

## TH8/9 War Base Requirements

Greetings Lithium faithful!

HighUpside here with some info about war base design that **will** be evaluated and enforced in the near future.

There are certain things that set a strong war base apart from an average one, and I plan on outlining the ones I feel are most important for our members to include. It goes without saying that **internet bases are banned going forward**, and you will be expected to integrate the following features into your own custom designs. It is very important that you learn to make your own effective base. We will be reviewing everyones bases to ensure adherence and you will be notified if changes need to be made.

1. Deep DGB (double giant bomb) spots, that are not easily triggered.
  - a. You will want multiple of these spots in your base, some to act as dummy spots, and others to actually house your bombs. The dummy spots can be in poor spots, you just want to get the enemy thinking and hopefully force him to check these spots.
    - i. On the same subject, upgrade your giant bombs!
2. Well spaced Air Defense.
  - a. TH8: You are mostly concerned with dragon attacks, so having your AD well spaced but not too close to the perimeter of your base will cause problems for the enemy. AD too close together in the core are vulnerable to a rage rush. Make sure your air mines are in strategic places.
  - b. TH9: You want to make sure the majority (if not all) of your defenses are covered by an AD to protect against loons picking them off. Proper spacing will also ensure that multiple AD wont be falling to a single rage spell in a LL attack.
3. Make your CC unlurable.
  - a. An unlurable CC adds that extra facet to your base. The more facets you present your enemy, the more opportunities he has to screw up.
    - i. This isnt as easy at TH8, but a TH9 doesnt have much excuse.
4. Deep AQ placement.
  - a. This is for TH9 only, obviously, and does not apply to your BK.
  - b. A deep queen means the enemy will need to use a much stronger kill squad to take her out. Again, you are complicating the attack for your enemy.

**These 4 things need to be built into everyones base where applicable.**

[Link](#) ←←← This TH9 guide was recently posted to reddit, it goes in-depth on a lot of the things I outlined here. I had planned a more extensive guide of my own, but he did it for me!

**What I did do** was build a base from scratch and take screenshots of the process. I have seen some members express frustration with building bases from the ground up because they don't know where to begin or become frustrated half way through. This album is, what I hope to be, a fairly clear breakdown of my personal process when it comes to base design.

[Here is the link to that album.](#)

