
Subject: Re: Any advice for a noob

Posted by [_SSnipe_](#) on Fri, 30 Jan 2009 20:07:55 GMT

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Chuck Norris wrote on Fri, 30 January 2009 10:02: Also, here's some of the abbreviations, so if you see them typed, you know what it means. I'm not going to list each one for simplicity. For example, you may see Weapons Factory abbreviated as "weaps" every so often, but most people just use "WF", so I won't list every possible one, but just what you'd need to know. If it has more than one abbreviation, the first is always the most common.

Buildings:

"WF" = Weapons Factory
"Bar" or "Inf" or "Rax" = Infantry Barracks
"Ref" or "Tib" = Tiberium Refinery
"PP" = Power Plant
"AGT" = Advanced Guard Tower
"Air" or "Strip" or "AS" = Airstrip
"HON" or "Hand" = Hand of Nod
"Ob" = Obelisk

Vehicles:

"Mammy" = Mammoth Tank
"Med" = Medium Tank
"MRLS" or "MRL" = Mobile Rocket Launcher System
"Stank" = Stealth Tank
"Flamer" or "Flame(s)" = Flame Tank
"Light" or "Ltank" = Light Tank
"Arty" or "Art" = Artillery
"Harv" = Tiberium Harvester

Characters:

"Hotty" = Hotwire (can also mean Technicians, the Nod equivalent)
"Tech" = Technician (can also mean Hotwire, the GDI equivalent)
"Mob" = Mobius
"PIC" = Personal Ion Cannon (that is, the better of the Sydneys with said gun)
"Sak" = Sakura
"Rav" = Raveshaw
"SBH" = Stealh Black Hand
"Chem" = Chem Trooper
"Engi" = Engineer

Terms: (I'm mainly only going to include game specific ones, not everything single term you can see in online gaming)

"Inc" = Incoming
"Rep" = Repair
"Def" = Defend
"Tunns" = Tunnels
"Noobje" = Ramjet Rifle

"TH" = Team Hamper(ing)

"GTA" = Grand theft auto (which means not the games, but that a vehicle was taken by someone who it doesn't belong to)

"Rush" = Enemies, usually a number of them, attempting to either push forward, or move into the enemy base

"Inf" = Infantry

"Tib" = Tiberium (Field or Refinery)

So, judging by the list above, we'd see that if someone said "engis inc ref tunns" on the map C&C_Volcano, it directly translates to "Engineers incoming (via) Refinery tunnels", which means a group of engineers were on their way through the tunnel that exits near the Refinery and Power Plant, and then obviously would go to either of those buildings, so unless you were on the other side of the map, go defend said location if possible. If this were the case, you'd likely also or instead hear "Defend the Power Plant" or "Defend the Refinery" via radio command.

If I left any out, and I know I did, and anyone wants to add on, go for it.
Very helpful
