

## Lace Wars Series Acronyms

AC = Attrition Check, a die roll made on the Attrition Table.

AF = Actual Frontage, the number of Wings that can engage in combat.

AO = Additional Objective, used in some games to assess Campaign Plan success.

BE = Brigade Equivalent, used in some games where Units can be banded together to make a Formation; also used as a measure for transport capacity.

BF = Base Frontage, the potential maximum number of Wings that could engage in combat.

CE = Combat Efficiency, a key rating for combat.

CM = Combined Movement, where 2-3 Formations move simultaneously.

COR = Combined Operation Rating, permitting a Leader to coordinate Combined Movement.

CP = Campaign Plan, a mechanism for achieving victory.

CRT = Combat Results Table.

DemoCP = Demonstration Campaign Plan (*HGH 2.21*)

EL = Entry Level [[not sure of this – appears at *HGH 3.186*]]

FAT = Force Allocation Table (*HGH 3.14*)

FD = Forage Depleted, a terrain effect increasing Attrition.

FE = Forage Exhausted, a terrain effect increasing Attrition.

GO = Generalissimo, the chief or only leader used in a battle. Also used in the Player Ranks section for General Officer.

HdC = Hors de Combat, term applied to Wings that can no longer be counted in Battle; a force that has too many Wings HdC will Retreat.

GRT = General Record Track.

HQ = Headquarters, a Formation.

KR&Os = King's Regulations and Orders, the basic rule book.

LC = Leadership Check, a die roll made against a Leader's Leadership Rating.

LCE = Leading <unit> Combat Efficiency, used in combat.

LoC = Line of Communications, a path of hexes between two designated items, counted in Movement Points.

LR = Leadership Rating, the primary factor used by Leaders.

MA = Movement Allowance, the maximum number of Movement Points (prior to "force marching") that an item has.

MD = Mobile Depot (*HGH 4.67*)

MO = Minimum Objective, used in some games to assess Campaign Plan success.

MP = Movement Point, the measure of how fast and far an item can move.

MZP = Muster Zone Pool (*HGH 3.17*).

NI = Naval Influence (*HGH 4.26*).

OOB = Order of Battle.

OP = Operations Point, expended for several reasons, but primarily to set the length of a Campaign Plan.

OPAT = Operations Points Accumulation Table.

OR = Operational Range, traced in Movement Points, essentially a radius of effect, mainly for Auxiliaries.

PP = Prestige Plus, a bonus victory reward used in some games.

RCP = Raid Campaign Plan (*HGH 2.21*)

RP = Raid Point

SAC = Standing Army Contingent (*HGH 3.15*)

SP = Strength Point, the raw size of a unit.

SPT = Siege Progress Table.

SRO = Siege Resolution Operation.

SRV = Siege Resistance Value, determines how long a fortress will hold out in general terms.

TAF = Theatre Assignment of Forces, a mechanism for generating Reinforcements.

TAFT = Theatre Assignment of Forces Table.

TEC = Terrain Effects Chart.

TOS = Term of Service (*HGH* 3.14).

TRT = Turn Record Track.

ZOC = Zone of Control, not used in most games.

ZOI = Zones of Influence.