Project: The Calculator Mod

User Documentation

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Project website: https://the-mod-calculator.w3spaces.com/

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1. Introduction

The Total War: Rome II Mod Calculator is a web-based tool that allows players and mod developers to create, customize, and balance unit factions for integration into Rome II mods.

It provides a user interface where users can enter stats, equipment choices, and abilities, view calculated unit values, and export their data for later editing or use in mod files.

2. System Requirments

Browser-   Chrome, Firefox, Edge, or Safari (latest versions)

Internet-   Required for loading external scripts and saving to IndexedDB/localStorage

Display-   Color display, 1280×720 resolution or higher

Storage-   Browser local storage enabled (for saving factions)

CPU/RAM-   Any modern device capable of running a web browser smoothly

3. Getting Started

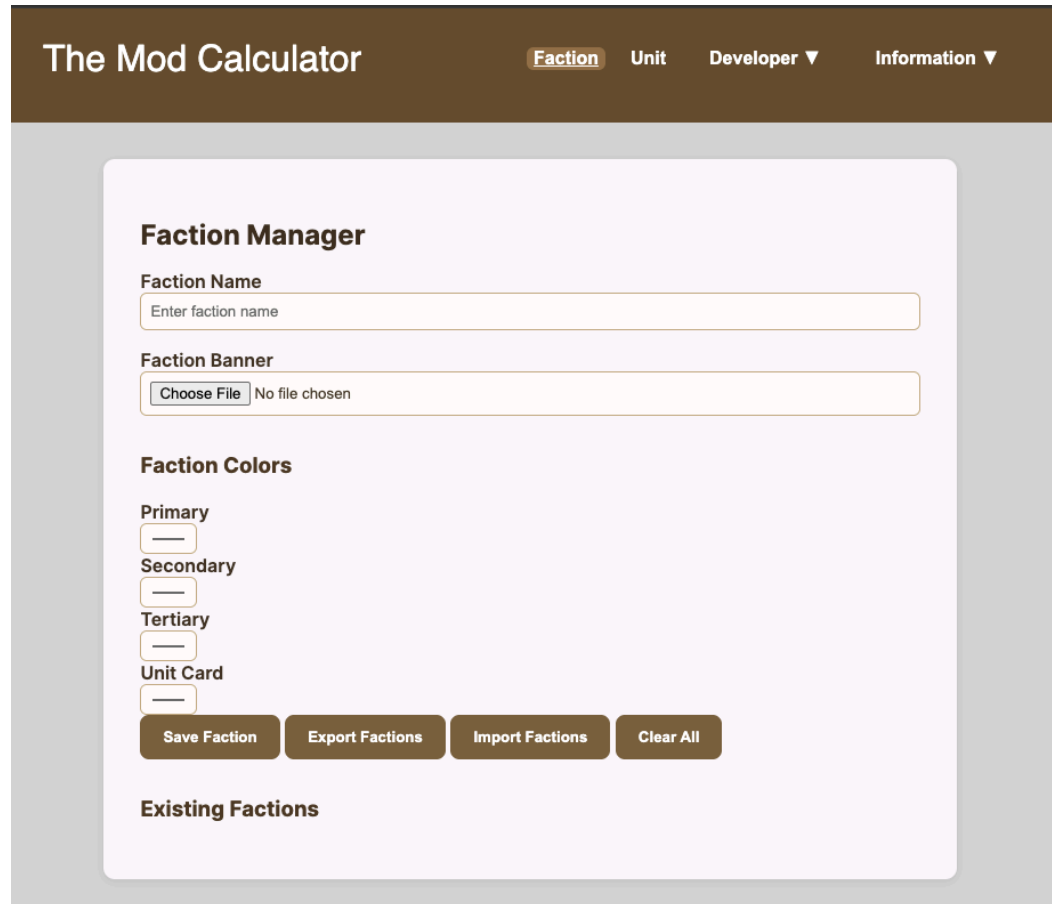1. Open your web browser and access the mod calculator with this link:

https://the-mod-calculator.w3spaces.com/

2. The home screen will have the title The Mod Calculator with Navigation tabs on the right

4. Using the Calculator
   a. On the main page of the calculator, a user will create the name of their faction for their custom faction for the game Total War: Rome II. They will input the values for their faction, for example, name, an image for their faction banner, as well as choose the colors of the faction.

   b. On the Unit Page, users can enter and customize the statistics for up to 15 units within their faction. Each unit includes editable fields such as Man Count, Morale, Charge Bonus, Melee Attack, Melee Defense, Armor, and more. Below the calculator, users can access reference links that lead to information tables containing details about available weapons, shields, mounts, and other equipment, helping them make informed selections.
   As users input values, the calculator automatically updates the points and price for each unit in real time. Factions are limited to a maximum of 34 total points. Once satisfied with their configurations, users can export their faction data as a JSON

file for later use or integration into a mod.

c. Once the user has finalized their faction and exported the configuration as a JSON file, they can share this file with an experienced modder for integration into Total

War: Rome II. The modder will use a PACS file manager (such as PFM or RPFM) to locate the correct game data directories—typically several folders deep within the mod's structure—and then manually import the faction data from the JSON file into the appropriate mod tables.

d. After this process, the new faction becomes part of the modded game files. The original user can then launch Rome II and access their modded faction inside the game. The faction will be listed under the playable factions in the Custom Battle. Then select your faction and begin playing with your fully customized faction!