

TOTAL WAR: ROME II CALCULATOR

Project: The Calculator Mod

User Documentation

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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 Requirements

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:

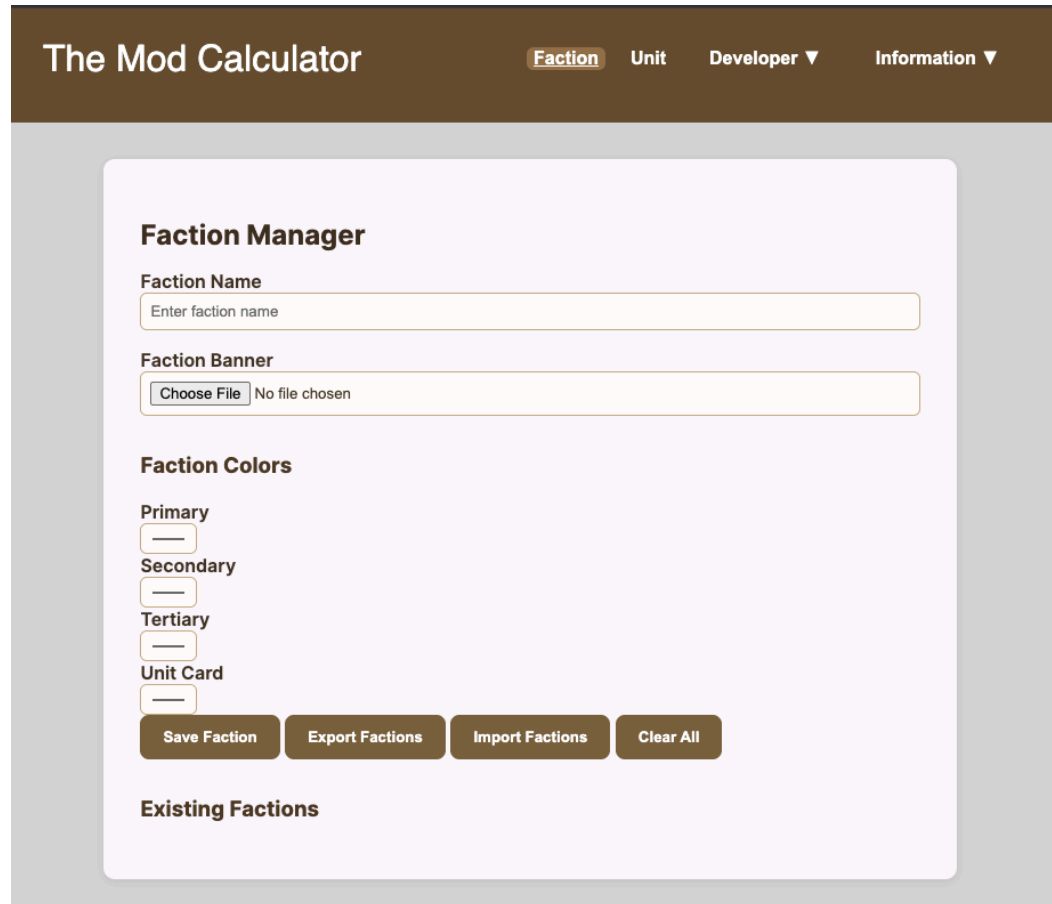
<https://the-mod-calculator.w3spaces.com/>

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.



The screenshot shows the 'The Mod Calculator' interface. At the top is a dark brown header with the title 'The Mod Calculator' and four navigation links: 'Faction' (highlighted), 'Unit', 'Developer' (with a dropdown arrow), and 'Information' (with a dropdown arrow). Below the header is a light purple box titled 'Faction Manager'. Inside this box, there are four sections: 'Faction Name' with a text input field containing the placeholder 'Enter faction name'; 'Faction Banner' with a 'Choose File' button and the text 'No file chosen'; 'Faction Colors' with four color selection fields labeled 'Primary', 'Secondary', 'Tertiary', and 'Unit Card', each with a small color swatch; and a row of four buttons: 'Save Faction', 'Export Factions', 'Import Factions', and 'Clear All'. Below the 'Faction Manager' box is a section titled 'Existing Factions'.

- 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.

The Mod Calculator

FactionUnitDeveloper ▼Information ▼

Unit Manager

Export UnitsImport Units:Clear AllGo To DeveloperGo To Faction

Points Usage 0/34	Price	Name	Man Count	Morale	Charge Bonus	Melee Attack	Melee Defense	Armor	Hp	Ammo
	120	the guards	100	23	23	23	20			

Unit Manager

Export UnitsImport Units:Clear AllGo To DeveloperGo To Faction

Melee Weapon	Missile Weapon	Shield	
Dagger (10/2) ▼	None ▼	None (0) ▼	None
Dagger (10/2) ▼	None ▼	None (0) ▼	None
Dagger (10/2) ▼	None ▼	None (0) ▼	None
Dagger (10/2) ▼	None ▼	None (0) ▼	None
Dagger (10/2) ▼	None ▼	None (0) ▼	None
Dagger (10/2) ▼	None ▼	None (0) ▼	None
Dagger (10/2) ▼	None ▼	None (0) ▼	None
Dagger (10/2) ▼	None ▼	None (0) ▼	None
Dagger (10/2) ▼	None ▼	None (0) ▼	None
Dagger (10/2) ▼	None ▼	None (0) ▼	None
Dagger (10/2) ▼	None ▼	None (0) ▼	None

- 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!