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In: Sharing builder base units similar to military, elixir army, ground troop reference source comments, super P.E.K.K.A. Is the P.E.K.K.A. a knight? The P.E.K.K.A.'s armor absorbs the most forced blows. Level 1 Level 2 Level 3 Level 4 Level 5 Level 6 Level 7 Level 8 Level 8 Overview P.E.K.K.A is the 10th unit to be unlocked in standard barracks. She is an elixir unit with very high damage and hit points per second, but also very expensive, with slow movement and attack speed, which takes up a large amount of residential space. There is no P.E.K.K.As preferred target at the time of attack. They simply attack the 1st building. However, when they notice the army, hero, or skeleton trap skeleton of the enemy Clan Castle (either under attack or by being near another friendly unit), they leave the previously targeted building and engage in enemy forces instead. When all nearby enemy units are defeated, the P.E.K.K.As proceeds to attack the enemy structure. Attack strategy This unit has very high attack damage along with very high health conditions, so it is recommended to deploy them in pairs in each corner of the opponent's village or near a bunch of enemy defensive buildings. Most buildings do not survive two attacks of damage to this very powerful unit (up to 1,224) per hit depending on the level, that is, the two P.E.K.K. Ass will have to destroy most buildings with a single hit from both units. Deploying in pairs is not effective because mortars can only damage one pair at a time, rather than the entire group of P.E.K.K.As deployed together. Nevertheless, if your opponent's village has the maximum level of walls, it may be best to deploy a large group of P.E.K.K.As. In this way, they can easily knock out their opponent's heroes by breaking through the walls with one hit each or using jump and earthquake spells to support the P.E.K.K.A.K.A's high damage and hit points. But if the defensive Archer Queen is attacking from behind a wall, she can easily do a lot of damage to the P.E.K.K.As while stuck behind the wall, especially at high levels. Don't train the full P.E.K.K.A army as they would be useless against the army of flying clan castles such as dragons and electro dragons. Back her up with units that help you defend, targeting air such as wizards and dragons. Put a splash damage unit behind her to get rid of a swarm of defensive units and skeleton traps. The P.E.K.K.A can leave and take most of the trap damage. Deploy several wall breakers/wallwreckers to help funnel through enemy bases. The defense strategy P.E.K.K.A is unaffected by spring traps as it occupies more than 18 residential spaces. But she still triggers them. P.E.K.K.A is a gamble as a Clan Castle unit because she can't copeAir of damage and attack, she left a simple target for air troops and herds of wizards. But against an undying attacker who often thinks that what's inside must be a dragon, she can occasionally surprise the attacker by killing the hero with a single shot that's too close to her and delaying the army for quite some time because of her phenomenal hit points. She can be devastating against a strategy that includes many high-ground health units like Golems. P.E.K.K.A is ineffective against large amounts of infantry due to its slow attack speed. A large number of barbarians and archers (at least 15) can easily take her out. Alternatively, you can use either witches or hens. Witches can summon skeletons fast enough to prevent the P.E.K.K.A. from reaching her, and like all aerial troops, P.E.K.K.A. skeleton traps cannot be targets set to ground mode. A single target inferno can quickly defeat the P.E.K.K.As. But to stall long enough, put a huge bomb and a wall at least two tiles away and the inferno will destroy supporting the army in the range before it is attacked. Putting a hidden Tesla can also do some extra damage to PEKKA. Upgrade differences P.E.K.K.A receives significant visual changes at all levels. Initially, the P.E.K.K.A is a metal robot-like unit with spikes carrying swords. In level 2, her sword turns elixir-colored pink. Level 3 changes the P.E.K.K.A's armor and sword from dark blue to black, and the shine of the sword and horn turns red. At level 4, the P.E.K.K.A gets a different sword, and each sword is swinging individually. Her horns are a little pinky. Level 5 changes the P.E.K.K.A armor color and sword from black to dark navy. Her sword glows pink, like some of her spikes. The sword also appears to be releasing pink smoke. Her eyes have a faint pink glow. At level 6, the P.E.K.K.A's sword becomes a pinker, and the eyes shine brightly, as does the nose. At level 7, the corner of the P.E.K.K.A and the tip of the sword glow yellow-orange along with her eyes and nose. The handle of the sword changes from pink to dark maroon. P.E.K.K.A armor also changes color slightly. Level 8 features the glow light blue of P.E.K.K.A. P.E.K.K.A armor also appears as a lighter shade of purple compared to previous levels. At level 9, P.E.K.K.A armor appears as a darker shade of blue compared to previous levels. The gender of trivia P.E.K.K.A has been confirmed as a woman as one of the tips on the loading screen, the armor of the P.E.K.K.A is so strong, the spring trap does not affect her! The acronym for P.E.K.K.A does not officially represent anything in particular. Supercell held a Facebook contest on August 22, 2012 to see who could come up with the P.E.K.K.A's best title.Dependent on the number of comments received. The name Assassin's Perfect Furious Knight Killer was the winner. The person who submitted the acronym is called Victor in a Facebook announcement and called Victor. Level 10 Barracks, the level required to unlock the P.E.K.K.A, has a P.E.K.K.A helmet on its roof. With a complete set of fully upgraded Army camps, you can have up to 12 P.E.K.K.As at a time. If you include 1 that fits in a clan castle above level 4, this number increases to 13. On the battlefield, you can clone additional 3 P.E.K.K.As using 3 level 4 or higher clone spells. You can also summon 1 additional P.E.K.K.A in the Siege Barracks. But as mentioned before, this is a bad strategy if your opponent has any air troops in their Clan Castle. During the June 17, 2013 update (an update that added level 4 P.E.K.K.A.), the image used for P.E.K.K.A. changed on the barracks information screen. She is now ready to strike with her sword. This new look is often discussed among fellow players who look the best alongside dragons. Old images on the barracks information screen were recycled and used as card icons for the P.E.K.K.A in Clash Royale. A faint wicked laugh can be heard as the P.E.K.K.A hits the building. If P.E.K.K.A is level 3 or higher, P.E.K.K.A has a larger-than-usual skeletal image to death because it is large at those levels. Instead of walking, the P.E.K.K.A appears to float along the ground. When the P.E.K.K.A is deployed, you can be heard saying destroy it in the robot's voice. The original description before the 12/10/16 update was, Is P.E.K.K.A a Knight? Samurai?Robot?Nobody Knows! The P.E.K.K.A's armor absorbs the most forced blows, but does not handle electricity well. This is because the P.E.K.K.A. before the 12/10/16 update received double damage from a hidden Tesla. Level 9 P.E.K.K.A is slightly similar to her builder-based counterpart, the Super P.E.K.K.A., who upgrades to the highest level (a total of 60,000,000 at all levels) with the highest P.E.K.K.A. P.Elixir costs. The P.E.K.K.A. is likely a reference to the D.A.V.E. from a monster in the backyard. Both have names that can't stand anything in particular, and both are robots in their essence, both of which are considered the strongest regular troops in their respective games. The maximum level P.E.K.K.A allows you to set all the biggest level heroes except savage kings and grand wardens to air mode. Priority Target Attack Type Residential Space Speed Attack Speed Barracks Level No Range Proximity (Ground Only) 25 16 1.8s 10 0.8 Tile Level Damage Per Second HitPoint Training Cost Study Time level required 1 240 432 2,800 14,000 N/A N/A N/A N/A 270 486 3,100 16,000 2,500,000 4d 6 310 558 3,500 18,000 3,000, 000 5d 6 4 360 648 4,000,000 20,000 6d 7 5 410 73822,500 6,000,000 7d 8 470 846 5,200 25,000 7,000,000 8d 8 7 540 972 5,700 27,500 9,500,000 10 d 9 610 1,0 98 6,300 30,000 12,000,000 14d 10 9 680 1,224 6,700 32,500 15,500,000 15,500,000 15d 11 Troop Elixir Troop Ground Troop Community Content is available under CC-BY-SA unless otherwise stated. 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