

The scanner at a glance

Two agents sweep the world map in parallel — **W** (West half) and **E** (East half) — and dump everything they catch into one shared index: bosses and monsters, cities and players, shields, resources, relocations and SvS targets. Each tab is a **filterable view** over that data.

The **Discovered** column shows how fresh each row is: the core of the map gets re-swept every few seconds and the rim every few minutes, so a row that's several minutes old may already be gone. Typical flow: open the view → narrow by zone / level / alliance → **copy coords** or **share the list to chat**.

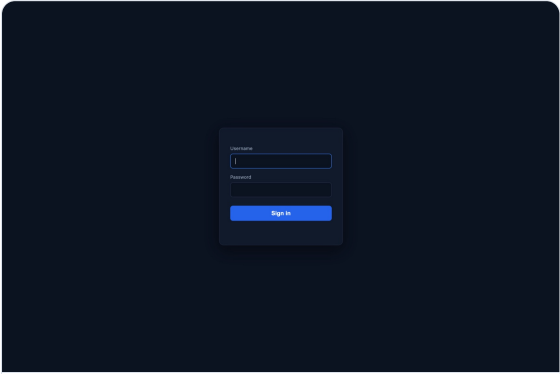
READ-ONLY

The scanner never launches marches or acts in-game — it reports. You run the rally, the gather or the teleport yourself from the client.

ACCESS

Sign in

Log in with **username and password**. Each account keeps its own filters, Watchlist and alert preferences separately. The UI is responsive: on mobile the tabs collapse into a menu and tables scroll sideways.



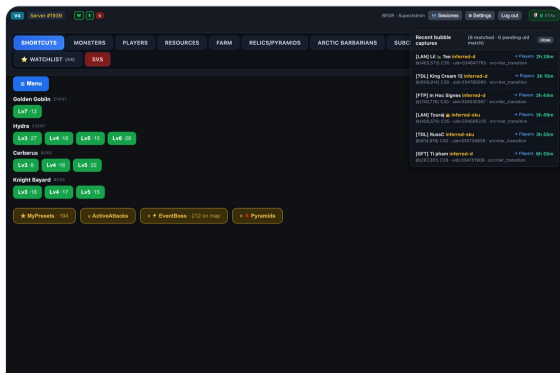
The image shows a dark-themed login screen. In the center, there is a light gray rounded rectangle containing the login form. The form has two text input fields: the top one is labeled 'Username' and the bottom one is labeled 'Password'. Below these fields is a blue button with the text 'Sign In' in white. The background of the screen is a solid dark blue.

Login screen: username and password.

The top bar

Pinned to the top; it sums up system status. Left to right:

V4 · Server #1939	Engine version and the server being swept.
Settings	System status, scan profiles, focus zone and alerts (covered at the end).
Log out	Sign out.
7 ETAs	Watched shields about to expire. Click it to expand the list with the time left on each bubble.



Shield panel (ETAs): caught bubbles with their time remaining.

The shield panel ("Recent bubble captures") lists bubbles caught by tier-transition, with a jump straight to the player's row in *Players*.

Copy & share coordinates

The **Copy** column (blue, e.g. 438,563 ) copies the coords to your clipboard in one click — ready to paste into the in-game search or the chat.

Monsters and *SvS* also add **Send / Share** buttons that post a batch of targets straight to **alliance chat**: the fast way to coordinate rallies without going one by one.

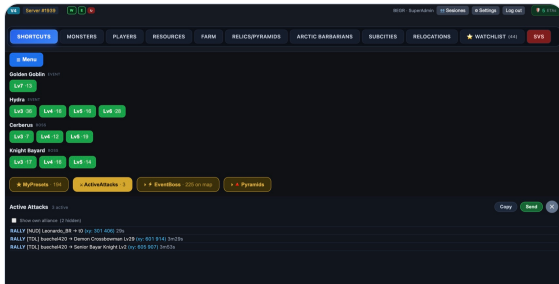
COMMON CONTROLS

Present in almost every view; not repeated section by section:

Center X / Y	The origin distance is measured from (your city by default).
Radius	Search radius in tiles around the center. Empty = whole map.
Level min / max	Target level range.
Alliance tag	Filter by alliance tag (e.g. NUD).
Sort / Limit	Sort order and max rows.
Dist	Distance from your center to the target.
Discovered	How old the capture is (freshness). The older it is, the more likely it's gone.
Apply / Clear	Apply filters / reset them.

⚡ Shortcuts

The home view: the families you hunt most, grouped by type (event / boss) without touching the filters. Each green chip **Lv5 · 15** shows the **level** and **how many are on the map right now**; click one to jump to that pre-filtered list.



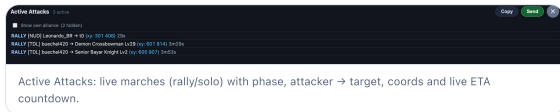
Shortcuts: families by type with level/count chips, shortcuts below, and the Active Attacks panel open.

Below, direct shortcuts: **MyPresets** (your saved targets), **ActiveAttacks** (opens the live-march panel — see next section), **EventBoss** and **Pyramids**. With **Menu** you pick which families to show and in what order — settings are per user. The four shortcuts work as an accordion: opening one collapses the others.

★ STANDOUT FEATURE

✂ Active Attacks — live march intel

The feature that sets this scanner apart. Instead of reading static map tiles, it **reads marches in flight** — rallies and solos — straight from the game's own traffic: you see who's hitting what **right now**, what phase it's in and **how long until it lands**, across the whole map the agents reach.



It opens from two places: the **ActiveAttacks** shortcut in *Shortcuts* (the live list in the image) and the **Show active attacks** toggle in the *Monsters* tab, which overlays which targets already have a rally on them.

What each row tells you

Phase · attacker [tag] name (with ×N if it's several grouped marches) → target (boss/monster + level, player castle or tile) · coords (click to copy) · **live ETA countdown**.

RALLY	Rally forming up (waiting). Window to join before it closes or to line up a steal .
MARCH	March en route to the target.
COMBAT	Hitting the target right now.
RETURN	Troops heading home (rally resolved).
SCOUT	Scouting in progress (target unscouted).
SOLO	Solo attack (a single city, no rally).
LANDED	Just landed (within the grace window).

Controls & behavior

Show own alliance	Off by default: hides your own marches so you only see other people's activity, and shows (N hidden) . In the image (default filter) you can see rallies from [NUD] and [TDL] .
Sort + live ETA	Sorted by soonest ETA ; the countdown ticks every second and the list auto-refreshes every 12s (new ones come in, landed ones drop off).
Copy / Send	Export the batch or post it to alliance chat.
SvS	Internal activity on the enemy server is auto-excluded; anything hitting <i>you</i> still shows.

WHY IT'S UNIQUE

No "normal" map scanner sees this: by reading marches in motion you can **piggyback** a boss rally before it closes, **steal** a rival's target, or **react to an incoming attack** with the exact land time — to bubble, reinforce or evade.

Monsters

The full inventory of **monsters** and **bosses** on the map: the core view for setting up rallies.

Server #7339

BOP: SuperAdmin

11 Sessions 6 Settings Log out 7 ETA

SHORTCUTS **MONSTERS** PLAYERS RESOURCES FARM RELICS/PYRAMIDS ARCTIC BARBARIANS SUBCITIES RELOCATIONS

★ WATCHLIST (64) SVS

+ BOSS MONSTERS
+ EVENT MONSTERS
+ SHADOW OF DAWN
+ OTHER

↑ SEND COORDS Junior Centaurus Lvl. 8 Junior Knight Bayard Lvl. 8 Junior Hydra Lvl. 8 Werlord Lvl. 8 Werlord Lvl. 8 Ymir Lvl. 8 Ymir Lvl. 8 Normal Barbary Pirate Lvl. 8 Elite Barbary Pirate Lvl. 8 (pick monsters to share (Centaurus, Ymir, Werlord...)) Me (LAN) Send Top 20

⌵ SHOW ACTIVE ATTACKS

Filter by monster/boss (empty = all)

search boss... (Centaurus, Sphinx, Bayard, Lane Turtle...)

Center X 458 Center Y 505 Radius (km, empty=whole map) whole map Show only Summons Apply Clear

Sort Recent Copy link Limit 500

Name	Level	Power	Family	X	Y	Dist	Copy	Discovered
(Boss) Centaur	8	328K	Boss	264	41	562 km	38,4,41 Q	1 sec ago (W)
(Boss) Manticores	6	2.2M	Boss	241	47	564 km	34,1,47 Q	1 sec ago (W)
(Boss) Manticores	6	2.2M	Boss	184	28	606 km	18,4,28 Q	1 sec ago (W)
(Boss) Peryton	8	6.5M	Boss	218	38	583 km	21,8,38 Q	1 sec ago (W)
(Boss) Skeleton Dragon	4	707K	Boss	185	31	602 km	18,5,31 Q	1 sec ago (W)
(Boss) Werewolf	6	1.5M	Boss	289	34	563 km	28,9,34 Q	1 sec ago (W)
(Boss) Werewolf	6	1.5M	Boss	224	39	578 km	22,4,39 Q	1 sec ago (W)
(Boss) Yasha	7	3.4M	Boss	277	38	560 km	37,7,38 Q	1 sec ago (W)
(Boss) Yasha	7	3.4M	Boss	176	51	589 km	17,6,51 Q	1 sec ago (W)
Bandit	7	5K	Normal	179	37	600 km	17,9,37 Q	1 sec ago (W)
Boss	7	5K	Normal	235	53	593 km	23,5,53 Q	1 sec ago (W)

Monsters: collapsible categories, Send Coords panel, and a table with Power, Family and coords.

The collapsible categories (**Boss**, **Event**, **Shadow of Dawn**, **Other**) narrow which types you see. The **Send Coords** panel lets you tick specific families and drop the best targets into chat with **Send Top 20**.

Show active attacks

Overlays which targets already have a rally on them.

Filter by monster

Narrow to a specific name (Cerberus, Sphinx...).

Show only Summons

Only bosses summoned by players.

Power

Target power — your reference for sizing the march.

Family

Classification: **Boss** , Normal, Event...

Players

A census of the **player cities** caught so far: find rivals, read shield status and filter by alliance or power.

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SHORTCUTS
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SUBCITIES
RELOCATIONS

★ WATCHLIST (64)
SVS

Search (name / uid / tag)
partial match, case-insensitive

Level min: 1 Level max: 45 Power min (M): 0 Power max (M): — Bubble: All Alliance (tag): e.g. ABC Center X: 456 Center Y: 567 Radius (tiles, empty=whole map): whole map

Sort: Power Limit: 500 Max age (min, empty=any): 10 Apply Clear

Name	Alliance	Level	Castle	Power	Bubble	X	Y	Dist	Copy
★ Marga Portat	—	16	14	—	no	313	1099	622 km	313,1099 ✕
★ Lovell Rona	TRC	28	27	—	no	609	811	286 km	609,811 ✕
★ israeli see	MRC	28	33	—	no	385	562	432 km	385,562 ✕
★ Beld	NLD	36	35	—	BUBBLE (?)	638	696	182 km	638,696 ✕
★ e RevValerius	LAR	21	19	—	no	453	563	7 km	453,563 ✕
★ Monarch334661831	—	1	2	—	no	669	640	114 km	669,640 ✕
★ NURSILMA	—	22	27	—	no	668	648	112 km	668,648 ✕
★ Monarch334628324	MAR	17	16	—	no	600	530	147 km	600,530 ✕
★ Monarch334803752	ZIG	14	15	—	no	617	533	163 km	617,533 ✕
★ Maximus Peder	—	23	27	—	no	745	442	313 km	745,442 ✕
★ e Flaming robot	LAR	33	35	—	BUBBLE (?)	463	571	6 km	463,571 ✕
★ Purga ICE	RTP	26	33	—	BUBBLE (?)	561	593	106 km	561,593 ✕
★ slashfame65	RTP	34	35	—	BUBBLE (?)	666	680	109 km	666,680 ✕
★ Celapright	EVO	36	34	—	no	618	637	174 km	618,637 ✕
★ Lure Xiang	BAC	23	29	—	no	672	591	118 km	672,591 ✕
★ Robertv	—	19	25	—	no	667	436	172 km	667,436 ✕
★ e Buba	NLD	40	46	—	BUBBLE (?)	638	602	183 km	638,602 ✕
★ GoCemdek	ROE	26	31	—	BUBBLE (?)	793	419	367 km	793,419 ✕

Players: filters by name/alliance/shield and a census of player cities.

Search

By name, UID or alliance tag.

Bubble

Shield status: **BUBBLE (?)** = shielded; *no* = no shield.

Level / Castle

Player level and castle level.



Star to the left of the name: pins them to your **Watchlist**.



Marks players from your own alliance.

QUICK PLAY

Filter by the rival's **Alliance tag** and sort by **Power** to surface their top accounts — or the ones sitting without a shield.

Free resource tiles (food, wood, iron, stone, gems) to gather.

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BOP: SuperAdmin
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Shortcuts
Monsters
Players
Resources
Farm
Relics/Pyramids
Arctic Barbarians
Subcities
Relocations

★ Watchlist (64)
SVS

Resource type: All
Occupied: All
Alliance tag: a.g. HD
Level min: 1
Level max: 15
Center X: 456
Center Y: 569
Radius (file, empty/purple map): whole map
Sort: Recent
Limit: 500

Apply
Clear

Name	Level	Available	Occupied	X	Y	Dist	Copy	Discovered
Farm	6	693K	Free	869	547	412 km	888,547	0 sec ago
Iron Mine	8	1.30M	Free	869	561	431 km	888,561	0 sec ago
Iron Mine	6	693K	Free	863	581	425 km	888,581	0 sec ago
Sawmill	6	693K	Free	881	535	424 km	888,535	0 sec ago
Sawmill	6	693K	Free	877	539	429 km	877,539	0 sec ago
Sawmill	6	693K	Free	875	541	418 km	875,541	0 sec ago
Farm	7	993K	Free	895	541	438 km	895,541	0 sec ago
Sawmill	7	993K	Free	871	545	414 km	871,545	0 sec ago
Sawmill	10	2.63M	Free	877	563	419 km	877,563	0 sec ago
Iron Mine	6	693K	Free	871	569	419 km	871,569	0 sec ago
Farm	6	693K	Free	893	571	435 km	893,571	0 sec ago
Quarry	16	12.03M	Free	869	575	431 km	888,575	0 sec ago
Farm	7	993K	Free	887	577	429 km	887,577	0 sec ago
Iron Mine	9	1.72M	Free	881	583	423 km	881,583	0 sec ago
Farm	7	993K	Free	883	586	425 km	883,586	0 sec ago
Quarry	13	5.83M	Free	887	601	430 km	887,601	0 sec ago
Gems Mine	5	312	Free	881	631	428 km	881,631	0 sec ago
Farm	8	1.30M	Free	863	590	436 km	888,590	0 sec ago
Iron Mine	9	1.72M	Free	893	595	436 km	893,595	0 sec ago

Resources: free resource tiles with type, level and amount available.

Resource type

Filter by resource type.

Occupied

Free or taken. For gathering you'll want **Free**.

Available

Amount left in the tile.

Level

Tile level — higher level, richer yield.

A profitability ranking: it takes every boss and monster and sorts them by what they pay out, so you know what to hit first when you're farming.

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STOP SuperAdmin

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SHORTCUTS

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SUBCITIES

RELOCATIONS

★ WATCHLIST (64)

SVS

Group

Level min

Level max

Center X

Center Y

Radius (file, empty/whole map)

Sort

Limit

Boss + Event

1

15

458

553

whole map

Only free (no rally on it)

Best (score)

200

Apply

Clear

Copy

554 farms targets

Score = proximity (more kills/hour) + level. Reward = per-kill value from the game's static loot table (exp+honor+credits+items). Val/stam = reward + stamina cost. = real loot obtained by REE (calculator). First-kill resource bonuses are one-time and excluded from per-kill reward.

Farm: targets sorted by profitability (Score, Reward, Val/stam).

Score

A combined score of proximity (kills/hour) and level. Higher = better target.

Reward

Value per kill (exp + honor + credits + items).

Val/stam

Reward per point of **stamina** — the key metric when energy is your bottleneck.

Status

free = no rally on it.

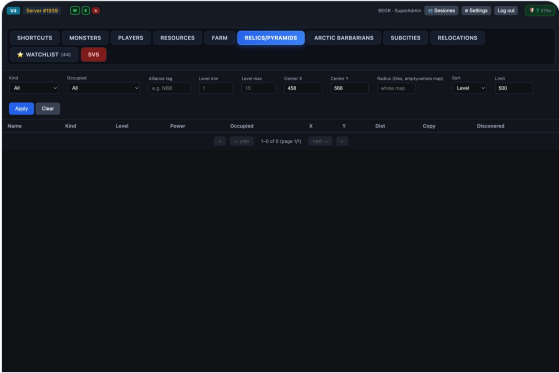
Only free

Hides the ones already being hit.

🎯 marks rows calibrated with real loot seen by the W/E agents; the rest use the game's static loot table. First-kill bonuses are excluded from the per-kill value. The table comes sorted by **Score**; [Copy](#) exports the whole list.

Relics / Pyramids

Relics and pyramids on the map. Filtered by type (*Kind*), level, alliance tag, like every other view.



Server #1939 STOP SuperAdmin 11 Sessions 6 Settings Log out 7 ETA

SHORTCUTS MONSTERS PLAYERS RESOURCES FARM **RELICS/PYRAMIDS** ARCTIC BARBARIANS SUBCITIES RELOCATIONS

★ WATCHLIST (64) SVS

Kind: All Occupation: All Alliance tag: e.g. NED Level min: 1 Level max: 15 Center X: 453 Center Y: 508 Radius (tiles, empty=whole map): whole map Sort: Level Limit: 500

Apply Clear

Name	Kind	Level	Power	Occupied	X	Y	Dist	Copy	Discovered
1-0 of 0 (page 1/1) next < >									

Relics / Pyramids: empty when none are active on the server.

EMPTY = NOT ACTIVE

"1-0 of 0" means there are none on the server right now; they show up when the game activates them. Not a bug.

Arctic Barbarians

A dedicated view for event **Arctic Barbarians**. Same filters and same coords column.

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STOP SuperAdmin 11 Sessions 6 Settings Log out 7 ETA

SHORTCUTS MONSTERS PLAYERS RESOURCES FARM RELICS/PYRAMIDS **ARCTIC BARBARIANS** SUBCITIES RELOCATIONS

★ WATCHLIST (64) **SVS**

Overlaid Alliance tag Level min Level max Center X Center Y Radius (tiles, empty/usable map) Tier Limit

All e.g. NED 1 15 453 568 whole map Level 500 Apply Clear

Name	Kind	Level	Power	Occupied	X	Y	Dist	Copy	Discovered
1-0 of 0 (page 1/1) Next									

Arctic Barbarians: empty outside the event.

SAME AS RELICS

Outside the event the table will be empty ("1-0 of 0").

Subcities

Subordinate cities on the map, with their quality, culture, owner and shield status.

Server #1939 STOP Subcities 11 Sessions 6 Settings Log out 7 ETA

SHORTCUTS MONSTERS PLAYERS RESOURCES FARM RELICS/PYRAMIDS ARCTIC BARBARIANS **SUBCITIES** RELOCATIONS

★ WATCHLIST (64) SVS

Quality: All Culture: All Discovered: All Alliance tag: e.g. NED Level min: 1 Level max: 15 Center X: 406 Center Y: 568 Radius (plus, empty/whole map): whole map Sort: Power

Limit: 500 Apply Clear

Name	Quality	Culture	Level	Power	Occupied	Bubble	X	Y	Dist	Copy	Discovered
Madine	Gold	Japan	13	9.3M	[LAN] 2.X.5 - MINE	YES - 22m 15s	81	817	452 km	0/817 ♀	3 sec ago
cityname_5	Gold	Japan	1	9.2M	Free	no	416	259	312 km	476,259 ♀	13 min ago
Misemen	Gold	European	13	9.1M	[TOL] (PROMIS)	BUBBLE	231	796	309 km	257,746 ♀	11 min ago
NPC	Purple	Japan	1	1.6M	Free	no	842	102	604 km	842,102 ♀	6 min ago
NPC	Purple	American	1	1.5M	Free	no	1083	221	715 km	1083,221 ♀	3 min ago
cityname_4	Purple	Japan	1	1.5M	Free	no	958	827	263 km	958,827 ♀	61 sec ago
cityname_4	Purple	American	1	1.5M	Free	no	582	417	195 km	582,417 ♀	1 min ago
cityname_4	Purple	Russian	1	1.5M	Free	no	674	636	219 km	674,636 ♀	1 min ago
Ro Va Ch	Purple	American	10	1.5M	[TOL] (Occupied)	YES - 3h 58m	49	1088	649 km	69,1088 ♀	6 sec ago
cityname_4	Purple	Russian	1	1.5M	Free	no	534	1111	548 km	534,1111 ♀	17 sec ago
Kalamazoo	Purple	Russian	10	1.6M	[LAN] xx Krowik Xx - MINE	BUBBLE	189	1181	695 km	189,1181 ♀	33 min ago
Legendary Subordinate City	Purple	Chinese	11	1.5M	[LAN] 2.X.5 - MINE	YES - 22m 15s	326	81	505 km	326,81 ♀	4 min ago
NPC	Purple	Russian	1	1.5M	Free	no	69	964	555 km	69,964 ♀	6 sec ago
cityname_4	Purple	American	1	1.6M	Free	no	907	619	452 km	907,619 ♀	8 sec ago
Legendary Subordinate City	Purple	American	11	1.5M	[LAN] 2.X.5 - MINE	YES - 22m 15s	735	789	342 km	735,789 ♀	49 sec ago
NPC	Purple	American	1	1.5M	Free	no	233	48	567 km	233,48 ♀	23 sec ago
NPC	Purple	Russian	1	1.5M	Free	no	351	509	413 km	351,509 ♀	9 min ago
NPC	Purple	Russian	1	1.5M	Free	no	948	424	511 km	948,424 ♀	11 min ago
NPC	Purple	Russian	1	1.5M	Free	no	234	679	200 km	234,679 ♀	10 min ago

Subcities: subordinate cities with quality, culture, owner and shield.

Quality Gold , Purple ... — sets how good the buff is.

Culture Japan, European, American... — defines the buff type.

Occupied **Free** or owner + alliance ([LAN] ... · MINE = your alliance's).

Bubble Protection and shield ETA (YES - 22m 15s).

Relocations

A log of **teleports** across the map over the last few hours — handy for reading rival movements.

Server #1939

RELOCATIONS

SHORTCUTS

MONSTERS

PLAYERS

RESOURCES

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RELICS/PYRAMIDS

ARCTIC BARBARIANS

SUBCITIES

RELOCATIONS

★ WATCHLIST (64)

SVS

6h

Y: 500

Radius: 5000

Refresh

Clear

00 relocations

When	Player	Alliance	From → To	Hop dist	Total hops	Copy dest
8m ago	→hell		(864,756) → (1023,659)	253	3	1223,659
54m ago	PF Jasterius		(827,225) → (402,756)	575	3	402,756
54m ago	☀️Cesme		(987,774) → (434,372)	441	2	414,372
56m ago	✶-Favlan		(862,264) → (1026,322)	165	2	1026,322
1h ago	PEBADEL8		(526,1166) → (171,89)	1133	1	171,89
1h ago	SchilDr		(705,1103) → (1165,499)	703	3	1165,499
1h ago	Delelepen		(296,779) → (794,620)	606	2	794,620
2h ago	ArtesEK		(1101,443) → (196,742)	1009	3	196,742
2h ago	Monarch337475120		(542,206) → (277,789)	636	1	277,789
2h ago	Althele		(722,7) → (394,349)	495	3	394,349
2h ago	Leon Qing		(546,182) → (345,455)	340	1	345,455
2h ago	Casperight	[FVQ]	(814,634) → (818,637)	4	1	818,637
2h ago	Bangur J		(371,593) → (418,1168)	575	1	418,1168
2h ago	Myka_MC		(666,1545) → (728,477)	671	3	728,477
2h ago	Saana*Wooden		(542,191) → (839,486)	294	3	839,486
2h ago	petarlan		(547,854) → (482,662)	304	20	482,662
2h ago	"MC"		(227,884) → (963,698)	764	1	963,698
2h ago	Dark Lady		(285,260) → (828,1930)	810	1	828,1930
2h ago	petarlan	[LAN]	(101,885) → (547,854)	447	20	547,854
3h ago	Monarch334623993		(102,887) → (706,456)	742	1	706,456

Relocations: recent teleports with origin, destination and hops.

Last

Time window (6h, etc.).

From → To

Jump origin and destination.

Hop dist /
Total hops

Jump distance and number of hops so far.

Copy dest

Copies the **destination** coords (current position).

★ Watchlist

Players you're tracking — the ones you pin with the star and the ones that come in by rules. The number in parentheses is the total watched.

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SHORTCUTS MONSTERS PLAYERS RESOURCES FARM RELICS/PYRAMIDS ARCTIC BARBARIANS SUBCITIES RELOCATIONS

★ WATCHLIST (14) SVS

MEMBERS CHEAT SCAN RALLY STEALS

Search (Name) (id) (tag)
partial: NUD, case-insensitive

Auto-add applies rules every 60s on PLAYERS. Manual is clicked ★ AUTO is added by rules. Top-right banner triggers when a watchlist shield expires in <10mins.

Default sort (when no column active)
Shield ETA (asc) Refresh Auto-add rules Bulk remove by alliance -- tag -- Remove all

Player	Alliance	Castle	Coords	Shield	Confidence	Bro	Note	Action
nuclear uid=334327644	NUD	Lv4/C45	630,586 +	BUBBLE (7)	—	MANUAL		★
MayMoon uid=334520696	NUD	Lv3/C35	624,670 +	no	—	AUTO	auto tag=NUD C35	★
abod uid=334330345	NUD	Lv27/C33	644,601 +	BUBBLE (7)	—	MANUAL		★
Bymay uid=334030604	NUD	Lv57/C35	766,533 +	no	—	MANUAL		★
Mead uid=334530943	NUD	Lv24/C30	126,78 +	no	—	AUTO	auto tag=NUD C30	★
Kka uid=334030337	NUD	Lv23/C30	1094,1094 +	no	—	AUTO	auto tag=NUD C30	★
El Baka uid=3336031639	NUD	Lv40/C40	638,602 +	BUBBLE (7)	—	MANUAL		★
Zen uid=334655554	NUD	Lv20/C28	828,167 +	no	—	AUTO	auto tag=NUD C28	★
El Baka uid=334719841	NUD	Lv35/C36	634,600 +	BUBBLE (7)	—	MANUAL		★
Leonardo_BB uid=334702540	NUD	Lv36/C38	636,604 +	BUBBLE (7)	—	MANUAL		★
SBMM uid=334775257	NUD	Lv22/C30	627,576 +	no	—	AUTO	auto tag=NUD C30	★
Mayke uid=334600670	NUD	Lv43/C42	640,586 +	BUBBLE (7)	—	MANUAL		★
Laggy uid=334600935	NUD	Lv36/C38	640,602 +	BUBBLE (7)	—	AUTO	auto tag=NUD C38	★
Borg uid=334676534	NUD	Lv36/C35	636,586 +	BUBBLE (7)	—	MANUAL		★
Good uid=334676606	NUD	Lv31/C35	55,014 +	no	—	MANUAL		★
Bold uid=334871663	NUD	Lv36/C35	636,586 +	BUBBLE (7)	—	MANUAL		★
ZidoneBeh uid=334818276	NUD	Lv20/C35	634,586 +	BUBBLE (7)	—	MANUAL		★
pipo uid=334841184	NUD	Lv38/C39	636,600 +	BUBBLE (7)	—	AUTO	auto tag=NUD C39	★

Watchlist: watched players (MANUAL/AUTO) with shield; sub-views up top.

Three sub-views: ★ **Members** (the watched players, with shield, coords and notes), 🕵 **Cheat Scan** and 🧑 **Rally Steals**.

Src

MANUAL = pinned by you. **AUTO** = added by a rule (e.g. "all of alliance NUD at C35+").

Shield

Each watched player's shield status. Sortable by **Shield ETA** to see who drops first.

Auto-add rules

Editor for automatic add rules.

Remove all

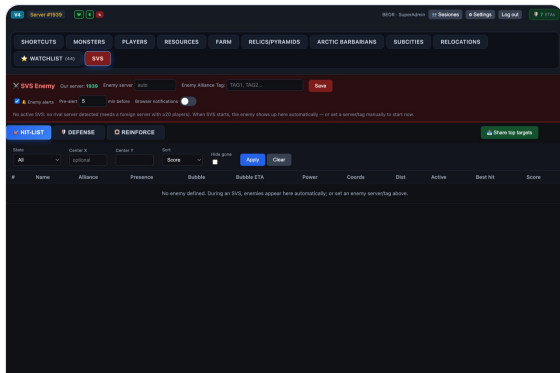
Clears the list.

THE USE CASE

When a watched player's shield is about to drop, the  **ETAs** counter in the top bar flags it — your window to hit the moment they're exposed.

✂ SvS — Server vs Server

The combat console for the SvS event: it aggregates the enemy and organizes attack, defense and reinforcement.



SvS: enemy setup and the Hit-list / Defense / Reinforce lists.

The enemy is auto-detected (**Enemy server** = auto) or set by hand with **Enemy Alliance Tag**. **Enemy alerts** turns on warnings with an X-minute **Pre-alert**.

Hit-list

Targets to attack, sorted by score.

Defense

Your own at risk, to defend.

Reinforce

Who's worth reinforcing.

Share top targets

Posts the best targets to chat.

Presence / Bubble ETA

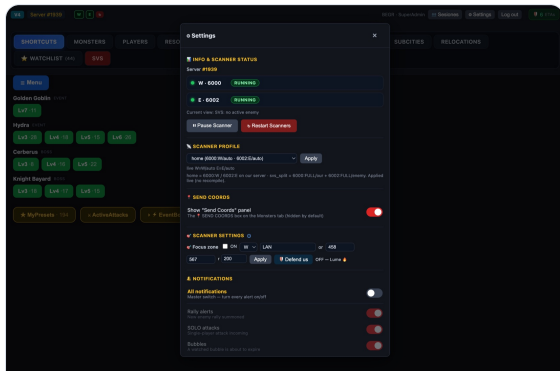
Whether the rival is online and when their shield drops.

EMPTY OUTSIDE SVS

"No active SvS": no war running. When the event starts, enemies come in on their own (a foreign server with ≥ 20 players); you can also set the server/tag by hand to prep ahead of time.

Settings

The **Settings** button opens system status and alert configuration.



Settings: agent status, profiles, focus zone and alerts.

Scanner status State of W and E (**RUNNING**). **Pause** and **Restart Scanners** buttons.

Scanner profile Scan mode (normal or `svs_split` to split W/E during war). Applied live.

Send Coords panel Shows/hides the share panel in Monsters.

Focus zone Concentrates the sweep on one alliance or a set of coords + radius.

Notifications Alerts by type (enemy rally, solo attack, shields about to drop...) with a master switch.

GLOBAL SCOPE

Pause and **Restart Scanners** affect every scanner user, not just you. Only use them for a real failure.

Notes

Empty tables

Relics, Arctic and SvS only carry data while their event is active. Not a bug.

Data freshness

Discovered is how old the capture is. The core re-sweeps every few seconds; the rim, every few minutes. An old row may already be gone.

Coord with no target

The map changes live (kills, teleports). If the row is old, refresh and grab a fresh one.