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## Town hall 10 base layouts with link

TH10 Trophy / Farm base #4837 days ago1497 Views750 Down10 Like1 ! Date: June 4, 2020This TH 10 Hybrid base works well to protect trophies while protecting your resources too, that's what a hybrid base does. You have the corner rooms with some storages, but they will primarily keep the attacker away from your core part, so the only way to get everything switched is by going for 3-star here (and it's not as easy as it might look). The core area is very effective to take out enemy troops in groups so the attacker will not go away with more than half of the loot he could get, and you hold some trophies also CC Troops: Dragon + Witch + 3x ArcherDate: May 28, 2020This fresh war base for city hall 10 works very well with a Tesla farm at the main entrance point and a perimeter with walls in between that is very difficult to handle. In the last wars, this base did a lot of defenses that haven't been a 3-star until a higher town hall was able to beat it (and that's what you really want, right?) CC Troops: Baby Dragon + Witch + ArchersDate: May 21, 2020This Town Hall 10 base works well to protect trophies with many small compartments around the core that are loaded with traps in the best positions to give attackers a very difficult time to push against the core. The defense scheme on the outside and inside is also very effective and will mess a lot with refueling troops as well. This base is doing its job right. You can trade in Dark Elixir Storage to turn this base into a hybrid base. CC Troops: Dragon + Witch + 3x ArcherDate: May 14, 2020This TH10 War Base is a variant of the last war base, but this time with an exposed town hall and more defensive capabilities at its core and also really effective double trap setups that work very well against Minders and Hogs in the first place. Other than that we have meta defensive features like Air Sweeper covering the entire downtown area and some nice surprises in the perimeter around the base. CC Troops: 3x Valkyries + Baby Dragon + ArcherDate: May 7, 2020Here is a trophy base that you can use for your Home Village to protect your stars at City Hall 10. The hidden Teslas will distract troops who will target defenses, especially airstrikes with Lava Hounds will have a hard time here with Air Defenses protected with Seeking Air Mines. The inner part of the base works well against miners and also Hog Riders with really efficient trap setups and troop lineage lines. Recommended CC troops: 3x Valkyries + Baby DragonDate: April 30, 2020Here we go with a new TH10 War Base (Anti-3-Star) that works well against today's meta and will force the enemy clan to use a higher town hall to the 3-Star. This base has Inferno Towers in really nasty positions for the attacker, a smart trap setup inside the base to effectively counter Hogs and Miners and Air Sweepers does an effective job to counter air-based attacks. Recommended CC troops: 2x Valkyries + Baby Dragon + ArchersDate: April 23, 2020Here we have a classic Anti-3-Star base that you can use at war with the TH10 base. You have the classic features that exposed the town hall to make the core of the base as hard to beat as possible. I know that some people would rather have a semi-exposed town hall to force the attacker to invest at least some troops to get it, but this base focus is primarily on making the core as hard to beat as possible to protect the 3-Star. The Inferno rooms are very nasty to handle, and Air Sweepers provide a nice protection against all sorts of airstrikes and distraction space at 2 am and extra layers of walls of 5 and 7 o'clock do some nice work mess with ground funnel. Very nice base. Date: April 16, 2020This here is a classic trophy pushing base, and if you want to push up to the highest leagues with TH10 you need such a base - everything in this base is tailored to save you every star and trophy possible, and this comes at the cost that you need to reveal your storages for two reasons. One is that you will lure attackers, including those of TH11+ for fast and cheap loot and prevent more serious damage and get your shield, and the other is that the saves keep attacking troops longer because of their high amount of hit points. Nevertheless, you have to do many attacks to push, but this rescue will have your back. Click here to copy this base layout →Date: April 16, 2020Here we have a very nice hybrid base for TH10 that protects your resources, especially Dark Elixir, as well as your trophies and works pretty well against many attacking styles you see today at City Hall 10. It's not the base you want to use to push against the highest leagues, but rather the one you need if you have upgrades left on TH10 and still don't want to drop very low in trophies. If you want to push, take the base over for trophy presses I really like how it worked against a lot of attacks, especially trap placement is something I really liked. Overall, a very solid layout to use. Click here to copy this base layout →Date: April 9, 2020This base here works well for CWL and Clan War and defends pretty well against attacks like Electro Dragons or Miners with a general layout with tons of dead zones and a very smart trap placement. Attackers will lose a ton of time when they want to completely charge in the town hall section with front and mid-floor storages can mess with the troop path quite easily, so you will give the attacker pretty little time with this setup for the TH10 base. Click here to copy this base layout →Date: April 4, 2020If you are looking for a hybrid base layout for TH10, you may want to give this base layout here a shot. This is the basic setup you use when you want to maintain your trophy count and still won't give away your resources for free with each attack. You have Dark Elixir centralized and next to the town hall to prevent attackers from getting both in a strike. Yes, the Gold and Elixir storages are pretty on the outside, but you can grow these resources much easier than Dark Elixir, right? The core also has plenty of traps to hopefully take out most troops last at this point. Click here to copy this base layout →Date: March 23, 2020This is a major trophy base build here for TH10 which I really enjoyed in the past with lots of defenses that worked well with attackers having real big problems funneling their troops into the core part, their troops travel around and evaded the core a lot, and the reason is that they need to build a wide real funnel to get troops into the core. And even if they get into the core, there are plenty of traps and the Hidden Teslas that will also defend themselves very well - pushing trophies makes fun of this base at City Hall 10 Click here to copy this base layout →Date: January 20, 2020In the last meta, we already saw a switch to centralize city hall more again because of the attacking strategies that are being used more and more these days. In this base we have the core, and although it is actually open, the rooms are designed to prevent troops from funneling straight toward the town hall. The Inferno Tower rooms are filled with nice surprises, especially for attackers using lots of Pigs or Miners. Many attempts will be with a Wall Wrecker trying to walk through the Inferno Tower room towards the core. The beauty of this base is that the walls require wall wrecker to take more than a line of walls, giving the defense enough time to deal with some nice damage, and when wall wrecker will reach the Inferno Tower, it

will be down enough so that it will not come any further. This is a really effective way to catch the attacker off guard and make his attacking plans a little more chaotic when the attacker needs to switch plans short-term. Miners are still a viable option, but this base has a nice setup with Inferno Towers and Giant Bombs around it that the miners will tackle sooner or later - and with so many giant bombs, there is no Healing Spell in the universe that can help them survive (not even when pre-deployed). When the striker goes with something like Witch Slap or Bowler setup they can push through that core, but then they will be forced to have three section they need to open while defence from the other parts will continue to deal with damage. Often this is simply too much to deal with, and they don't have enough troop power left to actually conquer all these rooms in time. Inferno Towers will also handle the skeletons from the witch pretty well, so they can't build up a great force. Click here to copy this base layout → Date: January 20, 2020 This town hall 10 Trophy Base is pretty much a classic ring base, but the rooms with open rings and the double layer of walls around the core. Right now you will see a lot of attackers hitting your base with lots of mines, and all sorts of Witch/Bowler and other combinations along with Queen Charges - so that's what we want to focus on defending. The Air Force is in good positions (5 tiles away from the walls), so the queen can not reach them and the Air Force will target healers. This puts you in a great place, because with all the points defense on the outside you forced the striker to use an early rage spell in healers only to see them go down shortly after that the Bowlers are also very common (although I don't recommend that when you see how expensive they train, but it's a different story...) - and the attacker will have problems funneling towards city hall. They will often see them turn left or right and miss city hall or barely get the town hall with their heroes while Inferno Towers mercilessly deal with their injuries to the troops. When we talk about airstrikes, we're talking about LaLoon - the most classic and evergreen airstrike style that some attackers use for years now. This base counteracts them with Air Sweepers that are not on the inside but still do a nice job in defending the core and slowing loons there heavily. The smart thing is that freezing the Air Sweeper doesn't give the attacker extra value because he can't get any other defense like Inferno Towers, so the freeze doesn't make sense on air sweepers - and I had a good amount of successful defense or very close to 1-star defense with this TH10 layout. Last but not least, we have lots of Miner attacks that are not so common anymore, but still used by many people - I recommend that when you need Dark Elixir because this composition simply does not cost any Dark Elixir at all (see here my guide). If they attack this TH10 base, they often see their miners go down very quickly - because there is a lot of splash damage output, as well as high point DPS along with the traps at the bottom and skeleton, traps that keep the miners busy. I've seen several attackers where the miners were only shredded before they even got any good percentage or even city hall. Click here to copy this base layout → →

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