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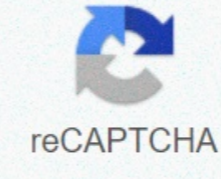**Continue**

Clash of clans attacking guide

The amount of forces you have to spend can be calculated using a risk versus reward system (called Linear Programming in Mathematics). Before attacking a clan, watch to see how much gold and elixir are available. If there are only 1000 elixir to win, don't lose more than 1000 elixir in troop value. Scenario A Let's consider a situation where your troops have these costs: barbarians (level 2) cost 40, archers (level 2) cost 80, giants (level 1) cost 250, and goblins (level 2) cost 40. Attacking with four giants would cost 1000 elixir. If he won, there would be no benefit. Similarly, attacking with two giants, five barbarians, three bowlers and an elf would cost him 980 elixir. This would amount to no significant benefit if he won with this fist attacking force. Sure, sometimes you'll want exact revenge on the clan that just attacked your people and took all your gold. However, if your revenge places you at a greater loss of resources, your enemies win once again. Don't enter your enemies for such an empty victory. Let's take a look at another scenario and run the numbers using the same costs mentioned within scenario A. Scenario B You are wondering which troops to attack to possibly win 20,000 gold and 5,000 elixir. I like to turn all my resources into a unit. If we see that 2 gold are equal to 1 elixir (we value elixir more than gold), 20,000 gold is another 10,000 elixir; therefore, we are actually standing to earn a total of 5,000 + 10,000 = 15,000 elixir. This could be a good amount of resources, if we play our cards well. If we only spend giants and barbarians, there is a formula we could use to help determine how much to spend. If we used x for the number of giants, and for the number of barbarians, it would cost us 250x for the Giants, 40y for the Barbarians, and 80z for the bowlers. It is a total of 250x + 40y + 80z This total would be lower than we plan to win, i.e the value of 15,000. There are several combinations of troop deployment that we can use to win the value of 15,000 without losing much elixir trying to rebuild our forces after the battle. We could use 8 giants, 10 barbarians and 10 archers as well. 250(8) + 40(10) + 80(10) equals 2000 + 400 + 800, which is equivalent to a cost of 3200. Even if we attack with two wall switches for an additional cost of 2000 elixir (1000 elixir each) to make a total of 5200 and have a tidy profit, if we win. We could use 10 giants, 15 barbarians and archers as well. 250(8) + 40(10) + 80(10) equals 2000 + 400 + 800, which is equivalent to a cost of 3200. Even if we attack with two wall switches for an additional cost of 2000 elixir (1000 elixir each) to make a total cost 5200 and have an orderly profit, if we win. Scenario C C Sometimes, we can value gold more than elixir. If we're low on gold and need it updated by our town hall, we can recalculate the conversion rate. Perhaps 1 gold would be equivalent to 3 elixir in terms of calculating whether or not to attack an enemy clan. If we recalculate the values of scenario B above, 20,000 gold would be equal to 60,000 elixir. We would certainly be willing to strike with more giants, wall breakers and balloons to access this gold and a converted value of 60,000 plus 5,000 elixir or 65,000. We can decide to attack with 10 giants, 20 barbarians and 4 balloons and use a cost formula of 250x + 40y + 2000z, where x represents the number of giants, and represents the number of barbarians, and z represents the number of balloons. The calculation would give us: 250(10) + 40(20) + 2000(4) equals 2500 + 800 + 8000, which is equivalent to a cost of 11,300. This is well under the value of 65,000, making this enemy a worthwhile target. 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