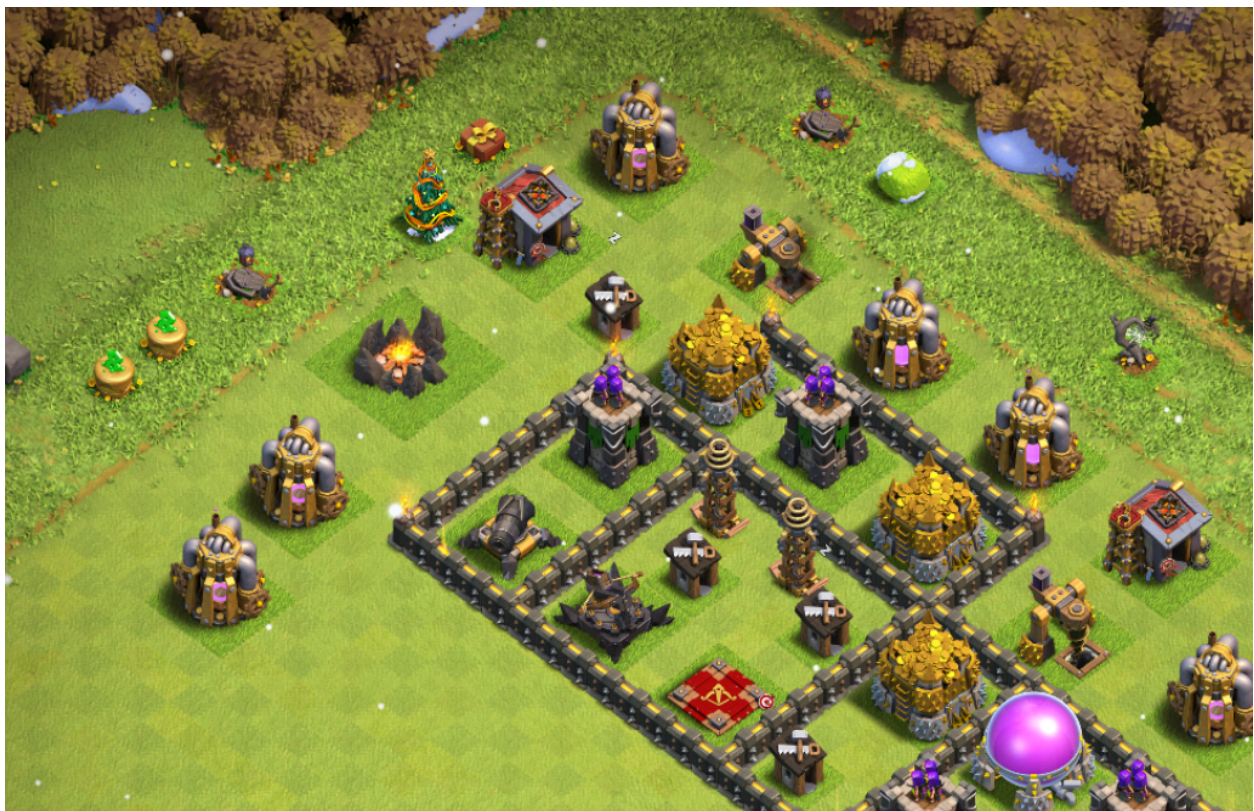
Here are a few more examples of OPEN golem traps..



In the above SS as you can see the arrows indicate the path of golem if they are dropped at those spots..the BK and AQ along with point defenses will shred the golems when they reach inside. **This is NOT my idea I saw this first in one of Zeedos's builds.**



A random section that I mess up with^^^



The length of the moat above can be varied and you can change the comps a bit too, but you get the idea. ^^^^

There are many more examples of how you could use open golem traps using moats, open walls etc., all of them use the same concept with slight variations. It's all about how creative you can get. Let me know if you guys would like to see more examples. (DM on discord).

As stated earlier most of the examples above are purely used for demonstration purposes, not much thought went into what defenses I was putting where (tank able wts etc.) Don't directly copy the examples above, use them just to understand how the golem traps are used.

Things to AVOID while setting up golem traps

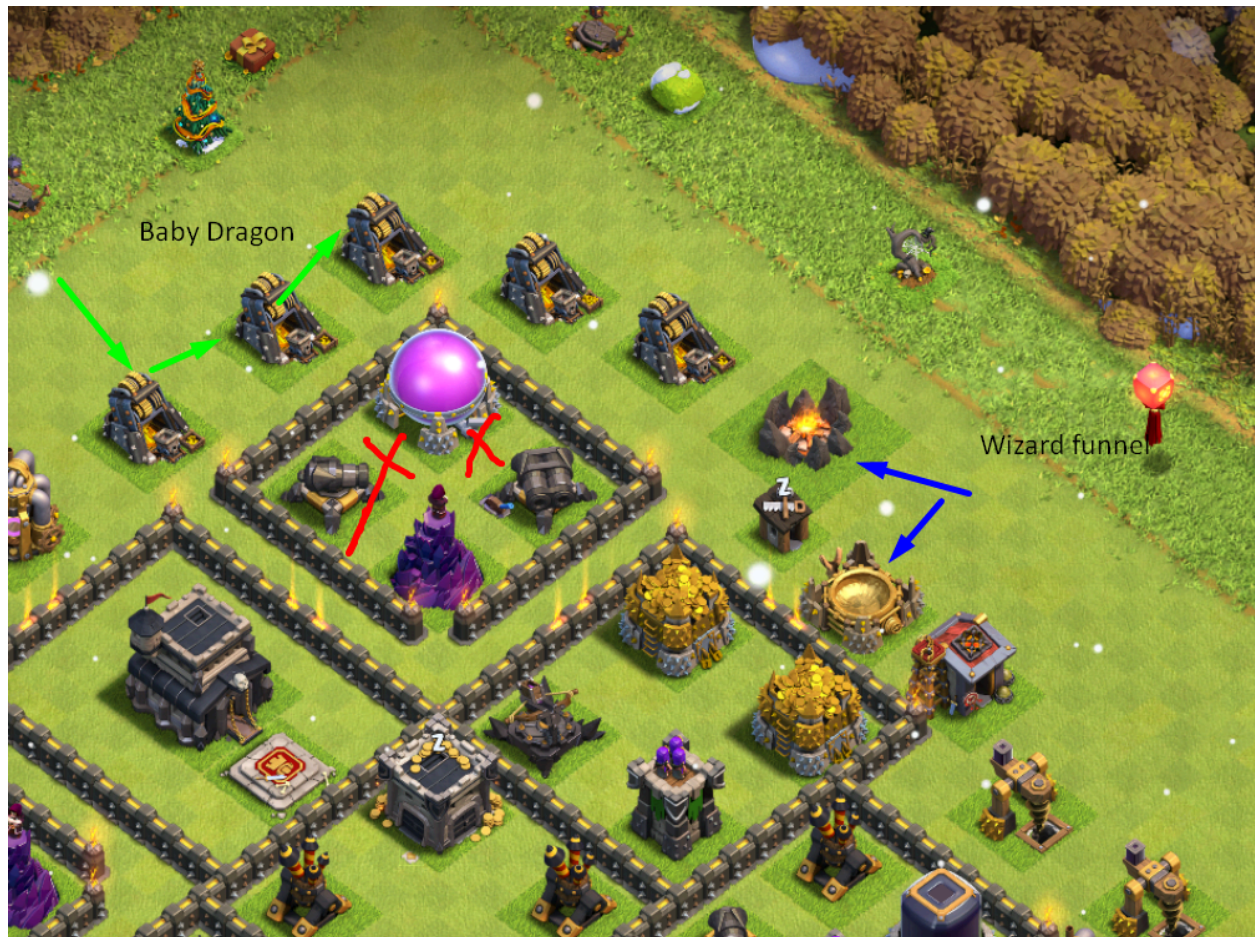
Don't have defenses outside the golem traps as the anchor points.

If you have defenses outside the golem trap it will allow the golem to tank the defenses outside the trap, and then the support troops can set the funnel and go into the base easily.



The mortar at 4ish and the AT at 10ish are bad as they will anchor the golem outside the golem trap. The area at 1ish to 2ish is good.

Don't allow the attackers to set the funnel easily and take out the trash ring



As you can see a BBD and a Wiz can easily set up the funnel on both sides and the KS can go inside the core after the funnel has been established.. The whole point of a golem trap is that the defenses shoot your golem while the support troops are busy with trash.. But in this case, there is no need to deploy the golem before the trash ring gets taken out as there is nothing that will target the support troops.

Don't have AQ close to a golem trap where she can jump the wall (see below)



If AQ is close to a golem trap as shown in the SS above it allows for an easy queen trade.. With some funneling, the attacker's BK can walk into the golem trap and the AQ will aggro him and then the BK can take out the queen easily. If you are going for this setup either have AIDS funneling for BK or have CC to possibly counter this entry.

Don't have too many golem traps

The downside of using a golem trap is that it can give attackers access to your base (they don't need a jump, EQ or wall breakers to open the wall). So keep this in mind when using golem traps. Don't have a Golem trap just because it looks cool or you want to have one in your base. If you have too many holes/open walls in your base other attack strategies will wreck the base (this isn't th13).

Conclusion:

I hope you guys learned something useful from the guide. I am not a Pro builder, I just shared my knowledge of what I have learned. If you have any suggestions, feedback, or if you find any mistakes let me know IRFAN | SK#9035 (on discord).

Thanks to my homies LostSquirrel, Asphyx, Patel, Spartan and Beerus for giving feedback.

Also it's **Sui Loon (Suicide loon)** not Coco loon, KoKo loon or Coconut loon. Why would you have it named Coconut loon? Makes no sense. Sui Heros go and die, similarly Sui Loon goes in and dies. Imagine people calling Coconut Heros :pepelaugh: (BB server guys get this joke)

If you are new to Base Building or want to get better join the Base Building Discord Server, it is the best place to learn Base Building.. <https://discord.gg/NMXt8kz>

If you are looking to join my clan family apply here: <https://discord.gg/KFBHHEg>

Link to my other guides:

Guide on “How to Reach”(attack higher TH levels)

<https://www.clashchamps.com/2020/08/25/attacking-higher-town-halls-how-to-reach-by-irfan-gaming/>

Ultimate Spell Guide:

<https://www.clashchamps.com/2020/03/09/the-ultimate-spell-guide-for-all-spells-by-irfan-gaming/>

TH9 Queen Charge Lalo Guide (needs to be updated):

<https://www.clashchamps.com/2020/02/18/queen-charge-lavaloon-guide-town-hall-9-by-irfan-gaming-academy/>