

# MEDALS/RIBBONS in WING COMMANDER

This file is 'Owned' by: Billy Cain

## RIBBONS AND MEDALS

RIBBONS – No flicks – they go straight into your locker:

### **Engagement Ribbon** (After each series)

- Series B – H'REKKA SYSTEM ENGAGEMENT RIBBON
- Series C – G'WRISS SYSTEM ENGAGEMENT RIBBON
- Series D – H'HRASS SYSTEM ENGAGEMENT RIBBON
- Series E – T'LAN METH SYSTEM ENGAGEMENT RIBBON
- Series F – T'LAN METH SYSTEM ENGAGEMENT RIBBON
- Series G – GMAR SYSTEM ENGAGEMENT RIBBON
- Series H – H'RISSITH SYSTEM ENGAGEMENT RIBBON
- Series I - KILRAH SYSTEM ENGAGEMENT RIBBON
- Series L - HELLESPONT SYSTEM ENGAGEMENT RIBBON

### **Distinguished Service Ribbon** (set # successful missions)

- Player may receive more than one.
- After Five are received, we can put another in the locker.

### **Pilot Combat Ribbon** (freebie after first combat)

- Player will receive only one.

### **Flight Training Ribbon**

- Player will receive two of these. One after 4<sup>th</sup> and one after 7<sup>th</sup> training missions.

### **Marksmanship Ribbon** (over 50% gunnery accuracy)

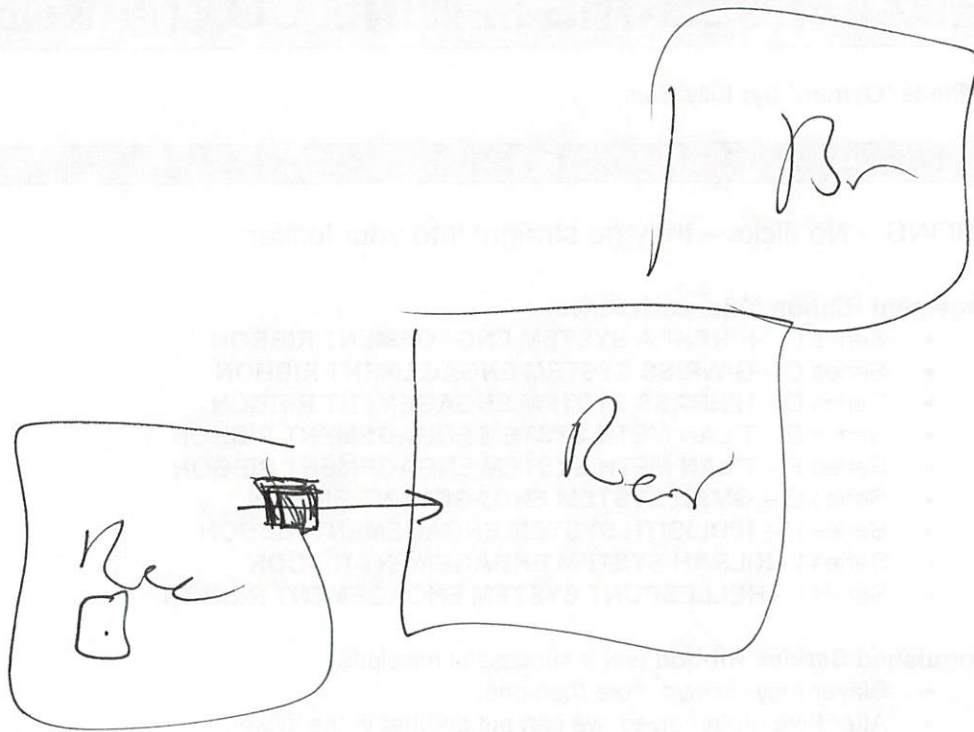
- Player may receive more than one.
- After Five are received, we can put another in the locker.

### **Fighter Qualification Ribbon** (One for each fighter)

- Piranha
- Shrike
- Tigershark
- Devastator
- Wasp
- Panther
- Vampire

### **Academy Graduate Ribbon**

- Player will have this upon start of game.



## **MEDALS – No flicks – they go straight into your locker:**

### **Ace medal (5 kills)**

- Player may receive only one.

### **Ace of Aces medal (25 kills)**

- Player may receive more than one.
- When a player receives another, an extra bar is affixed to the top of the ribbon area.
- After Five are received (four bars on one medal), we can put another in the locker.

### **Purple Heart medal (win mission with 80% damage)**

- Player may receive more than one.
- When a player receives another, an extra bar is affixed to the top of the ribbon area.
- After Five are received (four bars on one medal), we can put another in the locker.

### **The Bronze Star medal (exceptional bravery under fire)**

- Player may receive more than one.
- When a player receives another, an extra bar is affixed to the top of the ribbon area.
- After Five are received (four bars on one medal), we can put another in the locker.

### **The Gold Star medal (exceptional bravery against hopeless odds)**

- Player may receive more than one.
- When a player receives another, an extra bar is affixed to the top of the ribbon area.
- After Five are received (four bars on one medal), we can put another in the locker.

### **The Silver Star medal (exceptional bravery against overwhelming odds)**

- Player may receive more than one.
- When a player receives another, an extra bar is affixed to the top of the ribbon area.
- After Five are received (four bars on one medal), we can put another in the locker.

### **The Starburst medal (destruction of alien cap ship)**

- Player may receive more than one.
- When a player receives another, an extra bar is affixed to the top of the ribbon area.
- After Five are received (four bars on one medal), we can put another in the locker.

### **2<sup>nd</sup> Lieutenant medal (insignia)**

- Player will begin the game with one in locker.

### **1<sup>st</sup> Lieutenant medal (insignia)**

- Player will receive this in a flick, but it will show up in his locker.

### **Captain medal (insignia)**

- Player will receive this in a flick at the end of the game.

### **Confed Flying Cross medal (comp high priority mission) YOU GET ONE AFTER G4**

- Player will receive this in a flick, but it will show up in his locker.

### **Terran Confederation Medal of Valor “The Pewter Planet” (rare attached to certain missions) YOU GET ONE DURING THE ENDGAME**

- Player will receive this in a flick, but it will show up in his locker.



**Flicks – the medals are mentioned, but not shown:**

*NO FLICKS (ITS) mentioned*  
**SAVE BLAIR MISSION F5:** The Silver Star medal (exceptional bravery against overwhelming odds) – you will receive when you complete mission. *103*

**STOP SHIP KILLER MISSION G4: Confed Flying Cross** (comp high priority mission) – you will (be recommended for this) (receive) when you complete mission. If you lose the mission, the Midway is destroyed. *125.6*

*no medal is mentioned*

**Flicks – the medals are actually shown**

**END OF GAME: Terran Confederation Medal of Honor “The Pewter Planet”** (medal of honor equivalent – highest medal awarded to military personnel) – You get this during the endgame ceremony.

## Military Promotions/Decorations for Wing Commander

### Act 1 - Player starts game and plays Act one as O3/2<sup>nd</sup> Lieutenant

- Player gets promoted to **second squadron** for Act 2.

### Act 2 - Player is O3/2<sup>nd</sup> Lieutenant during Act 2.

- End of Act 2: Player receives promotion for Battlefield Performance to **O4/1<sup>st</sup> Lieutenant**.
- Player gets promoted to **third squadron** for Act 3.

### Act 3 - Player is O4/1<sup>st</sup> Lieutenant during Act 3.

- Player receives promotion for Battlefield Performance to **Captain** at the end of game. (For Destruction of Stargate)

## Thoughts on Medals and Awards:

### Types -

The player should receive awards on 3 levels throughout the game...

1. Big Ceremonious Kind - requiring a major event and a movie to match. The Confed Medal of Honor at the end of the game for instance.
2. Quick "Attaboy" Kind - requiring a Victory or attainment of "Ace" status, followed by a mini-flic without the pomp and ceremony of the BCK above.
3. Basically Meaningless - Purple Hearts, Campaign Ribbons, etc. No flic attached to these, but they show up in the players locker on his dress uniform. Some form of message should let the player know when to look - in-flight comm? The purpose of these medals is to continually give the player a sense of accomplishment throughout the game.

Note: No medals should be awarded to players flying on Wimp Mode! (Cheat Mode?)