

# MILTYMOD SETUP

## WHAT IS MILTYMOD?

In a game the scope of *Twilight Imperium*, there's bound to be rough edges that come up due to unforeseen or unintended interactions. TI4 did a fantastic job of simplifying the rules from TI3 and smoothing out significant rough edges. My goal with *MiltyMod* is to take that one step further with the benefit of years spent playing and thinking about TI4. My primary design goals are:

- 1) Simplify cases that make the game hard to play without adding value (e.g. produce vs. PRODUCTION)
- 2) Implement an "Omega" style treatment for components that haven't gotten one to improve gameplay (e.g. the Salvage action card)
- 3) Rebalance game components with relatively minor changes to original intent or abilities
- 4) Ensure *MiltyMod* can be played with base game or *Prophecy of Kings*
- 5) Revisit base game components with the benefit of *Prophecy of Kings* knowledge to improve compatibility (e.g. make X-89 Bacterial Weapon affect mechs)



## HOW TO PLAY

Every player requires Tabletop Playground, and must be subscribed to both the Twilight Imperium IV and Twilight Imperium Homebrew mods through mod.io. To begin a game with *MiltyMod*, load a game of Twilight Imperium IV, then right click the table and click "Object Library". Click "Add packages" and select "TI4 Homebrew", then click "Add selected package" and "Return to Library". Select the "TI4 Homebrew" package, then select "miltymod" on the right panel. Click the "MiltyMod Load Tile" and drop it on the table.

Currently, *MiltyMod* only supports the base game. Deselect *Prophecy of Kings* on the setup menu before clicking "Start Game". Some components from *Codex 1: Ordian* (action cards) and *Codex 3: Vigil* (omega secret objectives) can be included.

## CURRENT STATE

Nearly all components that require scripting should be supported, but please inform me of any script errors. The few exceptions are:

- Greyfire Mutagen: Currently, there's no right click menu for this card.
- Agenda helper images: The images won't appear on each player's UI for custom agendas.

## FEEDBACK

If you're interested in providing feedback, feel free to leave a comment on the MiltyMod Changelog or MiltyMod Testing Discord server, or direct message me on Discord. All feedback is appreciated as I work on future revisions and additional content, including *Prophecy of Kings* and the *Codices*.

## SPECIAL THANKS

Thanks to Dane Beltrami, for giving us Twilight Imperium IV as we know and love it. Thanks to SCPT Matt and SCPT Hunter, for giving much of the community a place to congregate. Thanks to Darrell and the other contributors to both the TTPG and TTS mods for all their efforts in making the game and homebrew accessible. Finally, thanks to Caluin, DragonJade, Jasper the Disasper, MySonIsAlsoNamedBort, phil/sage, QuantumOctopus, Queso, Raptor1210, rwise, SqueamishEmu, Stads, The Deft Piper and The Meta for their help with the earliest efforts on this project.