

# Awards Module

## Introduction

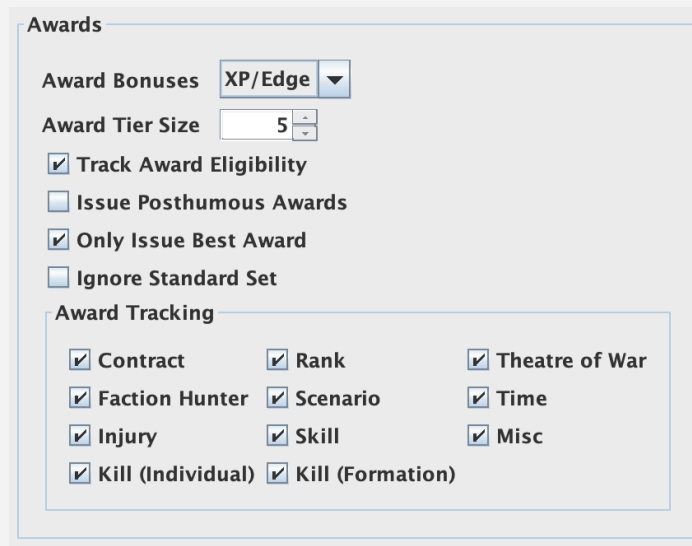
Awards encompass everything from the bars beneath the portraits of your personnel to the medals they earn through acts of gallantry. This document will guide you through setting up your Awards and their interaction with autoAwards, the system that automatically tracks Award eligibility in MekHQ.

## Terminology

Mission is synonymous with Contract and AtBContract; any described functionality applies to all three. Contracts are synonymous with AtBContracts; any described functionality applies to both. If an AtBContract is specified, the functionality applies exclusively to AtBContracts.

## Campaign Options

The Campaign Options for Awards can be accessed on the Personnel page.



The screenshot shows the 'Awards' configuration window. It has a title bar 'Awards'. Inside, there's a section 'Award Bonuses' with a dropdown menu set to 'XP/Edge'. Below that is 'Award Tier Size' with a numeric input set to '5'. Then there are four checkboxes: 'Track Award Eligibility' (checked), 'Issue Posthumous Awards' (unchecked), 'Only Issue Best Award' (checked), and 'Ignore Standard Set' (unchecked). At the bottom is a section 'Award Tracking' containing a grid of checkboxes: 'Contract' (checked), 'Rank' (checked), 'Theatre of War' (checked), 'Faction Hunter' (checked), 'Scenario' (checked), 'Time' (checked), 'Injury' (checked), 'Skill' (checked), 'Misc' (checked), 'Kill (Individual)' (checked), and 'Kill (Formation)' (checked).

The Campaign Options for Awards, found on the Personnel page, offer several settings:

### Award Bonuses

This feature allows you to override the XP and Edge bonuses granted by Awards. By default, this setting is *XP/Edge*, meaning Awards can grant both XP and Edge bonuses. However, you can set it to *XP* to disable Edge bonuses, *Edge* to disable XP bonuses, or *None* to disable all bonuses.

### Award Tier Size

Dictates how many times an individual Award needs to be issued to the same person before the Award will start to use the next tier of image. By default, this is set to 5, but it can be adjusted to any number between 1 and 100.

## Track Award Eligibility

This option enables or disables autoAwards. If disabled, all other options related to autoAwards are also disabled.

## Enable Monthly Award Eligibility Checks

If enabled, autoAwards will check the award eligibility of personnel on the 1st of each month.

## Issue Posthumous Awards

This setting determines whether deceased personnel can still be considered eligible for Awards. It's disabled by default.

## Only Issue Best Award

When enabled, autoAwards will disregard Award eligibility if the personnel is also eligible for a better Award of the same type. This functionality is applicable to Contract Awards (duration sub-type only), Kill Awards, Scenario Awards, and Time Awards. For Kill Awards, each formation tier is considered a different Award Type for determining the 'best' Award.

## Ignore Standard Set

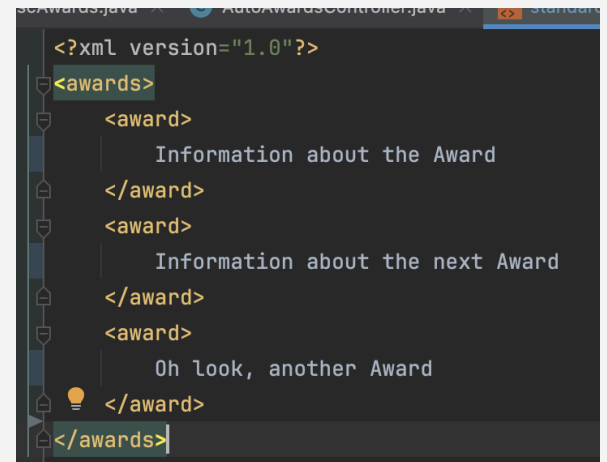
Enabling this causes autoAwards to ignore the Standard Set when calculating Award eligibility. It's disabled by default.

# Creating an Award Set

MekHQ employs an XML file located in the `\data\universe\awards` directory to compile its list of available awards. The sequence of awards within this file determines their position in the list and their display order for all users.

The XML structure consists of `<award>` opening and `</award>` closing tags for each individual award. While altering the XML might appear daunting initially, it's relatively straightforward once you're familiar with it.

Important: It's advised not to modify the default Standard Set directly; instead, duplicate it and make edits to your copy. Disabling the Standard Set in Campaign Options allows you to utilize your custom version.



## Individual Award Information

Individual Awards feature the following tags. While your Award does not need to include all of these tags, you should never leave a tag empty.

<name>

(required)

The name of your Award. The name of your Award must be unique within the set.

<description>

(required)

A brief description of your Award.

<group>

The name of the group to which the award is assigned, if applicable. Defaults to 'null'.

<medal>

The file name of the .png image you wish to use as the medal for this award, if applicable (e.g., 'PrisonerOfWar.png').

This image will be displayed in the 'Medals and Awards' section of the Personnel tab.

You can include multiple images by adding additional <medal></medal> tag pairs. autoAwards will select the appropriate award image based on the number of times the medal has been issued and the size of the award tier set in Campaign Options.

```
<medal>MedalA.png</medal>
<medal>MedalB.png</medal>
<medal>MedalC.png</medal>
```

<ribbon>

The file name of the .png image you wish to use as the ribbon for this award, if applicable. This image will be displayed beneath the individual's portrait in the Personnel tab.

Similar to <medal>, you can include multiple <ribbon> tags. Ensure that the filenames for your ribbon, medal and misc images are not identical to avoid confusion in MekHQ.

<misc>

The file name of the .png image you wish to use as the misc image for this award, if applicable.

Similar to '<medal>' and '<ribbon>' you can include multiple '<misc>' tags.

Important: Ensure that the filenames for your ribbon, medal and misc images are not identical to avoid confusion in MekHQ.

<xp>

If the award should grant an XP bonus, specify the amount here as a whole number. If no information is provided, MekHQ will assume it is set to 0. Note that Campaign Options includes an option to disable XP bonuses from awards.

<edge>

If the award should increase Edge, indicate the amount here as a whole number. If no information is provided, MekHQ will assume it is set to 0. Note that Campaign Options includes an option to disable XP bonuses from awards.

<stackable>

Specify "true" if the award can be obtained multiple times by the same person, otherwise indicate "false". If no information is provided, MekHQ will assume it is false.

The following tags are exclusively utilized by autoAwards and can be disregarded if you have disabled autoAwards. If you are utilizing autoAwards, the information you should include here varies depending on the Award Type you are creating. Award Types are described in the subsequent section.

<qty> <item> <size> <range>

Here is an example Award, with all attributes set. <qty>, <item>, <size>, and <range> are only included to show their placement. Each tag must be closed with a backslash, such as </name>, to properly terminate it.

```
<?xml version="1.0"?>
<awards>
  <award>
    <name>Example Award</name>
    <description>This is an example Award to show you how easy it is!</description>
    <medal>ExampleMedal.png</medal>
    <ribbon>ExampleRibbon.png</ribbon>
    <xp>15</xp>
    <edge>26</edge>
    <stackable>true</stackable>
    <qty>5</qty>
    <item>Ignore</item>
    <size>Individual</size>
    <range>Career</range>
  </award>
</awards>
```

## Ribbon Image Files

MekHQ utilizes ribbon images located in the \data\images\awards\AWARD SET NAME\ribbons directory to display ribbons beneath an individual's portrait on the Personnel tab. Ribbon images must be in .png format with dimensions of 100 pixels width x 27 pixels height.

It's essential that the file name matches the <ribbon> tag in the associated XML file award data, if provided.

## Medal and Misc Image Files

MekHQ utilizes medal images located in the \data\images\awards\AWARD SET NAME\medals directory to display medals within the 'Medals and Awards' section on the Personnel tab.

For square medal images, they must be in transparent .png format with dimensions of 87 pixels width and height. Landscape medal images should have a width of 87 pixels, with the width exceeding the height. Portrait medal images should have a height of 87 pixels, with the height exceeding the width.

It's crucial that the file name matches the <medal> or '<misc>' tag in the associated XML file award data, if provided.

## Groups

Groups are a specialized type of award used to create sub-menus. Unlike awards marked with `<item>Ignore</item>`, divider awards are entirely excluded from autoAwards tracking.

- `<name>`: This is the name of the group.
- `<description>`: This is the group's tooltip text.
- `<item>Group</item>`

Here is an example of a Group:

```
<award>
  <name>Example Group</name>
  <description>This is an example Group</description>
  <item>Group</item>
</award>
<award>
  <name>Example Award</name>
  <description>This is an example Award</description>
  <group>Example Group</group>
</award>
```

And here is how it'll appear, in game:



## Ignored Awards

If you wish for autoAwards to disregard an award, you can set `<item>` to `<item>Ignore</item>`. Although autoAwards will continue to track the award, this instruction tells it not to process the award. This is particularly helpful if there are specific awards you prefer to manage manually, even if autoAwards is capable of handling them automatically.

## Types of Award

At the time of writing, autoAwards recognizes and can handle 9 types of awards, with a 10th type comprising special cases. Depending on the type of award you're creating, you'll need to include different information in the `<qty>`, `<item>`, `<size>`, and `<range>` tags. Each type of award and the required information are described in the following section.

It's important to note that not every type of award utilizes all four tags.

### Contract Awards (Contracts Only)

These awards are granted upon the completion of a contract if the contract was of a specific type or duration.

- `<qty>` is only utilized if `<range>` is set to `<range>Months</range>`. This indicates to autoAwards the duration the contract must have taken (from start to current campaign date) before personnel become eligible for this award.

- <item>Contract</item>

- <range> specifies the type of contract that needs to be completed. This can be the literal contract type (e.g., Planetary Assault, Pirate Hunting, etc.), or either of the super-types Raid and Duty. If <range> is set to either super-type, autoAwards will consider any contract type that includes the words 'Raid' or 'Duty' to be eligible for your award. It is also possible to set <range> to Months, in which case autoAwards will ignore the contract type and instead check the duration of the contract (from start to current campaign date).

```
<award>
  <name>Security Guard</name>
  <description>Served as security guard.</description>
  <ribbon>4-05-2-SecurityGuard.png</ribbon>
  <xp>1</xp>
  <edge>1</edge>
  <item>Contract</item>
  <range>Security Duty</range>
</award>
```

## Faction Hunter Awards (AtB Contracts Only)

Faction Hunter Awards are granted for completing AtB Contracts against specific Factions. It's important to note that, due to how Garrison Contracts are handled, autoAwards can only detect the Faction being faced at the time of the contract's conclusion.

- <item>Faction Hunter</item>

- <range> specifies the type of enemy faction that needs to be faced. This can be either the faction short name (for individual factions) or a super-faction, such as 'Clans', which would return true if the faction has the Clan tag. Support for checking for multiple factions is included, allowing you to specify award eligibility if any one of a list of factions is faced, as long as you separate each with a comma. Faction short names can be found in the factions.xml file.

The following super-factions are supported:

- Major Powers
- Inner Sphere
- Clans
- Periphery
- Pirate
- Mercenary
- Independent
- Deep Periphery
- ComStar

- WOB (must be WOB and not Word of Blake)
- ComStar or WOB

```
<award>
  <name>Clan Smoked Jaguar</name>
  <description>Inner Sphere Rules!</description>
  <medal>SmokedJaguarM.png</medal>
  <ribbon>SmokedJaguar.png</ribbon>
  <xp>1</xp>
  <item>Faction Hunter</item>
  <range>Clan Smoke Jaguar</range>
</award>
```

## Injury Awards

Injury Awards are granted at the conclusion of a Scenario when a person has sustained a sufficient number of Hits during that Scenario. It's worth noting that the source of Hits is not tracked, so it's not possible to differentiate between hits from enemy fire and those that are self-inflicted.

- <qty> indicates the number of Hits that need to be suffered during a single Scenario to qualify for the award.
- <item>Injury</item>

```
<award>
  <name>Purple Heart</name>
  <description>Wounded in combat due to enemy fire.</description>
  <medal>PurpleHeartM.png</medal>
  <ribbon>1-09-1-PurpleHeart.png</ribbon>
  <xp>1</xp>
  <stackable>true</stackable>
  <qty>1</qty>
  <item>Injury</item>
</award>
```

## Kill Awards

This is one of the more complex award types, covering awards earned for scoring confirmed kills on enemy units. It's essential to note that for formation-based kill awards, autoAwards reads your TOE (Table of Organization and Equipment) at the time it runs. Therefore, it lacks knowledge of how your TOE appeared when the kills were scored. It's crucial to update your TOE before concluding a mission.

- <qty> informs autoAwards of the number of kills needed.
- <item>Kill</item>

- <size> specifies the organizational tier at which the kills are counted. The following tiers are accepted by autoAwards:

- Individual
- Lance
- Company
- Battalion
- Regiment
- Brigade
- Division
- Corps
- Army

- <range> instructs autoAwards on whether to tally kills accumulated across the individual's entire *Lifetime*, the last *Mission*, or the last *Scenario*. If <range> is set to *Scenario*, <size> is disregarded, and the award is treated as if <size> were set to *Individual*.

```
<award>
  <name>Bronze Star</name>
  <description>4 pilot kills in a scenario.</description>
  <medal>BronzeStarM.png</medal>
  <ribbon>1-08-1-BronzeStar.png</ribbon>
  <xp>3</xp>
  <stackable>true</stackable>
  <qty>4</qty>
  <item>Kill</item>
  <size>Individual</size>
  <range>Scenario</range>
</award>
```

## Rank Awards

These awards are bestowed for achieving specific ranks.

- <qty> specifies the rank numeric that needs to be reached for eligibility. Rank Numerics range from 0 to 40 and directly correspond to the rank's row number on the rank table in Campaign Options. For instance, E8 corresponds to rank numeric 8, while WO1 corresponds to rank numeric 21, and so forth.

- <item>Rank</item>

- <range> determines whether autoAwards should consider eligibility based on Inclusive rank, wherein the personnel just needs to meet or surpass the rank numeric, or whether it should be based on Exclusive rank, where NCOs are ineligible for WO or Officer Awards, and vice versa.



```

<award>
  <name>Big Boss Gold Star</name>
  <description>The shiniest star in the galaxy</description>
  <medal>BigStarM.png</medal>
  <ribbon>BigStar.png</ribbon>
  <xp>3</xp>
  <qty>40</qty>
  <item>Rank</item>
  <range>Exclusive</range>
</award>

```

## Scenario Awards

These awards are granted for completing a certain number of scenarios.

- <qty> informs autoAwards of the number of scenarios that need to be completed before personnel become eligible for the award.
- <item>Scenario</item>

```

<award>
  <name>Combat Action</name>
  <description>Involved in combat.</description>
  <ribbon>1-13-1-CombatAction.png</ribbon>
  <edge>1</edge>
  <qty>1</qty>
  <item>Scenario</item>
</award>

```

## Skill Awards

These awards are presented for reaching specific skill levels.

- <qty> specifies the required skill level. It's essential to note that this is the skill level and not the skill target number.
- <item>Skill</item>
- <range> denotes the skill needed for award eligibility. Multiple skills can be listed, provided each is separated by a comma. If multiple skills are listed, all must meet the required skill level for the personnel to be eligible for the award.

Super-skills are also supported. These are groups of skills where the personnel is only required to meet the skill level requirement for *one* of the listed skills. Super-skills and individual skills can be combined, in which case autoAwards will check to see if the personnel meets the requirement for any one skill covered by the super-skill and also *all* listed individual skills.

The following super-skills are supported:

- Piloting (includes: Piloting/Mech, Piloting/Aerospace, Piloting/Ground Vehicle, Piloting/VTOL, Piloting/Naval, Piloting/Aircraft, and Piloting/Spacecraft)
- Accuracy (includes: Gunnery/Mech, Gunnery/Aerospace, Gunnery/Vehicle, Gunnery/Aircraft, Gunnery/Spacecraft, Gunnery/Battlesuit, Gunnery/ProtoMech, Artillery, Small Arms, and Anti-Mech)
- Command (includes: Leadership, Tactics, and Strategy)
- Admin (includes: Administration, Negotiation, and Scrounge)
- Tech (includes: Tech/Mech, Tech/Mechanic, Tech/Aero, Tech/BA, Tech/Vessel, and Astech)
- Medical (includes: Doctor, and Medtech)
- Tech With Medical (includes everything listed in Tech and Medical)
- Assistant (includes: Astech, and Medtech)

```
<award>
  <name>Marksmanship</name>
  <description>Gunnery Skill of 5+.</description>
  <ribbon>5-02-8-Marksmanship.png</ribbon>
  <xp>1</xp>
  <qty>5</qty>
  <item>Skill</item>
  <range>Accuracy</range>
</award>
```

## Theatre of War Awards (Contracts only, AtBContracts have extra functionality)

These awards are granted for accepting contracts from belligerents during a time of war.

- <item>Theatre of War</item>

- <size> is used to specify the period of war, in years. For example, <size>3025,3026</size> indicates to autoAwards that the award is only valid during those years. It is possible to include the same year twice, such as <size>3025,3025</size>, which informs autoAwards that the award is only valid during that year. However, it is not possible to include only one year.

- <range> lists the belligerents. For awards intended for use with contracts, only one faction needs to be listed. In those cases, autoAwards will only check whether the contract employer matches the listed faction and that the award is being checked during the relevant time of war.

However, if the mission was an AtBContract (and AtB is enabled), additional belligerents can be included provided they are followed by (1) or (2) to indicate which side each faction falls on, followed

by a comma. It's important to note that this does not dictate who is allied with whom but instead who is fighting whom. This means it's possible for autoAwards to support multi-fronted wars.

As long as the employer faction matches one of the factions on side 1 or 2, and the enemy faction matches a faction on the opposing side, the employee may be eligible for this award. Like Faction Hunter Awards, super-factions are supported. Awards with multiple factions are skipped unless the mission is an AtBContract and AtB is enabled.

```
<award>
  <name>Fourth Succession War Campaign</name>
  <description>Partook in combat actions in support of the 4th Succession War.</description>
  <medal>FourthSuccessionWarM.png</medal>
  <ribbon>3-08-02-FourthSuccessionWar.png</ribbon>
  <xp>1</xp>
  <item>Theatre of War</item>
  <size>3028, 3030</size>
  <range>Lyran Commonwealth(1),Federated Suns(1),Draconis Combine(2),Free Worlds League(2),Capellan Confederation(2)</range>
</award>
```

## Time Awards

These awards are granted for serving in a unit for a specific duration, such as 'serving 8 years without disciplinary action'. While autoAwards can determine when personnel might be eligible for such an award, additional details, such as any disciplinary actions, are not tracked.

- <stackable>: If set to true, autoAwards will consider the required duration to be cumulative. In such cases, the required duration is increased by the number of times this award has been issued. Otherwise, <qty> only needs to be met or exceeded once.
- <qty>: Specifies how many years need to be served before personnel become eligible for this award.

```
<award>
  <name>Longevity</name>
  <description>Awarded for every 4 years of service.</description>
  <ribbon>4-03-1-Longevity.png</ribbon>
  <xp>2</xp>
  <stackable>true</stackable>
  <qty>4</qty>
  <item>Time</item>
</award>
```

## Training Awards

These are awards issued for graduating from academies and are only available if the Education Module (Life Paths tab) is also enabled.

- <item>Training</item>

Only one of the following can be included:

- <qty>: The academic level of the qualification needed to be eligible for the award.
  - 0: early childhood education
  - 1: high school education
  - 2: college or university
  - 3: post-graduate studies
  - 4: doctorate studies
- <size>: The type of academy the person must graduate from to be eligible for the award.
  - 1: high school
  - 2: college
  - 3: university
  - 4: military academy
  - 5: basic training
  - 6: NCO academy
  - 7: Warrant Officer academy
  - 8: Officer academy
- <range>: The name of the academy the person must graduate from to be eligible for the award. This must be identical to the name of the academy in the relevant academy file and is incompatible with academies that have been set to 'Local'.

```
<award>
  <name>High School Graduate</name>
  <description>Graduate of High School.</description>
  <group>Education Awards</group>
  <ribbon>4-07-1-HighSchool.png</ribbon>
  <xp>2</xp>
  <qty>1</qty>
  <item>Training</item>
</award>
```

```
<award>
  <name>NCO Academy Graduate</name>
  <description>Graduate of NCO academy.</description>
  <group>Education Awards</group>
  <ribbon>4-07-1-NCOGraduate.png</ribbon>
  <xp>2</xp>
  <item>Training</item>
  <size>6</size>
</award>
```

```
<award>
  <name>Billy Bob Graduate</name>
  <description>Graduate of The Billy Bob School of Mischief.</description>
  <group>Education Awards</group>
  <ribbon>4-07-1-BillyBob.png</ribbon>
  <xp>2</xp>
  <item>Training</item>
  <range>The Billy Bob School of Mischief</range>
</award>
```

## Misc Awards

These are hardcoded awards designed to achieve specific goals. Since each award requires individual programming, their implementation is limited.

Additional miscellaneous awards can be requested on the MegaMek Discord and will be considered on a case-by-case basis.

## Mission Accomplished

This award is granted upon the successful conclusion of a mission. To be eligible for an award of this type, Success must be selected during the Complete Mission dialog.

- <item>Misc</item>
- <range>Mission Accomplished</range>

```
<award>
  <name>Mission Accomplished</name>
  <description>Done good on a Contract</description>
  <medal>MissionAccomplished.png</medal>
  <xp>1</xp>
  <item>Misc</item>
  <range>Mission Accomplished</range>
</award>
```

## ‘House World Yes War’ and ‘House World No War’ (AtbContracts Only)

Personnel become eligible for these two awards if they complete a mission on a House World during a time of war, or outside of a time of war. Time of war eligibility (and belligerents) are stored in factionhints.xml.

- <item>Misc</item>
- <range>House World Yes War</range> or <range>House World No War</range>

```
<award>
  <name>Expeditionary</name>
  <description>Partook in combat on a house world not covered by a war.</description>
  <medal>ExpeditionaryM.png</medal>
  <ribbon>3-04-2-Expeditionary.png</ribbon>
  <xp>1</xp>
  <item>Misc</item>
  <range>House World No War</range>
</award>
```

## Periphery

This award is granted for completing a mission in a system whose owner is a Periphery Faction.

- `<item>Misc</item>`
- `<range>Periphery</range>`

```
<award>
  <name>Periphery Expeditionary</name>
  <description>Partook in combat operations on a periphery world.</description>
  <medal>PeripheryExpeditionaryM.png</medal>
  <ribbon>3-07-4-PeripheryExpeditionary.png</ribbon>
  <xp>1</xp>
  <item>Misc</item>
  <range>Periphery</range>
</award>
```

## Medal of Honor

This award is granted for completing a scenario with a certain number of injuries and kills.

- `<item>Medal Of Honor</item>`
- `<size>`: Specifies the minimum number of kills needed for eligibility.
- `<range>`: Specifies the minimum number of injuries needed for eligibility.

```
<award>
  <name>Medal of Honor</name>
  <description>Distinguished oneself conspicuously by gallantry and intrepidity at the risk of life above and beyond the call of duty.</description>
  <group>Manual Awards</group>
  <medal>MedalOfHonorM.png</medal>
  <ribbon>1-01-1-MedalOfHonor.png</ribbon>
  <xp>10</xp>
  <edge>3</edge>
  <stackable>true</stackable>
  <item>MedalOfHonor</item>
  <size>20</size>
  <range>5</range>
</award>
```

## Ceremonial Duty (Contract Only)

This award is granted for completing a garrison duty mission on a Capital Planet.

- `<item>Ceremonial Duty</item>`

```
<award>
  <name>Ceremonial Duty</name>
  <description>Served as honor guard.</description>
  <group>Manual Awards</group>
  <ribbon>4-05-1-CeremonialDuty.png</ribbon>
  <xp>1</xp>
  <item>Ceremonial Duty</item>
</award>
```

