

# Award Guide

## Introduction

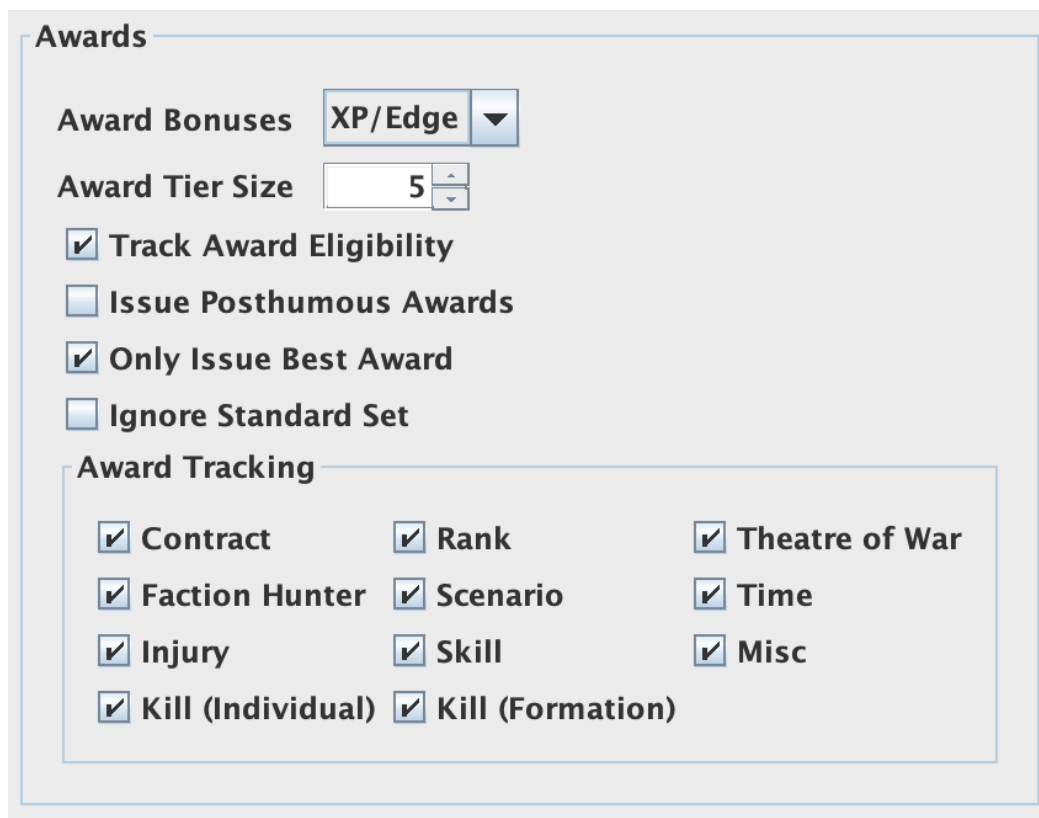
Awards cover everything from the bars beneath the portraits of your personnel, all the way up to the medals they earn through acts of gallantry. This document will take you through setting up your Awards and how they interact with *autoAwards*, the system that automatically tracks Award eligibility in *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 only applies to AtBContracts.

## Campaign Options

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



The screenshot shows the 'Awards' configuration panel. It has a title bar 'Awards' and a close button. Inside, there are several settings:

- Award Bonuses:** A dropdown menu currently set to 'XP/Edge'.
- Award Tier Size:** A numeric input field set to '5'.
- Track Award Eligibility:** A checked checkbox.
- Issue Posthumous Awards:** An unchecked checkbox.
- Only Issue Best Award:** A checked checkbox.
- Ignore Standard Set:** An unchecked checkbox.
- Award Tracking:** A sub-panel containing a grid of checked checkboxes:
  - Contract, Rank, Theatre of War
  - Faction Hunter, Scenario, Time
  - Injury, Skill, Misc
  - Kill (Individual), Kill (Formation)

**Award Bonuses** allows you to override the XP and Edge bonuses granted by Awards set up to do so. This defaults to **XP/Edge**, in which case Awards can grant XP & Edge bonuses. However, this option can be set 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 (see the next section for more details). This defaults to **5**, but can be changed to any number ranging from 1-100.

**Track Award Eligibility** enables or disables *autoAwards*. If disabled, all remaining options are also disabled.

**Issue Posthumous Awards** (disabled by default) determines whether dead personnel can still be considered eligible for Awards.

**Only Issue Best Award** if enabled, autoAwards will ignore Award eligibility if the personnel is also eligible for a better Award of the same type. This functionality is enabled for the following types of Award:

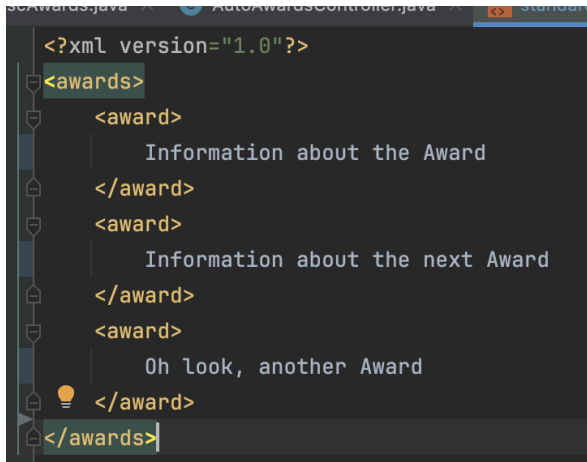
- Contract Awards (duration sub-type only)
- Kill Awards
- Scenario Awards
- Time Awards

For Kill Awards, each formation tier is considered to be a different Award Type, for the purposes of finding the 'best' Award. So multiple Lance Awards are compared against each other, but Lance and Company Awards are not.

**Ignore Standard Set** (disabled by default) enabling this causes *autoAwards* to ignore the Standard Set when calculating Award eligibility.

## Creating an Award Set

MekHQ uses an XML file located in the `data\universe\awards` folder to generate the list of available awards. The order of awards within the file determines both its position on the list of available awards, as well as the order they appear for everyone.



The .xml must always start with the xml version, followed by **<awards>**. It must always end with **</awards>**. Each Award entry is laid out in a similar way, opening the Award with **<award>** and closing each individual Award with **</award>**. Editing the .xml can seem intimidating, but after a while you'll see it's actually quite simple. One thing to remember, though, you should never edit the default Standard Set. If you want to make edits to the Standard Set, just make your own copy and disable the Standard Set in Campaign Options.

While editing the default Standard Set *shouldn't* break anything, it makes troubleshooting harder.

## 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

**<description>** (required) A short description of your Award

**<medal>** The file name of the .png image you would like to use as this Awards' medal, if any (i.e. 'PrisonerOfWar.png'). This image will appear in the 'Medals and Awards' section of the Personnel tab. You can provide multiple image names, so long as you separate them with a comma. *MekHQ* will then use the appropriate image based on how many times you have awarded this Award to each personnel.

**<ribbon>** The file name of the .png image you would like to use as this Awards' ribbon, if any. This image will appear beneath the individual's portrait of the Personnel tab. Like **<medal>** you can include multiple image names, so long as you separate them with a comma. Be careful to ensure that the filenames for your ribbon and medal images are not identical, as this may confuse *MekHQ*.

**<xp>** If the Award should grant an XP bonus, include that here. This must be a whole number. If you don't include this information, *MekHQ* will assume it is set to 0. Campaign Options includes an option to disable XP bonuses from Awards.

**<edge>** If the Award should increase Edge, include by how much. This must be a whole number. If you don't include this information, *MekHQ* will assume it is set to 0. Campaign Options includes an option to disable XP bonuses from Awards.

**<stackable>** *true* if the Award can be obtained multiple times by the same person. Otherwise *false*. If you don't include this information, *MekHQ* will assume it is *false*.

The following tags are only used by *autoAwards* and can be ignored if you have disabled *autoAwards*. If you are using *autoAwards* the information you should include here varies depending on what Award Type you are writing. Award Types are explained in the next section.

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

Here is an example Award, with everything set. **<qty>**, **<item>**, **<size>**, and **<range>** are only included so you can see where they'd go. As you can see, at the end of each tag you have to close the tag out. This is done by including the tag again, this time preceded with a backslash. For example, you close out **<name>** by writing **</name>**.

```
<?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 uses the ribbon images located in the ``data\images\awards\AWARD SET NAME\ribbons`` folder to generate the ribbons that appear beneath an individual's portrait on the Personnel tab. Ribbon images must be in .png format with a 100-pixel width x 27-pixel height.

The file name must match the **<ribbon>** tag of the associated XML file award data, if provided.

## Medal Image Files

MekHQ uses the medal images located in the ``data\images\awards\AWARD SET NAME\medals` folder to generate the medals that appear within the 'Medals and Awards' section on the Personnel tab.

**Square** medal images must be in a transparent .png format with an 87-pixel width & height. **Landscape** medal images require a 87-pixel width, with width exceeding height. **Portrait** medal images require a 87-pixel height, with height exceeding width.

The file name must match the **<medal>** tag of the associated XML file award data, if provided.

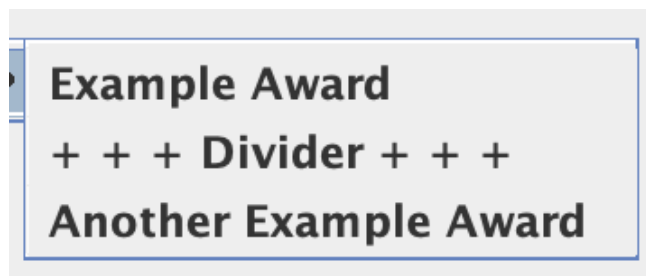
## Dividers

Dividers are a special type of Award that only exist to create a visual break between groups of Awards. Dividers consist only of the **<name>**, **<description>** and optionally the **<item>** tag. The **<item>** tag is only necessary if you are using *autoAwards* and should be set to **<item>Divider</item>**, as this tells *autoAwards* that the Award is a Divider, so it can ignore it. This is different to setting **<item>** to **<item>Ignore</item>** as unlike Ignore, Divider Awards are not tracked by *autoAwards* at all. They're completely ignored. As opposed to being only slightly ignored!

Here is an example of a Divider:

```
<?xml version="1.0"?>
<awards>
  <award>
    <name>Example Award</name>
    <description>This is an example Award</description>
  </award>
  <award>
    <name>+ + + Divider + + +</name>
    <description>This is a Divider</description>
    <item>Divider</item>
  </award>
  <award>
    <name>Another Example Award</name>
    <description>This is another example Award</description>
  </award>
</awards>
```

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



## Ignored Awards

If you want *autoAwards* to ignore an Award you can set **<item>** to **<item>Ignore</item>**. While *autoAwards* will still keep track of the Award, this tells it not to try and process the Award. This is also useful if there are specific Awards you want to handle manually, even if *autoAwards* is capable of handling it for you.

## Types of Award

At time of writing, *autoAwards* understands how to handle 9 types of Award, with a 10th type being made up of special cases. Depending on the type of Award you're writing, you will need to include different information in the **<qty>**, **<item>**, **<size>** and **<range>** tags. Each type of Award and the information you'll need to include is described in the following section.

Note that not every type of Award uses all four tags.

### Contract Awards (Contracts Only)

These Awards are issued at the conclusion of a Contract if the Contract was of a specific type or duration.

**<qty>** is only used if **<range>** is set to **<range>Months</range>**. This tells *autoAwards* how long the Contract must have taken (from start to current campaign date) before personnel become eligible for this Award.

**<item>Contract</item>**

**<range>** tells *autoAward* what type of Contract needs to be completed. This can be the literal contract type (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 word '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 how long the Contract took (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 issued for completing AtB Contracts against specific Factions. Please note that, due to how Garrison Contracts are handled, *autoAwards* can only see the Faction being faced at the time of the Contract's conclusion.

**<item>Faction Hunter</item>**

**<range>** tells *autoAwards* what type of enemy needs to be faced. This can either be the Faction name (for single Factions), or a super-faction, such as 'Clans' which will return true if the faction has the Clan tag. Support for checking for multiple Factions is included. So you can specify Award eligibility if any one of a list of Factions is faced, so long as you separate each with a comma.

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 issued at the end of a Scenario when a person has suffered sufficient Hits during that Scenario. Unfortunately, the source of Hits is not tracked, so it is not possible to filter what Hits came from enemy fire and which were self-inflicted.

**<qty>** is how many Hits need to be suffered, during a single Scenario, to qualify for your 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 complicated Award types and covers Awards earned for scoring confirmed kills on enemy units. It is vital to note that, for formation-based kill awards, *autoAwards* reads your TOE at the time in which *autoAwards* runs. So it has no way to know how your TOE looked at the time in which the kills were scored. This means it is important to repopulate your TOE before you end a Mission.

**<qty>** tells *autoAwards* how many kills need to be scored

**<item>Kill</item>**

**<size>** tells *autoAwards* what organizational tier the kills are counted at. The following tiers are accepted by *autoAwards*:

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

**<range>** tells *autoAwards* whether to count kills accumulated across the individuals' entire **Lifetime**, the last **Mission**, or the last **Scenario**. Note that if **<range>** is set to **Scenario**, **<size>** is ignored and the Award is treated as if **<size>** was 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 given out for obtaining specific Ranks.

**<qty>** tells *autoAwards* what rank numeric needs to be reached to be eligible for the Award. Rank Numerics are a measurement that ranges from 0-40 and directly correlates to the rank's row number on the rank table in Campaign Options. E8, for example, is rank numeric 8; while WO1 is rank numeric 21, and so on.

**<item>Rank</item>**

**<range>** determines whether *autoAwards* should consider eligibility based on **Inclusive** rank, in which case the personnel just needs to meet or beat the rank numeric. Or, whether it should be based on **Exclusive** rank, where NCOs are not eligible for WO or Officer Awards; and visa 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 issued for completing a certain number of scenarios.

**<qty>** tells *autoAwards* how many scenarios need to be completed before personnel become eligible for your 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 given out for reaching specific Skill Levels.

**<qty>** tells *autoAwards* the required skill level. It's important to note that this is the skill *level* and not the skill target number.

**<item>Skill</item>**

**<range>** is the skill needed for Award eligibility. Multiple Skills can be listed, so long as 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 issued for accepting Contracts from belligerents during a time of war.

**<item>Theatre of War</item>**

**<size>** is used to dictate the period of war, in years. For example **<size>3025,3026</size>** tells *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 tells *autoAwards* the Award is only valid during that year. However, it is not possible to only include 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 so long as they are followed with (1) or (2) to dictate which side each Faction falls on, and a comma. It's useful 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.

So 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 issued for serving in a unit for a specific duration. Such as 'serve 8 years without disciplinary action'. While *autoAwards* can tell when a 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 those cases, the required duration is increased by the number of times this Award has been issued. Otherwise, **<qty>** only needs to be met or beaten once.

**<qty>** how many years need to be served before a personnel becomes 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

*Coming Soon*™

## Misc Awards

These are hard coded Awards that achieve specific goals. These Awards have to be programmed individually, so their implementation is limited.

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

### Mission Accomplished

This Award is issued at 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’

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 issued 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>
```