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## Clash royale top 2v2 decks

I usually go with a defensive deck with 3 spells, a building, and some support cards, but it's often boring. Has anyone teamed up with a friend using a synergistic deck? Page 2 5 comments The best 2v2 decks for season 6 (December 2019)! You can use these decks and win more matches and get chests, cards and gold. Let's do it! Do you like 2v2 mode and you need a deck for it? Look at this. 2v2 is a game mode where two players play against two more players. You can play it with a random player, a clan friend or a friend. Usually players who do not want to lose trophies play this mode of play to win some chests and gold. That's why it's important to be able to use the right decks in 2v2 matches. You should know that 2v2 matches are different from regular matches. You play not one, but two different opponents at the same time. For this reason, the deck in your hand should be able to deal with harsh conditions. The suggestions I've presented below will help you with that. All you have to do is give yourself some time to get used to the deck. 1. Miner Deck This deck has a 2.8 average elixir cost. His defensive potential is good, and his offensive potential is also good. Please note that this deck does not have any medium or high damage spell and attack reset cards. This Miner deck is an average choice for free players. The miner is your condition for winning. Journal your spell so no matter what to use it wisely. This deck has a 7-card 4-card cycle with skeletons, bats, wall switches and log. You can bait snowball, zap, tornado, arrows and poison with bats. In addition, you can bait fireball, poison and lightning with Magic Archer. So these are your most important cards for baiting your opponent. Try these synergies: Bats and miner wall breakers and miner Magic Archer or click here to quickly add this deck to the game. 2. Prince Bait Deck This deck has a 4.3 average elixir cost. His defensive potential is great, and his offensive potential is also great. Please note that this deck has no flaws. This Golem deck is a very bad choice for free players. Golem is your condition of victory. Lightning and Tornado are your spells, so no matter what use them wisely. This deck has a 12 4-card cycle elixir with barbaric barrel, Mega Mignon, Tornado and Baby Dragon. You can bait fireball, poison, lightning and rocket with the night witch. In addition, you can bait fireball and lightning with lumberjack. So these are your most important cards for baiting your opponent. Try these synergies: Lightning and Golem Mega Mignon - Golem Witch Night - Golem Baby Dragon - Tornado Click here to quickly add this deck to the game. 3. Battle of Ram with P.E.K.K.A. Deck This deck has 3.8 average elixir cost. It the potential and offensive potential are great. Please note that this deck has no flaws. This P.E.K.K.A. deck is a very bad choice for free players. Battle of Ram and P.E.K.K.A. your conditions of victory. Ved and zap your spells, so no no that use them wisely. This deck has an 11-year elixir 4-card loop with zap, minions, Bandit and Royal Ghost. You can bait Tornadoes, Arrows, Poison and Fireball with Minions. Alternatively, you can bait Fireball, poison and lightning with Electro Master. So these are your most important cards for baiting your opponent. Try these synergies: Bandit and P.E.K.K.A. Minions and P.E.K.K.A. Battle Ram - Bandit Poison - Battle Ram Royal Ghost - Battle Ram Tap or click here to quickly add this deck to the game. 4. Hog Rider Deck This deck has a 2.6 average elixir cost. His defensive potential is good and his offensive potential is moderate. Please note that this deck has no flaws. This Hog Rider deck is a good choice for free players. Hog Rider is your winning condition. Fireball and log your spells, so no matter what use them wisely. Try these synergies: Skeletons and Hog Rider Ice Spirit - Hog Rider Ice Golem - Hog Rider Fireball - Hog Rider The Log - Hog Rider Musketeer - Hog Rider Skeletons - Musketeer Cannon - Skeletons Tap or Click Here to quickly add this deck to the game. 5. Rocket with Goblin Barrel Deck This deck has a 3.3 average cost of an elixir. His defensive potential is great and his offensive potential is good. Please note that this deck has no flaws. This Goblin Barrel deck is a good choice for free-to-play players. Rocket and Goblin Barrel are your conditions of victory. Rocket and log your spells, so no matter what to use them wisely. Try these synergies: Knight and Goblin Barrel Goblin Gang - Goblin Barrel Knight - Goblin Gang Goblin Gang - Princess Princess and Inferno Tower Tap or click here to quickly add this deck to the game. 6. X-Bow Deck This deck has a 2.9 average elixir cost. His defensive potential is great and his offensive potential is moderate. Please note that there are no threatening cards in this deck. This X-Bow deck is a great choice for free players. X-Bow is your condition of winning. Fireball and log your spells, so no matter what use them wisely. Try these synergies: Ice Golem - X-Bow Skeletons - X-Bow The Log - X-Bow Archers - Ice Golem Tesla - Skeletons Tap or Click Here to quickly add this deck to the game. 7. Rocket with Goblin Barrel Deck This deck has a 3.4 average cost of an elixir. His defensive potential is great and his offensive potential is good. Please note that there are no threatening cards in this deck. This Goblin Barrel deck is a moderate choice for free-to-play players. Rocket and Goblin Barrel are your conditions of victory. Rocket and log your spells, so no matter what to use them wisely. Try these synergies: Goblin Gang th Goblin Barrel Princess and Goblin Gang Inferno Tower - Princess Click here to quickly add this deck to the game. 8. Rocket with Goblin This deck has a 3.8 average elixir cost. His defensive potential and offensive potential are great. Please note that this deck does not have any drop card attacks and anti-air high damage units. This Goblin Barrel deck is a moderate choice for free-to-play players. Players. and Goblin Barrel is your winning conditions. Rocket and log your spells, so no matter what to use them wisely. Try these synergies: Goblin Gang and Goblin Barrel Princess Goblin Gang Darth Goblin and Princess Click here to quickly add this deck to the game. 9. Royal Giant Deck This deck has 3.6 average elixir price. His defensive potential is good and his offensive potential is moderate. Please note that this deck has no flaws. This Fisherman deck is the average choice for free players. The royal giant is your condition of victory. Lightning and log your spells, so no matter what to use them wisely. Try these synergies: Mega Mignon and Royal Giant Lightning - Royal Giant Furnace - Royal Giant Mega-Mignon - Skeletons Click or Click Here to quickly add this deck to the game. 10. Battle of The Ram with P.E.K.K.A. Deck This deck has a 3.9 average cost of the elixir. His defensive potential and offensive potential are great. Please note that this deck has no flaws. This P.E.K.K.A. deck is a bad choice for free players. Battle of Ram and P.E.K.K.A. your conditions of victory. Poison and zap your spells, so no matter what to use them wisely. Try these synergies: Bandit and P.E.K.K.A. Yad - P.E.K.K.A. Minions - P.E.K.K.A. Bandit and Battle Ram Poison - Battle Ram Tap or click here to quickly add this deck to the game. Mini Guide: 2v2 Strategy Guide 2v2 is a game mode where you have a teammate to play together. You face another team that has two other players. A casual player can be your teammate. You can also enter a 2v2 queue with a clan member or another from your friends list. You don't need to experience unnecessary stress here. It's clear. You have to try to win the game, take the prize in chests or gold and look for a way. These are my suggestions. However, you can look like a different guide if you want to. For example, you can view the Deckshop 2v2 guide or the 2v2 wikichow guide. Tip 1: Try to avoid siege and cycle-type decks. Why would I offer that? Because they don't work. Only certain decks (as you can see above) work, and all but the rest remain non-functional. In this game mode, the battlefield will be full of troops. Thus, there will be more than one chance to stop the card. So you have to choose more consistent decks. My deck recommendations are both above. You can use anything you want. Tip 2: Don't rely on your stair decks. It's a different world. You have very low chances to apply the strategies that you implemented in 1v1 matches. So the deck you used to match the level of your cards there may not work much here. To eliminate this shortcoming, you must add one or two decks to your deck collection. All in all, I always have a 2v2 deck in my Tip 3: Choose compatible decks by playing with friends. You can't do this all the time. But when you have different possibilities, it is a suggestion that you should consider. If you are going to play a 2v2 match with a friend, you must choose from defending or attacking the parties. Your deck should be predominantly attacked if your friend is defending. In another case, the opposite is true. This gives you a certain advantage over your opponents. Tip 4: Don't forget to win the terms. You have to get used to it now. There should be one winning condition card in the deck you will use. You have to decide what it will be on deck. You can easily see it in all the decks I've suggested above. Some even have two conditions of victory, not one. Without the conditions of winning, your chances of winning 2v2 matches will be low. Tip 5: Don't forget the tanks. Unfortunately, you can't survive here without a tank. There should be one or two tanks in the deck you use. You have to decide whether it is a large tank or a small tank, depending on the cost of using the deck. Using such cards, you have to try to resist damage and counterattack with the help of other cards. This is the best you can do for 2v2. You have to have a bike-style deck to make moves in front of the enemy. Tip 6: Don't forget the splash of damage. Too many troops on the battlefield means more burst of damage is needed. So you have to have one or two cards dealt with with a splash of damage in the deck. If you trust your reflexes, you can choose a lower value card. But if you don't trust your reflexes, it's best to switch to standard cards. Remember that you can defend with a much stronger defense with cards dealing a splash of damage. Tip 7: Building can be good. Buildings are a saving detail in 2v2 matches. Buildings with high HP are more useful than others. You can add extra strength to your defense by having a building card in the deck. Of course, do not think that everything will be limited to this. Your opponent will definitely develop a strategy to destroy buildings. You have to be careful. Tip 8: Choose a few direct damage spells. Without spell cards, you can't make comfortable and powerful moves. The reason for this is that your opponents are constantly putting pressure on you with the troops. If you don't answer them at the right time with the right spell card, you're in big trouble. So I suggest you have two spell cards in your hand. Someone must have a utility spell card that causes low damage. The other should be the average damage of the spell card. Tip 9: Stay away from useless cards. The nature of 2v2 matches is different. I'd say some cards don't work here. You have to stay away from this kind of card. If you want an example, I can tell elite barbarians. The Elixir Collector is also useless. A cemetery is a map that sometimes causes problems. You should definitely avoid these cards. Also, if you have cards below the tournament standard, you shouldn't use them. Tip 10: Don't forget about the cycle. To be honest, I'm not very good at unteing cycling cards. But you have to use them as much as you can in 2v2 matches. Without them, you won't be able to quickly switch to the original travel map. The average deck should have at least one bike card, even if it depends on the deck deck Use. I can't say that this is a very important proposal. But if you have a chance, you should. This will make 2v2 matches easier. I hope these decks have helped you. As long as you use the decks correctly you can get a lot of wins. Of course, you can get more trophies in ladder mode. Please continue to be around for other deck offerings. Offers.