GothBot

Complete Player Guide

Stronghold Kingdoms Automation — All Features

For GothBot v1.4.1.14 • October 2026

Contents

1 **Introduction** 7
- 1.1 How the bot works 7
- 1.2 Reading the settings 7
- 1.3 Which tab do I need? 8

2 **Main (Dashboard)** 9
- 2.1 Profile banner 9
- 2.2 Bot Work Cycle 9
- 2.3 Settings panel 10
- 2.4 Log 11
- 2.5 BotSettings location 11
- 2.6 Module Status 11

3 **Login (Advanced Login)** 13
- 3.1 Login Profile 13
- 3.2 Credentials 14
- 3.3 Proxy Settings (optional) 14
- 3.4 Status and buttons 14

4 **Modules (Scheduler)** 16
- 4.1 Reading a module row 17
- 4.2 Tips for arranging boxes 17

5 **Autorun** 18
- 5.1 1. Login and startup window 18
- 5.2 2. After the game is ready 18
- 5.3 3. Disk settings 19

6 **Settings** 20
- 6.1 Settings (left column) 21
- 6.2 Fake Stats and keys (left column) 21
- 6.3 Advanced UI Modes (left column) 22
- 6.4 UI Options (middle column) 22
- 6.5 About, Portal Account and Theme Studio (right column) 23
- 6.6 Theme Studio 23

7 **Villages** 25
- 7.1 Categories 26

8 **Free Monitor** 27
- 8.1 Settings 27
- 8.2 Columns 27

9 **Timing** 29
- 9.1 Settings 29

9.2 Reading the table . . . 30
10 Errors . . . 31
10.1 What you see . . . 31
11 Refresh . . . 32
11.1 Settings . . . 32
12 Recruit . . . 34
12.1 Top bar settings . . . 35
12.2 Villages sub-tab . . . 35
12.3 Capitals sub-tab . . . 35
12.4 Vassals sub-tab . . . 35
12.5 Recruit Order sub-tab . . . 36
13 Research . . . 37
13.1 The two lists . . . 37
13.2 Top bar settings . . . 38
14 Spin . . . 39
14.1 Settings . . . 39
14.2 Spins available . . . 39
14.3 Sub-tabs . . . 40
15 Banquet . . . 41
15.1 Top bar settings . . . 41
15.2 Village list . . . 42
16 Popularity . . . 43
16.1 Top bar settings . . . 43
16.2 The modes . . . 44
16.3 Village list . . . 44
17 Castle . . . 45
17.1 Settings box . . . 45
17.2 Buttons . . . 46
17.3 Village table . . . 46
17.4 Speed Stack . . . 46
18 Village Builder . . . 48
18.1 How to use it (Builder) . . . 48
18.2 Left panel – Settings . . . 49
18.3 Builder workflow . . . 49
18.3.1 Reading the grid . . . 49
18.3.2 The plan list . . . 50
18.4 Optimize Existing (Pro) . . . 50
18.5 Create New Village (Pro) . . . 50
19 Auto Quest . . . 51
19.1 Automatic quests . . . 51
19.2 Quest types . . . 52
19.3 Reward priority . . . 52
19.4 Quest attack formations . . . 52
19.5 Resources allowed for donation quests . . . 52

20 Trade 53
20.1 Top bar 54
20.2 Sub-tab: Trade with Markets 54
20.2.1 Village bar 54
20.2.2 Presets 54
20.2.3 Resource table 55
20.2.4 Market list 55
20.3 Sub-tab: Trade between Villages 55
20.4 Sub-tab: Trade with others 56
20.5 Sub-tab: Advanced Settings 57
20.6 Sub-tab: Statistics 57
20.7 Sub-tab: Logs 57

21 Scouts 59
21.1 Top bar 59
21.2 Sub-tab: Stashes 60
21.2.1 Choosing villages and stash types 60
21.2.2 Settings on the right 60
21.3 Sub-tab: Enemies 60

22 Monks 62
22.1 Settings bar 62
22.2 Route editor 63
22.2.1 What “Maintain level / hours” means per command 63
22.3 Route table 64

23 Cards 65
23.1 Sub-tab: Main 65
23.1.1 Top row 65
23.1.2 Card groups 66
23.2 Sub-tab: Defend 66
23.3 Sub-tab: Log 66

24 Donate 68
24.1 Top bar 68
24.2 Capital Workspace (left) 69
24.3 Sources 69
24.4 Resources to Donate 69
24.5 Buildings 69
24.6 Logs 70

25 Radar 71
25.1 Top bar 72
25.2 Alerts sub-tab 72
25.3 Interdict sub-tab 73
25.3.1 Self ID box 73
25.3.2 Settings 73
25.3.3 Advanced Settings 73
25.3.4 Ignored Villages and Ignored Players 73
25.4 Scheduled Interdicts sub-tab 74
25.5 Notification Settings sub-tab 74
25.6 Test sub-tab 74

25.7 Popups . . . 75

26 Predator . . . 76
26.1 Top bar . . . 76
26.2 Settings sub-tab . . . 77
26.3 Hunters sub-tab . . . 77
26.4 Advanced Settings sub-tab . . . 77
26.5 Found Preys and Logs . . . 77

27 Defence . . . 79
27.1 Village . . . 79
27.2 Layouts . . . 80
27.3 Continuous actions . . . 80
27.4 Automated card spam . . . 80
27.5 Go, Stop, Save, Reload and log . . . 80

28 Flags . . . 82
28.1 Top bar . . . 82
28.2 Sources . . . 83
28.3 Formation panel . . . 83
28.4 Targets . . . 83

29 AutoFarm . . . 85
29.1 Master switch . . . 85
29.2 Targets box . . . 86
29.3 Setting box . . . 86
29.4 Disband box . . . 86
29.5 Found Preys and Logs . . . 87

30 AutoFap . . . 88
30.1 Top bar . . . 88
30.2 Villages box . . . 89
30.3 Targets box . . . 89
30.4 Settings box . . . 89
30.5 Bottom tabs . . . 90

31 Fast Attack . . . 91
31.1 Fast Attack – Village . . . 91
31.2 Fast Attack – Capital . . . 92
31.3 Fast Monk – Village . . . 92
31.4 Fast Monk – Capital . . . 92
31.5 When a click is refused . . . 92

32 Nuke . . . 94
32.1 Calculate . . . 94
32.1.1 Target Villages . . . 95
32.1.2 Configuration . . . 95
32.1.3 Calculating and results . . . 95
32.2 Attack Sources . . . 96
32.3 Saved Nukes . . . 97
32.4 Formations . . . 97

33 SoloBomb . . . 99
33.1 Target . . . 99

33.2 Village Slots 100
33.2.1 Presets 101
33.3 Control 101
33.3.1 Starting and stopping 101

34 CoordBomb 102
34.1 Target, Village Slots and Presets 103
34.2 Session 103
34.2.1 Launch settings 103
34.2.2 Before a session exists 103
34.2.3 Inside a session 103

35 Portal and Discord 105
35.1 Portal account 105
35.2 Remote control 105
35.3 Discord commands 105
35.4 Telegram and Discord alerts from Radar 106

36 Troubleshooting 107
36.1 An automation is switched on but does nothing 107
36.2 A tab is locked 107
36.3 My settings did not stick 107
36.4 Alerts are not arriving 107
36.5 Nothing is being traded, recruited or farmed 108

Chapter 1

Introduction

GothBot automates the repetitive parts of Stronghold Kingdoms – trading, scouting, recruiting, banquets, castle repairs, farming, defence alerts and more – so you can concentrate on strategy and politics instead of clicking through menus all day. It runs next to the game and uses the same game actions you would use by hand.

This guide has one chapter per tab, in the same order as the tab bar. Each chapter explains what the tab is for, how to use it step by step, and what every setting means in plain language.

How the bot works

Most tabs control one *automation*. Each automation wakes up on its own timer, looks at your villages, and does its job if the conditions you set are met. Switching an automation on does nothing until the bot is logged in to the game (see Chapter 3).

Reading the settings

- **On/off switch.** Most automation tabs have a master switch at the top. Nothing happens while it is off.
- **Saving.** Tabs differ: some save every change immediately, others have a Save button you must press. Each chapter says which applies.
- **Intervals.** Where a setting asks for an interval, the unit is shown next to it (usually seconds). Very short intervals make the bot busier without making it better.
- **Paid tabs.** Some tabs are locked until your account has the matching feature. Each chapter says if a tab is paid; locked tabs stay visible but cannot be used.

Which tab do I need?

Setting	Description
Keep villages running	Refresh (11), Recruit (12), Banquet (15), Popularity (16), Castle (17), Research (13)
Money and supplies	Trade (20), Donate (24), Cards (23), Spin (14), Auto Quest (19)
Find and watch targets	Scout (21), Free Monitor (8), Predator (26)
Stay safe	Radar (25), Monks (22), Defence (27)
Attack and farm	Flags (28), AutoFarm (29), AutoFap (30), Fast Attack (31)
Coordinated strikes	Nuke (32), SoloBomb (33), CoordBomb (34)
Plan your village	Village Builder (18), Villages (7)
Control the bot itself	Main (2), Modules (4), Autorun (5), Timing (9), Errors (10), Settings (6)

Warning

The bot only works while the game is running and you are logged in. Automations stop when the game closes or the connection drops.

Chapter 2

Main (Dashboard)

What it's for

The Main tab is your home screen. It shows what the bot is doing right now, lets you switch every automation on or off with one click, controls how long the bot works before taking a break, and holds a few everyday preferences such as the interface language. Until you are logged in, the tab only shows "Not logged in yet".

How to use it

1. Log in (see Chapter 3). The Main tab fills with live information.
2. Look at the green or red banner at the top. A green banner with a lock shows the active login profile together with its MAC address and proxy. A red banner reading "No matching profile – MAC/proxy not applied" means the bot is not using any protection profile.
3. In **Module Status** (bottom right), tick the automations you want running. Click a module's name to jump straight to its own tab.
4. Set the **Bot Work Cycle** to match how you want the bot to behave over a day.
5. Watch the log in the middle of the screen to see what the bot just did.

Profile banner

The thin banner above the panels is informational only. It repeats the active login profile name, the MAC address and the proxy the game is using (or "(none)"). Change these on the Login window, not here.

Bot Work Cycle

The bot can imitate a human player by working for a while and then pausing. These settings control that rhythm.

Setting	Description
Status	Shows what the cycle is doing right now (for example working or sleeping). Only appears when the bot has a status to report.
No sleep	Tick this to run the bot non-stop with no breaks. The two period boxes below are greyed out while it is on.
Work period (min)	How long the bot stays active in one cycle. Allowed range 1 to 240. The hover text on the field mentions seconds, but the label says minutes – trust the label.
Sleep period (min)	How long the bot pauses between work cycles. Allowed range 1 to 240. Pausing reduces traffic to the game server.
Random periods	Adds randomness to the work and sleep lengths so the rhythm is never perfectly regular.
Skip Sleep	A button that ends a break early and wakes the bot straight away. It is only clickable while the bot is actually sleeping and then shows the minutes left.

Tip

All four cycle fields save themselves the moment you change them – there is no Save button for this panel.

Settings panel

Setting	Description
Stay on top	Keeps the bot window above other windows. Saved immediately.
Collect Free Card	Lets the bot collect the free card for you. This switch applies to the current session only; whether it starts automatically next time is decided on the Autorun tab (Chapter 5).
Card Sale	Appears only while a card sale is running in the game. Shows the discount percentage and the start and end time of the sale.
Screenshot Mode	A button that shows ON or OFF. Turning it on hides every extra overlay (gold mode, village mode, attack info, heatmaps, charters and so on) so you can take clean screenshots to share. Turning it off puts all your previous overlay settings back exactly as they were.
Write logs	Switches the on-screen logs on or off. Turn it off if you want the bot to stay completely quiet.
Max log entries	How many log lines are kept in memory (100 to 10000, in steps of 100).
Interface language	Chooses the bot's language: English, Deutsch, a Russian option and a Simplified Chinese option. Language names always appear in their own language.

Four small buttons sit below the panel:

Setting	Description
Clear Logs	Empties the log shown on this tab.
Copy Settings	Opens the copy-settings helper that lets you copy configuration between villages.
Load Settings	Reloads the saved settings from disk, discarding unsaved changes on this tab.
Dark Mode / Light Mode	Toggles the bright and dark look of the bot window. The button label shows the mode you would switch to.

Log

The large middle area is a rolling log of the last 200 messages with the time of each. Errors are red and warnings are amber. Only modules that do not have their own tab report here. For a full history of problems, use the Errors tab (Chapter 10).

BotSettings location

Your settings live in a folder on your computer. This box shows its path, or “Not set” in red if none has been chosen yet.

Setting	Description
Open	Opens the settings folder in Windows Explorer.
Change	Lets you pick a different settings folder.
Reset	Clears the saved folder path so you can pick a new one. Use this if the wrong folder was selected automatically.

Warning

Back up the settings folder before changing or resetting it. It holds all your saved per-village configuration.

Module Status

A grid of tick boxes, one per automation, in three columns: Refresh, Recruiting, Radar, Trade, Scouting, Banquet, Popularity, Village Builder, Predator, Monks, Flags, Cards, Research, Castle, Donate and AutoFap. Ticking a box starts that automation, unticking stops it. A module that is working at this very moment is highlighted in red. Clicking a module’s name opens its tab.

In the top right of this panel a small coloured badge shows your plan: for example Free Tier, Trial, Active, Lifetime or “Expires in N days”. Several modules (for example Flags, Cards, Donate and AutoFap) are paid features – see their chapters.

Tip

Turning a module on here only starts the automation. Its own tab still decides what it actually does, so set that tab up first.

Chapter 3

Login (Advanced Login)

What it's for

Advanced Login is the small window used to sign in and to manage several accounts. It is not a normal tab: it opens in its own window titled "Advanced Login" and can appear automatically when the bot starts (see Autorun, Chapter 5). It stores your account, optional proxy and device identity together as a named *profile*, so each of your accounts can be switched in one click.

How to use it

1. In **Credentials** enter your Email and Password.
2. Optionally fill in **Proxy Settings**.
3. Click **Save to Profile** to store them, or create a named profile with **+ New** first.
4. Click **Test** to check the connection. A green result shows your IP address and MAC address.
5. Click **Close** when done.

Edits apply live. As you type, the bot applies your MAC address and proxy to the game about three quarters of a second after you stop typing. **Save to Profile** additionally writes them to disk so they are still there next time.

Login Profile

Setting	Description
Profile buttons	One button per saved profile. Clicking one makes it the active profile and loads its account, MAC and proxy straight away. The active one is highlighted and also listed as "Active:".
x next to a profile	Deletes that profile.
+ New	Creates a profile from the values currently in the form. Type a name (letters, digits, dash and underscore only) and click Add or press Enter. Escape cancels.

Credentials

Setting	Description
Email	Your game account email.
Password	Your game account password.
MAC Address (12 hex chars)	Optional. A fake hardware address, exactly 12 characters using 0–9 and A–F, which the game sees instead of your real one. If the length is wrong you see “MAC must be exactly 12 characters”. Leave empty to use your real MAC.
Mobile Device ID	Optional. Up to 31 hex characters identifying the mobile device. Leave empty and one is generated automatically; the “Effective mobile ID” line shows the one in use.
High Risk Account	When ticked, login is blocked if the MAC address above has not been applied. Use it for accounts that must never connect with your real hardware identity.

Proxy Settings (optional)

Setting	Description
Proxy IP	Address of your proxy server.
Port	The proxy’s port.
Username	Proxy username, if it needs one.
Password	Proxy password, if it needs one.

After you apply a proxy the bot makes a real test request through it. A green line “Proxy verified” shows the exit IP address; a red “Proxy verification FAILED” line means game traffic is blocked until you fix it.

Status and buttons

Setting	Description
Applied line	A green strip showing the MAC, Mobile ID and Proxy now in use. If no MAC override is set, it shows your real one.
Show on startup	Controls whether this window opens when the bot starts. Same option as on the Autorun tab.
Save to Profile	Writes the form to the active profile’s files for next time.
Test	Checks the connection and shows your IP and MAC. Shows “Testing…” meanwhile.
Close	Closes the window.

Warning

The window itself reminds you that multi-accounting violates game rules and that each account should have its own IP and MAC. It also states that no credentials are sent to the bot's author.

Tip

Give every account its own profile with a unique proxy and MAC, and tick High Risk Account for any account you cannot afford to lose.

Chapter 4

Modules (Scheduler)

What it's for

The Modules tab decides *when and in which order* your automations run. The bot has four columns, called **boxes**. Each box works through its modules one after another, in the order shown. Different boxes run side by side. By arranging the modules you control which jobs queue behind each other and how often each one runs.

This is a paid (Pro) tab. If it is locked on your account it shows as a locked tab.

How to use it

1. Look at the four boxes (Box 1 to Box 4). Each lists the modules placed in it.
2. **Move a module** by dragging it by its handle to a different position or into another box. A gold line shows where it will land. Empty boxes show "drop here".
3. **Rename a box** by clicking its name or the pencil icon, typing a new name and pressing Enter (Escape cancels).
4. Tick or untick the small box on a module's row to enable or disable that module.
5. Type a new number of seconds in the field on the row to change how often the module runs.
6. Click **Save** (top) to keep the arrangement and intervals. **Load** reloads the saved version.

Reading a module row

Setting	Description
Name	The module, such as Trade or Scouting.
Tick box	Enables or disables the module. Takes effect straight away.
Number field	The interval in seconds between runs of this module (minimum 1). Applied when you leave the field or press Enter; use Save to store it permanently.
Last run	How long ago it last ran: “never”, “12s ago” or “3m ago”.
Status line	Under the name: “disabled”, “running…”, “sleeping”, “due now”, or a countdown such as “in 1m 20s”.
Waiting behind	When a module is due but others above it in the same box are also due, it shows “waiting behind:” followed by their names. These run first because a box works through its list in order.

Tips for arranging boxes

Tip

Put quick, time-critical jobs (such as Radar) in a box of their own so slow jobs can never delay them.

Tip

If a module keeps showing “waiting behind”, move it higher in its box or into an emptier box.

Changes to the arrangement apply immediately while the bot runs, but they are only remembered after the next restart if you click Save.

Chapter 5

Autorun

What it's for

Autorun decides what the bot does by itself at startup: whether it logs in on its own, whether the login window opens, and which loading and starting steps run once the game is ready. Set it once and the bot can come back after a restart without you clicking through every tab.

How to use it

1. Tick the startup options in section 1.
2. In section 2, tick every action you want performed automatically once the game is ready.
3. Click **Save** at the bottom. The status text then reads "Saved – N actions enabled".

1. Login and startup window

Setting	Description
Login	Lets the bot log in automatically using your saved login profile.
Show Advanced Login on startup	Opens the Advanced Login window whenever the bot starts (see Chapter 3). Untick it once your profile is set up if you want the bot to start silently.

2. After the game is ready

This is a checklist of steps the bot performs once the game has finished loading. The list is read from your settings folder, so it only appears after you are logged in with a settings folder chosen; otherwise you see "No actions found". Typical entries load a module's saved settings (for example "Load scouts settings") and then start it (for example "Start scouting"). The exact entries depend on your version and your saved configuration. Tick the ones you want.

Setting	Description
Each action	A tick box per action. Ticked actions run automatically after login.
Load Cards preset	When this action is ticked, a drop-down appears to pick which saved Cards preset to load. If the drop-down is missing, the note “save a preset in the Cards tab first” is shown instead. See Chapter 23.

3. Disk settings

Setting	Description
Save	Writes your Autorun choices to disk. Nothing here is stored until you click it.
Load	Reloads the choices that are currently saved on disk.

Warning

Autorun changes are not saved automatically. If you tick actions and leave the tab without pressing Save, they are lost.

Tip

Only autostart modules you have already configured. A module started with empty or default settings may do nothing useful.

Chapter 6

Settings

What it's for

The Settings tab collects the bot's less frequent preferences in three columns: general behaviour and safety, display options for the game map, and account and look. Most checkboxes here save themselves the moment you tick them. A few buttons (trader distance, fake stats, keys) need an explicit click, as noted below.

How to use it

1. Open the tab. If it shows a retry screen, the bot is not ready yet; wait until you are logged in and retry.
2. Tick the options you want. Hover text and the grey notes under each option explain it.
3. For the buttons labelled **Save**, click them to keep the change.

Settings (left column)

Setting	Description
Block Remote Control	When ticked, the bot rejects every command sent from the portal website, even with a valid login. The panel turns red while blocking is on. Tick this if you never want anyone to control the bot remotely.
Max trader distance	Turns on a safety check for trade routes.
Max distance (squares)	The longest allowed route. When the check is on, a confirmation window appears before any trader is sent farther than this. Only editable while the option above is ticked.
Save trader distance	Stores the two trader-distance settings.
Restart on game crash	After a fatal crash the bot restarts and logs in again with your saved login.
Notify Discord/Telegram on crash	Sends a message on a crash, using the Discord and Telegram details set up on the Radar tab (Chapter 25).
Popup when interdict expires	Shows a popup and plays a sound five minutes before an interdict on any of your villages ends, and also sends a Discord message if a webhook is set up on the Radar tab.
Parsec Mode	Places the bot windows inside the game window so remote-play software such as Parsec can capture them. Turn it off to move the windows to a second monitor.
Prevent energy savings	Keeps the computer awake while you are logged in. Turn it off if you do not need this, for example on a desktop that never sleeps.

Fake Stats and keys (left column)

Setting	Description
Fake Add Gold / Faith Points / Card Points / Card Amounts / Honor	Numbers added to what the game window displays for these values. They only change the display, not your real account. Click **Save fake stats** to keep them.
StrongholdInfo API Key	Paste your StrongholdInfo key and click **Save key**. The field is hidden like a password.
GothBot Server API Key	Paste your key from the GothBot portal and click **Save key**. When a key is already saved, the last few characters are shown as “Current:” so you can tell which one it is.

Advanced UI Modes (left column)

Setting	Description
Village Mode	Switches the game map to the bot's village-focused display.
Gold Mode	Switches on the bot's gold-focused display.
Attack Info Mode	Shows an attack information popup. Needs GothBot Pro; without it the option is greyed out with a Pro badge.
Show Attack Type Icons	Shows an icon for each attack's type.
Show Attack Time on Map	Shows attack times directly on the map.
Castle Mode	Adds a "Castle Mode" button to enemy, vassal and parish-capital village panels to preview the most recent shared battle report for that village from gothbot.app.

UI Options (middle column)

Map and display extras. Each is a simple tick box.

Setting	Description
Instant map movement	The map jumps straight to its destination instead of scrolling.
Show Failed Defense Indicator	Marks villages whose defence failed.
Parish AI heatmap	Colours parishes by how many AI villages they contain.
Parish Flag count heatmap	Colours parishes by their flag count.
Parish Village Count heatmap	Colours parishes by number of villages.
Parish Building Count heatmap	Colours parishes by number of buildings.
Parish Size	Colours parishes by their size.
Expand Village Map	Enlarges the village map area.
Village placement grid	Shows a placement grid on the village map.
World Map Parish Build Count	Shows building counts per parish on the world map.
Show potential village charters	Shows where a new village charter could be used.
User Screen Village Stats	Adds village statistics to the player screen.
Village Size Effect	Shows the effect of village size.
Last Activity Time	Shows when a player was last active.
County control %	Colours counties by how much of them you control.
Kona Dance	Shows a dancing character on screen. When ticked, extra fields appear: Character scale % (25–150), Opacity % (20–100), Horizontal and Vertical position % (0–100), and Use all monitors.
World Map Refresh Period	A number from 1 to 100 controlling how often the world map data refreshes.

Warning

The panel carries its own warning: these features are not completely safe, so use them at your own risk.

About, Portal Account and Theme Studio (right column)

Setting	Description
About / What's New	Shows your bot version. The What's New button opens the list of changes in each release.
Portal Account	Links the bot to your gothbot.app account: enter your portal Username and Password and click **Link Account**. On success it shows "Linked to" followed by your name; otherwise "Failed to link".
Open Theme Studio	Opens the Theme Studio (next section).

Theme Studio

Theme Studio lets you restyle the bot: colours, background artwork, mascots, panel layout and the title in the top left. It is opened from the Theme Studio box on this tab and shows a live preview. Important controls include:

Setting	Description
Theme name / Creator	Names your theme and credits you.
Top-left title / subtitle	Replaces the text in the bot's brand area.
Colours	Background, Panels, Raised panels, Borders, Primary accent, Bright accent, Text and Muted text.
Panel opacity, Corner radius, Background artwork, Mascot decorations	Adjust how see-through and rounded panels are and how strong the artwork is.
Button shape / Checkbox shape	Square, Soft, Round or Pill.
Add background / Add mascots / Add symbol	Upload your own images. Images must be 3 MB or smaller.
Edit panels / checkboxes / mascots	Lets you drag and resize items directly on the real tab you are looking at.
Apply theme / Save theme / Discard changes	Try a theme, keep it, or throw away edits.
Export for Discord / Import theme	Share a theme as a file or load one from a file.
Browse community designs / Publish to gothbot.app	Download designs others have shared, or publish yours. Publishing needs your portal account to be linked first.

Tip

Tick Block Remote Control on a shared computer or whenever you do not use the portal's remote function.

Tip

Use Screenshot Mode on the Main tab (Chapter 2) rather than switching all these display options off one by one before posting a screenshot.

Chapter 7

Villages

What it's for

The Villages tab is a read-only browser for the detailed numbers of each of your villages: stored resources and food, troops, weapon production, economy and special timers. Use it when you want exact figures that the Main tab and Free Monitor do not show. This is a paid tab; if it is locked on your account it appears with a lock.

How to use it

1. Open the tab. The left list shows all your villages and how many there are; the first village is selected automatically.
2. Click a village name to load its figures on the right. While loading you see "Loading…".
3. Click one of the six category buttons across the top of the right side to switch between groups of numbers.
4. Click **Refresh** (top of the list) to reload the selected village.

If no villages are available yet you see "No villages loaded", and until you pick one the right side says "Select a village". Zero or unknown values are dimmed and shown as 0 or a dash.

Categories

Setting	Description
Resources	Stored levels of wood, stone, iron, pitch, salt, venison, wine, furniture, clothes, spices, silk and metalware.
Food	Stored levels of bread, meat, cheese, apples, fish, vegetables and ale.
Military	Troops in the village (peasants, pikemen, swordsmen, archers, catapults, scouts, captains) and troops stationed there for you (peasants, pikemen, swordsmen, archers, catapults).
Production	Weapon stocks (bows, pikes, swords, armour, catapults) and the production rate of each.
Economy	Total people, spare people, capital gold, capital tax rate, number of traders, and the date and honour of the last banquet.
Other	Whether the castle is enclosed, the date the village was acquired, the next weapons check, and the end times of peace, excommunication and interdict protection. Extra values the game reports appear underneath as “Additional Fields”.

Tip

The bot also pushes village data to this tab on its own. If the village you were viewing suddenly changes, a new report arrived from the game.

This tab only displays information. To change what a village does, use the module tabs such as Recruit, Trade or Castle.

Chapter 8

Free Monitor

What it's for

Free Monitor is a one-screen overview of all your villages. Instead of clicking through each village, you see a table with protection timers, traders, scouts, recruits, banquet level, popularity, faith points, construction and castle state, and captains. Use it to spot a village that needs attention at a glance.

How to use it

1. Open the tab and click **Refresh Now**. Until you do, the table shows "Click "Refresh Now" to load village status data."
2. Optionally tick **Turn On** and set an interval so the table refreshes itself.
3. Use the **Columns** box to hide columns you do not need.
4. Click **Save** to keep your settings.

Settings

Setting	Description
Turn On	Makes the table refresh itself automatically at the chosen interval. Saved automatically as you change it.
Interval (min)	Minutes between automatic refreshes, from 1 to 60.
Save	Stores the settings to disk.
Load	Reloads the saved settings.
Refresh Now	Updates the table immediately. Shows "Refreshing…" while working, and "Last update:" with the time afterwards.

Columns

The Village column is always shown. The checkboxes in the Columns box show or hide the rest.

Setting	Description
Village Status	Active protection timers: ID is interdict, Xcom is excommunication, Peace is peace time, each with the time left. Shows “Clear” in green when none apply.
Traders	Free, total and maximum traders, written as free/total/max.
Scouts	Free and total scouts, written as free/total.
Recruits	Free, total and maximum workers available for recruiting, written free/total/max.
Banquets	The current banquet level as Lv followed by the level, or a dash if none.
Popularity	Popularity of the village. Green at 80 or above, red below 50.
Faith Points	Faith points in the village.
Construction Queue	Buildings under construction out of the maximum, written used/max.
Castle Damaged	A tick when the castle is damaged.
Castle Enclosed	A tick when the castle is enclosed.
Castle Complete	Time remaining until castle work is complete.
AIs Around	Currently always shows a dash – this column is not filled in yet.
Captains	How many captains the village has.

Tip

Hide the columns you never use so the rest fit on screen without scrolling sideways.

The column choices only last while the bot is open. Turn On and Interval are what get saved.

Chapter 9

Timing

What it's for

Timing answers the question "which of my villages can reach this target fastest?" Enter a target village and the tab lists your own villages, and optionally parish capitals, ranked by travel time. It is the quickest way to pick the right launch village before planning an attack or a coordinated strike.

How to use it

1. Type the target village's ID into **Target village ID**.
2. Choose which sources to compare with **Sources**.
3. Choose whether you want the fastest time for an army or for a captain with **Fastest time for**.
4. Click **Calculate Attack Times**. The table fills in, fastest first, and the top row is highlighted.

Settings

Setting	Description
Target village ID	The numeric ID of the village you intend to attack. The Calculate button stays disabled until you enter a number above zero.
Sources	**Villages only** compares your own villages and vassals. **Villages + parishes** also includes parish capitals.
Fastest time for	**Army attack** ranks by army march time. **Captain** ranks by captain travel time.
Calculate Attack Times	Runs the calculation. The button reads "Calculating…" while it works.
Update Capitals Army Speed	Refreshes the speed information the bot has for parish capitals, using the target ID you entered. Use it if capital times look out of date.

Reading the table

Setting	Description
Rank	Position in the list, 1 being the fastest.
Source	The name of your launching village.
Type	Village, Vassal village or Parish capital.
ID	The source village's ID.
Distance	Distance to the target in map squares, to one decimal place.
Attack time / Captain time	Travel time as hours:minutes:seconds. The column title follows your "Fastest time for" choice. A dash means no time is available for that source.

Tip

Rank on the captain column if you plan a captain attack, because captains travel at a different speed from armies.

If nothing matches you see "No matching sources found." If the calculation fails you see "Attack times could not be calculated.". Check that you are logged in and the ID is correct.

Chapter 10

Errors

What it's for

The Errors tab is a filtered view of the bot's log that shows *only* error messages, so a problem is never buried among normal activity. If something seems to be doing nothing, check here first.

How to use it

1. Open the Errors tab. The top left shows a counter such as "3 errors".
2. Read the list. Each line shows the time, the module it came from in square brackets, and the message in red.
3. Fix the cause (for example a wrong setting on the module named in brackets).
4. Click **Clear** to empty the list so that only new errors appear afterwards.

What you see

Setting	Description
Error counter	How many errors are currently listed.
Time	When the error happened.
[Module]	Which part of the bot reported it, for example Trade or Radar.
Message	A description of the problem, shown in your chosen interface language.
Clear	Hides all errors listed so far. It does not delete anything from the log files; it only clears the view.

An empty list shows "No errors", which is the state you want.

> Errors only appear while logging is switched on. If you have turned off **Write logs** on the Main tab (Chapter 2), nothing will show here.

Chapter 11

Refresh

What it's for

The bot makes its decisions from a local copy of your village data (troops, resources, buildings). The **Refresh** tab keeps that copy current by downloading fresh village data from the game server on a timer. If other tabs seem to be acting on out-of-date numbers, this is the tab that fixes it.

How to use it

1. Open the **Refresh** tab.
2. In the **Villages (this session)** list on the left, tick the villages you want refreshed.
3. In the **Settings** box, tick **Turn On | Off**.
4. Set **Interval (seconds)** and click **Save**.

Settings

Setting	Description
Villages (this session)	One checkbox per village. Only ticked villages are refreshed. The **All** and **None** buttons tick or untick every village at once.
Turn On | Off	Starts or stops the automatic refresh. Hover the label for a reminder of what it does.
Interval (seconds)	How often the data is downloaded again. Allowed range is 60 to 3600 seconds (one minute to one hour); the default is 600 (ten minutes).
Save	Stores the on/off and interval settings so they are still there next time you start the bot. Changes also apply immediately, even before you click Save.
Load	Re-reads the settings you last saved to disk and replaces what is on screen.

A small log at the bottom of the tab shows each refresh as it happens.

The village ticks are for *this session only*. They are not saved to disk, so every time you restart the bot all villages are ticked again.

Tip

A shorter interval is not always better. Each refresh is extra traffic to the game server, and the more often you ask, the more your activity looks like a bot. Ten minutes is plenty for most players.

Chapter 12

Recruit

What it's for

The **Recruit** tab keeps your villages stocked with troops. For each village you say how many of each unit you want to have, and the bot recruits whatever is missing. It can also top up your vassals from their liege-lord villages.

How to use it

1. Open the **Recruit** tab and tick **Recruiting troops**.
2. On the **Villages** sub-tab, tick **On** for each village you want managed.
3. Type the number of each unit you want that village to hold (the bot recruits up to that number).
4. If you have capitals or vassals, set them up on the **Capitals** and **Vassals** sub-tabs.
5. Use **Recruit Order** to decide which unit is recruited first, then click **Save**.

Top bar settings

Setting	Description
Recruiting troops	Master switch for automatic recruiting.
Interval (s):	How often the bot checks recruitment. Allowed range is 15 to 7200 seconds.
Vassal fill interval (s):	How often the bot checks whether liege-lord villages need to send troops to their vassals. It runs on its own timer, separate from the normal recruiting interval. Allowed range is 15 to 7200 seconds.
Min vassal troops:	The smallest number of troops worth sending to a vassal in one go (1 to 500).
Save	Stores all settings and grids on this tab, including the recruit order.
Load	Re-reads the last saved settings from disk.
Copy Settings	Copies one village's recruiting setup to other villages, so you do not have to type every number again.

Villages sub-tab

One row per village. Tick **On** to include the village, then enter the target number for each unit.

Setting	Description
Peasants	Number of Peasants to keep (maximum 500).
Archers	Number of Archers to keep (maximum 500).
Pikemen	Number of Pikemen to keep (maximum 500).
Swordsmen	Number of Swordsmen to keep (maximum 500).
Catapults	Number of Catapults to keep (maximum 500).
Monks	Number of Monks to keep. Maximum 8 per village; each one takes up 25 housing spaces.
Traders	Number of Traders to keep. Maximum 50 per village; each one takes up 10 housing spaces.
Scouts	Number of Scouts to keep. Maximum 8 per village.

Capitals sub-tab

One row per capital with an **On** tick and target numbers for **Peasants**, **Archers**, **Pikemen**, **Swordsmen** and **Catapults** (maximum 500 each).

Vassals sub-tab

For vassal villages that your liege-lord villages should supply with troops.

Setting	Description
Fill	Tick to have this vassal topped up with troops.
Peasants – Catapults	The target number of each of the five unit types for this vassal (maximum 500 each).
Order	A number that decides which vassals are served first. Lower numbers come first (0 to 999).

Recruit Order sub-tab

A list of all eight unit types that you can drag, or move with the up and down arrows. The unit at the top is recruited first when the bot cannot afford everything at once. The Monks entry is highlighted in the list.

Warning

Monks, Traders and Scouts use up housing that your fighting units and peasants would otherwise use. Do not set high numbers for them unless you really need them – see the Monks chapter (Chapter 22) and Scouts chapter (Chapter 21) for how many you actually use.

Tip

Set the numbers once for one village and use **Copy Settings** to spread them to the others.

Chapter 13

Research

What it's for

The **Research** tab lets you build a to-do list of technologies. Whenever your research slot is free, the bot starts the next item on your list, so your research never sits idle while you are away.

How to use it

1. Open the **Research** tab.
2. In the right-hand list, **Available Research**, find a technology and click the + next to it. It moves into your queue on the left.
3. In the left-hand list, **Research Queue**, use the up and down arrows to put items in the order you want. The top item is researched first.
4. Tick **Enabled** in the top bar and click **Save**.

The two lists

Setting	Description
Research Queue	Your ordered to-do list, numbered from the top. Each row has **Move up**, **Move down** and **Remove** buttons. The header shows how many items are queued. An empty list reads "Queue is empty".
Available Research	Everything you can still research, grouped under four headings: **Industry**, **Military**, **Farming** and **Education**. The + button adds an item to the queue; items already queued are greyed out ("Already in queue"). If the list is empty it shows "All maxed or not connected".
Currently researching	When something is being researched, a line under the top bar names it.

Top bar settings

Setting	Description
Enabled	Turns automatic research on or off.
Interval (s)	How often the bot checks the queue. Allowed range is 5 to 3600 seconds.
Rank-up mode	What the bot does about rank-ups. **Disabled** never ranks up. **Rank up (no points needed)** ranks up as soon as the game allows it without spending points. **Rank up when points are full** waits until your research points are full before ranking up.
Save	Stores the on/off, interval and rank-up settings.
Load	Re-reads the last saved settings from disk.
Load queue	Loads your previously saved research queue from disk and replaces the queue on screen.
Save queue	Saves the current queue to disk so you can bring it back later with **Load queue**.

Tip

Queue changes (adding, removing, re-ordering) take effect immediately. Use **Save queue** once you are happy with the order so you do not lose it if the bot restarts.

Chapter 14

Spin

What it's for

The **Spin** tab automatically uses your card wheel spins. Instead of remembering to spin whenever one becomes available, the bot checks regularly and spins for you.

How to use it

1. Open the **Spin** tab.
2. Tick **Enabled**.
3. Leave **Interval (s)** at its default or pick your own value.
4. Click **Save**.

Settings

The controls sit in a bar across the top of the tab.

Setting	Description
Enabled	Turns the automatic spinning on or off.
Interval (s)	How often the bot checks whether a spin is ready. Allowed range is 60 to 600 seconds.
Save	Stores your settings for the next start. Changes also apply straight away.
Load	Re-reads the last saved settings from disk.

Spins available

Under the top bar the tab shows how many spins you currently have, split by type: **Quest**, **Tier 1**, **Tier 2**, **Tier 3**, **Tier 4** and **Tier 5**. Types with at least one spin available are highlighted. Click **Refresh** on the right of that row to update the numbers.

Sub-tabs

Setting	Description
Spin	The activity log showing each spin the bot performs.
Statistics	Reserved for spin result statistics. At the moment it only shows the message “Spin result statistics – coming soon”, so there is nothing to configure here yet.

Tip

Quest spins are the ones you earn from quests. If you also use Auto Quest (see Chapter 19) and set its reward priority to **Wheel spins**, this tab is what then cashes them in.

Chapter 15

Banquet

What it's for

The **Banquet** tab runs feasts in your villages automatically. For each village you choose how big a banquet to hold, and you choose which luxury goods the bot is allowed to spend on it.

How to use it

1. Open the **Banquet** tab and tick **Enabled**.
2. Under **Use resources:**, tick the goods you are happy to spend.
3. In the list below, pick a **Banquet level** for every village (or leave it on **No Banquet**).
4. Click **Save**.

Top bar settings

Setting	Description
Enabled	Turns automatic banqueting on or off.
Interval (s):	How often the bot checks banquet status. Allowed range is 5 to 3600 seconds.
Use resources:	Checkboxes for **Venison**, **Furniture**, **Metalware**, **Clothes**, **Wine**, **Salt**, **Spices** and **Silk**. The bot only spends goods you have ticked. At least one good always stays ticked.
Save	Stores the settings.
Load	Re-reads the last saved settings from disk.
Copy Settings	Copies one village's banquet setup to other villages.

Village list

Setting	Description
Village	The village's name.
Banquet level	A drop-down with **No Banquet** and levels **1** to **8**. Villages left on No Banquet are shown greyed out and are skipped. Level changes apply immediately.

Tip

If you want the banquet goods to come from your trade network, set the matching resources up on the Trade tab (Chapter 20) so your villages do not run dry.

Warning

A banquet uses up the goods you ticked. If you leave a good ticked that you do not have in stock, the bot simply cannot hold that banquet.

Chapter 16

Popularity

What it's for

Your peasants' mood depends on how much tax you charge and how much food you give them. The **Popularity** tab adjusts taxes and food rations for you according to a strategy you pick, so you get the result you care about – more gold, faster recruiting or higher production – without fiddling with sliders in every village.

How to use it

1. Open the **Popularity** tab and tick **Enabled**.
2. Pick a global **Mode**. A one-line description under the top bar explains what the chosen mode does.
3. In the village list, tick the villages you want regulated. By default they follow the global mode; choose another mode in the drop-down to override it for one village.
4. Click **Save**.

Top bar settings

Setting	Description
Enabled	Turns popularity regulation on or off.
Interval (s):	How often the bot checks popularity. Allowed range is 30 to 7200 seconds.
Mode:	The global strategy, listed below. **None (no mode)** means villages without their own mode are left alone.
Allow negative taxes	Lets the bot set taxes below zero (paying your peasants) when that helps reach the goal of the selected mode.
Save	Stores the settings and the village list.
Load	Re-reads the last saved settings from disk.
Copy Settings	Copies one village's popularity setup to other villages.

The modes

Setting	Description
Max Tax	Raises tax to the highest level that keeps popularity from going negative, and keeps food at affordable levels. Gives the best gold income.
Tax when Full / Recruit when Space	Taxes hard while the village is full of people. When there is room to grow, it switches to settings that favour recruiting.
Max Popularity / Max Recruiting	Pushes food to the highest affordable level and tax to its lowest. Gives maximum popularity and the fastest recruiting, but the least gold.
Max Production	Lowers food towards the lowest sustainable level to boost production, then raises tax with whatever popularity is left. It will not touch a village whose popularity is already low.

Village list

Setting	Description
Village (checkbox)	Tick to let the bot regulate this village. Unticked villages are left exactly as you set them in the game.
Mode	A drop-down per village. **– Use Global –** follows the global mode; any other choice overrides it for this village only. The drop-down is disabled until the village is ticked.

Warning

Max Production deliberately cuts food to the bare minimum. Use it only on villages where you are sure it is safe, and keep an eye on their popularity the first time.

Tip

A common setup is Max Tax as the global mode for your gold-producing villages and a per-village override of Max Popularity / Max Recruiting for the villages that train your army.

Chapter 17

Castle

What it's for

After a battle your castle is damaged and your garrison is thinner. The **Castle** tab restores each village's castle layout and troops from presets you have saved, so a village that was attacked is back in fighting shape without you doing anything.

How to use it

1. Set up your castle layouts and troop setups in the game and save them as presets.
2. Open the **Castle** tab and click **Save Castles Locally** so the bot remembers your current castles.
3. In the village table, tick **Restore Castle** and/or **Restore Troops** for each village and pick the preset to restore.
4. Tick **Enabled** and click **Save**.

Settings box

Setting	Description
Enabled	Turns automatic castle repair on or off.
Repair after AI attack	When ticked, the bot repairs a village after it has been attacked by an AI (computer-controlled) enemy.
Repair after player attack	When ticked, the bot repairs a village after it has been attacked by another player.

Buttons

Setting	Description
Save	Stores the settings and the village table.
Load	Re-reads the last saved settings from disk.
Copy Settings	Copies one village's castle setup to other villages.
Save Castles Locally	Remembers the current state of your castles on this computer so presets can be restored from it later.
Repair Current	Repairs the castle of the village you are currently looking at in the game, right now.
Fix Castles Now	Starts a repair round straight away instead of waiting for the next scheduled check.

Village table

One row per village.

Setting	Description
Village	The village's name.
Restore Castle	Tick to have this village's castle layout restored after an attack.
Castle Preset	Which saved castle preset to restore. Only available when Restore Castle is ticked.
Restore Troops	Tick to have this village's troops restored after an attack.
Troops Preset	Which saved troop preset to restore. Only available when Restore Troops is ticked.

Changes in the table apply immediately. If the table is empty the tab shows "No village data – backend not connected"; log in first.

Speed Stack

At the bottom of the tab there is a collapsible **Speed Stack** section. It only appears if the feature is unlocked on your account. It uses several Master Mason cards together to finish castle construction much faster.

Setting	Description
Requirements	Shown at the top of the section: you need the standalone client, three cards (one active plus two spare), and castle construction with more than 18 hours remaining in the active villages.
Card	Which Master Mason card to use: **1.5x Master Mason**, **3x Master Mason** or **5x Master Mason**. Locked while a run is in progress; saved when you click Save on the Castle tab.
Villages (n/m selected)	Click to expand a list of villages with checkboxes and an **All** tick. By default every village is selected.
Status	Shows the current phase of the run and, when relevant, how long is left.
Go	Starts the speed stack for the selected villages.
Cancel	Stops a run that is in progress.

A small log under the buttons narrates what the speed stack is doing; it starts with “Ready. Hit Go to start.”

Warning

Speed Stack burns cards. Check the village selection before you click **Go**, and make sure you actually have the spare cards it needs.

Tip

Repairing and restoring troops costs resources and gold in the game. If a village is under constant attack, consider whether automatic repair is worth the upkeep before enabling it everywhere.

Chapter 18

Village Builder

What it's for

The **Village Builder** tab builds your villages for you from a plan. You decide where buildings go and in what order; the bot places them as resources and builders allow. Two extra workflows, **Optimize Existing** and **Create New Village**, calculate a better layout for you.

> The Builder workflow is free. **Optimize Existing** and **Create New Village** need a Pro subscription and show a **PRO** badge on their buttons if you do not have one. Optimizing an existing village also needs an active Premium Token, because buildings have to be moved.

How to use it (Builder)

1. Open the **Village Builder** tab and pick a village from the drop-down at the top of the right-hand panel (the arrows step through your villages).
2. Get a plan: click **Import from Village** to copy what is already built, **Copy from Village** to take another village's plan, use **Templates**, or **Import from file**.
3. Re-order the plan by dragging rows, and tidy it using the grid preview.
4. In the left panel tick **Enabled**, tick the villages the bot may build in under **Active Villages**, and click **Save**.

Left panel – Settings

Setting	Description
Enabled	Turns automatic building on or off.
Interval (sec)	How often the bot looks for something to build. Allowed range is 30 to 7200 seconds.
Wait for resources	When ticked, the bot waits until it can afford the next building instead of skipping ahead.
Build priority	**Plan order** builds strictly in the order of your plan. **Markets then faith** builds markets first, then faith buildings. **Faith then markets** does the reverse.
Storage focus	Which resource the generated layouts should give extra storage to: **Weapons**, **Stone**, **Wood**, **Iron** or **Pitch**. Used when the bot calculates a layout for you.
Desired hovels	How many hovels a calculated layout should include (0 to 40).
Ale production	For calculated layouts: **Do not add ale**, **Preserve existing** ale buildings, or **Optimize ale**.
Save / Load	Save stores these settings; Load re-reads the last saved ones.
Copy Settings	Copies these settings to other villages.
Active Villages	A checklist of villages the bot may build in. The **All villages** row ticks or unticks every village.

Builder workflow

Setting	Description
Import from Village	Replaces the current plan with the buildings that actually stand in the village now. A confirmation asks first, because the existing plan is lost (**Import & Replace**).
Copy from Village	Copies the plan of another village with the same terrain type onto this one (**Use Template** window, then **Apply**).
Templates	Opens **Plan Templates**: save the current plan under a name, then later apply, **Update**, **Rename** or **Delete** saved templates.
Import from file	Loads a plan from a file on your computer.
Full Grid View	Opens a large, zoomable picture of the plan with building names (buttons **Zoom -**, **Fit**, **Zoom +**). You can drag a building onto an empty tile to move it.
Grid preview	Tick to show or hide the small map of the plan above the list.

Reading the grid

Each building is drawn with its real footprint and a number badge showing its build order. The colour of the fill tells you the building category; the colour of the outline tells you its status: **Placed**, **In queue**, or **Pending / blocked**. Drag a building onto open ground to move it, or drop it onto another building to change the build order.

The plan list

Below the grid the plan is a list with the columns **Building**, #, **Status**, X and Y. Drag rows to change the build order, or click the cross to remove a row. Stockpile, granary and food buildings are always built first. If the plan has problems, red warnings appear above it. An empty plan shows a hint to import or copy one.

Optimize Existing (Pro)

Calculates a better arrangement of the buildings already in the selected village. Click **Calculate Better Layout**. A **Review Optimized Layout** window opens and shows whether the layout is feasible, its efficiency score, the space it uses, and expected food, ale, faith, honour, popularity and gold production plus peasant capacity, along with a picture of the result. Nothing in your village changes until you click **Approve Layout**; **Cancel** throws the result away.

Create New Village (Pro)

Generates a build plan for a brand-new, empty village from the layout you have selected.

1. First import or select a layout in the Builder workflow so the tab knows which building types exist.
2. In **Create New Village**, set the minimum number of each building you want. The number next to each field shows the maximum possible.
3. Click **Generate Village Plan** and review the result the same way as above.

Storage focus, desired hovels and ale production come from the Settings on the left. The plan always includes a stockpile and a granary.

Warning

Importing from the village or approving an optimized layout replaces your current plan. Save a template first if you want to be able to go back.

Tip

Build a plan you like once, save it as a template, and apply it to every village with the same terrain.

Chapter 19

Auto Quest

What it's for

Auto Quest picks quests for you, works on them and collects the rewards. You tell it which quest types you are willing to do and which reward you care about most, and it chooses the best quest on offer each time.

> Auto Quest is a gated feature. The tab is only usable when it has been unlocked for your account.

How to use it

1. Open the **Auto Quest** tab.
2. Tick **Enabled** in the **Automatic quests** box.
3. Choose the quest types you accept (leave all unticked to accept every type).
4. Arrange the **Reward priority** list so your favourite reward is at the top.
5. For attack quests, choose a formation for each target; for donation quests, tick the resources the bot may give away.
6. Click **Save settings**. Most changes are also saved automatically.

Automatic quests

Setting	Description
Enabled	Turns Auto Quest on or off.
Check interval (seconds)	How often the bot looks for quests to start or collect. Allowed range is 10 to 3600 seconds.
Faith-point mode	Faith quests are taken first. If none are available, the bot picks the easiest or fastest other quest you allow.
Use cards when supported	Lets the bot use cards to help finish quests where that is possible.
Prefer fastest	Prefers quests that can be finished the quickest.

Quest types

A list of checkboxes, one for each quest series in the game, for example *Rat Hunt*, *Deer Hunter*, *Team Player* or *Gold Horde*. The bot only takes quests from the series you tick. **No selection allows every type.** The names are the game's own and are not translated.

Reward priority

A numbered list of the reward kinds: **Faith points**, **Wheel spins**, **Cards**, **Glory**, **Honour**, **Gold** and **Resources**. Use the up and down arrows to re-order it. Auto Quest first looks for a quest that offers priority 1; if none on offer has it, it tries priority 2, then 3, and so on.

Underneath, **Reward bundles that actually exist** lists the reward combinations the game really offers, how many quests give each one, and example quest names. Use it to see which combinations are realistic before you pick your priorities.

Quest attack formations

Shown when the bot knows about attack quests. For every NPC target on the list you pick one of your saved formations from a drop-down. The default is **Do not auto-attack**, which makes the bot skip quests that need that target. The bot uses the formation you choose rather than inventing its own.

Resources allowed for donation quests

A grid of resource checkboxes. Auto Quest only donates resources you tick. If none are ticked, *Team Player* (donation) quests are not accepted at all.

Warning

Donation quests give away real resources. Only tick resources you can spare.

Tip

If you want spins, put **Wheel spins** at the top of the reward list and make sure the Spin tab (Chapter 14) is enabled so they get used.

Chapter 20

Trade

What it's for

The **Trade** tab sends your merchants out automatically. It can sell your surplus resources to markets for gold, buy what you are short of, shuffle goods between your own villages, and feed resources to villages that belong to other players. You decide the prices and limits; the bot does the clicking around the clock.

Trade is not locked behind a paid feature. The top bar has an on/off checkbox called **Trade**. The tab itself is split into six sub-tabs: **Trade with Markets**, **Trade between Villages**, **Trade with others**, **Advanced Settings**, **Statistics** and **Logs**.

How to use it

1. Open the **Trade with Markets** sub-tab and pick one of your villages.
2. Tick **Should Trade** for that village.
3. Press **Add Markets** so the bot finds the markets near that village (see below).
4. In the resource table, tick **Sell** and/or **Buy** for each resource and fill in your prices and limits.
5. Press **Save Village Settings**, then switch on the **Trade** checkbox in the top bar.
6. Check the **Logs** sub-tab to see what the bot is doing.

Top bar

Setting	Description
Trade	Master on/off switch for the whole service. Nothing is traded while it is off.
Save	Writes your global trade settings to disk so they survive a restart.
Load	Re-reads the saved settings from disk and throws away unsaved changes.
Copy Settings	Opens a window where you copy one village's trade setup to other villages.
Trade Info	Opens *Trade Info – Best Markets*: choose a resource and see which villages hold the most stock of it, with the time the data was last updated. It needs your GothBot portal key (set under Settings) and shows "no data yet" until the observer has collected market data.

Sub-tab: Trade with Markets

This is where you set prices for each village. On the left is the list of your villages; villages that are set to trade are highlighted and written in brighter text. The middle is the resource table for the selected village, and on the right is the list of markets that village uses.

Village bar

Setting	Description
< Prev / Next >	Step to the previous or next village.
Village drop-down	Jump straight to any of your villages.
Should Trade	Tick to let this village trade at all. Untick it and the village is left alone.
Radius	How many map squares around the village are searched when you press **Add Markets** (1 to 200).
Add Markets	Scans for villages inside the radius and adds them as markets for the selected village.
Add to All Villages	Does the same market scan for every one of your villages in one go.
All Villages	Tick box above the village list: switches **Should Trade** on or off for every village at once.

Presets

Above the table is a row for saving your buy and sell prices as a named preset, so you can reuse them in other villages.

Setting	Description
Select buy and sell preset	Choose a saved preset from the list.
Preset name	Type a name here before saving a new preset.
Apply Preset	Copies the preset's values into the resource table of the current village.
Save Preset	Stores the current table (buy, sell, prices, limits, priority) under the name you typed.
Delete Preset	Removes the selected preset.

Resource table

Each row is one resource. The green-tinted columns are for selling, the red-tinted columns for buying. The last two columns only display information.

Setting	Description
Type	The resource name.
Sell	Tick to sell this resource from this village.
Min	The lowest price you accept. The bot will not sell below this.
Sell Limit	How much of this resource the bot may sell at most. It stays greyed out until Sell is ticked.
Priority	Lower number sells first when merchants are limited; 0 means no preference.
Buy	Tick to buy this resource for this village.
Max	The highest price you are willing to pay. The bot will not buy above this.
Buy Limit	How much of this resource the bot may buy at most.
Current	How much of the resource the village holds right now (display only).
Daily Prod	How much the village produces per day (display only).

Changes in the table are saved automatically as you make them. **Save Village Settings** writes them to disk straight away.

Market list

Setting	Description
Markets: N	Shows how many markets this village uses. Each entry is a village ID followed by the trip time (minutes:seconds).
Market ID + Add	Type the ID of a village and press **Add** to add it by hand.
Remove	Select an entry in the list, then press this to take it out.

Sub-tab: Trade between Villages

Here you build *routes* that move goods between your own villages – for example from a village that overproduces stone to one that is building a castle. Press **New** to create a route; existing routes are listed in a table.

Setting	Description
Name	Any name that helps you recognise the route.
Enabled	Switches the route on or off without deleting it.
From	Tick the villages that send goods.
To	Tick the villages that receive goods.
Resources	Tick which resources travel on this route.
Keep Min	The amount the sending village always keeps for itself.
Max/Trade	The most merchants used for one delivery.
Send Max	The most goods sent in one delivery.
Dist. limited / Max dist	Tick to ignore village pairs that are further apart than the distance you enter.
Save route / Cancel	Keep or discard what you typed in the editor.

In the route table, the **On** tick box switches a route on or off, and each row has **Edit**, **Duplicate** (makes a copy named "(copy)") and a cross to delete it.

Sub-tab: Trade with others

This works like the previous sub-tab, but the receiving villages belong to *other players*. Instead of ticking your own villages under **To**, you type a village ID and press **Add**; the bot looks up the village and shows its name and owner. All other route fields are the same as above, plus:

Setting	Description
Auto-reset tracking after (hours)	The bot counts how many resources it has sent on this route. After this many hours the counter starts again from zero. 0 means you reset it yourself.
Sent (est.) column	Shows the running total sent on the route. Hover over it to see the figure per village.
Reset button	The circular-arrow button in a row resets that route's sent-resource counter.

Sub-tab: Advanced Settings

Setting	Description
Minimum merchants per trade	Do not start a trade until at least this many merchants are free.
Minimum merchants per buy	Do not start a market purchase until at least this many merchants are free.
Autohire merchants	Switch plus a number: lets the bot hire more merchants up to the number you set.
Ignore current transactions	Ignores deliveries that are already underway when deciding what to trade.
Stop Trade On Cards Expiry	Stops trading when your trade speed or capacity card runs out. The hint says: run a speed/capacity card first, then turn this on.
Show Popup On Cards Expiry	Shows a pop-up message when such a card runs out.
Disband Traders On Card Expiry	Sends your traders away when the card runs out.
Sell one type 1 time	Each resource type is sold only once per pass.
Require instant trade cards	Uses a Completed Delivery card for village trades and a Completed Contract card for market trades, including your manual trades. Without a card the merchants are blocked and you get a warning.
Merchants Trade Limit	The largest number of merchants used for market trading.
Buy merchant limit	The largest number of merchants used for purchases. 0 uses the general trade limit.
Sell merchant limit	The largest number of merchants used for sales. 0 uses the general trade limit.
Merchants Exchange Limit	The largest number of merchants used for exchanges between villages.
Scheduled trading	Tick to restrict trading to certain hours of the day.
Start hour / End hour (server time)	Appear when scheduling is on. Trade only runs between these two hours (0 to 23, game server time). The window may cross midnight, for example 22 to 6; if both hours are equal, trading is never held back.

Sub-tab: Statistics

Shows how much gold you have earned from selling since the date shown in **Tracking since**. A table lists each resource with the gold it earned and its percentage share. **Refresh** reloads the numbers and **Clear** resets the counters to zero.

Sub-tab: Logs

A live list of what the trade service did and why it skipped things. Look here first when a trade you expected did not happen.

Tip

Start with just one or two resources and a handful of markets. Check the Statistics and Logs after a day before copying the setup to all villages with Copy Settings.

Warning

Setting the Min price too low can sell your stock for less than it is worth, and a high Max price when buying can empty your gold. Always double-check the prices before ticking Sell or Buy.

Trading needs free merchants. Hiring more of them (Autohire) and keeping a trade speed or capacity card running make the whole tab much more effective; see Chapter 23 for cards and Chapter 21 for the scout tab that uses a similar village list.

Chapter 21

Scouts

What it's for

The **Scout** tab sends your scouts out for you. It has two jobs, each on its own sub-tab:

- **Stashes** – scouts look for stash villages around your villages so you can collect what they hold.
- **Enemies** – scouts spy on enemy player villages so you can see what they have before you attack.

The Scout tab is not locked behind a paid feature. The top bar has the on/off checkbox **Scout**, plus **Save**, **Load** and **Copy Settings**.

How to use it

1. On the **Stashes** sub-tab, click the villages in the left list that should send scouts (selected villages are highlighted).
2. Choose which stash types each village should scout or ignore.
3. Adjust the settings on the right, such as how far scouts may travel.
4. Optionally open **Enemies**, tick **Scout enemies** and pick a mode.
5. Switch on the **Scout** checkbox in the top bar and press **Save**.

Top bar

Setting	Description
Scout	Master on/off switch for the whole scouting service.
Save	Saves the settings, the village selection, the stash type lists and the enemy settings to disk.
Load	Re-reads the saved settings from disk.
Copy Settings	Copies one village's scout setup to other villages.

Sub-tab: Stashes

Choosing villages and stash types

Setting	Description
All Villages	Tick box above the village list: selects or deselects every village at once.
Village list	Click a village to select it and to switch it on or off for scouting. Villages that scout have a coloured edge and brighter text.
< and > buttons, drop-down	Move to the previous or next village, or jump to any village.
Should this village scout?	Tick box for the village currently shown.
To scout / To ignore	Two lists of stash types for the selected village. Click a type to move it to the other list. Only types in **To scout** are visited.

Settings on the right

Setting	Description
Max scout time	The longest trip a scout may take to reach a stash, counted in seconds. Stashes further away than this are skipped. The default is 1200 (20 minutes).
Automatically hire scouts	Recruits scouts when you have too few.
Min scouts to send	The smallest group the bot will send (1 to 8). If fewer scouts are free, it waits.
Wait for free space	Waits for storage room instead of scouting when the village is full.
Send 1 scout at time	Sends scouts one by one instead of as a group.
Priority by type and distance	Prefers more valuable stash types and takes distance into account.
Priority by distance	Ignores the stash type and simply goes to the nearest stash first.
Show Popup On Cards Expiry	Shows a pop-up when a scout card runs out.
Stop foraging on cards expiry	Stops scouting when a scout speed or capacity card runs out.

Sub-tab: Enemies

Start by ticking **Scout enemies**; this turns on the enemy scouting service. Then choose a **Mode**.

Setting	Description
Mode: All in range	Scouts every enemy village within a distance you set. Shows **Scout range (squares)**.
Mode: Specific players	Scouts only the players in your list. Shows a **Target players** list; type a village ID or player name and press **Add**, or click the cross to remove an entry.
Mode: By county	Scouts all enemies in one county. Shows **County ID**; -1 means not set.
Auto recruit scouts (always sends 8)	Hires scouts automatically and always sends eight at a time.
Scouted this session	A counter of villages already scouted. **Reset** sets it back to zero so those villages can be scouted again.
Include enemies marked by	In range and county modes: tick **Personal sword**, **House sword** and/or **Faction sword** to include enemies you, your house or your faction have marked.
Excluded players (range mode)	Players who must never be scouted. Type a village ID of the player and press **Add**; remove entries with the cross.

Tip

Keep **Max scout time** modest. A scout that travels for a long time is busy for a long time, and fewer free scouts means fewer stashes visited.

Warning

Auto recruit sends eight scouts at once in the enemy mode, so make sure the village has the population to replace them.

A scout speed or scout capacity card makes scouting much faster. You can set the bot to play such cards for you in the Cards tab (Chapter 23).

Chapter 22

Monks

What it's for

The **Monks** tab sends your monks on *routes*. A route says which of your villages send monks, which places they visit in which order, and which action they perform there: protect a village with an interdict, heal a parish, bless it, hunt heretics, or lift an excommunication. Once the routes are set, the bot keeps sending monks without you.

The tab is not locked behind a paid feature. All changes to the bar below are saved automatically; **Save** writes them to disk.

How to use it

1. Press **New Route**.
2. Give the route a **Name** and tick the villages that send monks under **From (own villages)**.
3. Add one or more places to visit under **Waypoints (in order)**.
4. Choose a **Command** and a **Stop condition**.
5. Press **Save route**, then tick the **Monks** box in the settings bar to start.

Settings bar

Setting	Description
Monks	Master on/off switch for the monk service.
Keep	The number of monks that always stay at home. The bot will not send monks if that would drop you below this number.
Save	Writes the settings and routes to disk.
Load	Re-reads them from disk.
New Route	Opens the route editor with an empty route.

Route editor

Setting	Description
Name	Any name that helps you recognise the route.
Enabled	Switches the route on or off without deleting it.
From (own villages)	Tick the villages that send monks.
Waypoints (in order)	The places the monks visit, top to bottom. You can drag entries to re-order them and remove a waypoint with the cross.
Pick a village + Add	Choose one of your own villages from the list and press **Add**.
...or enter a village ID	Type any village ID and press **Add**. The bot shows the village name if it exists, otherwise "Not found".
My parishes	Adds the capital village of every parish you own.
Parishes I'm in	Adds the capital of every parish where you hold at least one village.
My villages	Adds all your own non-capital villages.
In range of sender(s) – Parishes / Villages	Type a number of tiles, then press **Parishes** or **Villages** to add all parish capitals or all player villages within that distance of the selected sender villages. Select the senders first.
Clear all waypoints	Removes every waypoint from the route.
Route summary line	Under the waypoints you see the number of legs, the total travel time, and the faith cost per monk.
Command	What the monks do: Interdiction, Restoration, Blessing, Inquisition, Absolution or Excommunication.
Stop condition	When the route stops sending monks: **On quest completion**, **Send X monks to each target**, or **Maintain level / hours**.
Parameter (or Target (X))	Appears for the last two stop conditions. For "Send X monks" it is the number of monks per target. For "Maintain" it is the level or hours to keep; its exact meaning depends on the command (see below).
Distance limited / Max distance	Tick to skip targets further away than the distance you enter.
Save route / Cancel	Keep or discard your edits.

What "Maintain level / hours" means per command

Setting	Description
Interdiction	Keeps each target village protected for at least X hours. If fewer than X hours remain, the bot tops it up.
Restoration	Heals a parish while its disease is above X points. Leave X at 0 to heal it completely.
Blessing	Keeps Blessing at level X (up to 100) on each target parish. You must own at least one loaded village in that parish.
Inquisition	Keeps Inquisition at level X (up to 100) on each target parish. You must own at least one loaded village in that parish.
Absolution	Removes an excommunication when more than X hours remain; leave X at 0 to remove it entirely. Works on your own villages only.
Excommunication	Has no "maintain" option. Pick another stop condition for it.

Route table

All routes are listed with their name, an **Enabled** tick box, the sending villages, the targets, the command, the stop condition, the parameter and the distance limit. Each row has these buttons:

Setting	Description
Edit	Opens the route in the editor.
Dup	Makes a copy of the route named “(copy)”.
Rev	Reverses the order of the waypoints.
Cross	Deletes the route after you answer **Yes** to “Delete?”.

Tip

Use the faith-per-monk line in the route summary to see what a route costs before you start it, especially for long routes with many waypoints.

Warning

Parish actions such as Blessing and Inquisition only work where you own a loaded village in the target parish. If a route does nothing, check this first.

Chapter 23

Cards

What it's for

The **Cards** tab plays your perk cards for you. Production cards (food, resources, banquet goods and so on) only last for a limited time; the bot plays the ones you selected as soon as they run out, so your villages never lose the bonus. It can also play defence cards when you are attacked.

This tab is a paid feature; if your account does not have it, the tab shows a lock. The tab has three sub-tabs: **Main**, **Defend** and **Log**.

How to use it

1. On **Main**, tick every card type you want played automatically.
2. For each ticked card, choose the level in the drop-down. Levels that you actually own are marked with a tick mark.
3. Switch on **Cards Bot** at the top.
4. Optionally save your selection as a preset.

Sub-tab: Main

Top row

Setting	Description
Cards Bot	Master switch: the bot plays the selected cards whenever they are not currently active.
Preset name + Save	Type a name and press **Save** to store your current card selection as a preset.
– load preset – + Load	Choose a saved preset and press **Load** to apply it. The cross button deletes the selected preset.
Save (right side)	Writes the card settings to disk.
Load (right side)	Re-reads the card settings from disk.

Card groups

The cards are shown in five boxes. Tick a card to have it played automatically, then pick its level (for example “Orchard Management”, “Advanced Orchards” or “Expert Orchards” for Apples).

Setting	Description
Food	Apples, Cheese, Meat, Bread, Vegetables, Fish, Ale, Bar, Farmer, Feast.
Resources	Wood, Stone, Iron, Pitch, Haulage.
Banquet	Silk, Spices, Salt, Wine, Clothes, Metalware, Furniture, Venision.
Weapons	Bows, Pikes, Armour, Swords, Catapults.
Other	Super Tax, Extra Tax, Trade Speed, Trade Capacity, Scout Speed, Scout Capacity, Construction, Culture, Army Speed, Recruiting, Mason.

For **Trade Speed**, **Trade Capacity**, **Scout Speed** and **Scout Capacity** an extra field appears: **Play *N* × then stop**. The bot stops playing that card after it has been played that many times in the current session. 0 means no limit. When the limit is reached the bot unticks the card for you.

Sub-tab: Defend

The **Defend Cards** box holds three cards that help in a fight.

Setting	Description
Last Stand	Plays a Last Stand card when the bot notices you are under attack, giving a castle defence bonus. Choose Last Stand 5, 10 or 20 in the drop-down.
Surprise Attack	Plays a Surprise Attack card before troops are sent, to make the attack stronger. Choose Surprise Attack 2, 5 or 12.
Desperate Defence	Plays a Desperate Defence card when you are under attack, which doubles castle defence for a short time.
Use Defend Cards Now	Plays all ticked defend cards immediately, without waiting for the next cycle. The tab notes that this needs to be spammed to take effect.

Sub-tab: Log

Free Cards Received lists the free cards the bot has collected for you, with the date and time. **Clear** empties the list. Below it is the cards service log.

Tip

Tick only the cards you really have in stock. A ticked card you do not own cannot be played, and the log will show that.

Warning

Defence cards are used up when played. Do not tick them if you want to save the cards for a special occasion.

Production cards pair well with the trade and scout tabs: a Trade Speed or Scout Speed card makes merchants and scouts faster (see Chapters 20 and 21).

Chapter 24

Donate

What it's for

The **Donate** tab (called *Auto Donate* on screen) sends resources from your villages to the capitals of your parish, county, province or country. Capitals use these resources to build up, so donating regularly helps everyone in the region. Instead of doing this by hand, you choose where to give, what to give and from which villages, and the bot does it on a timer.

This tab is a paid feature; if your account does not have it, the tab shows a lock.

How to use it

1. Pick a level at the top left: **Parish**, **County**, **Province** or **Country**.
2. Choose one capital from the drop-down; the right side now shows "Editing capital" for it.
3. Tick the villages that should give under **Sources**.
4. Under **Resources to Donate**, tick the resources and set how much each village keeps.
5. Tick the capitals you actually want to give to in the list of capital check boxes.
6. Press **Save**, then tick **Enable Auto Donate**; or press **Donate Now** for a single run.

Top bar

Setting	Description
Enable Auto Donate	Turns on the timed donations. The bot first applies everything currently shown in the tab.
Ignore limits	Lets donations go beyond what the capital's levels need. A red warning appears: resources can be consumed beyond level requirements.
Interval (s)	How often, in seconds, the bot donates (1 to 2700).
Save	Writes everything on this tab to disk.
Load	Re-reads the saved settings from disk.

Capital Workspace (left)

Setting	Description
Level buttons	Parish, County, Province, Country: show the capitals of that level.
Copy resources to	Choose another capital and press **Copy resource settings** to copy the resource ticks and reserves. The villages that give are not copied.
Capital drop-down	Selects the capital you are editing.
Refresh Buildings	Loads the list of buildings in the selected capital that still need donations.
Select all capitals / Clear capitals	Ticks or unticks every capital below at once.
Capital check boxes	Tick the capitals that receive donations in scheduled runs and in **Donate Now**.
Run Summary	Shows how many capitals and how many resources are selected.

Sources

The **Sources** box lists the villages of the capital being edited. Tick a village to let it donate to this capital. **Clear Sources** unticks all of them. If the list is empty, add villages in the Modules tab or check your village selection.

Donate Now starts a donation run immediately. It first shows a summary of the sources, the target capitals, the resources and the number of commands, and nothing is sent until you confirm.

Resources to Donate

Each resource has a tick box and a number field. The number is the *reserve*: the least amount of that resource each village keeps for itself. 0 means everything may be donated. The field is greyed out until the resource is ticked. Resources and reserves are stored separately for each capital.

Buildings

The **Buildings** box lists what the selected capital still needs, per building and rank, with the resources required. A tick box lets you allow or forbid each resource for that building, and the numbers show how much has already been donated against the total.

Logs

A log at the bottom shows what the donation service has done.

Tip

Set a sensible reserve for the resources your villages need themselves, such as the food and wood that keep your castle running. Leave Ignore limits switched off unless you really mean to donate more than needed.

Warning

Donations cannot be taken back. Check the Run Summary and the preview before pressing Donate Now.

Chapter 25

Radar

What it's for

Radar is your early-warning system. It watches for incoming attacks, enemy scouts and enemy monks heading for your villages, and can warn you in several ways (popup, sound, e-mail, Discord, Telegram). It can also send your own monks to *interdict* an attacker automatically, so you do not have to be at the keyboard when an attack is launched.

How to use it

1. Tick **Monitor** at the top of the tab. Nothing is watched while it is off.
2. On the **Alerts** sub-tab, choose for each type of event how you want to be told (see below).
3. If you want automatic interdicts, set a number of monks on the **Interdict** sub-tab and tick the villages that should be protected.
4. If you want alerts on your phone, fill in e-mail, Discord or Telegram on **Notification Settings**.
5. Use the **Test** sub-tab to confirm that every alert route really reaches you before you rely on it.
6. Click **Save**.

Top bar

Setting	Description
Monitor	Turns Radar on or off. While it is on, the bot looks for incoming attacks and fires your alerts.
Auto-hire monks	Hires monks automatically when an interdict is needed and you do not have enough at home.
Save	Stores all Radar settings. Click it after changing anything.
Load	Re-loads the last saved settings from disk and throws away unsaved changes.
Export Settings	Copies a plain-text summary of your Radar setup to the clipboard, handy for sharing or asking for help.
Stop Sound	Stops an alert sound that is still playing.
Close All Messages	Closes every Radar popup window that is currently open.

Alerts sub-tab

A table with one row per kind of event and one column per way of being told. The events are: **Scouts**, **Monks**, **AI Attack**, **AI Captain**, **Attack**, **Captain**, **Scouts to Capital**, **Monks to Capital**, **AI Monks To Capital** and **Attack to Capital**.

On the left is a village list with a **Same for all** box. When it is ticked, one table applies to every village. When you untick it, you pick a village in the list and give it its own table; **Copy Settings** then lets you copy that village's setup to others.

Setting	Description
Same for all	Use the same alert table for every village. Unticking it lets each village have its own table.
Monitor?	Watch for this kind of event at all. If off, the rest of the row is ignored.
Popup	Show a popup window on screen when it happens.
Sound (global)	Sound file played for this event. Click the "…" button to choose a file and the small cross to clear it. The sound is shared by all villages.
Email	Send an e-mail (set up under Notification Settings).
Interdict	Number of monks to send automatically against this event, from 0 to 50. 0 means no automatic interdict.
Notify	Show a Windows system notification.
Discord	Post the alert to your Discord webhook.
Telegram	Send the alert through your Telegram bot.

Tip

A good starting point: tick Monitor and Popup for Attack and Captain, add a sound, and put a monk number in Interdict only for the events you really want answered automatically.

Interdict sub-tab

Self ID box

Click the “Self ID” header to open or close this box.

Setting	Description
Number of Monks	How many monks are sent for each interdict (1 to 50).
Interdict (button)	Sends the interdict right now, by hand.
Reduce monks if already interdicted	If the attacking army has already been identified, skip sending more monks.
Villages to Interdict	Tick the villages that Radar may protect. **All** and **None** tick or clear the whole list; the counter shows how many are ticked.

Settings

Setting	Description
Extra delay (sec)	Extra seconds to wait before an automatic interdict is sent (0 to 300).
Attack threshold	Only react when the incoming army has at least this many warriors (0 to 10000). 0 means react to every attack.
Monk threshold	Only interdict when more than this many monks are heading to the village (0 to 10000). 0 means interdict on every attack.

Advanced Settings

This box is only shown to players who have the Advanced Radar feature. The options below it only appear after you tick **Enable Attack Ignore mode**.

Setting	Description
Enable Attack Ignore mode	Switches on the filters below so that unimportant attacks are not interdicted.
Ignore if fewer than … warriors	Skip attacks smaller than the number you enter. Warriors are archers, pikemen, swordsmen, catapults and captains.
Ignore if village has multiple attacks out	Do not interdict when the same village is already attacking with more than one army.
Only on capture or raze	Interdict only attacks that want to capture or raze your village and ignore the rest.
Ignore if more than … hrs away	Skip attacks that will not arrive for a long time (0 to 72 hours); useful to save monks for attacks that are about to land.
Activate server-side auto-interdict	Lets the GothBot server watch for matching attacks and interdict for you, often before your own client sees the attack. Off by default. Only available with the matching feature; a small status line shows whether the server connection is stable.

Ignored Villages and Ignored Players

Two lists on the right-hand side let you silence harmless sources.

Setting	Description
Ignored Villages	Type the attacker's village ID and click **Add**. All alerts and interdicts from that village are suppressed. The cross removes an entry.
Ignored Players	Type any village ID that belongs to the player and click **Add**; the player's name is looked up and listed. Use **Search players** to filter the list and the cross to remove someone.

Scheduled Interdicts sub-tab

For your own villages that should be protected by the clock rather than by an attack. Pick a village from **+ Add village** to create a row.

Setting	Description
Keep interdicted	Whenever the interdict on this village runs out, send a new one.
Interdict at (server time)	Send an interdict once a day at this time of day, in game server time.
Monks	Number of monks to use (1 to 50, new rows start at 4).
Remove	Deletes the row.

Notification Settings sub-tab

Setting	Description
Use default settings	Uses the built-in e-mail route. That route is no longer available, so leave this off and set up Gmail below.
From	The e-mail address that sends the alerts.
App password	A Gmail *app password* (not your normal password). Create one in your Google account's security settings. Once saved, the box only shows that a password exists.
To	The address that receives the alerts.
Webhook URL	Your Discord channel webhook; alerts are posted to that channel.
Bot token	Your Telegram bot's token. Create a bot with @BotFather.
Chat ID	Telegram chat that receives alerts; group chats use a negative number. The @get_id_bot bot can tell you your ID. One bot and one chat can be shared by several players.
Max sound duration (s)	Longest an alert sound may play (1 to 3600 seconds).

Test sub-tab

One button per alert route: **Popup Message**, **Play Sound**, **Send Email**, **Test Interdiction**, **System Notification**, **Discord** and **Telegram**. Under "Village for interdiction test" you choose which village the interdiction test uses. A short message tells you "Test delivered" or "Test failed".

Warning

Test Interdiction really sends monks from the chosen village. Do it with a village you can spare monks from.

Popups

When an attack is detected and Popup is ticked, a window appears showing the attack. It stays until you close it, or you can use **Close All Messages**.

Tip

Always press **Save** before you leave the tab. Alert ticks you change on the Alerts table are stored per village or globally depending on **Same for all**, so check that box first.

See also the Monks chapter (22) for the monk supply that interdicts rely on.

Chapter 26

Predator

What it's for

Predator is the bot's hunter. It looks for prey near your villages (the game's computer-controlled targets), tells you when it finds some and, if you allow it, sends an attack automatically using the army formation you choose for that kind of prey.

How to use it

1. On the **Hunters** sub-tab, tick the villages, vassals and capitals that may send out hunters.
2. On the **Settings** sub-tab, tick **Hunt** for each prey type you want and set how far to look (**Max Dist**).
3. Choose the **Formation** that should be used against that prey type.
4. Tick **Kill** only if the bot should attack by itself; leave it off if you only want to be notified.
5. Tick **Enabled** at the top and click **Save**.

Top bar

Setting	Description
Enabled	Starts or stops Predator.
Save	Stores your settings.
Load	Re-loads the last saved settings.
Clear Preys	Empties the list of found prey so that it is searched again from scratch.
Update Capitals Army Speed	Refreshes the army speed figures the bot uses for your capitals so that travel times and distances are right.

Settings sub-tab

One row per prey type. The type names come from the game and are shown in your game language.

Setting	Description
Hunt	Look for this prey type.
Max Dist	Only prey at most this many fields away is considered.
Vassal Range	Also include prey that is within range of your vassals.
Capital Range	Also include prey that is within range of your capitals.
Notify Msg	Show a message when this prey is found.
Notify Sound	Play a sound when this prey is found.
Kill	Attack this prey automatically with the chosen formation.
Formation	The saved army formation to use. Pro players may also see an “AI generated (server)” choice that builds a formation for them.

If the table is empty, the message “No prey data” means the bot is not connected to the game yet.

Hunters sub-tab

Three tick lists: **Villages**, **Vassals** and **Capitals**. Only ticked entries send out hunters. “None available” means you own none of that kind.

Advanced Settings sub-tab

Setting	Description
Use castle troops	Allow the formation to take troops that are standing in the castle, not only the free army.
Hunt within parish only	Only look at prey inside your own parish.
Interval (sec)	How often Predator looks for prey (30 to 7200 seconds).

The **AI Formation Generator** box shows how many battle reports the bot has collected, how many are usable and the current model quality. If the numbers are all zero or the box tells you about Pro, nothing is wrong; it simply means the AI formation feature has not learned from your reports yet.

Found Preys and Logs

The lower panel has two views. **Found Preys** lists each target with its **Name**, **Distance**, **Next To** village and **Travel Time**; double-click a row to jump to it on the map. **Logs** shows what Predator has been doing.

Tip

Start with notifications only (Hunt and Notify on, Kill off). Once you trust the formations, switch Kill on for the prey types you want farmed.

Warning

With Kill on, attacks leave your castle without asking. Make sure the chosen formation exists and your villages can spare the troops; see also 29.

Chapter 27

Defence

What it's for

The Defence tab helps you survive a big attack wave on one village. You pick the village, choose which castle and troop layouts to use, tick the repeated actions you want, and press **Go** just before the attacks arrive. The bot then keeps repairing, replacing pikemen and playing defensive cards until you press **Stop**.

This is a paid (Pro) tab; it is locked if your account does not have the Defence feature.

How to use it

1. Choose the **Village to defend**.
2. Pick a **Castle layout** and a **Troop layout**.
3. Tick the **Continuous actions** and the cards you want played.
4. Shortly before the attacks land, press **Go**. The status next to the buttons changes to "Running".
5. When the wave is over, press **Stop**. The status returns to "Stopped".
6. Press **Save** to keep your choices for next time.

Village

Setting	Description
Village to defend	The village you are setting up. Each village keeps its own choices.
Automatically prepare this village for incoming attacks	Lets the bot start defending this village by itself when an attack is detected, without you pressing Go.

Layouts

Setting	Description
Castle layout	Which saved castle layout to use. “Local” is the layout the village currently has.
Troop layout	Which saved troop layout to use. “Local” keeps the current one.

Continuous actions

Setting	Description
Pikedrop: continuously replace lost pikemen	Keeps refilling pikemen that were lost in the fight.
Repair damaged castle structures	Repairs walls and other castle structures between hits.
Recruit replacement pikemen	Recruits new pikemen so that stock is ready for the next hit.

Automated card spam

Cards played over and over during the wave. Each card has a tick box; the Last Stand and Surprise Attack cards also have a list to choose which strength to play. Cards you do not own are marked “(not owned)”.

Setting	Description
Last Stand	Plays the chosen Last Stand card.
Surprise Attack	Plays the chosen Surprise Attack card.
Desperate Defence	Plays the Desperate Defence card.

Go, Stop, Save, Reload and log

Setting	Description
Go	Starts defending the selected village now. Disabled while it is already running.
Stop	Stops defending. Only active while running.
Save	Stores the choices for all villages.
Reload	Re-loads the saved choices from disk.
Defence log	Shows what the defence is doing; **clear** empties it.

Warning

Cards played by Defence are used up. Check what you own before pressing Go, and Stop it when the attacks are done so it does not keep spending cards.

Tip

Do a dry run in a quiet moment to check that your castle and troop layouts exist. See 23 for the cards themselves and 25 to get warned about attacks in time.

Chapter 28

Flags

What it's for

Parishes in Stronghold Kingdoms sometimes spawn *flags*. The Flags tab sends armies from your villages to the parishes you choose, so you collect those flags without sitting at the screen. It also has a gold-raiding mode for parishes that are rich in gold. The Flags tab replaced the old Attacker tab, so everything about flag runs is now in this one place.

> Flags is a paid (Pro) feature. If your account does not include it, the tab is shown locked.

How to use it

1. In the **Sources** list, tick the villages that should send armies.
2. Under **Formation**, choose a saved army setup from the **Formation** drop-down. The bot will refuse to start until one is chosen.
3. Pick an **Attack Type**: **Vandalise** or **Gold Raid**.
4. In the **Targets** panel, add the parishes you want to collect flags from.
5. Click **Save** in the top bar, then tick **Flags** (or click **Start now** for an immediate run).

Top bar

Setting	Description
Flags	Master switch for the service. You cannot turn it on until a formation is selected. When you turn it on, the bot first applies the sources and formation you see on screen.
Start now	Asks you to confirm (the confirmation shows how many sources, open targets, the formation and the attack type), then queues a run right away. It waits for its turn in the bot's normal work cycle and shows "Queued next in its module box" when accepted.
Save / Load	**Save** stores your formation, attack type, percentages and source villages permanently. **Load** re-reads what was last saved.

Sources

Setting	Description
Sources (village list)	Tick every village that may send flag armies. The nearest ticked village that has enough troops in the chosen formation sends first.

Formation panel

Setting	Description
Formation	The saved army setup used for every flag attack. Required.
Attack Type	**Vandalise** or **Gold Raid**. Parishes only ever receive these two; capture, raze and pillage are never sent against a parish.
Gold Raid Mode (ignore flag count)	When ticked, the bot raids parishes for gold regardless of how many flags they hold.
Gold Raid %	Share of the parish's gold to take, from 1 to 50. Only shown when Attack Type is Gold Raid or Gold Raid Mode is on.
Successful raids	From 1 to 5. After this many accepted Gold Raid launches the bot closes that parish and moves on.
Minimum parish gold	Only shown in Gold Raid Mode. Parishes holding less gold than this are skipped.
Autorun on flag spawn	The bot checks for new flags every 60 seconds and, when it finds some, runs once for all open target parishes.
Army speed card	Optionally plays a multi-use speed card before each flag army leaves: **No speed card (1x)**, **Basic Discipline (2x)**, **Advanced Discipline (4x)** or **Expert Discipline (6x)**.

> Gold Raid only works from parish capitals, so make sure at least one of your ticked sources is a capital if you use it.

Targets

The header shows live totals, for example **Targets – 3 open · 12 flags · 2 out**: how many parishes are open, how many flags they hold, and how many armies are currently on the way. The list refreshes by itself every few seconds.

Setting	Description
Parish / Flags / Out	Each row shows the parish name and number, how many flags it currently has, and how many of your armies are heading there.
Closed	Tick to pause a parish without deleting it. Closed parishes are ignored and greyed out.
Remove (x)	Deletes that parish from the list.
Clear All	Empties the whole target list.
Parish village ID / Add Parish	Add one parish by typing its village ID.
Player ID / Add player's parishes / Remove player's parishes	Adds or removes every parish belonging to one player.
Target ownership / Range / Add All Parishes	Adds all parishes owned by **Neutral / Unowned** or by one of **House 1** to **House 20**. **Range** is the maximum distance in map blocks from every ticked source (0 means no limit). Your own parishes are never added. If you use a range you must tick at least one source first.
Target preset	Save the current list under a name (**Save preset**), bring it back later (**Load preset**) or remove it (**Delete**). Presets are kept on this computer.

Tip

Build a target list once, save it as a preset, and reload it after each break instead of searching for parishes again.

Warning

Loading a preset replaces your current target list.

Chapter 29

AutoFarm

What it's for

AutoFarm hunts the rats and snakes that roam near your villages. It scans the area, finds prey in range and sends armies to kill them, so you gain from these neutral creatures without clicking each one yourself.

How to use it

1. In the **Villages** box on the right, tick the villages that should send armies.
2. Under **Targets**, tick **Snakes** and/or **Rats** and set how far away (radius) the bot may look.
3. Adjust the options in the **Setting** box.
4. Tick **AutoFarm** at the top to start. Click **Save** to keep your choices.
5. Watch the **Found Preys** list (and the **Logs** tab) at the bottom to see what the bot has found.

Master switch

Setting	Description
AutoFarm	Turns automatic farming of surrounding creatures on or off.

Targets box

Setting	Description
Snakes / Rats – Radius	How far from each village the bot searches for that creature, from 1 to 256.
Snakes / Rats – Kill	Tick to hunt that creature. Untick to ignore it.
# of attacks from villages	How many attacks each village may have out at the same time (1 to 50).
Sleep when not enough troops (sec)	If the village cannot field a full army, the bot waits this many seconds before trying again (0 to 1200).
% keep AI in parish	A percentage (1 to 100) that controls how much of the nearby computer-controlled population the bot leaves alone in the parish.
Clean Preys	Clears the list of found prey so the bot searches fresh.

Setting box

Setting	Description
AutoScan	Lets the bot scout and scan for prey on its own.
Use castle troops	Allows troops stationed in the castle to join the attack, not only free army units.
Find Small	Also looks for small snakes.
Find Huge Snakes	Also looks for huge snakes.
Find Huge Rats	Also looks for huge rats.
Ignore Current Attacks	Does not count armies you already have out toward the attack limit.
Pillage Mode	Attacks with pillage instead of a plain kill.
Stop Farm On Cards Expiry	Stops farming when your active cards run out.
Turn ON Industries On Cards Expiry	When cards run out, switches your industries back on (see the buttons below).
Save / Load	Save stores your settings permanently; Load re-reads the saved ones.

Disband box

Four one-click helpers for switching your villages between “farming” and “producing”:

Setting	Description
Disband Peasants	Sends peasants away across your farmed villages.
Disband Trader	Disbands traders in the same way.
Turn ON All Industries	Switches all industry buildings on.
Turn OFF All Industries	Switches all industry buildings off.

Found Preys and Logs

The **Found Preys** tab lists each target with its **Id**, **Prey**, **Distance**, **Next to** (the nearest village) and **Time**. Use **Refresh** to update it. The **Logs** tab shows what the service has been doing.

Tip

Start with small radii and one or two villages. Increase the radius only if the Found Preys list stays empty.

Warning

The Disband and Industries buttons act immediately on your real villages, with no confirmation. Check before you click.

Chapter 30

AutoFap

What it's for

AutoFap keeps sending quick attacks at chosen enemy players so that their monks interdict your armies. Each interdict costs the enemy faith, which is the point: you drain their faith points while your attack is cancelled before it does anything. The tab counts every interdict and the faith it cost them.

> AutoFap is a paid (Pro) feature, and it sends real attacks at real players. Use it only on players you are actually in conflict with.

How to use it

1. Choose a **Mode** at the top: **Jammer** or **ID Trigger** (see below).
2. In the **Villages** box, tick the villages that may attack and pick an army and captain formation for each.
3. In the **Targets** box, add the players, factions or houses you want to hit.
4. Set the attack types and timings in the **Settings** box.
5. Click **Save**, then tick **Enable**.

Top bar

Setting	Description
Enable	Starts or stops AutoFap.
Mode: Jammer	Continuously cycles through all your configured targets. It sends a lot of commands, so keep the intervals conservative.
Mode: ID Trigger	Waits until matching village IDs appear before sending attacks. Quieter in the background, but the attacks it does send still hit real targets.
Save / Load	Save stores everything permanently; Load re-reads the saved settings.

Villages box

Every village you own is listed with a tick box. For each ticked village you can set:

Setting	Description
Army attacks	Tick to let this village send normal army attacks, and choose its army formation from the drop-down next to it.
Captain attacks	Tick to let this village send captain attacks, and choose its captain formation.

Targets box

Setting	Description
Players, Factions & Houses	The list of targets. Each entry shows the player name, or the faction/house name.
Target type + ID + Add	Choose **Player**, **Faction** or **House**, type its ID and click **Add**. For a player you type one of their village IDs.
Favourite Villages	Villages you want treated as priority targets. Enter a village ID and click **Add**.
Remove (x)	Deletes the entry from its list.

Settings box

Setting	Description
Army attack type:	What the army attacks do: **Vandalise**, **Capture**, **Raze**, **Pillage Armour 35-90%** or **Random**.
Captain attack type:	The same choices for captain attacks.
Attacks per village:	How many attacks one village may have out at once (1 to 50).
Attacks at once per target:	How many attacks may be on their way to the same target (1 to 20).
Attack interval (sec):	Pause between individual attacks (5 to 300).
Cycle interval (sec):	Pause between full cycles through the target list (1 to 9999).
Cancel after (sec):	How long an attack is allowed to run before it is called back (1 to 240).
Auto cancel attacks	Cancels attacks automatically after the time above, or as soon as the target is protected.
Mix prey list	Shuffles the order of targets instead of working through them in order.
Clear Preys	Empties the found-prey list so the bot rebuilds it.
Cancel All	After a confirmation, immediately calls back every army AutoFap has out. It does not record stats.

Bottom tabs

Setting	Description
Logs	What AutoFap has been doing.
Found Preys	Table with **Player**, **Village ID**, **Protect Until**, **Sent** and **From Village**. **Refresh** updates it.
Stats	Shows “Tracking since” a date, the total number of interdicts and faith drained, and a per-player table (**Interdicts** and **Faith**). A question mark means the faith cost was not available. **Clear** resets the counters.

Tip

Begin with low numbers (1 attack per target, long intervals) and watch the Stats tab to see whether the targets actually interdict you before ramping up.

Warning

Capture and Raze only work with a captain formation. Remember that Cancel All is your emergency stop.

Chapter 31

Fast Attack

What it's for

Fast Attack lets you send a pre-planned attack or monk mission with a single click while you play normally. You set it up once in this tab; afterwards, whenever you select a target in the game, two yellow buttons appear and do the work for you. There is no on/off switch and no timer: nothing happens until you click.

> Fast Attack is a paid (Pro) feature. Without it the tab is locked and the yellow buttons do not appear.

How to use it

1. Fill in the four boxes below. Changes are saved automatically as you make them.
2. In the game, select one of your own villages as the sender.
3. Open the panel of the village you want to hit (or send monks to).
4. Click the **yellow attack button** (or the **yellow monk button**) next to the panel.

The bot decides by itself whether your target is a *normal village* or a *capital*, and uses the matching box. Clicks are queued, so you can click several targets in a row.

Fast Attack – Village

Used automatically when the target is a normal village.

Setting	Description
Formation	The saved army setup to send. Required: without one, the click is blocked and a message appears in the log.
Attack type	**Vandalize**, **Pillage**, **Capture** or **Raze**. Capture and Raze need a formation that includes a captain.
Pillage level (%)	Only shown for Pillage. How much armour to pillage, from 1 to 90.

Fast Attack – Capital

Used automatically when the target is a capital.

Setting	Description
Formation	The saved army setup to send. Required.
Attack type	**Vandalize** or **Gold Raid**. Gold Raid also requires that you send it *from* one of your own capitals.
Gold raid level (1–50)	Only shown for Gold Raid. The percentage of gold to raid.

Fast Monk – Village

Setting	Description
Monk command	**Interdict**, **Absolution** or **Excommunication**.
Monks	How many monks to send, from 1 to 8.

Fast Monk – Capital

Setting	Description
Monk command	**Interdict**, **Restoration**, **Blessing** or **Inquisition**.
Monks	How many monks to send, from 1 to 8.

When a click is refused

The bot checks the mission before sending and explains refusals in the log:

- Gold Raid needs both a capital as sender and a capital as target.
- Capture and Raze need a captain formation.
- Special AI targets only allow Vandalize or Capture.
- Absolution and Excommunication only work against normal villages; Restoration, Blessing and Inquisition only against parish capitals; Interdict works on both.
- Two monk clicks in under 2 seconds are treated as an accidental double click, and the second is ignored.
- Up to 25 attack clicks can wait in the queue; more are ignored.

Tip

Set the Village box to your favourite Vandalize formation and the Capital box to a Gold Raid formation, and you can chain many attacks without opening any other tab.

Warning

The buttons send a real attack the moment you click, with no confirmation. Double-check the selected sender village and target first.

Chapter 32

Nuke

What it's for

A "nuke" is a group attack in which many villages hit one target so that all the armies land within a few seconds of each other. The defender gets almost no time to react between the first and last hit. Doing the arithmetic by hand (which village launches when, with which speed card) is slow and error-prone. The Nuke tab does it for you: you tell it who is attacking and what you want to hit, and it works out every combination of villages and speed cards that lands inside your chosen time window.

> The Nuke tab is a paid feature. If your account does not have it, the tab is shown locked.

> The calculation is done on the GothBot server, not on your computer. Calculating therefore needs your bot to be connected to GothBot. If the connection is down you will see the message "Nuke requires a connection to the GothBot server."

The tab has four sub-tabs: **Calculate**, **Attack Sources**, **Saved Nukes** and **Formations**.

How to use it

1. Open **Attack Sources** and add the players (and so their villages) who will be attacking.
2. Open **Calculate** and add the village or villages you want to hit under **Target Villages**.
3. Adjust the **Configuration** box (how tight the landing window must be, how many attacks you need, which speed cards are allowed).
4. Click **Calculate Combinations**.
5. Open a result, pick a formation for each village, optionally nudge individual launch times with the **Delay** drop-down, then copy the plan as text or image to share, or click **Save**.

Calculate

If the game is not running you will see a yellow warning: "Game not connected – travel times will be inaccurate. Launch the game first." Start the game before calculating.

Target Villages

This box lists what you want to hit. It shows how many players and villages are queued and has a **Clear All** button. You can add targets in four ways:

Setting	Description
Add target village	Type one village ID and click **Add Target**. The village is filed under its owner.
Add every village owned by...	Type one village ID (any village the owner has) or several player names separated by semicolons, then click **Add All Villages of Owner**. Every visible village of those players becomes a target.
Add entire faction	Type the village ID of any faction member and click **Add Faction**. All visible members of that faction are added.
Add houses	Type house numbers, for example `9, 10, 11`, and click **Add Houses**. Commas, semicolons and spaces all work, and a leading "h" (as in "h11") is fine. Numbers that are not found are listed so you can correct them.

Each player in the list can be removed as a whole, or you can remove single villages from them.

Configuration

Setting	Description
Min total attacks	The smallest number of attacking villages a combination must contain to count (1–50). Default 5. You need at least this many source villages or the calculate button stays disabled and tells you how many are missing.
Min captain attacks	How many of those attacks must be captain attacks (0–50). Default 2.
Max launch window (sec)	The largest allowed gap between the first and the last click (1–300 seconds). Default 15. A smaller number means a tighter, harder-to-defend nuke, but fewer combinations will exist.
Default max attacks per player	How many attacks one player may contribute to a single combination when you have not set a personal limit for them. Default 2. This value is remembered permanently; click **Save** to keep it.
Exact card	**All cards** lets the calculator use any speed card up to the maximum. Choosing 1× to 6× only returns combinations where every attack uses exactly that card.
Include 6× speed card	Allows combinations that need a 6× card. Leave it off if your group does not own that card.
Captains only (no army attacks)	On by default. Only captain armies are used. Turn it off if you also want ordinary army attacks to take part.
Exclude villages with >24h interdict or vacation mode	On by default. Skips source villages that are under a long interdict or on vacation, because they could not launch anyway.

Changing most of these options clears the current results, because they would no longer match.

Calculating and results

Click **Calculate Combinations**. With several targets the bot works through them one by one and shows "Calculating 2 of 5 targets…" with elapsed seconds. With many villages and cards the search space is large and you will see a note asking you to wait.

Results are grouped under one button per target owner, showing the total number of combinations found. Players whose targets produced nothing usable are left out. **Export CSV** saves every result for all targets in one file.

Each combination can be opened. It shows:

Setting	Description
Launch	The spread between the first and last click, coloured green when it is small.
Med	The median travel time of the combination.
Village / Type	Each attacking village (click its number to jump to it on the map) and whether it is a **Captain** or an **Army**.
Formation	Pick a formation name for that village from the list (see the Formations sub-tab) or type your own.
Speed	The speed card this village uses.
Travel	Travel time to the target with that card.
Delay	Adjust a single village's click time from -4 to $+8$ seconds to fine-tune the landing.
Launch At	The countdown value to click at, taking your delay into account.
Side	Optional note: Front, Left, Right or Back, for coordinating which wall to hit.
Send time	The final spread between first and last click after your delays.

Below the table you can use **Copy Text** (a table ready to paste into Discord), **Copy Image**, or **Save** to keep the plan in the Saved Nukes sub-tab.

Attack Sources

This sub-tab lists who attacks. Its tab label shows the number of villages.

Setting	Description
Refresh	Re-reads every listed player's villages to catch villages that were captured, lost or newly built. Tells you how many players were updated or removed.
Import .txt / Export .txt	Load or save the player list as a plain text file, handy for sharing with your house.
Clear All	Empties the source list.
Source preset	Pick a saved set of sources. You can type a name and **Save preset**, **Update selected** to overwrite the chosen preset with the current list, or **Delete preset**.
Add one village ID or paste player names	Type one village ID (any of the player's villages) or several player names separated by semicolons, then click **Add Player**.
Add entire faction	Same as for targets, but the faction's members become attackers.
Add houses	Same as for targets: house numbers such as `9, 10, 11`.
Add single village	Add just one village by ID. Tick **Parish (max speed)** if it is a parish capital so its supply depots are taken into account.

Every player in the list has their own controls:

Setting	Description
Participating	Untick to keep the player saved but leave them out of calculations (for example if they cannot attend).
Max speed card	The fastest card this player owns. Leave it on **Normal** if they have none.
Max attacks	The most attacks this player may contribute to one combination (default 2).
Liege villages	Also includes villages the player is liegelord of. Vassal villages can only send normal armies, never captains, and are marked with a badge.
Supply depots	For parish villages: the number of Supply Depots built (0–20). Each depot adds another 100% of the base army speed.

Your attack source list is remembered between sessions.

Saved Nukes

Plans you saved from the results appear here, newest first, with a counter in the tab label. You can reopen a plan, change formations and delays, hide villages whose owners "can't attend", and **Update** or delete it. If nothing is saved yet the tab says so.

Formations

The list of formation names offered in the drop-down on every combination. The defaults are *90 archer clear*, *110 pre*, *110 corner*, *80 raze* and *50 raze*. You can add your own name, remove entries, move them up or down, or **Reset to defaults**.

Tip

Build your source list once, save it as a Source preset, and reload it for every nuke. It also saves everyone from being re-typed each time.

Warning

Villages that were captured or are no longer visible are removed automatically right before calculating, and you are told which ones. Click **Refresh** on the Attack Sources sub-tab before a big operation so your list is current.

Warning

The calculator only plans; it does not send the attacks for you. Each player still launches their own army at the time shown in the plan.

Chapter 33

SoloBomb

What it's for

SoloBomb launches a whole wave of attacks from several of *your own* villages at one target, with all the timing, speed cards and formations handled for you. You choose the villages, the formations and how the attacks should land, and the bot sends them one after the other in the right order. It is entirely for one player; nothing is shared with anyone else. To bomb together with other players, use CoordBomb (Chapter 34).

SoloBomb is a paid (Pro) tab; it is shown locked if your account does not have the feature. Changes you make on this tab are saved immediately; there is no Save button.

How to use it

1. In **Target**, enter the village ID you want to hit.
2. In **Village Slots**, click **Add Slot** once for each attack. Choose the village, formation and attack type for each.
3. Choose how speed cards are used.
4. In **Control**, choose the launch mode and options.
5. Check the "Cards needed" summary and the warning icons on the slots.
6. Click **Start**, read the confirmation ("Review action before execution") and confirm.

Target

Setting	Description
Single target	Hit one village. Enter its village ID; its name appears next to it once found.
Multi target (auto-advance on interdict)	Build a queue of up to 10 targets. If the current target gets interdicted, the bot moves on to the next village in the queue. The first village in the list is shown in red.

Village Slots

Each row is one attack from one of your villages. Rows can be dragged by the handle on the left, or moved with the small up and down arrows.

Setting	Description
Speed card mode	**All Same** uses one card choice for every attack. **Individual** adds a Speed Card column so you can choose a different card per row.
Speed card choice	"No card (1×)", or a card from the groups *Global Speed (all armies)* and *Single Use (one army)*. A cross next to a card means you do not own it.
Village	The village the attack leaves from. Parish villages and vassal villages are listed in separate groups.
Formation	Which saved army formation that village sends.
Type badge	Shows whether the row is a captain attack (**CAP**), an ordinary army (**ARM**) or a vassal village (**VASSAL**). If the formation contains a captain you can click the badge to force army timing instead (it then shows **ARM***).
Attack type	Vandalize, Capture, Raze, Pillage Stockpile, Pillage Granary, Pillage Ale, Pillage Armoury or Pillage Banquets. Capture and Raze are only offered on captain rows.
Honour	The honour this attack will cost, calculated for you. It shows a dash until the number has been worked out.
Travel Time	How long the army takes to reach the target.
Gap after previous attack lands	Normal mode only. How many seconds after the row above this one lands (the first row is always 0).
Remove (x)	Deletes the row.

Next to the formation you may see small status icons:

- A shield icon: this attack will use troops placed in the castle.
- A warning triangle: not enough troops even counting the castle, so it may fail to launch. Hover over it to see exactly what is missing.
- A cross: the formation no longer exists, or a vassal village was given a captain formation. Fix the row before starting.
- After a wave: a green tick (launched), an amber exclamation mark (cancelled because the target interdicted, or your source village was protected by interdiction or peace time) or a red cross (the game did not accept or confirm the launch).

Underneath the table, the **Cards needed** box lists the speed cards the wave will use and how many cancels it will use, with a warning if you do not own enough copies. If any honour costs are known, the total **Wave honour cost** is shown. The row-order badges tell you whether the list order is the **Lands** order (normal) or the **Launches** order (shotgun).

Presets

Under the slots you can type a **Preset name** and click **Save**, then later pick it from **Load preset…** and click **Load**. The small × deletes the selected preset. A preset stores the whole set-up: targets, slots, speed cards and launch options.

Control

Setting	Description
Launch mode: Normal	All attacks land together, arrival-aligned. The bot works out when to launch each one so they arrive in your chosen order with your chosen gaps.
Launch mode: Shotgun	Launches in list order, one second apart. Armies arrive in whatever order their travel times produce, so the row badge tells you the launch order, not the arrival order.
Insta launch	Shotgun only. Launches every attack at the exact same instant, with no one-second spacing.
Cancel ID before launch	Cancels an interdict on your own source villages before the wave goes out, so they are free to attack.
Interdict sources after attacks are sent	After the wave has left, interdicts your source villages to protect them.

Starting and stopping

The status badge shows **IDLE**, **LAUNCHING (target 1/3)** or **WAITING RETURN**. Click **Start** to begin. A confirmation window summarises the number of targets and sources, the mode, whether Insta launch is on, when it will begin (“Immediately”) and the expected number of commands. Nothing is sent until you confirm. While a wave is running the button becomes **Stop**. A log underneath records what the bot is doing.

Tip

Before you press Start, scan the slot rows for warning icons. A warning triangle or cross now is much cheaper than a missed launch later.

Warning

Captain, Capture and Raze attacks, speed cards and honour costs are real and cannot be refunded once the wave is launched. Check the Cards needed box and the confirmation window before you proceed.

Chapter 34

CoordBomb

What it's for

CoordBomb is SoloBomb for a team. Several players each set up their own villages against the *same* target, and a shared session on the GothBot server makes sure everyone launches at the right moment. The server is the timekeeper: it works out the schedule and only starts once *every* participant has said they are ready. Nobody has to count down in chat.

> CoordBomb is a paid feature and needs a connection to GothBot. If your account does not have it, the tab is shown locked.

The page is built like SoloBomb (Chapter 33): Target, Village Slots (including the Cards needed box and Presets), then a **Session** section. Changes are saved as you make them. The tab does not show a local countdown; it only shows what the server reports.

How to use it

Coordinator (the player who starts the session):

1. Enter the target and set up your own slots, exactly as in SoloBomb.
2. In **Session**, choose the launch mode (and Insta launch if you chose Shotgun).
3. Optionally type a start time in **Scheduled start (optional, HH:MM:SS)**. This is game-server time.
4. Click **Create Session**. An invite code appears; click it to copy it and send it to your team.
5. Wait until the roster shows everyone as **READY**, then click **Arm**.

Everyone else:

1. Set up your own villages and formations.
2. Type the invite code and click **Join**.
3. Check that the **Target** shown for the session is the village you expect.
4. Click **Ready** when your slots are set.

If you simply want to launch alone, the **Start** button next to Create Session starts your own wave without a session.

Target, Village Slots and Presets

These work as described in Chapter 33: single or multi target, the slot table with village, formation, type, attack type, speed cards and travel time, and the preset controls. In CoordBomb the slot table does not show an Honour column, and each of your own slots still shows the same troop-warning and result icons.

Session

Launch settings

Setting	Description
Launch mode: Normal	All participants land together (arrival-aligned).
Launch mode: Shotgun	Everyone launches at once; the armies arrive spread out.
Insta launch	Shotgun only. Launches each participant's own attacks at the same instant instead of one second apart.
Cancel ID before launch / Interdict sources after attacks are sent	The same two options as in SoloBomb, applied to your own villages.

Launch mode and Insta launch are decided by the coordinator and apply to *everyone* in the session. Once you have joined, they are shown as read-only text (for example "Launch mode: Normal (arrival-aligned)" and "Insta launch: Off (one second apart)"), because the server, not each player, decides.

Before a session exists

Setting	Description
Scheduled start (optional, HH:MM:SS)	When the first attack should leave, in game-server time. Leave it empty to start as soon as everybody is ready.
Chronograph.io (normal mode)	Tick it and paste a chronograph.io link to start from that timer instead.
Start	Launch your own wave right now, without a session.
Create Session	Start a session using your first target. You need a target first or you will be told "Configure a target before creating a session."
Invite code / Join	Type a code from your coordinator and click **Join**.

Inside a session

The top line shows the invite code (click to copy), the number of participants, the session **State**, and the **T-zero** or **Scheduled start** once the server has set them. The **Target** the session is bound to is shown so you can check you joined the right operation.

The roster lists each participant with their role (**Coordinator** or **Participant**), "(you)" next to yourself, and a status badge. **READY** is shown in green; anything else is grey.

Setting	Description
Ready	Tell the server your slots are set and you can launch.
Arm	Ask the server to start the countdown. It only works when every participant is ready; otherwise you get an error and can check the roster to see who is holding things up.
Abort / Leave	The coordinator sees **Abort**, which ends the session. Other players see **Leave**.
Remove (x) next to a player	Coordinator only. Removes someone who cannot make it; the schedule is recalculated for the rest.
Game-server launch time + Set launch time	Coordinator only. Sets or changes the launch time in game-server time (HH:MM:SS). A badly formed time is rejected with "Enter a valid game-server time as HH:MM:SS."
Change session target + Change target	Coordinator only. The only way to change the target of a live session; editing the Target box above affects just your own settings. Everyone's contribution is cleared and the new target is pushed to all players.

The status badge (**IDLE**, **LAUNCHING**, **WAITING RETURN**), the **Stop** button and the log below work as in SoloBomb.

Tip

Have everyone fix their slot warnings first and press **Ready** only afterwards. The roster then shows at a glance that the whole team really is prepared before the coordinator presses **Arm**.

Warning

Changing the target in your own Target box does not move an existing session. If the coordinator needs a different village, they must use **Change target**, and everyone should then re-check their slots and press Ready again.

Chapter 35

Portal and Discord

The GothBot website (gothbot.app) and its Discord bot work alongside the desktop bot. They are optional, but they let you watch your account and receive alerts when you are away from your PC.

Portal account

Create or link a portal account from the bot, then sign in on the website. The portal shows your linked bot and lets you control it remotely. Linking a bot to a new device replaces the previous link, so only your most recently linked computer stays connected.

Remote control

The portal has a Remote Control page for each linked bot. It is protected by your portal sign-in, a separate password for that bot, and a short-lived access token. For safety, anything involving logins or account keys cannot be changed remotely.

Discord commands

Add the GothBot Discord bot to your server and run `/setup` (server admin) first. Commonly used commands:

Setting	Description
/link, /unlink	Connect or disconnect your in-game player and your Discord account.
/subscribe, /watch, /sharealerts	Choose which alerts you receive, which villages to watch, and share alerts with others.
/stalk	Get alerts about a chosen player's attacks, reinforcements and charter purchases.
/hunt, /trade, /gold	Find AI hunting targets, trade offers, or gold-making opportunities near a village.
/time	Show travel times for attacks, captures, scouts and monks.
/nuke, /nukeclassic, /nukeonline, /nukeshotgun	Plan coordinated strikes. Needs the server's nuke role; see Chapter 32.
/vacation, /bancheck	Pause alerts while away, or check a ban status.
/telegram, /mqtt	Connect Telegram or an MQTT broker for alerts.

The Discord bot receives its information from GothBot's own monitoring, so alerts work even when your PC is off.

Telegram and Discord alerts from Radar

Radar can also send alerts through your own Discord webhook or Telegram bot. Set this up in the Notification Settings sub-tab described in Chapter 25.

Chapter 36

Troubleshooting

An automation is switched on but does nothing

1. Make sure you are logged in to the game (Chapter 3).
2. Check the master switch on the tab, and on tabs with a village list, make sure at least one village is ticked.
3. Look at the Errors tab (Chapter 10) and the Main tab log (Chapter 2) for a message explaining why it skipped.
4. Check Modules (Chapter 4) and Timing (Chapter 9); the automation may be limited to certain times or villages there.

A tab is locked

Paid tabs stay visible but locked until your account has the matching feature. Each chapter states whether its tab is paid. If you bought a feature and the tab is still locked, restart the bot so it re-checks your account.

My settings did not stick

Some tabs save automatically, others need their Save button. If a value reverts after you leave the tab, go back, change it, and press Save if the tab has one.

Alerts are not arriving

Check the Radar notification settings (Chapter 25), then check that the Discord or Telegram link is set up (Chapter 35).

Nothing is being traded, recruited or farmed

These automations skip a village when it lacks the resources, troops, merchants or free space they need. The chapter for that tab lists its conditions; the log line usually names the missing one.