

Education Module

Introduction

The Education Module marks our first step in enhancing the management of children and new recruits within MekHQ. This module empowers you to enroll your personnel in various educational programs, be it mastering Mech Repair intricacies or undergoing military boot camp training. It aims to simulate the educational systems of the Inner Sphere and beyond. Notably, this module seamlessly integrates with Clan campaigns, introducing concepts such as Sibko, Creche, and Reeducation Camps.

Terminology

This module presents three categories of educational institutions: Clan, Local, and Prestigious Academies. For simplicity, they will be collectively referred to as 'academies' throughout this document. It's worth noting that the term 'academy' is applied broadly here, encompassing various educational settings, including military boot camps and Clan creches, where the term might not conventionally apply.

Academy Sets


Academies are organized into sets, each represented by individual .xml files containing information for every academy within the set. Instructions for crafting your own Academy Sets are outlined later in this document.

Upon release, this module features three Academy Sets: Local Academies, Prestigious Academies, and Clan Academies. These are known as the 'standard sets'.

Important: It's important to note that you should refrain from deleting or directly editing the standard Academy Sets. Rather, the recommended approach is to disable the original sets in Campaign Options and create duplicates for customization.

Education Level

Throughout this document, the term "Education Level" will be frequently mentioned. Education Level is a newly introduced characteristic indicating the level of education attained by an individual. It spans four tiers, from 0 to 4. The Education Level of a person is displayed on the Person View pane within the Personnel panel of MekHQ.



Liew-Hui Rui
MechWarrior

Status: Active
Origin: [Harmony](#) (Mercenary)
Age: 28
Gender: Female
Recruited: 01-01-3025
Time in Service: 0 year(s)

Skills and Abilities

Piloting/Mech:	3+	Small Arms:	6+
Gunnery/Mech:	2+	Tactics:	+1
Education Level:	1		

Education Levels

- 0:** Early childhood
- 1:** High School Diploma
- 2:** College Degree
- 3:** Post-Graduate Degree
- 4:** Doctorate

Design Note: We have plans to develop a Personnel Backgrounds & Histories module, which will generate personnel backgrounds and histories, including Education Levels. However, this feature is still in development. As a temporary measure, upon the initial right-click action on an adult within the Personnel Panel of MekHQ, they will automatically be

assigned an Education Level of 1. This interim solution will be phased out once the Personnel Backgrounds & Histories Module is implemented.

Campaign Options

This module introduces a number of new Campaign Options. These allow you to adjust the module to your preferences.

Education

☒ Enable Education Module

Maximum Jump Radius

5

☒ Enable Reeducation Camp Faction Change

☒ Enable Trueborn Travel

Standard Sets

☒ Enable Local Academies

☒ Enable Prestigious Academies

☒ Enable Clan Education

☒ Show Ineligible Academies

Eligibility Criteria

☒ Too Old/Young

☒ Unqualified

☒ Faction Conflict

☒ Out of Range

Random XP and Skill Bonuses

☒ Graduation Bonuses

☒ Random Monthly XP

Random XP Rate

1

Weekly Dropout & Washout Dice

Adult Dropout Die Sides

1,000

Child Dropout Die Sides

10,000

Warrior Caste Washout Die Sides

500

Other Caste Washout Die Sides

5,000

Accidents & Events

☐ All Ages Affected

☒ Live Fire Trial of Position

Military Academy Training Accidents Die Sides

10,000

Warrior Caste Training Accidents Die Sides

250

Other Caste Training Accidents Die Sides

5,000

Warrior Caste Fallback Ratios

Scientist

6

Merchant

12

Technician

5

Labor

31

Enable Education Modules

This option toggles the entire module on or off.

Enable Reeducation Camp Faction Change

When enabled, Reeducation Camps and Clan Reeducation Camps will alter the origin faction of graduates to align with the campaign faction.

Enable Trueborn Travel

When enabled, the travel time to a Trueborn academy remains fixed at 2 days, reflecting the direct transfer of Trueborn personnel from the Iron Womb or their Creche to the academy.

Maximum Jump Radius

This option defines the maximum distance from the campaign's current location that this module will search for non-local academies. To minimize system load, the module employs an abstract process for calculating jump paths, which may not always precisely align with the actual jump route.

Standard Sets

These options enable you to deactivate the three standard sets that come pre-installed with this module.

Show Ineligible Academies

These options provide the ability to adjust the level of information displayed when a person is ineligible to attend an academy. If an option is disabled, academies will not be visible for personnel who are unable to attend due to that relevant reason.

Random XP and Skill Bonuses

Each week, personnel attending an academy have the chance to earn additional XP, which is determined by the academy's Faculty Skill (explained later). Upon a successful roll, the student will gain XP equivalent to the 'Random XP Rate' option. Moreover, upon graduation, there is a slight possibility that the student will receive a permanent +1 bonus to a semi-random Skill. Disabling 'Graduation Bonuses' eliminates this opportunity.

Weekly Dropout & Washout Dice

These options determine the probability of a student discontinuing their education or leaving their Caste. Dropouts (or Washouts, for Clan academies) happen when rolling a 1 on a dice with sides equal to the number specified in the respective option. For instance, if 'Adult Dropout Die Sides' is set to 100, there will be a 1 in 100 chance of a dropout occurring each week. Setting any of these options to 0 will deactivate random dropouts and washouts.

Accidents & Events

All Ages: If enabled, child students will be at risk of fatal accidents. This setting will take precedence over the option below.

Live Fire Trial of Position: If enabled, Warrior Caste students can die during their graduation Trial of Position.

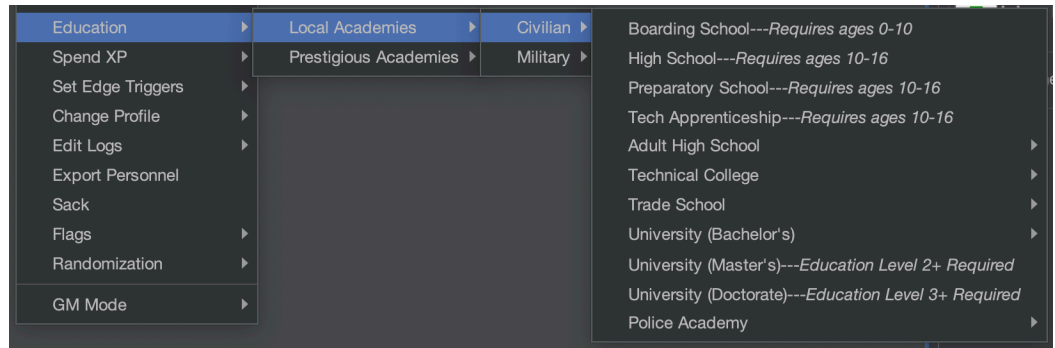
The remaining options determine the probability of a student experiencing a potentially fatal training accident. Similar to 'Weekly Dropout & Washout Dice', an accident happens when rolling a 1 on a dice with sides equal to the number specified in the corresponding option. Setting a particular option to 0 deactivates accidents for students covered by that option.

Warrior Caste Fallback Ratios

These options represent the likelihood of a Warrior Caste washout transitioning into a specific Caste. Although the default ratios are derived from canonical data sourced from various references, they may vary depending on the Clan. It's up to the player to determine whether they want to incorporate this level of granularity. Setting an option to 0 eliminates the possibility of a Warrior Caste washout entering that particular Caste.

Accessing the Module

To access the Education Module, right-click on a person within the Personnel panel, then proceed to select 'Education'. This action will present you with a menu displaying Academy Sets, Academies, and subsequently, Qualifications. Note that, depending on Campaign Faction, Clan academies may be unavailable.



Academies

Local, Clan, & Prestigious Academies

Academies are categorized into three main types: Local Academies, Clan Academies, and Prestigious Academies.

Local Academies

Local Academies are educational institutions presumed to exist but not explicitly named in canon. These encompass various establishments such as generic military boot camps, high schools, and boarding schools. Local Academies exclusively admit applicants currently residing on their respective planets.

The Local Academies standard set comprises the following civilian academy types:

- Boarding Schools
- High Schools
- Preparatory Schools
- Military Schools
- Tech Apprenticeships
- Adult High Schools
- Technical Colleges
- Trade Schools
- Universities
- Police Academies
- Reeducation Camps

Additionally, it includes the following military academy types:

- Bootcamps
- Military Academies
- NCO Candidate Bootcamps
- Warrant Officer Candidate Schools
- Officer Candidate Schools

Prestigious Academies

Prestigious Academies are renowned institutions explicitly mentioned in at least one canon source. They typically offer superior curricula compared to local academies, boast higher Faculty Skill levels, and accept students from outside their home planet.

The Prestigious Academies standard set comprises over 160 named academies.

Clan Academies

In Clan campaigns, only Clan Academies are accessible. These academies offer comprehensive education tailored to Clan culture and incorporate several special rules and events exclusive to Clan Academies.

The Clan Education standard set consists of the following academies:

- Trueborn Crèches
- Trueborn Education (comprising Trueborn Sibkos and Apprenticeships)
- Freeborn Education (encompassing Freeborn Sibkos and Apprenticeships)
- Clan Reeduction Camps (including both Local and non-Local variants)

Military, Civilian, and Clan

Academies are categorized into Military, Civilian, and Clan types. While primarily for ease of categorization, each category does entail certain special events and rules exclusive to academies of that type.

Attendance Characteristics

To be eligible to attend an academy, each prospective student must pass a series of checks based on academy characteristics. If a person is unable to attend their chosen academy, it will be due to one or more of the following criteria:

Clan Campaign

Campaigns aligned with a Clan faction exclusively have access to academies designated as 'Clan' academies. Conversely, non-Clan factions do not have access to Clan academies.

Construction, Destruction, & Closure Years

Students cannot attend an academy that hasn't been constructed, has been demolished, or has been shuttered. Such academies will not be visible on the person's list of available academies.

Too Old/Young

Students who fall outside the age bracket specified by the academy are ineligible to attend.

Unqualified

Certain academies may necessitate that students meet a designated minimum Education Level before they can enroll.

Faction Conflict

Academies will decline students originating from a personal or campaign faction engaged in conflict with the academy's faction. For local academies, a student must pass this check for at least one of the system's factions to be considered eligible for attendance.

Certain Prestigious Academies may reject all applicants originating from factions outside their own.

Out of Range

Students cannot attend academies located beyond the distance specified in the 'Maximum Jump Radius' campaign setting.

Academic Stages

When a student enrolls in an academy, they undergo three stages of education: journey to campus, education, and journey from campus. The student's current stage, along with the number of days remaining, is visible on the Personnel View of the Personnel panel.

Upon enrolling in a qualification, students are designated as "Student" and are no longer considered Active personnel. Reassigning a student from the Student status will promptly withdraw them from their education and return them to active duty. Once moved from the Student status, personnel cannot revert to their prior education status.

Skills and Abilities	
Piloting/Spacecraft:	8+
Small Arms:	6+
Education Level:	1
Journey to Campus:	2 days

Preparatory Schools

Certain academies are categorized as "preparatory schools." These institutions operate on a different enrollment basis, where attendance is contingent upon age rather than fixed enrollment periods. Graduation occurs only after the student has reached a specific age threshold. Preparatory schools are primarily utilized for childhood education.

Design Note: While the term "preparatory school" may not be universally applicable, it serves as the most suitable descriptor for this context.

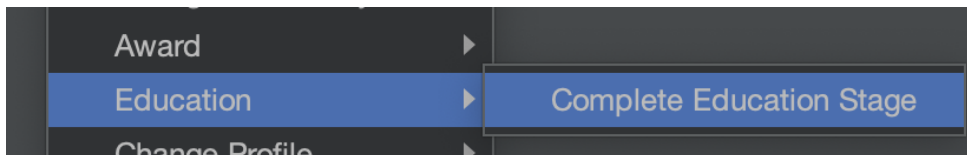
Journey from Campus

While the journey to campus and education stages have a relatively fixed duration, the journey from campus stage is more dynamic. Upon enrolling in an academy, the academy location is recorded. When a student begins their journey back to the unit, MekHQ calculates the travel duration based on the unit's current location. If the unit relocates while the student is in transit, the travel time will adjust accordingly based on the unit's new location.

It's important to note that, similar to the 'Maximum Jump Radius' setting, we employ a simplified version of the typical jump route calculations to mitigate system load, particularly when multiple students are in transit simultaneously.

Skipping an Academic Stage

While in GM mode, you can manually advance an academic stage. Right-click on the personnel, then select the Education option. Choose 'Complete Education Stage' to finish the current education stage. You can repeat this process multiple times to complete the education entirely.



General Characteristics

When selecting an academy you will be presented with a list of qualifications offered by that academy. Hovering over a qualification will show a tooltip showing all the details for that qualification.

<i>The upper crust of higher education, universities offer a wide range of courses and post-graduate options</i>	
Curriculum:	Tech/Mech (Green)
Tuition:	7500.0 CSB
Duration:	85 weeks
Travel Time:	0 days (Aitutaki)

Curriculum

This section lists the Skills improved when successfully obtaining the chosen qualification. It also shows what experience level will be obtained (ultra-green, green, regular, veteran, or elite). If no improvement will be made, this will also be shown. Generally, the higher the Education Level offered by the academy the better the Skill improvement will be.

Some qualifications do not improve Skills, but instead provide Bonus XP. When graduating, a student will gain a random amount of XP, based on the Education Level offered by the academy.

Base Academic Skill is a hidden value (described later) that influences Skill improvement and Bonus XP.

Tuition

This is the C-Bill cost for a student to attend the academy and is based on Education Level (modified by Base Academic Skill). Tuition covers the entire duration of the qualification and travel costs are assumed to be included.

Duration

This is how long (in days or weeks) the qualification will take to complete. Training Accidents or Graduation Events may dynamically increase the qualification's duration.

Distance

This is how long (in days or weeks) it will take for the student to reach campus. This has a minimum value of 2 days, reflecting the student traveling and settling in before they begin their education.

Promotion

When graduating from a military academy MekHQ will suggest the student receive a promotion, based on the academy. This is entirely optional and promotion is not enforced.

Design Note: due to constraints in how ranks are handled in MekHQ, automatic promotions cannot be implemented at this time. Introducing such functionality would necessitate substantial work and might conflict with existing custom Rank Systems, rendering them obsolete. Therefore, this feature is not currently under consideration for implementation.

Faculty Skill

This is the target number for weekly random XP gain while a student is undergoing education. Each week, MekHQ will roll to determine if a student earns additional XP. To minimize Daily Report notifications, this XP gain occurs behind the scenes. To secure additional XP, the student must roll equal to or higher than the target number on 2d6.

Education Level

This is the Education Level acquired upon successfully completing the qualification. If this level is higher than the student's current Education Level, their Education Level will be increased to match this value upon graduation.

Academic Events

Throughout a student's academic journey, they may encounter various events, both randomized and predetermined. These events encompass the closure or destruction of an academy, the onset of war, training accidents, or the student opting to drop out of their education. However, the ultimate goal every student aspires to achieve is graduation.

Academy Destruction

In the turbulent Inner Sphere, violence spares no one, and when a WarShip hovers overhead, its bombardment shows no discrimination. While Prestigious Academies boast superior facilities and curricula, they come with a drawback: if a student is on-site when an academy is destroyed, there's a possibility they will be designated as "Missing." The ultimate fate of the student is left to the discretion of individual players.

Campaigns with the 'All Ages' option disabled will ensure that all child students automatically survive the destruction of an academy.

Design Note: acknowledging the sensitivity surrounding real-world events, students being depicted as killed in academy attacks may evoke discomfort. Hence, opting for the "Missing" status instead of explicit death serves to mitigate this emotional resonance.

Mechanics

When an academy is destroyed all students roll 2d6, surviving on a roll of 5+. Surviving students begin their journey back to the unit.

Academy Closure

Not all Prestigious Academies meet closure due to violence. Occasionally, circumstances arise leading to their closure. In such instances, all students are expelled, commencing their somber journey back home.

Faction Warfare

Occasionally, war erupts between previously tranquil neighbors. In such scenarios, any student originating from a faction (or campaign faction) engaged in conflict with the academy faction is subject to expulsion.

Dropouts & Washouts

Not all students can endure the stress and demands of academic study. Each week, they must roll randomly to determine whether they remain in education. The size of the dice rolled is determined by the relevant campaign options. If a student fails their dropout roll, they commence their journey back to the unit.

Safety Net:

Students are unable to drop out if there are less than 10 days remaining in their education. It is assumed they recognize they are in the final stretch and choose to persevere.

Design Note: I implemented this safety net to prevent players from experiencing the frustration of students dropping out with only a few days left in their education.

Clan Washouts:

Clan students do not experience dropout; instead, they wash out. The chance of washing out is mechanically identical to dropping out, but the outcomes differ significantly. When a student washes out of a Clan Caste, they are reassigned to a lesser Caste. Warrior Caste washouts will attempt to transition into the Scientist, Merchant, Technician, or Laborer Castes, while non-Warrior Caste washouts will always enter the Laborer Caste. Labor Caste students will not willingly wash out; however, if circumstances compel them to do so, they will no longer have a place in Clan society and will instead go missing.

Reeducation Camp Washouts

Students who wash out while attending a Reeducation Camp are presumed to have escaped the camp, resulting in their designation as missing.

Training Accidents

Each week, students enrolled in a military or Clan academy must undergo a check to determine whether they experience a training accident. The size of the dice used for this check is determined by the relevant campaign options.

If an accident transpires, the student rolls 2d6. On a result of 5 or higher, the accident is non-fatal. Instead, the student is hospitalized for 3d6 days, extending their education duration by this value.

Campaigns with the 'All Ages' option disabled guarantee that all child students automatically survive training accidents.

Preparatory School Training Accidents

Accidents can still occur at academies designated as 'preparatory schools,' but if the accident is non-fatal, the hospitalization duration has no practical effect and is included solely for flavor.

Warrior Caste Training Accidents

A Warrior Caste student who survives a training accident will be automatically washed out of the Warrior Caste.

Graduation

The eagerly awaited day arrives for every successful student, a day marked by celebration and, potentially, peril. Graduation ceremonies vary significantly depending on whether the academy is Clan-affiliated. Each is described below.

Graduation

Graduation is represented by a degree of abstraction, symbolized by a roll of a 100-sided die.

1-5: The student fails to graduate. Any Skill improvement or Bonus XP is reduced by 1 step. For instance, 2d6 Bonus XP becomes 1d6, and a Skill that should have improved to Regular instead improves to Green. Bonus XP reduced below 1d6 offers no benefits, and this reduction may result in no Skill improvement.

6-20: The student fails to graduate but can retake one or more classes. Graduation will be attempted again in 3d6 days. This outcome can occur multiple times until the student eventually graduates or fails completely.

21-89: The student successfully graduates. Their Skills are improved appropriately, and if relevant, the Bonus XP roll is made. The students' Education Level is increased appropriately.

90-99: The student graduates with honors. This mirrors a normal graduation but with the possibility of gaining a permanent bonus to one Skill. MekHQ randomly selects one Skill taught by the qualification or Bonus XP and applies a permanent +1 Bonus to that Skill. If Bonus XP is chosen or the Skill already has a +1 or greater Bonus, the student gains 2d6 XP. If 'Graduation Bonuses' are disabled, this is mechanically identical to a normal graduation.

100: The student graduates at the top of their class. This mirrors graduating with honors, but two Skills gain a +1 Bonus or additional XP.

Preparatory School Graduation

For students graduating from a Preparatory School, the graduation process is simplified, given its primary focus on child students. Graduation is successful on a d100 roll of 30 or higher. Characters rolling lower than 30 still graduate,

but with reduced skill gain, as per the failure to graduate condition. It is not typically possible to fail to graduate from a Preparatory School.

Military Graduation

Upon graduating from a military academy, students will receive a promotion recommendation. This recommendation is purely for flavor and holds no mechanical significance.

[Silvio Kubel](#) is now entitled to the rank of Private (or regional equivalent).

Master's & Doctorates Degrees

Graduating from a civilian academy at Education Level 3 confers upon the student a Master's Degree. This holds no mechanical advantage.

Graduating from a civilian academy at Education Level 4 awards the student with a Doctorate, entitling them to use the 'Dr' honorific. This honorific is automatically applied to the character. However, this holds no mechanical benefit otherwise.

Clan Graduation

Upon graduating from Clan education, the aspirant must undergo a Trial of Position, which replaces the standard graduation process. The nature of this trial varies depending on whether the aspirant is part of the Warrior Caste or not. All graduations are determined by a roll of a d100.

There is no roll for aspirants graduating from the Laborer Caste. All aspirants who have reached this stage are assumed to meet the considerably more limited requirements.

Warrior Caste

1-30: The student is killed during their Trial of Position. If 'All Ages' is disabled, this result is identical to the one described below.

31-50: The student survives the Trial of Position but fails to score a kill. They wash out of the Warrior Caste and attempt to graduate from a randomly determined fallback Caste, based on the ratios set in Campaign Options.

51-89: The student scores a single kill during their Trial of Position, successfully graduating into the Warrior Caste and gaining improvements to the appropriate Skills. MekHQ suggests they should gain the rank of Warrior and a Light Unit, although these are merely flavor suggestions and not mechanically enforced.

90-99: The student scores two kills during their Trial of Position, mirroring the outcome of scoring a single kill. However, MekHQ suggests the rank of Star Commander and the use of a Medium Unit. Additionally, like graduating with honors, the student gains extra XP or a +1 bonus to a single relevant Skill.

100: The student scores three kills during their Trial of Position, similar to scoring a single kill, but MekHQ suggests the rank of Star Captain and the use of a Heavy Unit. Furthermore, the student gains extra XP or a +1 bonus to two relevant Skills.

Civilian Caste

1-25: The aspirant washes out of their Caste into the Laborer Caste.

26-89: The aspirant graduates into the relevant Caste, experiencing improvements in the pertinent Skills.

90-99: This mirrors a normal graduation, but the aspirant gains extra XP or a +1 Bonus to a random relevant Skill.

100: This mirrors a normal graduation, but the aspirant gains the extra XP or +1 Bonus twice.

Creche

Graduating from a creche does not necessitate a roll, akin to non-Clan Preparatory Schools. However, upon graduation, aspirants do not return to the unit. Instead, a daily report will prompt you to assign them to a Sibko.

[Arthur Walker](#) has graduated from their Crèche and are ready to be assigned to a Sibko.

Creating an Academy Set

File Anatomy

Academies are organized into 'sets,' which are .xml documents containing all the information for the academies within that set. These sets should be stored in the *data/universe/academies/* directory.

All academy sets should commence with the format header: `<?xml version="1.0"?>`, followed on the next line by `<academies>`. The set should conclude with `</academies>`. Each academy is encapsulated by `<academy></academy>`. It's crucial to ensure that you always close off a tag.

```
<?xml version="1.0"?>
<academies>
  <academy>
    <name>Trueborn Crèche</name>
    <isPrepSchool>true</isPrepSchool>
    <isClan>true</isClan>
    <isTrueborn>true</isTrueborn>
    <description>Alongside their sibkin, Trueborn Clansmen begin their life in the crèche.</description>
    <factionDiscount>0</factionDiscount>
    <isLocal>false</isLocal>
    <locationSystem>Terra</locationSystem>
    <constructionYear>2807</constructionYear>
    <durationDays>10</durationDays>
    <facultySkill>4</facultySkill>
    <educationLevelMax>0</educationLevelMax>
    <ageMax>10</ageMax>
    <qualification>Tuition & Primary Care</qualification>
    <curriculum>Bonus XP, Small Arms</curriculum>
    <qualificationStartYear>2807</qualificationStartYear>
    <baseAcademicSkillLevel>2</baseAcademicSkillLevel>
  </academy>
</academies>
```

Important: As previously mentioned, it's crucial never to delete or edit the three standard sets: Local Academies, Prestigious Academies, and Clan Education. Instead, these can be disabled in Campaign Options. If you intend to

make edits to the standard sets, it's advisable to create a copy with a different name and then disable the original in Campaign Options.

Ordering

Academies will appear in MekHQ in the same order as they are listed in their Academy Set.

Tags

Each academy comprises 26 'tags,' which are characteristics informing the module how to handle each academy. It's important to note that not all academies will utilize every tag.

Special Characteristics

Most tags come with special characteristics that dictate how they should be implemented.

Default Values

A majority of tags have default values (noted in parentheses below each tag name). If the value of a tag matches its default value, including that tag when writing the academy is unnecessary. This explains why not all tags are present for each academy in the three standard sets.

Critical Tags

Any tag listed as *Critical* is essential and must be included. These tags do not have default values, and failing to include them will result in the academy set failing to load.

Stacking Tags

Some tags can be included multiple times, as noted with 'stacking,' and the usage of each is elaborated on in the corresponding tag description.

Empty Tags

Any tag marked with EMPTY should still be included, but can be left empty.

Clan

Unfortunately, due to the nature of Clan education, several sacrifices had to be made to enable aspirants to transition between Castes. As a result, Clan academies have more limited customization options compared to their non-Clan counterparts. When configuring a Clan academy, any tag with the 'CLAN' marker must be written in a specific manner. Failure to do so will result in unexpected behaviors.

Tag Descriptions

<name></name>

(Default: Error: Name Missing)

This tag specifies the name of the academy. Each academy within an Academy Set must have a unique name.

<type></type>

(Default: 0)

This tag specifies the type of academy and is used exclusively by the Awards Module. Setting this to 0 will tell the Awards Module to ignore this academy.

- | | | |
|----------------|---------------------|-----------------------------|
| 0: None | 3: University | 6: NCO Training |
| 1: High School | 4: Military Academy | 7: Warrant Officer Training |
| 2: College | 5: Basic Training | 8: Officer Training |

<isMilitary></isMilitary>

CLAN (Default: false)

Set to *true* if the academy is Military; otherwise, set to *false*. Clan academies are not considered military for the purposes of this tag.

<isReeducationCamp></isReeducationCamp>

(Default: false)

Set to *true* if the academy is a Reeducation camp; otherwise, set the *false*.

<promotion></promotion>

CLAN (Default: None)

If *isMilitary* is set to *true*, this tag indicates the promotion MekHQ will suggest when a student graduates from this academy.

<isPrepSchool></isPrepSchool>

CLAN (Default: false)

Set to *true* if the academy is a Preparatory School; otherwise, set to *false*. Clan Creches and Sibkos should have this set to *true*.

<isClan></isClan>

(Default: false)

Set to *true* if the academy is a Clan academy; otherwise, set to *false*.

<isTrueborn></isTrueborn>

(Default: false)

Set to *true* if the academy is intended for Trueborn aspirants only; otherwise, set to *false*. Trueborn academies have reduced travel times to the academy, assuming the student is being transported directly from their creche or iron womb.

<description></description>

EMPTY (Default: Error: no description)

This tag contains the description of the academy, which appears at the top of the qualification tooltip.

<factionDiscount></factionDiscount>

(Default: 10)

This tag specifies the discount applied to Tuition if the applicant's personal faction matches the academy faction. It should be set to 0 if *isFactionRestricted* is set to *true*.

<isFactionRestricted></isFactionRestricted>

(Default: false)

Set to *true* if the academy only accepts applicants whose personal (or campaign) faction matches the academy faction.

<faction></faction>

(Default: CS)

This tag denotes the faction the academy is affiliated with, using the faction short names from *data/universe/factions.xml*.

<isLocal></isLocal>

CLAN (Default: false)

Set to *true* if the academy is a Local Academy; otherwise, set to *false*. For Clan academies, only reeducation camps can have *isLocal* set to *true*.

<locationSystem></locationSystem>

CRITICAL, STACKING, CLAN

This tag specifies the location of the campuses associated with the academy. Each campus should have a separate set of tags.

```
<locationSystem>Galax</locationSystem>
<locationSystem>Terra</locationSystem>
<locationSystem>A Place</locationSystem>
```

For local academies and Clan academies, set this tag to "Terra". Though this information won't be utilized by MekHQ, its absence will cause issues if left empty.

For academies with multiple campuses, where campuses have different *constructionYear*, *destructionYear*, or *closureYear* dates, it's recommended to create different academy entries for each. However, ensure that each academy within an academy set has a unique name, even if they represent different campuses.

<constructionYear></constructionYear>

(Default: 2300)

This indicates the year the academy was built.

<destructionYear></destructionYear>

(Default: 9999)

This represents the year when the academy is scheduled for destruction.

<closureYear></closureYear>

(Default: 9999)

This denotes the year when the academy is set to close.

<tuition></tuition>

(CLAN: Default: 0)

This is the base cost for attending the academy. MekHQ dynamically adjusts this based on the Education Level of each qualification.

For military academies we use the following calculation:

$$3500 * a * b * c$$

a = mean number of skills per qualification - 1 (minimum 1)

b = 1 + (0.25 * faculty skill - 7)

c = 2 (if durationDays = 300 or 900), else 1

For civilian academies we use the same calculation, but the base value is 5000, not 3500.

<durationDays></durationDays>

(Default: 10)

This indicates the duration in days of each qualification. Typically, it's set to 300, 600, 900, or 1200 days. If set to 9 or less, dropouts or washouts are prevented. This can be used to create Preparatory Schools where students can't drop out. This trick is used by Trueborn Creches in the Clan Education academy set.

<facultySkill></facultySkill>

(Default: 7)

This is the target number for the weekly random XP roll. It represents the quality of facilities and faculty at the academy.

When writing the standard sets we used the following rates:

- 5:** Ultra-Green
- 6:** Green
- 7:** Regular
- 6:** Veteran
- 5:** Elite

<educationLevelMin></educationLevelMin>

(Default: 0)

This specifies the minimum Education Level required to attend the academy.

<educationLevelMax></educationLevelMax>

(Default: 1)

This indicates the maximum Education Level provided by the academy.

<ageMin></ageMin>

(Default: 0)

This sets the minimum age required for attendance.

<ageMax></ageMax>

(Default: 9999)

This sets the maximum age for attendees. For Preparatory Schools, this represents the graduation age.

<qualification></qualification>

CRITICAL, STACKING, CLAN

This is the name of the qualification. Each qualification within an academy should have a unique name.

For Clan academies the qualifications need to be listed in a specific order, depending on whether the academy is a Sibko, or Reeducation Camp.

Sibko

The following order must be used when writing Clan Sibkos:

- MechWarrior Sibko
- ProtoMech Sibko
- AeroSpace Sibko
- Black Naval Sibko
- Elemental Sibko
- Combat Infantry Sibko
- Vehicle Sibko
- Scientist Caste Apprenticeship
- Merchant Caste Apprenticeship
- Technician Caste Apprenticeship
- Labor Caste Apprenticeship

The individual name of each qualification can be changed as desired, so long as this order is maintained.

Reeducation Camp

The following order must be used when writing Clan Reeducation camps:

- Scientist Caste Apprenticeship
- Merchant Caste Apprenticeship
- Technician Caste Apprenticeship
- Labor Caste Apprenticeship

<curriculum></curriculum>

CRITICAL, STACKING, CLAN

This lists the Skills associated with the qualification. Each Skill should be separated by a comma.

The list of accepted skills is as follows:

- | | | |
|---------------------------|-----------------------|-------------------------|
| - Bonus XP | - Piloting/Spacecraft | - Tech/Vessel |
| - Piloting/Mech | - Gunnery/Spacecraft | - Astech |
| - Gunnery/Mech | - Artillery | - Doctor |
| - Piloting/Aerospace | - Gunnery/Battlesuit | - Medtech |
| - Gunnery/Aerospace | - Gunnery/ProtoMech | - Hyperspace Navigation |
| - Piloting/Ground Vehicle | - Small Arms | - Administration |
| - Piloting/VTOL | - Anti-Mech | - Tactics |
| - Piloting/Naval | - Tech/Mech | - Strategy |
| - Gunnery/Vehicle | - Tech/Mechanic | - Negotiation |
| - Piloting/Aircraft | - Tech/Aero | - Leadership |
| - Gunnery/Aircraft | - Tech/BA | - Scrounge |

<qualificationStartYear></qualificationStartYear>

CRITICAL, STACKING, CLAN

This specifies the year the qualification becomes available.

<baseAcademicSkillLevel></baseAcademicSkillLevel>

CLAN (Default: -1)

This modifier applies to Education Level to determine the final Skill experience level after completing a qualification. For Clan academies, if you don't want to offer a specific qualification, set *qualificationStartYear* to 9999.

```
<academy>
  <name>Boot Camp</name>
  <isMilitary>true</isMilitary>
  <promotion>Private</promotion>
  <description>After a couple of months' hard training students are ready to serve on the line.</description>
  <isLocal>true</isLocal>
  <locationSystem>Terra</locationSystem>
  <constructionYear>2300</constructionYear>
  <tuition>1250</tuition>
  <educationLevelMax>0</educationLevelMax>
  <durationDays>70</durationDays>
  <facultySkill>8</facultySkill>
  <ageMin>16</ageMin>
  <qualification>Mechanized Cavalry Bootcamp</qualification>
  <curriculum>Gunnery/Vehicle, Piloting/Ground Vehicle</curriculum>
  <qualificationStartYear>2300</qualificationStartYear>
  <qualification>Air Cavalry Bootcamp</qualification>
  <curriculum>Gunnery/Vehicle, Piloting/VTOL</curriculum>
  <qualificationStartYear>2300</qualificationStartYear>
  <qualification>Naval Bootcamp</qualification>
  <curriculum>Gunnery/Vehicle, Piloting/Naval</curriculum>
  <qualificationStartYear>2300</qualificationStartYear>
  <qualification>Flight School</qualification>
  <curriculum>Gunnery/Aircraft, Piloting/Aircraft</curriculum>
  <qualificationStartYear>2300</qualificationStartYear>
  <qualification>Infantry Bootcamp</qualification>
  <curriculum>Small Arms</curriculum>
  <qualificationStartYear>2300</qualificationStartYear>
  <baseAcademicSkillLevel>0</baseAcademicSkillLevel>
</academy>
```