

COMMON MILITARY AND POLICE ACRONYMS

For use in writing Radio Intercepts for AFMBE

By [TexasZombie](#)

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The following are commonly-used military abbreviations that can be used in AFMBE games for simulated radio intercepts of military operations. These lists are by no means extensive –there are thousands more. These, however, will be more useful in a survival horror game with military elements than knowing, for example, that GAO is the General Accounting Office.

There's also a section on military slang – some of it may be offensive to delicate sensibilities, so read at your own risk. If it bothers you, don't read it.

NOTE: This document is presented for use in fictional scenarios (stories and gaming). This document should not be assumed to be accurate or be used in any way other than as an aid in preparing works of fiction.

1. **Updated 22 August, 2004** – Thanks to BreakdancingZombie and MFlorian from the AFMBE message board for the input!
2. **Updated 24 August 2004** – Added new equipment and Government acronyms that could be used in Survival Horror games.
3. **Updated 28 August 2004** – Added new acronyms and US military ranks.
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5. **Updated 6 September 2004** – More acronyms. Added note to separate military from civilian acronyms. More police codes. More equipment.
6. **Updated 17 September 2004** – More acronyms. More equipment. Notes added to acronyms. Added UK military ranks. Added military unit personnel and vehicle numbers and sample units. Added military and government emergency command posts. Examples of Police equipment. More zombie military jargon. Added Emergency Alert System codes.

MILITARY AND GOVERNMENT

Mil. = Military – may also be found in civilian use; other acronyms are either purely civilian or may be used by both civilian and military personnel. If I don't know, I'm guessing the latter.

Abbreviation Definition

AA	Anti-aircraft (Mil.)
AAA	Anti-aircraft artillery (Mil.)
AAAV	Advanced Amphibious Assault Vehicle (Mil.)
AAR	After Action Report; alt. Air Assault Regiment (Mil.)
AAV	Assault Amphibian Vehicle; alt. Amphibious Assault Vehicle (Mil.) – Amphibious Tracked (AMTRACK) vehicle - USMC
AACC	Airborne Air Command Center (Mil.)
AADE	Army Air Defense Element (Mil.)

ABM	Anti-Ballistic Missile (Mil.)
ABOR	Abort (Mil.)
ACCV	Armored Cavalry Cannon Vehicle (Mil.)
ACE	Armored Combat Earthmover (Mil.)
ACK	Acknowledge (radio call)
ACP	Access Control Point
ACR	Armored Cavalry Regiment (Mil.); alt. Advanced Combat Rifle (Mil.)
ACS	Artillery Communications System; alt. Airborne COMINT System (Mil.)
ACV	Armored Combat Vehicle (Mil.)
ADA	Air Defense Artillery (Mil.)
ADAM	Area Denial Artillery Munitions (Mil.)
ADAMS	Air Defense Advanced Mobile System (Mil.)
ADATS	Air Defense Anti-Tank System (Mil.)
ADM	Atomic Demolition Munition (Mil.)
ADV	Advanced (Mil.)
AE	Aeromedical Evacuation (Mil.)
AF	Air Force (Mil.)
AFV	Armored Fighting Vehicle (Mil.)
AGL	Automatic Grenade Launcher (Mil.)
AGR	Active, Guard, and Reserve (Mil.)
AGM	Air-Guided Missile (Mil.)
AGS	Armored Gun System (Mil.)
AH	Attack Helicopter (Mil.)
ALCM	Air-Launched Cruise Missile (Mil.)
ALERT	Attack and Launch Early Report to Theater (Mil.)
AMCIT	American Citizen (Mil.)
AMRV	Armored Multi-Role Vehicle (Mil.)
ANS	Alert and Notification System
AO	Area of Operations (Mil.)
AOACMT	Attack Operations Against Critical Mobile Targets (Mil.)
AOR	Area of Responsibility
AP	Armor-Piercing (Mil.)
APC	Armored Personnel Carrier (Mil.)
APDS	Armor-Piercing Discarding Sabot (Mil.)
APE	Area of Potential Effects
APERS	Anti-personnel (Mil.) – usu. 40mm Grenade firing Shot shells
APFSDS	Armor-Piercing Fin-Stabilized Discarding Sabot (Mil.)
APFSDSDU	Armor-Piercing Fin-Stabilized Discarding Sabot Depleted Uranium (Mil.)
APHE	Armor-Piercing High Explosive (Mil.)
API	Armor-Piercing Incendiary (Mil.)
APM	Anti-Personnel Mine (Mil.) – can be ground burst or “bouncing” type
ARC	American Red Cross
ARFOR	Army Forces (Mil.)
ARG	Amphibious Ready Group (Mil.)
ARL	Airborne Reconnaissance Low (Mil.) – Low altitude
ARLSS	Advanced Land Remote Sensing System (Mil.)
ARMRV	Armored Mobile Reconnaissance Vehicle (Mil.)
ARSOF	Army Special Operations Forces (Mil.)
ARSOTF	Army Special Operations Task Force (Mil.)
ASF	Aeromedical Staging Facility (Mil.)
ASTE	Advanced Strategic Tactical Expendable (Mil.)

AT	Anti-Tank (Mil.)
ATGM	Anti-Tank Guided Missile (Mil.)
ATM	Anti-Tank Mine (Mil.) – usually have magnetic trigger
ATTF	Anti-Terrorism Task Force
AV	Air Vehicle (Mil.)
AW	Asymmetrical Warfare
AWACS	Airborne Warning and Control System (Mil.)
AWOL	Absent Without Leave (Mil.)
BAI	Battle Area Interdiction (Mil.)
BDA	Battle Damage Assessment (Mil.)
BETA	Battlefield Exploitation and Target Acquisition (Mil.)
BFV	Bradley Fighting Vehicle (Mil.) – M2 Bradley, also called IFV and CFV
BGM	Ballistic Guided Missile (Mil.)
BOLO	Be On the Lookout
BP	Battle Position (Mil.)
BT	Bioterrorism
BW	Biological Warfare
BYEMAN	Clearance category for highly secret signals intelligence and satellite imaging data
C/B-RRT	Chemical Biological Rapid Response Team (U.S. Army) (Mil.)
C2	Command and Control (Mil.)
C3	Command, Control, Communications (Mil.)
C4	Command, Control, Communication, Computers (Mil.)
CA	Civilian Affairs (Mil.)
CAB	Combat Area Broadcast (Mil.)
CAC	Crisis Action Center
CAP	Combat Air Patrol; alt. Crisis Action Planning (Mil.)
CARVER	Criticality, Accessibility, Recoverability, Vulnerability, Effect, Recognizability
CAS	Close Air Support (Mil.)
Cav	Cavalry (Mil.)
CB	Citizens' Band Radio
CBIRF	Chemical and Biological Incident Response Force (USMC) (Mil.)
CBR	Chemical, Biological, and Radiological
CCT	Combat Control Technician (Mil.)
CD	Civil Defense
CDC	Centers for Disease Control and Prevention
CDRG	Catastrophic Disaster Response Group
CEB	Combined Effects Bomblet (Mil.)
CEFR	Code of Emergency Federal Regulations (used in extreme national emergencies)
CEP	Circular Error of Probability (Mil.) – measure of ballistic missile accuracy
CERT	Community Emergency Response Teams
CEV	Combat Engineer Vehicle (Mil.)
CFR	Code of Federal Regulations
CFV	Cavalry Fighting Vehicle (Mil.)
CHATH	Chemically/Biologically Hardened Air Transportable Hospital
CIB	Combat Infantrymen's Badge (Mil.)
CID	Combat Identification (Mil.)
CIP	Critical Infrastructure Protection
CFV	Cavalry Fighting Vehicle (Mil.)
CLGP	Cannon-Launched Guided Projectile (Mil.)

CLS	Combat Life Savers (Mil.)
CMR	Crisis Management Reconnaissance
CN	Tear Gas (Mil.)
COA	Course of Action
COCOM	Combatant Command (Mil.)
COG	Continuity of Government
COMM	Communications
COMSEC	Communications Security
CONOPS	Continuous Operations
CONUS	Continental United States (Mil.)
COP	Common Operational Procedure
CP	Command Post (Mil.)
CQ	Request reply on shortwave radio; "Hello? Anyone there?"
CQC	Close Quarters Combat (Mil.)
CRAF	Civil Reserve Air Fleet (Mil.) – use of civilian aircraft to transport military troops
CRIMP	Crisis Management Plan
CS	Tear Gas (Mil.); alt. Civil Support
CSAR	Combat Search and Rescue (Mil.)
CSS	Combat Support Services (Mil.) see section below
CW	Chemical Weapon
CWDE	Chemical Warfare Defense Ensemble (Mil.)
D2	Degrade and Destroy (Mil.)
D3	Degrade Disrupt Deny (Mil.)
D4	Degrade Disrupt Deny Destroy (Mil.)
DAC	Disaster Assistance Center
DART	Disaster Assistance Response Team (Mil.)
DCO	Defense Coordinating Officer (Mil.)
DEFCON	Defense Condition (Mil.)
DFO	Disaster Field Office
DFPS	Deployable Field Pavement System (Mil.)
DMAT	Disaster Medical Assistance Team
DMORT	Disaster Mortuary Response Team
DPMU	Disaster Portable Morgue Unit
DRUID	Secret information from third party intercept (Mil.?)
DU	Depleted Uranium (Mil.)
DZ	Drop Zone (Mil.)
DZST	Drop Zone Support Team (Mil.)
EA	Engagement Area (Mil.)
EAM	Emergency Action Message (Mil.)
EAP	Emergency Action Plan
EAS	Emergency Alert System (replacing EBS)
EBS	Emergency Broadcast System (being replaced by EAS)
ECL	Emergency Classification Level
ECM	Electronic Countermeasures (Mil.)
ECCM	Electronic Counter-Countermeasures (Mil.)
EFR	Emergency First Responder
EMP	Electro-Magnetic Pulse (Mil.)
EMS	Emergency Medical Services
EO	Executive Order
EOC	Emergency Operations Center
EOCM	Electro-Optical Countermeasures (Mil.)

EOD	Explosive Ordnance Disposal (Mil.)
EOF	Emergency Operations Facility
EOP	Emergency Operations Plan
EPW	Enemy Prisoners of War (Mil.)
ERT	Emergency Response Team
ERT-A	Emergency Response Team – Advanced Element
ESI	Extremely Sensitive Information
ETA	Estimated Time of Arrival
EW	Electronic Warfare (Mil.)
EWO	Emergency War Orders (Mil.)
FA	Forward Area (Mil.)
FAAD	Forward Area Air Defense (Mil.)
FAC	Forward Air Controller (Mil.)
FAE	Fuel Air Explosive (Mil.)
FASCAM	Family of Scatterable Mines; alt. Field Artillery Scatterable Mines (Mil.)
FAsT	Field Assessment Team
FAST	Forward Area Support Team (Mil.)
FAV	Fast Attack Vehicle (Mil.)
FEBA	Forward Edge of the Battlefield Area (Mil.)
FEMA	Federal Emergency Management Agency
FISTV	Fire Support Team Vehicle (Mil.)
FLASH	Emergency radio traffic or other communication (Mil.)
FLIR	Forward-Looking Infrared Radar (Mil.)
FLOT	Forward Line of Own Troops (Mil.); alt. Forward Line of Troops (Mil.)
FOV	Field of View (Mil.)
FRAG	Fragmentation (Mil.)
FRP	Federal Response Plan
FS	Fire Support (Mil.)
GCW	Gross Combat Weight (Mil.)
GMT	Greenwich Mean Time (Add 5 hours to US Central Standard Time to get GMT or ZULU Time; i.e. 3:00pm CST = 1500 Hrs. = 2000 Hrs. GMT) – used for 24-hour military clocks
GPMG	General Purpose Machine Gun (Mil.)
GPS	Global Positioning System
GSR	Ground Surveillance Radar (Mil.)
GVW	Gross Vehicle Weight (Mil.)
HA	Humanitarian Assistance (Mil.?)
HALO	High Altitude, Low Opening (Mil.)
HAST	Humanitarian Assistance Support Team (Mil.)
HAZMAT	Hazardous Material(s)
HCA	Humanitarian and Civic Assistance (Mil.)
HE	High-Explosive (Mil.)
HE-APERS	High-Explosive anti-personnel (Mil.)
HEAT	High-Explosive anti-tank (Mil.)
HEDP	High-Explosive dual-purpose (Mil.)
HE-FRAG	High-Explosive fragmentation (Mil.)
HEICS	Hospital Emergency Incident Command System
HEIT	High-Explosive incendiary tracer (Mil.)
HEMAT	Heavy Expanded Mobility Ammunition Trailer (Mil.)
HEMTT	Heavy Expanded Mobility Tactical Truck (Mil.)
HEXPFP	High-Explosive Proximity Fused Pre-Fragmented (Mil.)

HESH	High-Explosive squash head (Mil.)
HETS	Heavy Equipment Transport Semi-trailer (Mil.)
HIU	Heading Indicator Unit (Mil.)
HHS	Department of Health and Human Services
HLS	Department of Homeland Security
HMD	Helmet-Mounted Display (Mil.)
HMLC	High-Mobility Load Carrier (Mil.)
HMMWV	High-Mobility Multi-Purpose Wheeled Vehicle (Mil.)
HMS	His/Her Majesty's Ship (United Kingdom)
HOTSIT	Hot Situation Message (Mil.)
hp	Horsepower
HPS	Helmet Pointing System (or Sight) (Mil.)
HQ	Headquarters (Mil.)
HRCQ	Highway Route Controlled Quality (Mil.)
HUD	Heads-Up Display (Mil.)
HUMINT	Human Intelligence (Mil.)
HVT	High Value Target (Mil.)
IAR	Improved Assault Rifle (Mil.)
IC	Incident Commander
ICBM	Intercontinental Ballistic Missile (Mil.)
ICM	Improved Conventional Munitions (Mil.)
ICM-DP	Improved Conventional Munitions – Dual Purpose (Mil.)
ICP	Incident Command Post
ICRC	International Committee of the Red Cross
IFF	Identification Friend or Foe (Mil.)
IFV	Infantry Fighting Vehicle (Mil.)
II	Image Intensifier (Mil.)
ILL	Illumination (Mil.)
IR	Infra-Red
IRBM	Intermediate Range Ballistic Missile (Mil.)
ITV	Improved TOW Vehicle (Mil.)
JASSAM	Joint Air-to-Surface Standoff Missile (Mil.)
JCS	Joint Chiefs of Staff (Mil.)
JDAM	Joint Direct-Attack Missile (Mil.)
JEEP	Joint Emergency Evacuation Plan
JFSOCC	Joint Force Special Operations Component Commander (Mil.)
JSF	Joint Strike Fighter (Mil.)
JSOW	Joint Stand Off Weapon (Mil.)
KT	Kiloton (Mil.) – explosion equal to 1000 tons of TNT; Hiroshima bomb was between 10 and 20 KT. Modern US nuclear warheads tend toward the 100 – 350 KT range.
KTAS	Knots, True Airspeed
LADW	Local Air Defense Warning (Mil.)
LAV	Light Armored Vehicle (Mil.)
LAV-AD	Light Armored Vehicle - Air Defense (Mil.)
LAW	Light Anti-Tank Weapon (Mil.)
LCAC	Landing Craft Air Cushion (Mil.) – USMC hovercraft (carries 4 LAV25s)
LCC	Launch Control Center (Mil.) – ICBM launch control facility
LCM	Landing Craft, Material (Mil.) – larger than LCU; carry supplies
LCU	Landing Craft Utility (Mil.) – carries up to 2 M1 MBTs and 30 tons of supplies
LE	Law Enforcement

LEP	Linear Error Probability (Mil.)
LGB	Laser Guided Bomb (Mil.)
LCU	Landing Craft Utility (Mil.)
LMG	Light Machine Gun (Mil.)
LOS	Line Of Sight (Mil.)
LP	Listening Post (Mil.)
LRF	Laser Range-Finder (Mil.)
LTD	Laser Target Designator (Mil.)
LZ	Landing Zone (Mil.)
MAC	Military Airlift Command (Mil.)
MACA	Military Assistance to Civil Authorities (Mil.)
MAF	Missile Alert Facility (Mil.)
MAGTF	Marine Air-Ground Task Force (Mil.)
MANPADS	Man-Portable Air Defense System (Mil.)
MARFOR	Marine Forces (Mil.)
MASH	Mobile Army Surgical Hospital (Mil.)
MAU	Marine Amphibious Unit (Special Operations Capable) (Mil.)
MAW	Missile Approach Warning (Mil.)
MBA	Main Battle Area (Mil.)
MBT	Main Battle Tank (Mil.)
MCBAT	Medical Chemical and Biological Advisory Teams (U.S. Army) (Mil.)
MCCC	Mobile Command & Control Center
MCI	Mass Casualty Incident
MCTFER	Military-Civilian Task Force for Emergency Response (Mil.)
MEDEVAC	Medical Evacuation
MERS	Mobile Emergency Response Support
METT-T	Mission, Enemy, Troops, Terrain, and Time (Mil.)
MEU	Marine Expeditionary Unit (Mil.)
MEV	Medical Evacuation Vehicle (Mil.)
MG	Machine Gun (Mil.)
MILSATCOM	Military Satellite Communications (Mil.)
MIRV	Multiple Independently-targeted Re-entry Vehicle (Mil.)
MLRS	Multiple Launch Rocket System (Mil.)
MOAB	Massive Ordnance Air Burst (Mil.)
MOOTW	Military Operations Other Than War (Mil.)
MOS	Military Occupational Specialty (Mil.)
MOUT	Military Operations in Urban Terrain (Mil.)
MP	Military Police (Mil.)
MPV	Multi-Purpose Vehicle (Mil.)
MSC	Military Sealift Command (Mil.)
MSTAR	Man-portable Surveillance and Target Acquisition Radar (Mil.)
MT	Megaton (Mil.) – explosion equal to 1,000,000 tons of TNT. Many nuclear bombs are in the 1 – 25 MT range, tending toward the low end.
MTF	Medical Treatment Facility (Mil.)
MTMC	Military Traffic Management Command (Mil.)
MV	Muzzle Velocity (Mil.)
MWEAC	Mount Weather Emergency Action Center
NAK	Negative Acknowledgment
NAOC	National Airborne Operations Center (Mil.)
NAWAS	National Warning System
NBC	Nuclear, Biological, Chemical

NCA	National Command Authority (Mil.)
NCID	National Center for Infectious Disease
NCO	Noncommissioned Officer (Mil.)
NDB	Non-Directional Beacon (Mil.)
NDDS	Nuclear Detonation Detection System (Mil.)
NDU	Navigation Display Unit (Mil.)
NEO	Non-combatant Extraction Operation; alt. Non-combatant Evacuation Order (Mil.)
NG	National Guard (Mil.)
NGO	Non-Government Organization
NIH	National Institute of Health
NLT	Not Later Than
NMCS	National Military Command System (Mil.)
NOD	Night Observation Device (Mil.)
NUDET	Nuclear Detonation (Mil.)
NVE	Night Vision Equipment (Mil.)
NVG	Night Vision Goggles (Mil.)
OEP	Office of Emergency Preparedness
OICW	Objective Individual Combat Weapon (Mil.)
OMCD	Office of Mobilization and Civil Defense
OP	Observation Post (Mil.)
ORP	Objective Rally Point (Mil.)
OSC	On Scene Coordinator
OTA	Overflight Top Attack (Mil.)
OTAU	Over The Air Update
PA	Public Address
PAZ	Protective Action Zone (Mil.)
PB	Patrol Base (Mil.)
PDA	Preliminary Damage Assessment
PIO	Public Information Officer
PIVADS	Product-Improved Vulcan Air Defense System (Mil.)
PGM	Precision Guided Munitions (Mil.)
PKO	Peace Keeping Operation (Mil.)
PMCS	Preventative Maintenance, Checks and Services (Mil.)
POAT	Psychological Operations Assessment Team (Mil.)
POC	Point of Contact (Mil.)
POE	Plan of Execution
PSYOP	Psychological Operations (Mil.)
PTOS	Point Target Smoke Obscurant System (Mil.)
PZ	Precautionary Zone
RAO	Rear Area Operations (Mil.)
RC	Reserve Component (Mil.)
RCC	Rescue Coordination Center (Mil.)
RDC	Rapid Deployment Cell (Mil.)
RDF	Rapid Deployment Forces (Mil.)
REACT	Rapid Execution And Combat Targeting (Mil.) – ICBM launch controls
RF	Range Finder (Mil.)
RIF	Reduction in Force (Mil.)
ROE	Rules of Engagement (Mil.)
ROF	Rate of Fire (Mil.)
RPG	Rocket-Propelled Grenade (Mil.)
R&S	Reconnaissance and Security (Mil.)

SA	Security Assistance (Mil.)
SAC	Strategic Air Command (Mil.)
SALUTE	Situation, Armament, Location, Unit, Time, Equipment (Mil.)
SAM	Surface-to-Air Missile (Mil.)
SAR	Search And Rescue
SAW	Squad Automatic Weapon (Mil.)
SAWS	Silent Attack Warning System (Mil.)
SEAL	Sea, Air, Land (Mil.)
SERE	Survival Evasion Resistance Escape (Mil.)
SF	Security Forces; alt. Special Forces (Mil.)
SFOD	Special Forces Operational Detachment (Mil.)
SI	Sensitive Information
SIGINT	Signal Intelligence (Mil.)
SITREP	Situation Report (Mil.)
SLAP	Saboted Light Armor Penetrator (Mil.)
SM	Smoke (Mil.)
SMAW	Shoulder-launched Multipurpose Assault Weapon (Mil.)
SMG	Sub-Machine Gun (Mil.)
SO	Special Operations (Mil.)
SOAR	Special Operations Aviation Regiment (Mil.)
SOC	Special Operations Capable (Mil.)
SOLL	Special Operations Low-Level (Mil.)
SOP	Standard Operating Procedure
SOS	Morse code – Request Assistance (doesn't mean "Save Our Ship")
SOTSE	Special Operations Theater Support Element (Mil.)
SP	Self-Propelled (Mil.)
SRBM	Short Range Ballistic Missile (Mil.)
SRV	Search and Rescue Vehicle (Mil.)
SSM	Surface-to-Surface Missile (Mil.)
STD	Standard
TACFIRE	Tactical Fire Support (Mil.)
TACP	Tactical Air Control Party (Mil.)
TACRECCE	Tactical Reconnaissance (Mil.)
TACREP	Tactical Report (Mil.)
TADS	Target Acquisition and Designation System (Mil.)
TCO	Tactical Combat Operations (Mil.)
TED	Tactical Environment Description (Mil.)
TEXS	Tactical Exploitation System (Mil.)
TH	Temporary Housing
THO	Temporary Housing Officer
TI	Thermal Imaging (Mil.)
TOT	Time Over Target (Mil.)
TOW	Tube-launched Optically tracked Wire-guided (Mil.)
TRAP	Tactical Rescue of Aircraft and Personnel (Mil.)
TTG	Time To Go (Mil.)
TWAA	Tactical Warning Attack Assessment (Mil.)
TWAR	Threat Warning Attack Reporting (Mil.)
UAV	Unmanned Arial Vehicle (Mil.)
UCMJ	Uniform Code of Military Justice (Mil.)
UFN	Until Further Notice
UG	Urban Guerilla (Mil.)

UGB	Unguided Bomb (Mil.)
UGV	Unmanned Ground Vehicle (Mil.)
UMTA	Urban Mass Transit Administration
UNCLAS	Unclassified
UNK	Unknown
US&R	Urban Search & Rescue
USAR	Urban Search and Rescue
USCG	United States Coast Guard (Mil.)
USS	United States' Ship
UVMAP	Urban Vector Map (Mil.)
UW	Unconventional Warfare (Mil.)
UXO	Unexploded Ordinance (Mil.)
VADS	Vulcan Air Defense System (Mil.)
VE	Vehicles (Mil.)
VOLAG	Voluntary Agent
VX	Nerve gas (Mil.)
WARNORD	Warning Order (Mil.)
WCMD	Wind Corrected Munitions Dispenser (Mil.)
WMD	Weapons of Mass Destruction
WP	White Phosphorus (Mil.)
X	Experimental (Mil.)
XO	Executive Officer (Mil.)
XPLT	Exploitation (Mil.)
YG	Garbage transport disposal craft / Garbage Scow (U.S. Navy) (Mil.)
Z	Zulu Time - Greenwich Mean Time (Mil.)

IMAGINARY MILITARY AND GOVERNMENT ACRONYMS AND MILITARY SLANG for ZOMBIE SURVIVAL HORROR GAMES

Alpha Delta Hotel	All Dead Here (i.e. no survivors)
ARW	Anti-Reanimate Weapon
Charlie Radar	Contact Reestablished
Charlie2	Cannibalistic Cadaver; zombie
CIVEVAC	Civilian Evacuation
CRA	Civilian Relocation Area
CRO	Civilian Relocation Operation
ERS	Emergency Rescue Station
FTO	Food Transportation Operations
Head Hunters	Infantry on IDI detail (see below)
Hot Heads	Infantry armed with flamethrowers or other incendiary weapons
IDI	Immobilization, Decapitation, Incineration; alt. Immobilize, Decapitate, Incinerate
IEAP	Immediate Evacuation of All Personnel
India Charlie	Infestation Contained
KD	Kilo-Deaths (thousands of deaths)
Lima Sierra	Location Secured
Lucy	Zombie (see LUS)
LUS	Lifelike Undead Syndrome
MAC	Mobile Active Corpse
Macs	Mobile active corpses; zombies

MCP	Migration Control Point
M/TCP	Migration and Traffic Control Point
MD	Mega-Deaths (millions of deaths) – currently used to define NBC warfare casualties; could be used for massive zombie attacks
MOEA	Military Operations in Evacuated Areas
Oscar Echo	Ordog Effect (see Deadworld on this website)
Oscar Sierra	Objective Secured; alt. “Oh, SH*T!”
PZ	Population Zero
Radar Lima	Retake Location
RRL	Reestablish Rule of Law
SAE	Significant Adverse Event; alt. Serious Adverse Event
Sierra Bravo	Sucker ‘em in, Blow ‘em up! Use armored vehicle to lure zombies to a pre-designated area where the group is struck by an artillery shell or bomb after vehicle leaves; works with slow and stupid undead.
SRO	Salvage and Reclamation Operation
Tango India	Total Infestation; alt. Total Infection
TCE	Total Civilian Evacuation
TCP	Traffic Control Point
TCR	Total Casualty Rate
TMR	Total Mortality Rate
UCO	Undead Control Operations
UMOUT	Unconventional Military Operations in Urban Terrain
UTI	Urban Tactical Intervention
Zebra	Zombie
Zulu	Zombie

MILITARY EQUIPMENT

These items are presented in no particular order. Getting lazy in my old age. Note: Older items can be found most often in National Guard and Reserve units.

Abbreviation	Item
Vehicles	
M1 Abrams	US MBT (includes M1A1, M1A2, etc.)
M60 MBT	US tank used prior to adoption of the M1 Abrams MBT
M48 Patton MBT	Older US tank, may not be in use any longer
M551A1 ARAAV	Armored Reconnaissance Airborne Assault Vehicle (Sheridan); 152mm cannon/Missile Launcher with 20 HEAT rounds and 8 Shillelagh missile rounds; used by 82 nd Airborne Division
LAV25	Light Armored Vehicle (with 25mm cannon)
LAV90	Light Armored Vehicle (with 90mm cannon)
LAV-DIVAD	Light Armored Vehicle, Divisional Vulcan Air Defense (with Vulcan anti-aircraft cannon)
HMMWV	Hummer, Hum-vee
M113	Older US APC
M2 Bradley	Current US APC
M3	Current US CFV (version of M2 with reduced cargo capacity)
M93A1 NBCRS	Nuclear, Biological, and Chemical Reconnaissance System; armored car designed to sample and monitor contamination
Fox	

M109A Paladin	US 155mm self-propelled cannon
M548	5-ton capacity cargo truck
UH-60	Black Hawk Helicopter
AH-64A	Apache Attack Helicopter
AH-1	Super Cobra Attack Helicopter (older model than AH-64A)
OH-58	Kiowa Scout Helicopter
CH-53E	Super Stallion transport helicopter (US Navy/Marines)
CH-47	Chinook transport helicopter (US Army)
FAV	Fast Attack Vehicle (military dune buggy)
Deuce-and-a-Half	Older model cargo truck, 2 ½ ton cargo capacity
M750	US Military armored 6-wheeled car with machinegun turret
5/4 Truck	Military version of 1 ¼ ton cargo capacity pickup truck
Stingray	Light tank produced by Cadillac in the US but not deployed
Peacekeeper	US Armored car used for security duty
M577	US Command Post Vehicle based on M113
M728 CEV	US Combat Engineering Vehicle based on M60 MBT
M548	US 6-ton Cargo Carrier based on M113
A-10 Thunderbird/ Warthog	US anti-tank warplane with 30mm cannon in the nose
KH-11	Keyhole Spy Satellite

Large Weapons

M61A-1 Vulcan	20mm multi-barreled anti-aircraft cannon (100 rounds/second)
TOW	Older/Current US Anti-tank missile
TOW II	Current US Anti-tank missile
Javelin	Current US multi-purpose shoulder-fired missile
AGM-114 Hellfire	Current US anti-tank missile
Beehive	Flechette-loaded fragmentation shells; used by M551
CBU-75 ,BLU-26/B	Cluster bomb that disperses 1800 one-lb fragmentation bombs each with
SADEYE	600 lethal steel shards
BLU-42 WAAPM	Wide-area antipersonnel bomb
Mk116 WETEYE	Bomb filled with GB (Sarin) nerve gas
BLU-80/B BIGEYE	Bomb filled with VX nerve gas
MK-20 ROCKEYE	Unguided cluster bomb – anti-tank and anti-personnel; can also disperse
	GATOR mines
CBU-97/B CEM	Combined Effects Munitions - Unguided cluster bomb for attacking
	unarmored targets
BLU-97/B CEB	Combined Effects Bomb - Unguided cluster bomb for attacking armored
	targets
CBU-59 APAM (ROCKEYE II)	Anti-Personnel, Anti-Material unguided cluster bomb; has armor-piercing,
	anti-personnel/fragmentation, and incendiary effects
MK77	750lb Napalm bomb
MK78	500lb Napalm bomb
MK79	1000lb Napalm bomb
MMIII	Minute Man III ICBM (nuclear missile)
M2HB	US heavy MG (.50 caliber)
Mk19	40mm Automatic Grenade Launcher (belt-fed)
Copperhead	155mm laser-guided artillery shell
M158	Helicopter rocket pod (7 2 ¾” rockets)
M200	Helicopter rocket pod (19 2 ¾” rockets)
M265	Helicopter rocket pod (2 TOW II missiles)

M465	Helicopter rocket pod (4 TOW II missiles)
M490	Helicopter rocket pod (4 Hellfire missiles)
FIM-92B	Stinger anti-aircraft missile – can be fired from a missile pod or a handheld launcher
AIM-9L	Sidewinder anti-aircraft missile – only fired from helicopters and conventional aircraft
HEHV	High-explosive High-velocity 40mm grenades fired from Mk19 AGL
HEHV-DP	High-explosive High-velocity Dual Purpose 40mm grenades fired from Mk19 AGL
M139 VOLCANO	Fires 960 anti-tank and anti-personnel mines in less than 20 seconds from either a M548 truck or a UH-60 helicopter ; also fires GATOR mines; mines are pre-set to self-destruct after a certain period of time; uses M87 cluster shell
GATOR	Anti-tank and anti-personnel mines; delivered by BLU-91 and BLU-92 bombs
M67, M72	Anti-personnel “Bouncing Betty” mines that pop a few feet into the air before exploding; can be delivered by artillery shells as part of FASCAM system
BLU-92/B	GATOR anti-personnel mine
M77 MOPMS	Modular Pack Mine System – antipersonnel mines
Mk82	Bomb with 500-lbs of general purpose explosives
BLU-95	Fuel Air Explosive bomb with 500-lbs of explosives
BLU-96	Fuel Air Explosive bomb with 1000-lbs of explosives
AGM-28	Hound Dog air-launched cruise missile with nuclear warhead
GAM-87	Skybolt air launched cruise missile with nuclear warhead
AGM-69, AGM-86, AGM-129	See above
AGM-65D Maverick	Air-to-surface missile
B-52	Large bomber that can drop conventional bombs, nuclear bombs, and fire air launched cruise missiles
MOAB	Mother of All Bombs/Massive Ordnance Air Burst – most powerful declassified non-nuclear explosive in US arsenal
LGM-30 MMIII	Minute Man III ICBM – carries 3 Mk12/Mk12A nuclear MIRV warheads (150 to 350 KT yield each)
LGM118A	Peacekeeper ICBM – carries 10 Mk21 nuclear MIRV warheads (100+ KT yield each)
Peacekeeper	Cruise missile with conventional or nuclear warhead; can be fired from aircraft, surface ships, submarines, and land vehicles
Tomahawk	
Harpoon	Current anti-ship missile
Mk48	Current torpedo
GAU-19/A	Three-barreled .50 caliber Gatling-type machine gun; cannot be fired by hand – vehicle mounted; there are 5.56 and 7.62mm versions that are also vehicle mounted; smaller versions of M61 Vulcan.

Personal Weapons and Equipment

M4, M16	Standard US battle rifle (5.56mm)
M11	Special Forces 9mm Pistol
M14	Older/Standard US battle rifle (7.62mm); used by some Special Forces groups
M1911	Older .45ACP used by some Special Forces groups; carries 7 rounds per magazine

M60E3 MG	Light Machine Gun (7.62mm)
M72A1 LAW	Light Anti-tank Weapon (single-use disposable rocket launcher)
M79	Older US Single-Shot Grenade Launcher
M82A1A	.50 caliber sniper rifle – uses same round as M2HB machinegun
M9, M92	Standard US combat handgun (9mm); carries 15 rounds per magazine
M203	Single-shot 40mm Grenade Launcher mounted under the barrel of M16/M4 (fires HE, HEDP, Smoke, ILLUM, and APERS)
M231	US submachine gun (5.56mm) designed for use in M2 Bradley AFV – may not be in current use
M243	Riot Control Launcher – attaches to end of M16 barrel and fires either a single non-lethal or a single tear gas projectile using a special blank cartridge
M249 SAW	Light Machine Gun –Squad Assault Weapon (5.56mm)
M82	US .50 caliber sniper rifle
M21	US 7.62mm sniper rifle (semi-automatic)
M40	US 7.62mm sniper rifle (bolt action)
MP5	Submachine gun used by some US Special Forces groups; several calibers, all in pistol range (9mm, .40S&W, etc.).
BDU	Battle Dress Uniform
LBE	Load Bearing Equipment
MOLLE	Modular Lightweight Load Bearing Equipment (pronounced “Molly”)
PASGT	Personal Armor System; Ground Troops (Kevlar helmet and body armor) – fragmentation protection
ISAPO	Interim Small Arms Protective Over-vest; extra armor worn over PASGT for protection against firearms
RBA	Ranger Body Armor
MRE	Meal Ready to Eat
ALICE	All-purpose Lightweight Individual Carrying Equipment
IBA	INTERCEPTOR Body Armor; OTV = Outer Tactical Vest – will eventually replace PASGT/ISAPO as standard infantry armor and will be part of the Land Warrior system
IIFS	Individual Integrated Fighting System
AN/PRS-7A	Mine-detection unit
TA-312/PT	Field telephone
AN/TLG-17B	Radio jamming unit
AN/GPC-17Z	Ground radar surveillance system
Mk31	Trip-wire flare
RAW	Rifle Assault Weapon – large grenade launched from the barrel of US military rifles using a special blank cartridge
M-18	Claymore directional fragmentation mine
Remington 870, Winchester 1300, Mossberg 500	Pump-action shotguns used by US military; 12-gauge; can fire lethal or non-lethal rounds; usual magazine is 7 to 9 rounds depending on magazine/barrel length..
M1014	Benelli semi-automatic shotgun (12-gauge) replacing current series of pump-action military shotguns; usual magazine is 7+ rounds depending on magazine/barrel length.

M68 CCO	Close Combat Optic – collimating/reflex (red dot) military sight; by Aimpoint (Sweden) – available to civilians as well as military; there are many similar models, some quite small in size (ex. Trijicon, Fire Point, BSA, etc.). May be combined with telescope function (typically 4X). Common with Special Forces and SWAT.
AN/PVS-14	Small image-intensifying night sight
AN/PAS-13B	Thermal-imaging weapon sight; integrated 5X scope
C-mag	100-round magazine for M4/M16 combat rifle; twin drum arrangement; HEAVY when locked and loaded
P-Rail	Picatinny Rail – accessory attachment that can be added to many rifles and shotguns, or is part of the weapons; used to attach optics, laser designators, flashlights, etc.

US MILITARY COMMAND GROUPS

CENTCOM	U.S. Central Command (Middle East)
EUCOM	U.S. European Command (Europe)
JSOC	Joint Special Operations Command
PACOM	U.S. Pacific Command (Pacific)
SOCOM	U.S. Special Operations Command
SOSCOM	U.S. Special Operations Support Command
SOUTHCOM	U.S. Southern Command (South America)
USACAPOC	U.S. Civil Affairs and Psychological Operations Command
USACOM	U.S. Atlantic Command
USAFSPACOM	U.S. Air Force Space Command

MILITARY AND GOVERNMENT COMMAND POSTS

CMC	Cheyenne Mountain Complex (CMC) – Colorado; series of bunkers housing North American Aerospace Defense Command (NORAD) and US Space Command (USSPACECOM)
USSTRATCOM	US Strategic Command Center; in the old Strategic Air Command (SAC) facility; Offutt Air Force Base, Omaha, NE – housed in the Underground Command Complex (UCC)
NMCC	National Military Command Center, the Pentagon; slang “The Tank” - underground
ANMCC	Alternate National Military Command Center, Maryland/Penn. area – underground – May be same as Site-R.
PEOC	Presidential Emergency Operations Center; bunker beneath the White House, Washington, D.C.
Camp David	Presidential Retreat Site; operated by US Navy and Marine personnel
Mount Weather	Mount Weather Special Facility, Berryville, VA; underground bunkers operated by FEMA for Continuity of Government (COG) operations; houses various disaster operations groups and the FEMA National Emergency Coordinating Center
ANWF	Alternate National Warning Facility; Olney Special Facility, Gaithersburg, MD
FEMA FRC	FEMA Federal Regional Center, Denton, TX; underground
Site-R	Raven Rock, Alternate Joint Communications Center (AJCC) bunkers under Raven Rock Mountain; Waynesboro, PA
Mount Pony	Culpeper, VA; underground bunkers for COG operations

The Greenbriar Hagerstown, MD	Sulphur Springs, WV; COG facility for US Congress COG facility; FEMA VIP Evacuation and Support facilities; national security functions also
Mercersbury, PA	COG facility; FEMA VIP Evacuation and Support facilities; national security functions also
Boonsboro, MD	COG facility; FEMA VIP Evacuation and Support facilities; national security functions also
Tyndall AFB	Backup NORAD facility in Florida
PEF	Presidential Emergency Facility – various locations, underground; may be up to 100+ facilities across CONUS
RAPIER	100-man mobile Rapid Emergency Reconstitution Teams (US Air Force) in modified semi-trucks; provide nuclear attack assessments
GMCC	Ground Mobile Command Center – mobile government command units in modified semi-trucks (2 per unit) including security forces; would house emergency presidential successors
CMAH	Commander-in-Chief Mobile Alternate Headquarters – may be same as GMCC
TACAMO	Take Charge And Move Out – E6-A (Mercury) aircraft that function as relays to transmit attack data to ballistic missile submarines
NIGHTWATCH	National Emergency Command aircraft – airborne; carries the National Command Authority; Presidential aircraft
NEACP “Kneecap”	National Emergency Airborne Command Post aircraft – airborne
NAOC	National Airborne Operations Center aircraft; E-4B; supports National Command Authority from numerous Forward Operating Bases (FOB) in CONUS airspace; also support FEMA operations
Looking Glass	Air Combat Command “Doomsday Watch” aircraft; multiple planes flying on shifts; Shift commander is “Alice”; EC-135 (Boeing 707) aircraft

MILITARY SLANG AND OTHER COMMON TERMS

Able	Alpha company of a regiment
Airdale	Infantry slang for US Air Force person
Angels	Unit of measure in thousands of feet, Angels 18 = 18,000 feet
Arc Light	Massive B52 Bomber airstrike
Aaarruuuggaah!	Marine Corps warcry
Armor	Armored Vehicles
Armored	Military unit with emphasis on armored vehicles
Aaaarrrrrrrrrrrrrr!	US Army Rangers warcry
Bandit	Hostile vehicle, usually aircraft
Baker	Bravo company of a regiment
Blooper	M79 Grenade Launcher
Bogey	Unidentified aircraft, possibly hostile
Bouncing Betty	Antipersonnel mine that bounces into the air before exploding, increasing threat to additional troops
BOHICO	Bend Over, Here it Comes Again
Brain Housing Device	Skull
Bravo Foxtrot	Buddy F**ker (i.e. traitor/coward)
Break Things	Destroy enemy materials and emplacements

BUFF/Buffalo	B-52 Bomber
Burn In	Parachute doesn't open
Bust Caps	Marine Corp term for rapidly firing a weapon
Charlie	Charlie company of a regiment
Charlie Foxtrot	Cluster F**k
Cherubs	Unit of measure less than thousands of feet; Cherubs 4 = 400 feet
Chief	US Navy Petty Officer or US Army Warrant Officer
COMMO	Communications
Contact	Attacking or being attacked by the enemy
Daisy Cutter	Large ground attack bomb
Delta Sierra	Dumb Sh*t
DILLIGAFF	Does It Look Like I Give A Flying F**k
Duck Hunter	Anti-Aircraft Gunner
Deuce-and-a-half	2 ½ Ton capacity cargo truck
Feet Dry/Wet	Airborne over land/water
FIGMO	F**k it, I've got my orders
Fire for Effect	Radio call for massive artillery barrage against a target or area
First Shirt	First Sergeant
FM/Foxtrot Mike	F**king Magic (how something works when you don't understand it)
FUBAR	F**ked Up Beyond All Repair/Recognition
FUGAZI	F**ked Up, Got Ambushed, Zipped In
FUMTU	F**ked Up More Than Usual
G.I.	Government Issue
Goes Away	What happens when something is hit by a missile or tank shell
Golf Sierra	Goat Screwed
Gunny	Marine Corp Gunnery Sergeant
Ground Pounder	Infantry
Grunt	Private
High Speed, Low Drag	Excellent (as in excellent equipment)
Hooah!	US Army – Yes! I Agree!
Hotel Sierra	Hot Sh*t
Incoming	Inbound enemy artillery shells or missiles
Ivan	Russian soldier
Joe	US Soldier
LC (EI Cee)	Lieutenant Colonel
LT (EI Tee)	Lieutenant
Ma Deuce	M2HB .50 Machinegun
Madman	Sonar contact with hostile submarine
Maneuver Damage	Damage caused by military to civilian property
Mechanized Infantry	Infantry that ride in APCs or trucks
Mike Foxtrot	Mother F**ker
Old Man	Unit Commander (even if female)
Outgoing	Friendly artillery shells or missiles
<i>Posse Comitatus</i> Act	Prohibits search and seizure, and arrest powers, to US Military personnel except in certain special situations (see MACA in acronyms, above)
Queen Bee	Female military commander (not derogatory)
REMF	Rearch Echelon Mother F**ker

RTFM(A)	Read The F**king Manual! (Again)
Semper Fi!	Short for "Semper Fidelis" (Always Loyal) – USMC motto
Sierra Hotel	Sh*t Hot! (i.e. Excellent)
SNAFU	Situation Normal, All F**ked Up
SOS	Sh*t on a Shingle – originally a particular US Army meal; now any sub-par military ration
SUSFU	Situation Unchanged, Still F**ked Up
SWAG	Simple Wild-A\$\$ed Guess/alt. Scientific Wild-A\$\$ed Guess
TAFUMTU	Things Are F**ked Up More Than Usual
Tango Mike	Thanks much!
Tango Uniform	T*ts Up! (i.e. Dead, messed up, ruined, etc.)
TARFU	Things Are Really F**ked Up
Throttle Jockey	Air Force Pilot, especially one that flies Fast
Top	US Army First Sergeant or Sergeant Major
Whiskey Tango	What The F**k?
Foxtrot	
Wing Wiper	Infantry slang for US Air Force personnel
WOFTAM	Waste of F**king Time and Money
VAMPIRE	Incoming hostile missile
Zipped In	Killed (as in "zipped in" to a body bag)

MILITARY ALPHABET

Alpha	A
Bravo	B
Charlie	C
Delta	D
Echo	E
Foxtrot	F
Golf	G
Hotel	H
India	I
Juliet	J
Kilo	K
Lima	L
Mike	M
November	N
Oscar	O
Papa	P
Quebec	Q
Romeo	R
Sierra	S
Tango	T
Uniform	U
Victor	V
Whiskey	W
X-Ray	X
Yankee	Y
Zulu	Z

U.S. & U.K. MILITARY RANKS
(from lowest to highest; U.K. in *Italics*)

U.S. Grade	Army <i>British Army</i>	Marines <i>Royal Marines</i>	Air Force <i>Royal Air Force (RAF)</i>	Navy <i>Royal Navy</i>
E1	Private <i>Private</i>	Private <i>Marine</i>	Airman Basic <i>Aircraftman</i>	Seaman Recruit <i>Junior Seaman</i>
E2	Private	Private First Class <i>Lance Corporal</i>	Airman <i>Leading Aircraftman</i>	Seaman Apprentice <i>Ordinary Seaman</i>
E3	Private First Class <i>Lance Corporal</i>	Lance Corporal	Airman, First Class <i>Corporal</i>	Seaman <i>Able Seaman</i>
E4	Corporal or Specialist 4 <i>Corporal</i>	Corporal <i>Corporal</i>	Senior Airman	Petty Officer, Third Class <i>Leading Seaman</i>
E5	Sergeant	Sergeant	Staff Sergeant <i>Sergeant</i>	Petty Officer, Second Class
E6	Staff Sergeant	Staff Sergeant	Technical Sergeant <i>Chief Technician</i>	Petty Officer, First Class
E7	Sergeant First Class	Gunnery Sergeant	Master Sergeant <i>Flight Sergeant</i>	Chief Petty Officer <i>Chief Petty Officer</i>
E8	First Sergeant or Master Sergeant <i>Sergeant</i>	First Sergeant or Master Sergeant <i>Sergeant</i>	Senior Master Sergeant	Senior Chief Petty Officer
E9	Sergeant Major <i>Staff Sergeant</i>	Sergeant Major or Master Gunnery Sergeant <i>Colour Sergeant</i>	Chief Master Sergeant <i>Warrant Officer</i>	Master Chief Petty Officer
W1-4	Warrant Officer <i>Warrant Officer</i>	Warrant Officer <i>Warrant Officer</i>	Warrant Officer	Warrant Officer <i>Fleet Chief Petty Officer</i>
O1	Second Lieutenant <i>Second Lieutenant</i>	Second Lieutenant <i>Second Lieutenant</i>	Second Lieutenant <i>Pilot Officer</i>	Ensign <i>Midshipman</i>
O2	First Lieutenant <i>Lieutenant</i>	First Lieutenant <i>First Lieutenant</i>	First Lieutenant <i>Flying Officer</i>	Lieutenant, Junior Grade <i>Sub-lieutenant</i>
O3	Captain <i>Captain</i>	Captain <i>Captain</i>	Captain <i>Flight Lieutenant</i>	Lieutenant <i>Lieutenant</i>
O4	Major <i>Major</i>	Major <i>Major</i>	Major <i>Squadron Leader</i>	Lieutenant Commander <i>Lieutenant-Commander</i>
O5	Lieutenant Colonel <i>Lieutenant Colonel</i>	Lieutenant Colonel <i>Lieutenant Colonel</i>	Lieutenant Colonel <i>Wing Commander</i>	Commander <i>Commander</i>
O6	Colonel <i>Colonel</i>	Colonel <i>Colonel</i>	Colonel <i>Group Captain</i>	Captain <i>Captain</i>
O7	Brigadier General (1 Star General) <i>Brigadier</i>	Brigadier General <i>Brigadier</i>	Brigadier General <i>Air Commodore</i>	Rear Admiral <i>Rear-Admiral</i>
O8	Major General (2 Star General) <i>Major-General</i>	Major General <i>Major-General</i>	Major General <i>Air Vice Marshal</i>	Rear Admiral <i>Rear-Admiral</i>
O9	Lieutenant General (3 Star General) <i>Lieutenant-General</i>	Lieutenant General <i>Lieutenant-General</i>	Lieutenant General <i>Air Marshal</i>	Vice Admiral <i>Vice-Admiral</i>
O10	General (4 Star General) <i>General</i>	General <i>General</i>	General <i>Air Chief Marshal</i>	Admiral <i>Admiral</i>
O11	General of Army (5 Star General) <i>Field Marshal</i>	No equivalent	General of the Air Force <i>Marshal of the RAF</i>	Fleet Admiral <i>Admiral of the Fleet</i>

US ARMY COMBAT UNITS (typical)

Unit	Notes	Typical # of Personnel/Vehicles
BASIC INFANTRY		
Squad	6-12 soldiers and sergeant	10
Section	15-30 soldiers led by senior sergeant	2 – 3 Squads
PLATOONS		
Infantry Platoon	3-4 sections or squads with Lieutenant and senior sergeant	40, divided into: 3 Rifle Squads 1 Command Group/Squad 4 IFVs
Anti-Armor Platoon	Armored	4 CFVs with AT missiles 1 Command APC
Artillery Platoon	Armored	6 SP Mortars
AH Platoon	Attack Helicopter	7 Attack Helicopters
Cavalry Platoon	Armored or Utility Helicopters (UHs) (Air Cavalry)	6 CFVs or Utility Helicopters
OH Platoon	Observation Helicopters	4 Observation Helicopters
Tank Platoon	Armored	4 MBTs
COMPANIES		
Infantry Company	3-5 platoons plus headquarters unit and Captain	175, inc. 3 Infantry Platoon 1 Company Command Group 1 additional IFV or APC
Tank Company	Armored	3+ Tank Platoons 2+ Command Tanks
Anti-Armor Company	Armored	3 Anti-Armor platoons 2 Command APCs Company HQ
Attack Helicopter Company	AH	1 Attack Helicopter Platoon 1 Scout Helicopter Platoon
Battery	Company-sized unit with variable number of artillery pieces	Mixture of heavy mortars and artillery pieces, both SP and towed
Headquarters Company	Division-Level	4+ Tank companies 1+ Command IFVs
Troop	Armored cavalry company	12+ CFVs 8+ MBTs 2+ SP Mortars 1+ Command Tank

BATTALIONS		
Infantry Battalion	3-5 companies plus headquarters company and Lieutenant Colonel	700, inc. 1 Command company 4+ Mechanized Infantry companies 1+ Anti-armor company
Tank Battalion	Armored	4+ Tank companies 1+ Command Tank
Squadron	Armored cavalry battalion	36+ CFVs 42+ MBTs 6+ SP Mortars 1+ Command Tank
Helicopter Gunship Battalion	Attack Helicopters	1 Command company 3+ Attack Helicopter companies Support units Utility and Observation helicopters
REGIMENTS		
Infantry Regiment	3-5 battalions plus headquarters company and Colonel	1500+
Armored Cavalry Regiment	Armored fast attack and scouting forces	3+ Armored Cavalry squadrons 1+ Air Cavalry squadron 1+ Artillery battalion
BRIGADES		
Infantry Brigade	3-6 battalions plus headquarters company and Colonel or Brigadier General	4500+
DIVISIONS		
Infantry Division	3 brigades plus supporting battalions with Major General	15,000+, inc. 10 Maneuver battalions 1 Cavalry battalion 3 Artillery battalions MLRS battery 1+ AH battalion 1+ Engineer battalion 1+ ADA battalion
Armored Division	Mostly armor	6+ Tank battalions 4+ Mechanized Infantry battalions
Mechanized Division	Mostly infantry	6 + Mechanized Infantry battalions 4+ Tank battalions
CORPS		
Corps	Several divisions with supporting units and Lieutenant General	30,000+
ARMIES		
Army	Several corps and supporting units and General	100,000+

Time required to deploy military units depends on pre-staging and ongoing operations. Deploying a platoon in wartime is easy. Deploying an Army, not so easy. Peacetime operations (during emergencies, for example) will typically take longer. There is no firm

time estimate that can be made, but one could reasonably assume 2 days + 1 day/thousand troops *at best*.

EXAMPLE US ARMY STRENGTH (1990s)

Regular Army	800,000 soldiers
18 Divisions	4 Armored 7 Mechanized Infantry 1 Infantry 4 Light Infantry 1 Air Assault 1 Airborne 4 Maneuver

Army National Guard	600,000 soldiers
10 Divisions	2 Armored 2 Mechanized Infantry 5 Infantry 1 Light Infantry 1 Maneuver

Army Reserve	600,000 soldiers
12 Divisions	12 Infantry 1 Maneuver

MBTs, CFVs	20,000
IFVs, APCs	30,000
Artillery	5500
Attack Helicopters	2300

SAMPLE US ARMY/NATIONAL GUARD/ARMY RESERVE UNITS

UNIT	Composition (Full Strength)
Mechanized Infantry Platoon	2 nd Lieutenant Staff Sergeant 3 Medics 2 Radiomen 2 Snipers 2 Specialists - Mechanics 3 10-soldier rifle squads (26 M4/M16, 3 M249 SAW, 1 M60E3) 4 M2 Bradley IFVs
Infantry Squad	Sergeant 2 4-soldier Fire Teams (= 1 Rifle Squad) (6 M4/M16, 2 M249 SAW) 1 Medic (Spec 4) 1 Sniper
Armored Cavalry Platoon	6 M3 Bradley CFVs 3 3-soldier M3 Bradley Crews (Driver, Gunner, Commander) 3 3-soldier Fire Teams (3 M4/M16) – 1 per M3 Bradley CFV

Armored Cavalry Scout Platoon	3 M3 Bradley CFVs (6 soldiers per above) 3 M93A1 NBCRSs (4 soldiers per vehicle – 1 driver, 3 Spec 4 NBC experts)
Armored Tank Company	12 M1A2 MBTs (crew 4 each) 1 M1A2 MBT Command Tank (crew 4)
Tank Company (National Guard)	10 M60 MBTs (crew 4 each) 2 M1A1 MBTs (crew 4 each) 1 M1A2 MBT Command Tank (crew 4)
Tank Platoon (Army Reserve)	4 M1A1 (crew 4 each) – 1 tank designated as command tank for platoon only

COMBAT SUPPORT SERVICES

Sustainment	<ul style="list-style-type: none"> • Class I Food. • Class II Specialized tools and clothing. • Class III Fuel, lubricants and other POL products. • Class IV Barrier or fortification materials. • Class V Ammunition. • Class VI Personal demand items and miscellaneous supplies. • Class VII Major end items, including vehicles. • Class VIII Medical supplies. • Class IX Repair parts for combat vehicles are essential to sustainment.
Logistics	<ul style="list-style-type: none"> • Supply. • Transportation. • Maintenance. • Field services.
Personnel	<ul style="list-style-type: none"> • Personnel and administration services, including strength and personnel accounting, casualty reporting, replacement operations, awards, and personnel management. • Chaplain operations. • Enemy prisoner of war (EPW) operations.
Health	<ul style="list-style-type: none"> • Medical treatment and evacuation of casualties. • Preventive medicine. • Medical supply operations.

POLICE

EQUIPMENT

Police armament can vary wildly, as firearm determination is usually decided by each officer within department guidelines.

Each police cruiser will usually carry a 9-shot pump action 12-gauge shotgun and a bolt-action or semi-automatic rifle (usually 5.56mm or 7.62mm military style, although civilian-

style weapons are also possible; alternatives include .30-30 lever action rifles and .300 Magnum bolt action rifles).

Handguns are almost always semi-automatic in one of the following calibers (in descending order of popularity): 9mm, .40S&W, .45 ACP, .357 SIG. Backup handguns can be either a second semi-automatic as described above, or a revolver, usually .38 Special caliber.

Armor is usually Type II or Type IIa although heavier types are also possible. Helmets may be carried but are not usually worn on routine patrol activities.

Police units in high-crime areas are likely to carry more and heavier weapons and have heavier armor. Police units in areas with a very low crime rate are likely to carry minimal arms and armor.

Special Weapons And Tactics (SWAT) teams are likely to be indistinguishable from US Army Mechanized Infantry and/or Special Forces in terms of weaponry and personal equipment. Vehicles may be armored but are not likely to carry vehicle-mounted weapons.

RADIO CODES

Police codes can (and often do) vary from jurisdiction to jurisdiction. I wouldn't recommend using this list to try and report a crime to a police officer, but the following should be useful for AFMBE games.

Code	Definition
10-0	Use Caution
10-1	Can't hear you/poor reception
10-2	Everything OK
10-3	Stop sending; radio not secure
10-4	OK
10-7	Out of communication/off the job
10-8	On the job
10-9	Repeat last message
10-12	Visitors with officer
10-13	Advise for weather or road conditions
10-15	Prisoner in custody
10-18	Hurry up!
10-19	Return to station
10-20	Location
10-22	Cancel/no action needed
10-23	Standby; alt. Have arrived at location
10-24	Emergency at police station/recall of all units
10-28	Plate check – abandoned vehicle
10-30	Assault
10-33	Emergency radio calls only
10-38	Destination
10-44	Person under influence of narcotics
10-50	Traffic accident

10-54	Dead body
10-55	Send coroner
10-56	Subject appears drunk
10-68	Repeat last message
10-73	Standby for Emergency Broadcast
10-78	Need ambulance
10-96	Deranged individual
10-97	Have arrived
10-103	Disturbance (by person)
10-107	Suspicious person
10-108	Officer down
11-12	Dead animal
11-14	Animal bite
11-24	Abandoned vehicle
11-26	Abandoned bicycle
11-31	Someone calling/shouting for help
11-41	Send ambulance
11-43	Send doctor
11-47	Injured person
11-87	Assist other officer
11-99	Officer needs assistance/Emergency
Code 1	Acknowledge call
Code 3	Proceed with lights and siren
Code 12	Report extent of damage
Code 13	Major Emergency
Code 14	Ambulance in route to your location
Code 18	Traffic accident
Code 19	Public intoxication
Code 20	Automobile accident
Code 21	Fatal accident
Code 24	Medical emergency
Code 28	Death
Code 30	Emergency
Code 33	Stand by for emergency message
Code 37	Aggravated assault
Code 59	Criminal mischief
Code 148	Resisting arrest
Code 187	Homicide
Code 242	Battery
Code 243	Assault on police officer
Code 404	Riot
Code 415	Public/domestic disturbance
Code 647	Prowler in area
Code 901	Need ambulance
Code 902	Accident/medical emergency
Code 952	Report conditions
Code 5150	Mentally disturbed person

EMERGENCY BROADCAST MESSAGES

The following acronyms are used in Emergency Alert System (EAS) messages. This is not a complete list – these are the ones most likely to turn up in survival horror. Storm warnings are not included.

EAN	National EAS Activation; Emergency Action Notification (National)
CIV	Civil Authorities
EVI	Evacuation Immediate
CEM	Civil Emergency Message
ADR	Administrative Message
HMI	Hazardous Material Incident
RAD	Radiological Incident
EPI	Emergency Public Information
STS	State EAS Statement
STA	State Priority Activation

Sources: too many to list separately – all of the above information is available in the public domain and is not classified.

Good places to look for this sort of information:

- Internet websites (especially the Federation of American Scientists website)
- U.S. Military reference books and manuals
- Tom Clancy, Ralph Peters, and Eric Harry novels
- Any military publications by GDW, Inc. (Twilight 2000, Desert Shield Fact Book, etc.) – these guys were as good as the real thing! Too bad they went out of business.
- Talk to a police officer; listen to police scanners; watch “Cops” on TV

eMail comments to: eviloverlord668@yahoo.com

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