MNC 1970s ABBREVIATIONS LISTING

SHIP/SUB TYPES

AE: Ammunition Ship
AGI: Intelligence Collecting Ship
AO: Fleet Oiler
AOR: Replenishment Oiler
BB: Battleship
BC: Battle Cruiser
CA: Heavy Cruiser
CL: Light Cruiser
CG: Guided Missile Cruiser
CGN: Guided Missile Cruiser (Nuclear)
CHG: Guided Missile Helicopter Carrier
CV: Aircraft Carrier
CVH: Helicopter Aircraft Carrier
CVHG: Guided Missile Helicopter Aircraft Carrier
CVN: Aircraft Carrier (Nuclear)
DD: Destroyer
DDG: Guided Missile Destroyer
FF: Frigate
FFG: Guided Missile Frigate
FFL: Light Frigate / Corvette
LCAC: Landing Craft, Air Cushion
LCC: Landing Craft, Command
LCPA: Amphibious Landing Craft, Hovercraft
LCMA: Amphibious Landing Craft, Mechanized
LHA: Amphibious Assault Ship
LKA: Amphibious Cargo Ship
LPD: Amphibious Transport, Dock
LPH: Landing Platform, Helicopter
LSD: Land Ship, Dock
LSM: Landing Ship, Mechanized
LST: Landing Ship, Tank
MCS: Mine Countermeasures Ship
MH: Mine Hunter
MS: Merchant Ship
MSF: Minesweeper, Frigate
MSO: Minesweeper
PC: Coastal Patrol
PG: Patrol Combatant / Gunboat
PGG: Patrol Combatant / Gunboat
PGH: Patrol Combatant, Hovercraft
PHM: Patrol (Hydrofoil)
PT: Motor Torpedo Boat
PTH: Patrol Combatant, Hydrofoil
SS: Attack Submarine (Diesel/Electric)
SSB: Ballistic Missile Submarine
SSBN: Ballistic Missile Submarine (Nuclea
SSG: Guided Missile Submarine
SSGN: Guided Missile Submarine (Nuclear
SSN: Attack Submarine (Nuclear)

AIRCRAFT LOADOUTS

AEW = Airborne Early Warning
ATG = Air-To-Ground
AR = Anti-Radar
ASP = Anti-Ship
ASW = Anti-Submarine Warfare
ATA = Air-To-Air
EW = Electronic Warfare
REC = Reconnaissance
TNK = Tanker (aerial refueling)
TRP = Transport

NATIONALITY CODES:

NOR = Norway
UK = United Kingdom
USA/USN = United States of America
USSR = Soviet Union

OTHER ABBREVIATIONS:

1D10 (or 1d10) = Roll one ten-sided die
2D10 (or 2d10) = Roll two ten-sided die, add together.
AA = Anti-Aircraft
AAM = Air-to-Air Missile
AI = Accuracy index (*Accuracy rating of weapon system*)
AI (SONAR) = Acoustic Intercept (*detecting active SONAR*)
Air Unit = An aircraft or helicopter (*or missile in some cases*)
AF = Attack Factor (*used in combat rules*)
AG = Air Group (*All the aircraft carried by carrier/airbase*)
AN = Attack Number (*Number of attacks made by weapon system*)
AOA = Air Ops Area (*where aircraft are fueled/armed on airbase*)
AS = Air Search Radar
ASM = Air-to-Surface Missile
ASW = Anti-Submarine Warfare
ATA = Air-to-Air Combat (*type of combat*)
ATF = Air Task Force (*Group of air units flying together*)
BDC = Base Detection Chance (*sonobuoy detection rating*)
BDR = Base Detection Range (*value used in detection rules*)
BO/BOL/BOA = Bearing Only attack (*attack using only ESM detection of enemy*)
CAP = Combat Air Patrol (*Defensive ATF guarding an area/unit*)
CR = Coordination Rating
CZ = Convergence Zone (*possible extended SONAR detection zones*)
DF = Defense Factor (*how difficult a ship/sub is to damage*)
DL = Damage Level (*value used in rules for damage*)
DN = Damage Number (*value used in rules for damage*)
DNR = Damage Number Result table
DPC = Dual-Purpose Cluster Bomb
DR = Damage Rating (*value used in rules for damage*)
DT = Damage Total (*value used in rules for damage*)
DV = Defensive Value (*penalty to hit aerial unit*)
EDL = Effective Damage Level (*value used in rules for damage*)
EmCon = Emissions Control (*all radars/active sonars off*)
EW = Electronic Warfare
ESM = Electronic Support Measures (*detecing enemy sensors*)
EWR = Electronic Warfare Rating
FOW = Fog of War (*options for greater realism during gameplay*)
GIUK = Greenland/Iceland/United Kingdom (*map & region*)

SENSOR/UNIT/WEAPON SPECIAL SYMBOLS	
$	RADAR: Has 360 degree detection arc
~	MISSILE: Terminal maneuvering
~	SONAR: Towed sonar array type
^	MISSILE: Terminal dive missile
^	SAM: Anti-terminal dive capable
^	SONAR: Dipping sonar type
*	MISSILE: Sea skimming missile
*	SAM: Anti-seaskimming capable
*	RADAR: Phased Array Radar system
**	RADAR: Panel Phase Array Radar system
#	SAM: VLS launcher
@	NOISE RATING: Anechoic coating on hull
W	ASW WEAPON: Depth charge or ASW rocket
F	ASW WEAPON: Standoff Weapon

AIR-TO-SURFACE TARGET CODES	
F	Fixed Land Target
G	Non-mobile land unit
H	Hardened target
M	Mobile land unit
M*	Semi-mobile land unit
S	Ship/surfaced sub target
U	Submerged submarine target

OTHER ABBREVIATIONS (CONT'):

H = SIZE: Huge size/signature

HEC = High-Explosive Cluster bomb

Helo = Helicopter

HTV = Hit Table Value (*table determines number of hits on target*)

IAU = Individual Air Unit (*aircraft/helo flying by itself on map*)

INT= Initiative (*determines order of attacks*)

IR = Infrared (*type of visual sensor*)

F# = FLIR Sensor rating (*# is detection range value*)

FLIR = Forward-Looking Infrared/Thermal (*a type of sensor*)

J = MISSILE: Home-on-Jam capability

L = SIZE: Large size/signature

LDSD = Look-Down-Shoot-Down (*type of aerial RADAR*)

LOS = Line-of-Sight (*how far radar/visual/ESM can possibly spot*)

O# = Optical Sensor rating (*# is detection range value*)

OEW = Offensive Electronic Warfare rating

M = SIZE: Medium size/signature

MAD = magnetic Anomaly Detector (*detects magnetic field of subs*)

MR = Mine Rating (*density of mines in a hex*)

NATO = North Atlantic Treaty Organization

P# = Point Defense Gun rating (*# is rating value*)

PGM = Precision Guided Munition

RADAR = RADAR sensor type

RLOS = RADAR Line-Of-Sight (*how far radar can possibly spot*)

RORSAT = Radar Ocean Reconnaissance Satellite

S = SIZE: Small size/signature

SAM = Surface-to-Air Missile

SFD = Shared Formation Display

SG = Submarine Group

SLAR = Sidewards-Looking Airborne Radar

SONAR = Sound Detection And Ranging (*a sensor type*)

SOSUS = NATO passive SONAR array in North Atlantic

SS = ALTITUDE: Sea Skimming altitude level

SS = RADAR: Surface Search Radar

SSC = Surface-To-Surface Combat (*combat type*)

SSM = Surface-to-Surface Missile

Sub = Submarine

SZ = Size Rating (*size of unit or missile*)

T = SIZE: Tiny size/signature

T# = Formation/Tactical scale distance (*5nm/box*)

TCM = Torpedo Countermeasure Rating

TF = Task Force

TMF = Total Modifier Value (*sum of all combat modifiers*)

Torp = Torpedo

TSF = Target Size Factor (*used for bombing attacks*)

VDS = Variable Depth Sonar (*dipping sonar*)

VLOS = Visual Line of Sight (*how far can possibly spot visually*)

VSR = Sisual Spotting Range (*the net visual spotting range*)

WNR = Weather/Navigation Radar