Tests		Notes	* empty = empt	y, null or [mechDef]vehicleDef[turretDe	af]_None											
# Yest Yesting tipe:	Faction Siz				ForceLanceDefSizeWithTag SkipWhenTaggedWithA	ny Notes	CWolf (v1.3.3.6)	CWelf	Hounfor	AddYourName	AddYourName					
Testing tips:  - Turn Addisonal Lincos off in the settings pion to make it easier to see what is going on  - Make some basic Lancability you can resuse between tests  - Make some basic capies of existing Contraction reloads pointing joint on resuse between tests  - Make some basic capies of existing Contraction reloads pointing joint on resuse between tests  - Make some basic capies of existing Contraction reloads pointing joint joint on resuse between tests  - Make some basic capies of existing Contraction reloads pointing joint join																
- Check MChests directory to see if there are already best files to use  NOTE: If you've using LanceDefs with units that have 'dynamicDifficulty' on - then expect sometimes us	nits to be char	ged to mech	Def_None. This	is expected vanilla behaviour and	not an MC / EL bug. Before failing a test - check your Lance	Def.										
Manual																
Faction has Faction Size of 6 units Models ratio ContractDownrisk LanceOverrise to 'Manual' Models cnyl defines 4 units in their Manual LanceOverrise Models rhis no empty' defined UnitSpamiPointOverrises								PASS								
1.1 Expected Lance Size: 6 units	6	TRUE	ANY	N/A	N/A N/A	Highlights: EL doing its job. Autofilling a typical 4 unit LanceOverride up to the Faction Size.	PASS	Improved in 1.3.3.4								
Faction has Faction Stud of a usb Modeler sets Contestion-Instellation Studies of Manual Modeler sets Contestion-Instellations (Manual Lance/Committe Modeler wasto Only sinists and also recognishment james Modeler wasto comply defined Unbigues/Footify weeks (Manual Lance) Studies of the Contestion Studies (Manual Contestion Studies) (Manual Contestion Studies) 1.2 Expected Lance State 3 units	6	TRUE	ANY	mc_force_extended_lance defined of the LanceOverride lanceTagSet/lagSetSourceFile	n NA NA	Highlights: EL realising the modder wants to override the default Faction Size and allows the Modder to force a lesser number of units at a Contract/override Lance/Override level	PASS	PASS								
Faction has Faction Size of 5 units.  Faction has Faction Size of 5 units.  Modern law Size of 5 units and 1 units	5	TRUE	ANY	mc_force_extended_lance defined of the LanceOverride LanceToySetHagSetSourceFile	n NIA NIA	Highlights: Et, resisiong the modern wants to override the default Faction Size and allows the Modest to force a greater number of units at a Contract/Override Lance/Override level	PASS	PASS								
Faction has Faction Star of 6 units Moder sels Context/Deversion Lance/Deversion to "Manual" Moder and Context Contest of Manual Lance/Deversion Moder and on Contest of Units and Manual Lance/Deversion Moder has no empty defined Units/puer/Peris/Deversion Modern has no empty defined Units/puer/Peris/Deversion  1.4 Expected Lance Stars of units  1.4 Expected Lance Stars of units  1.5 Expected Lance Stars of units  1.6 Expected Lance Stars of units  1.7 Expected Lance Stars of units  1.8 Expected Lance	6	TRUE	ANY	N/A	NIA NIA	Hightights: Et. creating more UnitSpawnPoints in the map and allowing 6 UnitSpawnPoint on the defined.	PASS	PASS								
Faction has no set Faction Size Motion sets CentralPowrist Lanco/verrides to "Manual" Motion sets ContractOverride to "Manual" Motion sets to use in their Manual Lanco/Cverride Motion sets to use in their Manual Lanco/Cverride Motion has no emply" defined UnitSpaempointDverrides				mc_force_extended_lance defined of the LanceOverride lanceTagSet18agSetSourceFile	n	Highlights: EL allowing for a Faction that has no EL Faction Size set to still be able to force EL Faction Sizes when required with oventidestrongs										
1.5 Expected Lance Size: 5 units	N/A	TRUE	ANY	serice (agiset/tagisletSourceFile	N/A N/A	CL Facuum Sizes when required with overildes/forcing	PASS	PASS								
Faction has Faction Star of a utils Moder cells Creditation and Commission to Manual Moder cells Creditation white Lance/Overrides to Manual Moder cells Creditation and Commission to the Manual Lance/Override Fries the Unitergener/Productions are valid unit references Lance to Lindigues/Production and an empty? 1.6 Expected Lance Star et units	6	TRUE	RespectEmpty	N/A	NIA NIA	Highlights: Et. readises two UnitSpaenPointOverrides are empty tot allows it due to the "RespectEmpty" Autofilitype This results in only 4 units appareing as only 2 units are autofilied.	PASS	PASS								
Faction has Faction Size of 6 units																
Faction has Faction Size of 4 units Moderar and Constitute Characteristics in Manual* Moderar and Constitute Characteristics in Manual* Moderar only onlines 4 Undisplacement Overvious in that Manual Lancativeride Moderar only onlines 4 Undisplacement Characteristics Lant too Unitegram/Prochizoments are empty.  1.7 Expected Lanca Size 6 units	6	TRUE	FillEmpty	N/A	N/A N/A	Highlights: Et. realises two UnitSpawerPointOverrides are empty and autofilis the empty units in due to the "FillEmpty" Autofilifype This results in outsits spawning 2 empty UnitSpawerPointOverrides autofilied in and 2 units autofilied to bring the 4 unit lance up to 6.	PASS	PASS FAIL in 1.3.2.4								
Faction has Faction Size of it units Modifier sets Content/Overifies LancoOverride to Manual' Modifier sets Content/Overifies LancoOverride to Modifier and units in their Manual LancoOverride Modifier has no empiry defined thirtSpawePointOverrides  1.8 Expected Lanco Size: 4 units	6	FALSE	ANY	N/A	N/A N/A	Hightights: El. not autofiling more units. Even though Faction Size is 6 is supported - it does not fill up the lance to that court because autofil is false.	PASS	PASS								
Faction has Faction Size of 6 units Motions ratio Content/Deversion Lance/Overside to "Manual" Motions ray obtained surisis in their Manual Lance/Overside Motions ratio access of the Manual Lance/Overside Motions ratio or arrepty collected Units/Quare/Point/Oversides 1.0 Expected Lance Size of units  1.0 Expected Lance Size of units	6	FALSE	ANY	NIA	NIA NIA	Highlights: El. not audifiling more units. Even though Faction Size is 6 is supported - it does not fill up the larnce to that court. It just allows the usage of it. Since the 6 units were provided in the Lance-Veriode them they are considered.	PASS	PASS								
Faction has Faction Size of 6 units Moders each Context/Devrine Lanco/Devrinde to Manual' Moders end Context-Orderinde Lanco/Devrinde to Manual' Moders end yellowing of units in their Manual Lanco/Devrinde Moders has no empty" defined Unit SpawerPoint/Devrindes						Highlights: Et. can handle expanding out a lance's units to the Faction Size starting from below the default 4 map lance speams and maintaining (ULD links between UnitSpann-Forthymerios and UnitSpann-FortCattank (ope for the original speaments. Unit 4 docent exist at this point but his speamen does. Its GUID must match that of the speamen that exist when the unit is created.										
1.10 Expected Lance Size: 6 units	6	TRUE	ANY	N/A	N/A N/A	spawner that exist when the unit is created.	PASS									
LanceDefs																
When running the below 2x tests - you can easily run the 3x straight away after each test as the only of	change will be	to change la	anceDefild from "	Tagged' to the direct reference to the	e LanceDef id instead.											
Faction has Faction Study of suits Modelsher late Contestible-mints Lancol/verride to "Tagged" Modelsher late Contestible-mints Lancol/verride to "Tagged" Modelsher selb Lance tage on their Lancol/verride to salveier a specific LancolDef Modelsher only districts a further for selected LancolDef 2.1 Expected Lancol Size: 6 units	6	TRUE	ANY	NA	NIA NIA	Highlights: EL doing its job. Autofiling a typical 4 unit LanceCverride up to the Faction Size. Using a LanceDet.  Extra units are duplicates of existing units in the lance.	PASS	PASS								
Fastion has Fastion (Stud of Sudts Motoder seles Contestion-writes Leanue/Chernicks to "Taggest" Motoder seles Contestion-writes Leanue/Chernicks to "Taggest" Motoder seles Linnes tags on their Lance/Chernicks to select a specific Lance/Def Motoder conty districts Sursits in their Lance/Chernicks Motoder wards only 5 units as adds sec_Stone_celes. Motoder have comply durines to Motogen-Hernich Permission Motoder have comply durines to Motogen-Hernich Permission					mc_force_extended_lance defined on the LanceDef	Highlights: Et, realising the moder wants to override the default Factor Size and allows the Moder to force a leaser number of units at a Lancolof level										
2.2 Expected Lance Size: 5 units	6	TRUE	ANY	N/A	LanceTags/tagSetSourceFile N/A	Modder to force a lesser number of units at a LanceDef level	PASS	PASS								
Faction has Faction Date of 5 cales.  Moder and contradiventic Lancoloveride to Tagged Moder and Society Contradiventic Lancoloveride by Section 1 (1997). The Moder and Society Date of the Moder and Section 1 (1997) of direct Uniform 1 (	5	TRUE	ANY	NIA	mc_force_estended_lance defined on the LanceDef LanceTagsItagSetScutteFile NA	Highlights: Et, realizing the moder wants to override the default Faction Size and albaes the Moddar to force a greater number of units at a Contract/override Lance/override level	PASS	PASS								
Faction has Faction Size of 4 units Moder and Contractive-united LampColumbia to Tagged* Moder and Survice-United LampColumbia to select a specific LampColumbia Moder and survice large on that LampColumbia to select a specific LampColumbia Moder has no empty defined UnitSpalemPointOverrides 2.4 Expected Lampc Size 6 units	6	TRUE	ANY	NIA	NIA NIA	Highlights: EL creating more UnitSpawnPoints in the map and allowing 6 LanceDof units to be difficial.	PASS	PASS								
Factor has no self-factor bills with a confidence of the confidenc	N/A	TRUE	ANY	NIA	mc_force_extended_lance defined on the Lancebork Lance TegetherSourceFile NVA	Highlights: EL allowing for a Faction that has no EL Faction Size set to still be able to force EL Faction Sizes when required with oversides/facting	PASS	PASS								
Federal has Federal blook of a risk of federal has Federal blook of a state of federal ratio lines lago in this Larence/versite to select a specific Larenche/ Model are ratio lines lago in this Larence/versite to select a specific Larenche/ Model root published a Lindispulse/federal to the Larenche/ Model result in the Larenche and Larenche and Larenche and Larenche Larenche Larenche and L		7045	RespectEmpty	N/A	NA NA	Highlights: Et realises two units are empty but allows it due to the 'RespectEmpty' Authoritispe  Authoritisps nothy 4 units spawning as only 2 units are authorited.	PASS	PASS								
Faction has Faction Size of 6 units Models resid Contract/Centrals Lanca/Centrals to Taggaer! Model resid lanca lago on that Lanca/Centrals to select a specific Lanca/Central Model resident lanca (Lanca/Central) Model resident lanca (Lanca/Central) First two Unitigoave/Form/Centrals are valid unit direct references Last to Unitigoave/Form/Centrals are unit of exist inferences Last to Unitigoave/Form/Centrals are used.						This results in only 4 units spawning as only 2 onts are autotitied.  Highlights: Et realises two units are empty and autofilis the empty units in due to the Fillistimph Autofilistipe.  This results in it units spawning 2 empty units autofilised in and 2 units autofilied to bring the 4 unit lacrose up 6.1		PASS (v1.3.3.3)  FAL in v1.3.3.2 if vehicleOrf, None was used for the empty units in the LanceDef								
2.7 Experted Lance State C units  Facilità has Facilità di partici della regionale di Partici della Facilità della Paccia  Mondiari anti locali più più di hardio di Paccia di Paccia  Mondiari anti locali più più thei Lanco/Nevrinto lo silenti a specific LancaChel  Mondiari has loca regio di antica Utoligane/Presi/verridas  2.8 Experted Lance State c units  1.2 Experted Lance State c units  1.3 Experted Lance State c units  1.5 Experted Lance St	6	TRUE	FilEmpty	NIA NIA	NIA NIA	until lance up to 6.  Mighilipidas: El not audofficing more units. Even Prough Factors Size is 6 is supported - 8 does not fill so the lance to this court because autoff is later.	PASS	in the LanceDef								
		· ALOC	HIST	AIA.	INA INA		/A00	- A00								

Tests		Notes	* empty = em	pty, null or [mechDef]vehic	ieDef[turretDef]_Non	e											
Test	Faction Size	IsAutofili	AutofilType	ForceLanceOverrida 8	izeWithTag Four	eLanceDefSizeWithTag	SkipWhenTaggedWithAm	Notes	CWolf (v1.3.3.6)	CWolf	Hoursfor	AddYourName	AddYourName				
Teaction has Faction titles of it uses  Moder and Control Overview Lancol Versida to Tagged  Moder and Lancol Versida Lancol Versida to Tagged  Moder and Lancol La		FALSE		NIA		N/A	N/A	Highlights, Et, not audifiling more units. Even though Faction Size is 6 is supported - It does not fill by the larnet to that count. It just allows the usage of It. Since the 6 units were provided in the LancoURI him they are used.	PASS	PASS							
Faction has Faction Size of 6 units. Models and Contract/Deventile Lance/Override to Tagged* Models and busined sport what Lance/Override to select a specific Lance/Def Models and Size of the Contract of th		TRUE		N/A		NIA	N/A	Highlights: EL can handle expanding out a larnor's units to the Faction Size stating from Unificient PostDynerids and Unifigued PostCatend.opt for the original spanners. Unit of doorst resid at this point but its spanner does. Its GUID must match that of the spanner that less then the unit of a continue.	PASS								
		INUE	ANY	NA		NA	NA	spawner that exist when the unit is created.	PASS	-							
Direct Lance Reference (to a LanceDef)																	
Repeat the above 2.x steps but link to a specific LanceDef insead of the lanceDefid being "Tagged"																	
Faction has Faction Size of 6 units Modder sets ContractiOverride LanceOverride lanceDeffel to directly reference a specific LanceDef Modder only defines 4 units in the selected LanceDef								Highlights: EL doing its job. Autofilling a typical 4 unit LanceOverride up to the Faction Size. Using a LanceDef.									
Expected Lance Size: 6 units	6	TRUE	ANY	N/A		NA	N/A	Extra units are duplicates of existing units in the lance.	PASS	PASS							
Faction has Faction bits of 6 units the control of the control of	6	TRUE	ANY	NIA	mc_defe	force_extended_lance sed on the LanceDef a TagsitagSetSourceFile	N/A	Highlights: Et realising the modder wants to override the default Faction Size and allows the Modder to brora is lesser number of units at a LancaCoff level	PASS	PASS							
Faction has Faction Size of 5 units Model's sets ContractOverride LanceOverride InnexDotfit to directly reference a specific LanceDeff Model's rest ContractOverride LanceOverride InnexDotfit Model's has no empty "offined UnitSpase(PointOverrides  Expected Lance Size: 6 units  Expected Lance Size: 6 units	5	TRUE	ANY	NIA	mc_defir	force_extended_lance sed on the LanceDef teTags/tagSetSourceFile	N/A	Highlights: Et realising the modder wants to override the default Faction Size and allows the Modder to force a greater number of units at a Contect/override Lance/Override level	PASS	PASS							
Faction has Faction Size of 6 units Moder sets Contract/Denrist Lanco/Lenrise lance/Defit to directly reference a specific Lance/Def Moder reference units in their Lance/Def Moder has no empty - othered Units/pain=Point/Overrides								Highlights: EL creating more UnitSpaunPoints in the map and allowing 6 LanceDef units to he reference.									
Expected Lance Size: 6 units	6	TRUE	ANY	N/A		NA	N/A	be defined.	PASS	PASS							
Faction has no self-raction (Dis- Moder self-controll-control Lancabler) Moder self-controll-control Lancabler Moder self-ness or unbis in their Lancabler Moder areas or since a self-self-controll-c	N/A	TRUE	ANY	NIA	mc defin	force_extended_lance sed on the LanceDef si TagattagSetSourceFile	N/A	Highlights: Et. allowing for a Faction that has no Et. Faction Size set to still be able to force Et. Faction Sizes when required with overtides/forcing	PASS	PASS							
Faction has Faction Size of 6 units.  Model rest Contract/hernist Lanco/herniste lance/herniste innersitet to directly reference a specific Lancal/hef Modeler roll, widered - 4 Uniteglauer/hornisty-wirels are valid unit references.  Last two Uniteglauer/horni/hornistes are valid unit references.  Last two Uniteglauer/horni/hornistes are valid unit references.								Highlights: Et. realises two units are empty but allows it due to the RespectEmpty' AutofiType									
Expected Lance Size: 4 units	6	TRUE	RespectEmpt	by N/A		NA	N/A	This results in only 4 units spawning as only 2 units are autofilled.	PASS	PASS							
Faction has Faction Size of 6 units Models sell Contesticitiverints Lancecoverinde lancecoletist to directly reference a specific LanceChel Models resid Admit 4 UnitSignatePointOverrides in their LanceChel First two UnitSignatePointOverrides are valid unit direct references Last two UnitSignatePointOverrides are unity?								Highlights: Et. realises two units are empty and autofilis the empty units in due to the Filliarryly Autofilitype  This results in a funds sequence 2 empty units a profiled in and 2 units autofiliat to hims the 4.		PASS (v1.3.3.3)  FAL in v1.3.3.2 if vehiclaDef, None was used for the empty units in the lambdal							
7 Expected Lance Size: 6 units	6	TRUE	FillEmpty	N/A		N/A	N/A	This results in 6 units spawning. 2 empty units autofilled in and 2 units autofilled to bring the 4 unit lance up to 6.	PASS	in the LanceDef							
Faction has Faction Size of 6 units Moder sets Octavicity-verified amonocyverinds isnocibellist to directly reference a specific LanceDef Moder only defines 4 units in their LanceDef Moder has no empty defined units(SpawePointOverrides  Expected Lance Size: 4 units	6	FALSE	ANY	NIA		NIA	N/A	Highlights: Et. not autofilling more units. Even though Faction Size is 6 is supported - it does not fill up the large to that court because autofill is false.	PASS	PASS							
Faction has Faction Size of 6 units Model's with Contract/Overficial Lance/Overficial InnocOverficial for directly reference a specific Lance/Deff Model's has no empty' defined Unit Spame/Point/Overridos 9 Expected Lance	6	FALSE	ANY	NIA		N/A	N/A	Highlights: Et not autofiling more units. Even though Faction Size is 6 is supported. It does not 816 by the lance to that count. It just allows the usage of it. Since the 6 units were provided in the Lancold harm they are used.	PASS	PASS							
Faction has Faction Size of 6 units.  Model resid Contractionerists LanceUnit to directly reference a specific LanceUnit Model resid retired a units in their LanceUnit Model resident and units or empty" differed UnitSpa	6	TRUE	any	N/A		NA	N/A	Highlights: Et. can handle expanding out a lance's units to the Faction Size starting from below the default 4 map lance spawns and maintaining OUID links between UnitSpawnPount-writed and UnitSpawnPount-writed sand Log for the original spamers. Unit 4 doesn't exist at this point but its spawner does. Its OUID must make that of the spawner that said when the unit is created.	PASS								
General																	
Modale was purconazed novembe to a command Modale was purconazed novembe to have:  "Additional names" ( "Entermy dates Counted To Technology ( "Entermy dates Counted To Technology ( "Entermy dates Counted To Technology ( "Entermy dates ( "Enter	e	3 TRUE	ANY	NIA	ence death Lance	force, estiended Jance ad on the Lancalbot 8 highlaga(885curceFile	N/A	Migatiliphie: This is a complex scenario to highlight what override takes precidence over cellule.  These are effectively fine areas the Faction Davis being set.  Once of entire, the Faction Davis being set.  Faction of entire, the Faction Capital Set.  Faction of entire of	WILL NOT RETEST	PASS							
Modder adds mc_no_extended_lance (or the legacy no_extended_lance) into the SkipWhenTaggedWithAny Modder adds mc_no_extended_lance to lanceExcludedTagSetNeths in the LanceOverride Modder direct references a LanceDet that has 1 un.										PASS							
Modder adds mc, no, extended, jance to tanceexcluded tagsestrams in the Lancetvernder Modder direct references a LanceDef that has 1 unit Expected Lance Size: 1 units		B TRUE	ANY	NIA		N/A	N/A	Hightlights: Skip tag preventing EL from expanding a 1 unit lance up to 6	WILL NOT RETEST	1.3.3.5 just had a							
Faction has Faction Size of 6 units Modder sets ContractOverride to "Manual"																	
Modator noty defines 4 writs in heirit Manual LanceOvernice Modator has no employ defined burisity sound-periotity-derivation Modator has no employ defined burisity-sound-periotity-derivation Modator has UnitSpawnFoletOverrides out of typical sequential order in relation to the GUIDs Expected Lance Size: 6 units spawning in the correct unit spawn locations	6	3 TRUE	ANY	N/A		N/A	N/A	Hightights: Shows support for out of order UnitSpannFointOverridas - tracking correctly by their CUIDs. Additionally, correctly assigning the available correct CUIDs of the unit spanners for that lance.	PASS	DID NOT TEST							
Faction has Faction Size of 6 units Modeler and ContractOverride LanceOverride to Tagged' Modeler and Lance lags a farea. [ypa_schir' Expected Lance Size: 1 unit	6	B TRUE	ANY	NIA		N/A	lance_type_solo	Hightights: Et. will be skipped on a tag defined. In this example any solo lance, for example an assassinate target, will be skipped and will remain 1 unit.	PASS								
Other Team Support																	
Moder has in the settings join under the Estendest unces area: "Enceled Follogists", these Moder leads up a construct of the Taiget Afy foodon. Target Afy foodon has a Faction Size of 5. Lance of Lanco-Confession by has a white defined and there is no me_food_estended_lance log used.																	
Expected Lance Size: 5 units								Highlights: EnableForTargetAlly is true so EL should work on Target Ally team.	WILL NOT TEST		PASS						

Tests		Notes	empty = empt	y, null or [mechE	tef vehicleDef turretD	eff_None												
F Test	Faction Size	IsAutofill A	AutofilType	ForceLanceO	verrideSizeWithTag	ForceLanceDefSize	WithTag Ski	kipWhenTaggedWithAny Notes	CWolf (v1.3.3.6)	CWelf	Hounfor	AddYourName	AddYourName					
Modder has in the settings json under the ExtendedLances area:																		
"EnableForTargetAlly": false																		
Modder loads up a contract that has Target Ally faction.																		
Target Ally faction has a Faction Size of 5.																		
Lance or LanceOverride only has 4 units defined and there is no mc_force_extended_lance tag used.																		
5.2 Expected Lance Size: 4 units								Highlights: EnableForTargetAlly is false so EL shouldn't work on Target Ally team.	WILL NOT TEST		PASS							
Modder has in the settings ison under the ExtendedLances area:																		
"EnableForEmployerAlly": true																		
Modder loads up a contract that has Employer Ally faction.																		
Employer Ally faction has a Faction Size of 5.																		
Lance or LanceOverride only has 4 units defined and there is no mc_force_extended_lance tag used.																		
5.3 Expected Lance Size: 5 units								Highlights: EnableForEmployerAlly is true so EL should work on EmployerAlly team.	WILL NOT TEST		PASS							
Modder has in the settings json under the ExtendedLances area:																		
"EnableForEmployarAlly": false																		
Modder loads up a contract that has Target Ally faction.																		
Target Ally faction has a Faction Size of 5.																		
Lance or LanceOverride only has 4 units defined and there is no mc_force_extended_lance tag used.																		
5.4 Expected Lance Size: 4 units								Highlights: EnableForEmployerAlly is false so EL shouldn't work on Employer Ally team.	WILL NOT TEST		PASS							
								ingringina. Limitari di Limpolyariniy si masa ao Liz anostati wak di Lingdoyariniy mani.	WILL HOT ILUT		1,433							
Modder has in the settings json under the ExtendedLances area:																		
"EnableForHostileToAll": true																		
Modder loads up a contract that has Hostile To All faction.																		
Target Ally faction has a Faction Size of 5.																		
Lance or LanceOverride only has 4 units defined and there is no mc_force_extended_lance tag used.																		
5.5 Expected Lance Size: 5 units								Highlights: EnableForHostileToAllis true so EL should work on Hostile To All team.	WILL NOT TEST		PASS							
Modder has in the settings ison under the ExtendedLances area:																		
"EnableForHostileToAII": false																		
Modder loads up a contract that has Hostile To All faction.																		
Target Ally faction has a Faction Size of 5.																		
Lance or LanceOverride only has 4 units defined and there is no mc_force_extended_lance tag used.																		
5.6 Expected Lance Size: 4 units								Highlights: EnableForHostileToAll is false so EL shouldn't work on Hostile To All team.	WILL NOT TEST		PASS							
5.0 Expected Lance Size: 4 units								nignigns: chaperorrosse ova a lase so cu stoucht work of nosite to valuant.	WILL NOT TEST		PASS							
Modder has in the settings json under the ExtendedLances area:																		
"EnableForNeutralToAII": true																		
Modder leads up a contract that has Neutral To All faction.																		
Target Ally faction has a Faction Size of 5.										WILL NOT TEST	r							
Lance or LanceOverride only has 4 units defined and there is no mc_force_extended_lance tag used.										Too troublesom								
5.7 Expected Lance Size: 6 units								Highlights: EnableForNeutralToAllis true so EL should work on Neutral To All team.	WILL NOT TEST	to get a test cas	ie							
Modder has in the settings ison under the ExtendedLances area:																		
"EnableForNeutra/ToAII": false																		
Modder loads up a contract that has Neutral To All faction.																		
Target Ally faction has a Faction Size of 5.																		
										WILL NOT TEST	r							
Lance or LanceOverride only has 4 units defined and there is no mc_force_extended_lance tag used.										Too troublesom	10							
5.8 Expected Lance Size: 4 units								Highlights: EnableForNeutralToAllis false so EL shouldn't work on Neutral To All team.	WILL NOT TEST	to get a test cas								