

## Guidelines for Giants Effectively in Clash of Clans

In my view, Giants are still the ideal troops in [racing rivals cheats](#) for a lot of reasons. One reason is really because Giants can fill the tank role as good as Barbarians as they have a many more health insurance thus they can be less at risk of splash attack from Mortars and Wizard Towers. They are also effective on the map as they prioritize targeting a defensive building which implies by utilizing Giants you could center on neutralizing the enemy's defensive power as fast as possible. Moreover, Giants are well-known for their excellent uses to distract and take in hits with regards to comrades.

One effective raiding strategy work extremely well employing a combined few Giants and many Archers. First, deploy Giants to distract all the defensive buildings attack focus then quickly drop Archers at the attacking tower to sneak them. This course, when used correctly, can certainly wipe out an entire base and appeared rewarding you by using a 3-star victory.

Giants ended up confirmed to be extremely helpful when along with Wall breakers and Goblins. This strategy works great when officially used on a heavily fortified base with a lot of resources available. First, just as the previous tactic, deploy Giants to distract all the defensive buildings after which drop the Wall breakers right on the column of walls you wish to breach. You need to simply make certain that any defensive towers in the vicinity had their focus on the Giants because Wall breakers are incredibly fragile. As soon as the walls have been breached, quickly release each of the offensive units like Barbarians or Archers to eliminate the defensive towers and Goblins to steal the time.

There's also another famous raiding strategy having a mix of a lot of Giants and a couple healers. This strategy work in almost all kinds of bases. Basically, simply spam all of the Giants you may have into the spotlight, preferably all-around the other person, after which if the Giants start to get focus fired with the adjacent defensive building, you deploy the two main healers about 5 tiles behind the group of Giants. This plan works because most likely both the healers, will heal back every one of the damage which was completed to the audience of Giants facing them. Given time, those Giants could erase a well-fortified enemy base just few casualties. However, you need to be careful when employing this strategy because a cloak Defense can 2-shotted your healer unit from afar and even be wary of the spring traps that may kill your Giants directly.

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