

Blizzard Lalo Guide For Beginners

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Disclaimer: the guide also might be good for more experienced (blizzard) lalo players. Also everything in this guide is from my own experience and there is not 1 best practice with this strategy, it is open for your own interpretation!!!

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What are we going to talk about?

Blizzard lalo is a new strategy which combines the old and regular lavahounds + balloons with the new super wizards and invisibility spells. The super wizards will be used in a flying siege machine, mostly the battle blimp, which drops the super wizards on a particular part of the base. The wizards from the siege machine will be made invisible with the new invisibility spells to give them the ability to destroy buildings/defences without these shooting back at the wizards.

There are a few stages in this attack. These stages do not have a exact order in which they have to be done but there is an order which is best in most cases. This order is:

- Battle Blimp with the super wizards
- Sui heroes
- Lalo part

It is possible in some cases to first do the sui instead of the super wizards to get rid of some defences/buildings, but in 99% of the cases you will start with the battle blimp/other siege barrack!!

This guide will go a little bit more in depth on how this strategy works, what kind of value you are looking for with each stage of the attack and how you can perform this stage best.

We will first take a look at the first stage with the super wizards in the siege machine, then we will discuss more on how you can perform the sui the best on the base after you decided where you are going to battle blimp your super wizards and last but not least we will discuss how you can do the lalo part the best, where to look for and how to place your lalo!

Stage 1: Where do I blimp?

First it is important to know that there is not 1 best place to drop your blimp, on some bases it is best to drop it on the town hall and in other cases it is best to drop the battle blimp on another part of the base, this will be demonstrated in the examples below. Important to know here is that besides getting rid of important defensive buildings such as scattershots, infernos, heroes or the town hall, the blimp is also useful to set up pathing for your lalo. However we will discuss this further at Stage 3! Let's take a look at a few examples on where to blimp!



In this first example it shows how the town hall, all heroes 2 xbows, 1 inferno tower and 2 scattershots are all located in one spot. In this case you should blimp for the town hall and get rid of the entire compartment with help of the super wizards. As you can see in the top part of the screenshot, the base is a box base, this means that getting rid of 1 of the boxes will set up nice pathing for the lalo part, but only if stage 2 is also implemented well.



In this example you can see how the eagle is located near both scattershots, a lot of archer towers and a few xbows. In this case it is better to get the blimp near the eagle so that you can get rid of the entire middle part of the base. So if there is this kind of value inside of a base, it is better to put your battle blimp on key defences instead of blimping for the town hall!

Unfortunately, this kind of value is not available on every base. In most cases you will only be able to get only town hall with a few buildings/defences or 2 key defences such as infernos/eagle/scattershots/xbows or heroes. This is showcased in the following examples:



In this screenshot you can see that in the top there are a scattershot and the eagle artillery near each other but getting the blimp to that point is tricky because it is quite deep into the base. Therefore in this example it is best to blimp for the town hall. You will get rid of the town hall, clan castle, 1 xbow, 1 cannon, 1 archer tower, an air defence and maybe even some teslas if they are in that area.



In this screenshot you can see in the right corner that the town hall is all by itself on the outside of the base. So in this case it is not worth blimping. That's why in this case you start looking for other parts of the base with good value for your super wizards. Within the red circle you can see that there is an eagle artillery, an inferno tower, a scattershot, the enemy queen, the enemy royal champion and an xbow. So in this case it is best to get your battle blimp to the wizard tower in the middle of the circle. To achieve this you will have to blimp from the dark elixir storage.

What spells do I use for the super wizards?

In general it is always best to have at least 3 to 4 invisibility spells and 1 rage spell for your battle blimp. Personally I always like to take 4 in case there is a tornado trap, this way the super wizards stay invisible throughout the entire tornado trap. But you don't have to always use all of these spells on your blimp. There are occasions where you can save the rage or some invisibility spells for later in the raid.



When you aim to get the town hall with your blimp and the town hall is located a bit on the outside of the base like this, you will only need 3-4 invisibility spells and **NO** rage. You only have to use a rage for the town hall if there is a tornado trap messing with your super wizards!!



When you are aiming to get this much value inside of a base, you will need all invisibility spells and your rage spell. You want to get maximum value instead of just a few buildings like in the previous example. However it is not always worth going for maximum value due to pathing reasons for your lalo. Whether you go for the town hall or for maximum value is totally **base dependent!!**

How can you get your battle blimp this far in the base?

We will now look further in blimp placement.

There are a few ways to tank for your battle blimp. But what is tanking? Tanking is making sure that the battle blimp gets as far into the base as you want, without losing too much HP. How you decide to do this depends on the base and the place that you want to blimp.

There are 4 ways to tank for your battle blimp.

- Use balloons
- Use a lavahound
- No tanking
- Freeze spell

Which one of the four you decide to use depends as said on the base and place that you want to blimp. The last way to tank, using a freeze spell, is not a real way to tank for your blimp, it is only to protect the battle blimp. For instance a freeze spell can be used to freeze an air sweeper, single inferno tower or an enemy hero. To showcase the other 3 ways, we will take a look at the same screenshots used above.



In this case we place the blimp near the spot where it drops, at the cannon, and the only defences that can damage the battle blimp are the archer tower and the air defence, so in this case only 2-3 balloons on the mortar will be enough to check if there are any teslas or any air mines and the balloons also tank the 2 air targeting defences so that the blimp will easily get where it is meant to get.



Here we want to get the battle blimp towards the wizard tower in the centre of the base as stated before. But since it is quite deep into the base and there are a lot of defences that will target the battle blimp (xbow, scattershot, archer tower, inferno tower & archer queen) we will not be able to get the blimp that far with only 2-3 balloons. This is why it is worth sending a lava hound first behind the dark elixir storage and 2 balloons on the cannon. Then all the defences in the area, except the archer queen, will be tanked for and the blimp will get where it is meant to go.

Once we decided what part of the base we want to blimp and how to tank the blimp, it is time to go to stage 2: the sui.

Stage 2: The Sui

What do we mean with sui? “Sui” means sacrificing your heroes and a few troops to get rid of a specific part of the base in order to set up a funnel for your attack, and because you do not have heal spells or healers your heroes will die, that’s why it is called “sui”, also it is easier to say sui.

This second stage in the attack is just as important as stage 1. If performed correctly you can get rid of enormous chunks of the base with just the sui and your blimp. But what is the best way to sui? Again, just as stated before, there is not one best practice. However in most cases the first stages go hand in hand with each other. This means that in most cases you will take down the town hall with one of the two, and destroy a few key defences + set up pathing with the other stage. When you blimp the town hall, you can get rid of a few big defences with your sui. But also when you decide it is worth more to blimp for a few key defences, you can sui the town hall! However there is a third option: take down defences with your sui and your blimp and save the town hall for the lalo part, which will be talked about later.

When setting up the sui part it is again very important to set up pathing for your lalo, just as it is important to think about with the blimp, as stated before.

Let us first look at a few examples on where to sui, how to funnel your sui and what troops you use with your sui.

Where to sui?

This totally depends on the base and where you decide to put your battle blimp. Allow me to demonstrate with using the same screenshots as stage 1:



The orange marks are the buildings that we at least will take down with the balloons + battle blimp. This still leaves a really big part of the base standing. At this point you have to locate key defences, such as the remaining xbows, scattershots, eagle artillery, enemy heroes and the inferno towers. We can decide to sui right into the eagle artillery but we will leave a really awkward path for your lalo

part so we want to look for a spot which only creates a better path for the lalo, there are two options in this example.

The first one we sui the two inferno towers and the enemy queen, but the inferno towers will melt through your heroes very quick, so you will probably not get the value that you are hoping for. This leaves option two: sui the other side of the town hall, the part with the scatter shot and the royal champion. Important to notice here is that the clan castle will be taken care of before you start the sui. This is important because it safes you time and HP of your heroes. You can now easily push your heroes into the scatter shot and the royal champion. Because there is not a lot of damage in that part of the base after you have taken out the scatter compartment, you can drop your royal champion in the cover of your barbarian king and archer queen and let her take out the eagle artillery. After that your sui is complete!

But as we stated before you don't always take out the town hall with your blimp. So how do you sui if the blimp does not take out the town hall. There are two options on what you can do here. You can either take out the town hall with your blimp, or take out more defences with the sui and let the lalo take out the town hall. Lets look at these options:



In this base you can see that there is not a lot of value around the town hall to get with the battle blimp. You can also see that the eagle artillery, a scattershot, a few wizard towers and both the enemy royal champion and archer queen are all located near each other, the value is shown with the orange crosses. So that is where we decide to blimp on this base. Now where do we want to sui our heroes? Again two options, we can try to get rid of the top side of right side of the base with the 2

single inferno towers, but in this case it is best to go for option two and sui for the town hall, 2
xbows, inferno tower, 2 air defences, clan castle and an air sweeper. Once this has been done there is not much base left. Because the inferno tower is quite deep into the base, it is wise to support the barbarian king and archer queen with the royal champion, to get all the value you want them to get.

Now let's take a look at the last option: sui for more defences.



Again the orange crosses represent the value we aim to get with the battle blimp. If we decide to sui for the town hall in this case, the sui would only get a town hall and one scatter shot, besides that it would ruin the path for the lalo. That is why in this case it is best to sui a different part of the base and let the lalo take down the town hall. Again, this leaves us with two options. We can decide to sui the left side and only get the royal champion and a few point defences, or we can sui for 2 inferno towers, 2 wizard towers and get rid of the entire top-right side of the base. In this case it is worth more to sui for the 2 inferno towers and lalo the rest of the base, including the town hall.

How to funnel your sui?

In most cases you want to sui next to where you blimp. In these cases, you will already funnel 1 side of your sui. Therefore you don't need to many funnelling troops with this strategy. In most cases a baby dragon and a wizard will be enough, you can add a few sneaky goblins in there, use a few balloons to take down 1 defence or use a minion or two if there are no air targeting defences around, but you don't need a big fancy funnel for your sui

What troops do you want to use with the sui?

Obviously you are using the barbarian king and the archer queen with your sui, but what other troops you use with this sui? We just talked about the small amount of funnelling troops, so that is a start. It is good to take both babydragon and wizard to your sui because if you only need one of those troops, the other can help you take down the defending clan castle troops, because both troops do splash damage, they are really good against small troops such as archers, goblins, headhunters or witches. Furthermore is it always useful to include 1 or 2 super wallbreakers into your army composition, this gives you more versatility to hit different parts of the base and helps create bigger gaps in the wall which makes the heroes walk in easier.

Depending on the amount of base that you want to sui, you can decide to take ice golems with your sui. If you only want to take out a small portion of the base with the sui, you can decide to take no ice golems with your sui, however just as the super wallbreakers, having a ice golem gives you more versatility. The ice golem can tank for every defences which gives your sui the ability to push deeper into the base. In most cases having just 1 ice golem is enough for your sui, however it is also possible to use 2 ice golems if there are a lot of defences where you want to enter your sui, you can also use 2 ice golems if you want to make a really big sui and push your heroes really deep into the base. I do not advice taking 3 ice golems with your sui, this is not worth it in 99.999% of the cases.

Last but not least you can send your own royal champion with your barbarian king and archer queen. If you decide to do this, you will get rid of defences sooner which relieve the damage raining down on your king/queen. So in places where there is a lot of damage it is good to use your royal champion in direct combination with the rest of the sui. You can however also decide to help funnel with the royal champion, you can take down certain defences on a corner and lure your king/queen into the base. You can also send the royal champion straight into a scattershot, inferno tower of the eagle artillery to take this down. However there is also a last option: send the royal champion with the lalo. This will make the lalo easier in most cases because enemy heroes will be taken down in a heartbeat and defences will be taken down really quick in general.

When you have decided where you want to sui, how you want to set up the sui and what troops you are going to use with the sui, you can start with stage 3: the Lalo!

Stage 3: Lalo

Once you decided where you want to blimp and where to sui, the real fun begins: now it is time to decide how we are going to lalo the rest of the base. This stage is probably the hardest part of all, because there are a lot of factors which can cause your lalo to go downhill really fast, such as unexpected teslas, air mines (red and black) and the tornado trap. Also it is possible that when executing a plan, the blimp or sui does not go to plan which leads to more base to lalo.

How to plan lalo?

Other factors are also important to think about when planning for the lalo part. Important here is locating the air sweepers, if you decide to fly straight into an air sweeper you will not have a good time. The other factor is pathing. We talked about this a little bit in stage 1&2 but let's take a better look at it now with the same screenshots that we used before.



Again, the orange crosses show what we will take out with the first stage, the blimp, the red line shows the part we are aiming to get with the sui which leaves only the right side of the base. Now how do we want to plan the lalo? We start by looking on the placement of the remaining air defences, there are still 2 air defences remaining, so that is good for the lavahound pathing, but from what angle do we want to enter? From the bottom or from the top? If we come in from the top side we will take down the multi inferno (the barbarian king tries to hide it but it is a multi inferno) early and avoid any air sweepers, if we enter at the bottom side we will take out the archer queen early, but we will end on a scatter shot and a multi inferno. So in this case we decide to start the lalo at the top side as shown in the screenshot below:



The only tricky part in this lalo plan is the archer queen, we can not send the headhunters for the archer queen directly below the lalo, because the enemy barbarian king will lure the headhunters towards him and kill them, that is why we want to send the headhunters more from the mortar, as shown with the blue arrow. Once you get the queen down, it is an overwhelming three star!

Let's take a look at another example.



After we have planned the blimp and the sui on this base we can decide where we want to lalo. We can either decide to lalo from the top side of the base or we can fly straight into the town hall. If we decide to go for option 1 we will get rid of the royal champion pretty quick, but then we are ending on the town hall and a scatter shot, the second option is lalo straight into the town hall and scattershot end on the royal champion. The second option is in this case best to execute, with the warden ability you will be able to get the town hall and the scatter shot and if you hold on to the headhunters until your balloons are on top of the wizard tower, so that the headhunters will not be killed early by the cannons and your balloons won't be all killed by the royal champion. After this the base is demolished.

Let's take a look at one more example on how to decide where to lalo from:



Here we see again, the buildings that will be taken down with the blimp and the part of the base that will be targeted with the sui. This only leaves the bottom right side and a small section at the top right part of the base for the lalo. Two options for the lalo, do we enter at the bottom or at the top? If we decide to enter at the bottom we will get rid of 2 of the 3 remaining splash defences, including the remaining scattershot. If we enter at the top, we will end on the scattershot. So in this case it is an easy decision to lalo from the bottom. There are no more heroes alive who can damage the lalo because the archer queen and royal champion have been killed, so basically once your lalo destroys the scattershot, nothing except time can stop your lalo!

Loon placement

Your blizzard lalo plan can be terrific. You can plan at your best ability where to blimp, where to sui and where to lalo. But it is important on how you place your loons. There are a few things that are important with placing your lavahounds and balloons.

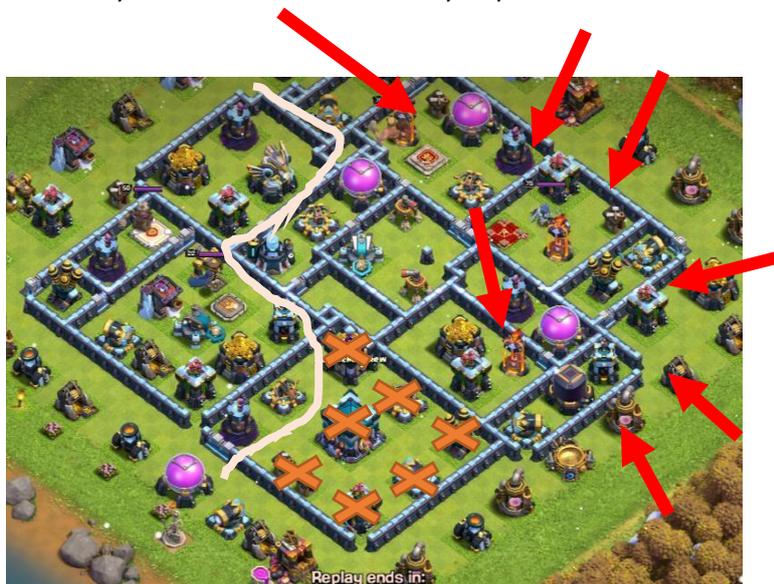
First it is important to know how many balloon drops it takes to take down a defence. For your convenience I listed how many balloons it takes at maxed out th13 to take down a certain defence:

- Cannon: 3 drops
- Archer Tower 3 drops
- Tesla 2 drops
- Air sweeper 2 drops
- Mortar 2 drops
- Bomb Tower 3 drops
- Wizard Tower 4 drops
- Warden Platform 3 drops
- Xbow 6 drops
- Inferno Tower 5 drops

- Scattershot 6 drops
- Eagle Artillery 7 drops

But what does this mean? This means that to destroy a lvl19 maxed out Cannon, it takes 3 hits/loondrops of a balloon to destroy it. This also means that in order to keep the momentum going in your raid, you need the amount of loons on each defence as stated above to keep your attack as quick as possible.

However loon placement is not only about knowing how many loons it takes to destroy a defensive building. It is also important to know how you push the main group through the base. The previous step is useful in supporting this group. What do I mean with main group? Very simple, the main group is the group of lavahound/balloons which you want to push through the centre of the base. But you don't want this group to go to the outside of the base and mess up your pathing, this is why we support the main group with smaller side groups. For these side groups it is very important to know how many balloons it takes to destroy a specific defence. Let's showcase this with an example:



We explained before how one would break down a base such as this one. Blimp for the town hall (safest way to get town hall and create funnel), sui for the entire left side of the base (create pathing and destroy key defences) and then last but not least lalo from the top side of the base. How would one do this lalo. Above the multi inferno there is an air defence so we will start by sending 1 lavahound straight into the air defence with 4 loons for the cannon and 3 for the air defence, the reason you send 2 extra loons is the multi inferno, if there are 7 loons and a lavahound on that side of the base, you will for sure end up with enough loons to get through the inferno tower, even if there is a seeking air mine. This lavahound and group of loons, we call the main group of loons. After this you start with a second lavahound from around the mortar with 2 loons to get rid of mortar and then 4 loons on the wizard tower, 3 balloons for the archer tower and 3 loons for the cannon. If you have decided to take a third hound, which is always smart to do with blizzard lalo, send it from the gold storage on the right with 3 balloons behind, 3 more balloons on the bomb tower and cannon and you have demolished all the defences.

However, timing is key here. You can't just spam all those balloons down at the same time, so we are going to slow the previous explanation down. We will first start with the group which goal is to take out the cannon, air defence and multi inferno. We will send the grand warden with them to give them

a small boost to let them live longer, when the balloons destroyed the air defence and cannon we will haste them into the inferno to speed things up. We then try to support this main group by starting with the lavahound and loons on the mortar, followed by more loons to take down the archer tower, wizard tower and cannon. At this point, the first group of loons should have gotten rid of the inferno and joined the loons we sent from the mortar in the top right corner, at this point we will send in the headhunters to deal with the enemy queen and we will grand warden ability them to let the balloons live and give the headhunters the opportunity to kill the queen. When the main group almost reaches the first single inferno it is time for our third lavahound followed by more loons on the archer tower, cannon and bomb tower. If you timed your balloons and lavahounds correctly, you will now have succeeded in three starring a maxed out Town Hall 13 with Blizzard Lalo!!!

Let's do this again, but now on a base where we have to take down the town hall with the lalo:



We discussed before how we would blimp the entire middle part of the base and sui for the entire top right part of the base. This still leaves a big part of the base left up, including the town hall, royal champion and a scatter shot. But no worries, you can still overwhelmingly three star this!

How would we lalo this? Since we invested a lavahound into the blimp, we only have 2 lavahounds remaining, but that is enough to make it work! We will start by sending a lavahound from the dark spell factory straight over the town hall to test for traps. If the sui went according to plan, you would be around 51% 1 star which activates the town hall. If the town hall is already activated, we will freeze the town hall and haste a big group of loons (around 10 loons) straight into the town hall and immediately follow up with 3 loons on the archer tower. This is very important because it will push the loons into the scattershot after the town hall. Once the town hall is down and the loons haste into the scattershot while in the grand warden ability, we can freeze the scattershot to make sure the balloons make it through the scattershot and then we can start with supporting this group of loons with more loons at the laboratory and the goldmines, 3 loons on each defence (if there is a tesla farm over there, put in a few more loons), this will make sure that the loons push straight into the royal champion and grand warden altar. Once your lalo reaches the first wizard tower, send in the head hunters and they will take down the royal champion without any troubles. Also send in your second lavahound when the lalo reaches the wizard tower, this lavahound will fly straight into the backend

of the base and tank for the rest of the raid. Then put in more loons at the cannon and mortar on the corner of the base, followed by a few balloons on the archer towers and you have covered every defence in the base. The big challenge in this raid is timing your headhunters. This is one of the most difficult things in this strategy, because you have to time it so that the enemy heroes don't take down too many of your lalo, but also not too soon so that the headhunters will be killed by any defences.

Cleanup

Cleanup is the important unofficial Stage 4. Without cleanup you will not have enough time to destroy a base, that is why you have to place down cleanup as your lalo progresses. If you have started your lalo make sure that you almost immediately place down your cleanup to. This will take a bit of practice to perfect this. What I mean by this is that if you place down cleanup and immediately try to switch back to lavahound/loons, you might misclick some troops. But that will only get better by practice. If you have enough cleanup, you will find yourself a lot more three stars instead of those annoying high 90% 2 stars (or 1 star) that we all hate!

Implementation of Blizzard Lalo in Clan Wars, Clan War Leagues and Legend League

So now we have talked about how to plan for Blizzard Lalo in general and how to perform your plan, but how can you implement this in Clan War, CWL and Legend League? Obviously regular Clan Wars is the easiest to do this. You have 2 attacks per person so plenty of room to improve the hit you have done of that a clanmate has done. Still it is always nice to get your plan right the first time and get that triple you planned for! But the nice thing about regular Clan War is that in most cases you can try and be risky a bit. So this means that it is worth experimenting with all 3 forms of blizzard lalo: blimp on town hall, sui on town hall and lalo on town hall. Clan wars is a great place to start practising on planning and attacking for and with blizzard lalo.

In Clan War League you obviously only have 1 hit per person. This means that you always have to have a plan to take down the Town Hall and not just wing it and see how it goes. In most cases in CWL you don't want to take down the town hall with your lalo, since it is your last stage of the attack and if you fail to get it with the lalo, you have a nice 1 star which your clan will probably not be too happy about. That is why in CWL it is best to make a plan where you either take out the town hall with your super wizard blimp or with the sui. The rest of the attack obviously is the same as regular Clan Wars, but important here is that you can't take as much risk as you can while attacking in regular Wars.

Legends League is the best place to practice short plans and quick execution. You only have around 30 seconds to make a plan, so it is important that you got your ideas ready. The positive side about Legend League is: internetbases. There are a lot of common bases that you will see a lot of, so if you know how to three star them, you will get 'free' cups basically. However to get to this point you will need to practice a lot and try out different angles and approaches. Maybe first try to take down the town hall with the blimp and sui a different part and if you find the base a second time, try to take down the town hall with the sui and a different part of the base with the blimp. This is still worth trying even if the first attempt was successful.

HOWEVER, you will find a lot of ringbases and other bases with a pretty centralized Town Hall. On these bases you will want to take down the town hall with your blimp for a couple of reasons: first,

you will take down the town hall with at least a few important defences and second, you will create pathing for your loons. You destroy the centre of the base, which leaves a O shaped base. Now create your funnel in a spot with the most value and now you have yourself a nice U shaped base. Allow me to demonstrate this with an example:



If you have ever been to legends league, you will probably recognize this ring base. That is exactly the reason why I wanted to show this one because you will see it quite a lot if you are in Legends League. So how does one take down a base like this?

We will start by using a lavahound + the battle blimp to get to the town hall, we can decide to do this on every side of the town hall, because on every corner there is an important defence. However if we drop it at the upper scattershot, we will take down both heroes (most likely) and lure + kill the defending clan castle troops. So in this case you would want to send the battle blimp with a tanking lavahound in front from the top of the base from this angle:



Important to note is that on these kind of bases you **ALWAYS** put down the lavahound and almost immediately after, you put down the battle blimp. If you put down the blimp too soon it might catch up with the lavahound and take unwanted damage, but if you put it down too late the lavahound and its lava pups might have died so the tanking is gone. Since there is only 1 tile between the town hall and

the upper and lower scattershot, we will be able to take down BOTH scattershots and the town hall immediately, but also the surrounding defences + clan castle troops. Will show this value in the following image:

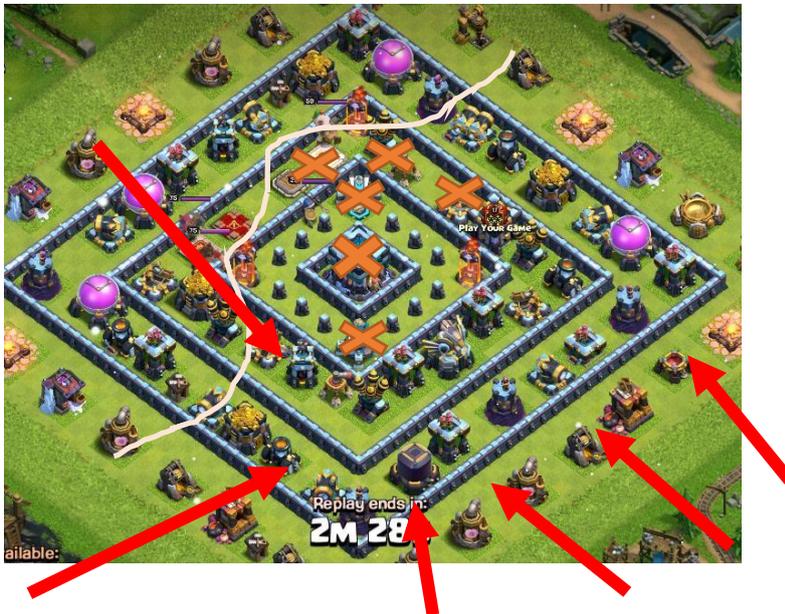


As you can see we already destroyed almost the entire centre part of the base but all 3 infernos are still up. But we still have a few freezes and our sui to go, so let's take a look at where you want to sui next. We already destroyed a lot of the damage on the top side near the multi inferno so that would be a good place for your royal champion (light blue arrow) so that the inferno tower and a few defences are already down, and if we put down a few minions or a wizard behind the royal champion, all the other buildings will be removed to which prevents a timefail. Now we have to decide where we want to put the rest of the sui down. We could push in from the clan castle side, but we already will have dealt (most likely) with the troops that are inside, so it is not really worth going from that angle. If we look at the left side, we can take out the enemy queen, king, an xbow and maybe even the inferno tower if our barbarian king decides to break through a wall (not guaranteed!!!) so in this case that would be the better decision. After the sui is done, this is how much base there is still up:



As you can see now, except for the left inferno tower, we have cleared the entire upper left side of the base, which only leaves us with the bottom right part of the base. Now we have to decide which side

to lalo from. If we lalo from the bottom side by the wizard tower we will fly from behind the air sweeper and we will take down the eagle pretty early. If we lalo from the upper right side of the base we will take down 1 of the remaining infernos but we will end on the sweeper and the second inferno. So the first option, lalo from the bottom, is in this case better. But how do we start? We will start by placing down 1 lavahound and 5-6 loons from where we first entered our sui, so that the loons will target the inferno tower and the lavahound targets the bottom air defence. Once the loons are in the air and the lavahound is close to the air defence we can start by placing in 2 loons on mortar, 3 on cannon and 4 on wizard tower, and if these are taken down you can place your second lavahound at the archer tower/dark elixir storage with a big group of loons for the archer tower and wizard tower, because the tesla farm will probably be in front of the wizard tower. Once this is destroyed and you fly towards the eagle, you will also find the tornado trap near the eagle so this would be a good place to warden ability to save all of your loons in the main group. When you are closing in to the eagle you will place more loons on the cannon, small archer tower, wizard tower and other archer tower to push the group of loons (that went to the eagle artillery) right into the last inferno tower, after this make sure to have enough cleanup on the base to collect your three star! I will show this plan a bit more in the following image:



Now if you performed your plan and you did not find any major obstacles along the lalo, you will again have a really nice three star on your hands!!!

Thank You!!

Thank you for reading this Blizzard Lalo Guide. I hope that you learned something from it and that you guys understand my way of thinking. Thinking like this improved my blizzard lalo, and lalo in general, immensely. If you like to see more examples of blizzard lalo, regular lalo or other strategies, feel free to check out my Youtube Channel that is linked on the First Page of this document.

Thank you for reading and Clash On!!!!

~SirClashALot