You (every player) need
- TTPG installed
- The TI4 mod subscribed on mod.io
- The TI4-Homebrew mod subscribed on mod.io
- <the updated version in TTPG – happens automatically if you are in the main menu and logged into mod.io>

How to test dedicated faction
- Start a game of Twilight Imperium 4th Edition.
- Right click the table, open "Object Library".
- Click "Add Packages" at the bottom.
- Select "TI4 Homebrew".
- Click "Add selected package" at the bottom left.
- Click "Return to library" at the bottom right.
- Add open the "discordant suns" folder
- Add the stack of faction cards
- Search for the desired faction and set the card faced up in a player area
- Press "setup faction"

What to expect
- The **faction** will **unpack**
  - home system tile is set
  - start fleet is set on the home system tile
  - faction sheet is set
  - agent(s), commander(s), hero(es) and mech cards are played on the faction sheet
  - 3/3/2 command tokens are placed on the faction sheet
  - Promissory note is placed in the hand
  - Starting techs are placed on the hand (if you have some "choose X from the following", these are also present)
  - Extra elements (tokens, cards, dice, tiles, …) are placed in a container above the faction sheet
  - You command tokens have the right image
  - If you draw a control token form your command token container it has the right image
  - The technology stack in the play area contains the two faction techs
- In a **draft** is the faction displayed correct
  - The icon is shown
  - The abbreviation is correct
- If **technology** is played
  - The faction techs are listed as options
  - Their requirements are displayed correct
  - They have a faction icon
  - If you have such a technology in your play area, it is counted as fulfilling a prereq and it is greyed out in the UI
- (faction specific) **Units**
  - units roll combat correct
    - The #dice is correct
    - The hit value is correct
    - Ships participate in space combat
    - Ground forces participate in ground combat
    - ability rolls work properly (Anti fighter barrage / Space cannon / bombardment)
- **Home system** tiles
  - the space area as well as the planets are detected correct (activation & auto roller buttons - i.e. "bombardment")
  - the tile is shown correct in the auto roller (enlarged tile in the UI)

What to NOT expect (will come later)
- **Magic numbers**
  - In combat - i.e. if this ship is in an asteroid field add +1 / one ship rolls 1 die less / …
  - Otherwise – i.e. PRODUCTION is #tokens in the fleet pool
- **leader effects**
  - any leader which changes mechanics (like rolls etc)
- **attachments**
  - the attachment tokens do not stick
  - their values are not reflected i.e. +1 resources
- other magic