

Expeditionary Force Test Plan

1 Requirements

- Two characters required. Change the exForceNumberRequiredTable to 2 for all entries temporarily.

1.1 Character Setup

Run on both characters:

```
!changejob MNK 40  
!setplayernation CharA 1  
!setrank CharA 3
```

2 Signup / Registration (conquest.lua)

Signup is handled by your nation's gate guards.

2.1 Failing path

Break	How	Expected
Nation	!setplayernation CharB 2, party up, talk to guard	Reject – Wrong Nation
Rank < 3	!setrank CharB 1	Reject – rank too low
Party size	Talk to guard solo	Rejected – Needs party of 2+
Not in zone	Party with CharB but CharB is in another zone	Rejected – Party member is not in zone
Not visited	Fresh character that has not entered Buburimu	Kolshushu option absent
Zone ownership	Set nation to the owner of Kolshushu	Kolshushu option absent
Non-nation guard	Attempt to sign up with guard at embassy	E.F. option absent

2.2 Signup Path

You can verify the badge with !geteffects CharA

Party CharA + CharB, both in the same zone, both citizens, both rank 3+, both level 20+, both have visited Buburimu. Talk to guard, pick Kolshushu, verify badge.

Talk to guard, change E.F. registration, verify badge.

Talk to guard, quit E.F., verify lack of badge.

Talk to guard, pick Kolshushu, get badge. Talk to guard, teleport to region, verify badge is gone, KI is obtained, and you are in new zone with glyph. Do !checkvar CharA [ExpForce]NextConquestTally

NOTE: Only have one character get the Insignia KI.

3 Warp Glyph

Verify you can only get 1 glyph from the city: Zone back to your city but pick a new zone. Follow the same signup path and verify that you do not get a new KI and you do not get a new glyph.

Add all the glyphs and use them to make sure you end up at the right location.

!additem 4187

!additem 4188

!additem 4189

!additem 4190

!additem 4191

!additem 4192

!additem 4193

!additem 4194

!additem 4195

4 Banner touch and NM spawn

1. Go to the banner. !gotoname Beastmens_Banner (If you aren't in the zone, do !zone 118 first)
2. Have both characters in a party.
3. Have the character who doesn't have the insignia click the banner: Expected – Just text stating it's a beastmen's banner.
4. Have the character who has the insignia click the banner.
 - a. Exactly 4 NMs spawn in a random position from the correct pool.
 - b. Appear in 360 degree ring, 2 – 7.5 yalms, with a mean of 3.5 yalms
 - c. Each NM faces spawning player and is claimed (usually 1~3/4 appear claimed)
 - d. All in-zone alliance members receive LEVEL_RESTRICTION and curse message

Verify using:
!geteffects Char
!getlocalvars – On NM
!geteffects – on NM

Repeat touches to confirm the banner re-rolls position

5 Combat, Level Cap, and Cleared

Use !getstats to confirm level has been restricted.

Have CharB not in party with no restriction and have them try to attack spawned NM. They should not be able to. Then have them click the banner to get level restriction and try to attack; they should be able to.

Have a level 75 but restricted character kill an NM; ensure they don't get limit points.

Have a level 30 but restricted character kill an NM; ensure they do get xp.

Have one character out of the party, make sure zone message goes off.

Check idle despawn after 3 minutes as well as despawn of beastmaster pets; after spawn, rezone to the same position and wait the timer out.

Check that on kill that participation is flipped. !checkvar Char "[ExpForce]Participation"
Make sure that the participation does not get triggered on player without insignia.

Check to see that influence has increased.

Check that title is gained by only party members.

Notes: You can do !despawnmob to test if not killing works.

6 Treasure Rewards

Remove participation variable: !setplayervar Char [ExpForce]Participation 0

Go to treasure chest in Labrynth of Onzozo (!zone 213) and Maze of Shakhrami (!zone 198).

Get Chest keys: !additem ONZOZO_CHEST_KEY and !additem SHAKHRAMI_CHEST_KEY

Goto chest: !gotoname Treasure_Chest

Have one character who has insignia trade key. Then do the other zone and have the other character who does not have insignia trade key. For both characters, !checkvar Char [ExpForce]Participation

7 CP Reward

Talk to the gate guard and make sure that they remove your KI and award you CP. Also test where you just get your KI removed.

Quick way to test

```
!addkeyitem KOLSHUSHU_EF_INSIGNIA
```

```
!setplayervar CharA [ExpForce]NextConquestTally 1
```

```
!setplayervar CharA [ExpForce]Participation 64
```

8 Nation Swap

Re-add key item: !addkeyitem KOLSHUSHU_EF_INSIGNIA

Change nation at one of the nation swap NPCs and make sure the key item is removed.

9 Various Banner Mechanics

Check: Zone out clears level restriction

If one nation initiates the NMs, and another nation kills, the prior nation gets credit.

Level Restriction stops an alliance member from clicking the banner.