



# AIR FORCE WARGAME INDO-PACIFIC GLOSSARY

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| 4th Generation Fighter<br>(4th Gen)            | A class of jet fighters in service from around 1980 to the present, and represents design concepts of the 1970s. Fourth-generation designs are heavily influenced by lessons learned from the previous generation of combat aircraft.   |
| 5th Generation Fighter<br>(5th Gen)            | A jet fighter aircraft classification which includes major technologies developed during the first part of the 21st century. As of 2023, these are the most advanced fighters in operation. The characteristics of a fifth-generation fighter are not universally agreed upon, and not every fifth-generation type necessarily has them all; however, they typically include stealth, low-probability-of-intercept radar (LPIR), agile airframes with supercruise performance, advanced avionics features, and highly integrated computer systems capable of networking with other elements within the battlespace for situational awareness and C3 (command, control and communications) capabilities. |
| Anti-Access<br>(A2)                            | Action, activity, or capability, usually long-range, designed to prevent an advancing enemy force from entering an operational area.  |
| Agile Combat Employment<br>(ACE)               | A proactive and reactive operational scheme of maneuver executed within threat timelines to increase survivability while generating combat power.   |
| Area Denial<br>(AD)                            | Action, activity, or capability, usually short-range, designed to limit an enemy force's freedom of action within an operational area.  |
| Air Defense Artillery<br>(ADA)                 | A branch of the United States Army that specializes in anti-aircraft weapons (such as surface to air missiles). In the U.S. Army, these groups are composed of mainly air defense systems such as the Patriot Missile System, Terminal High Altitude Area Defense (THAAD), and the Avenger Air Defense system which fires the FIM-92 Stinger missile. <ul style="list-style-type: none"><li>- Medium Range or Theater defense targets missiles that travel at 7,000 mph or less</li><li>- Long Range or Strategic defense targets intercontinental ballistic missiles that travel at about 15,000 mph</li></ul>   |
| Advantage                                      | (as in roll at advantage) Roll 2 dice or roll the die twice. Then use the higher result.  |
| Airborne Early Warning<br>(AEW)                | An airborne radar system designed to detect aircraft, ships, vehicles, missiles, and other incoming projectiles at long ranges and perform command and control of the battlespace in an air engagement by directing fighter and attack aircraft strikes.  |
| Air Force Wargame Indo-Pacific<br>(AFWI)       | (This game). A game-in-a-box framed around a multi-domain air centric fight in INDOPACOM and requires players to use strategic thinking and decision-making skills to achieve campaign objectives. The game is intended for 2-8 players (on two teams) and is designed for rapid play so that players can execute multiple Air Tasking Orders (ATOs) in a single sitting.   |
| Air Force Wargaming Institute<br>(AFWI)        | An Institute at the LeMay Center that provides a world-class Wargaming Enterprise with compelling operations, technology and facility capacity across all levels of classification to advance USAF and joint force capabilities against peer competition. <a href="https://airuniversity.af.edu/LeMay/AFWI/">https://airuniversity.af.edu/LeMay/AFWI/</a>   |
| Air-to-Air                                     | In this game, the air-to-air icon listed on some tokens indicates that specific token can attack airborne tokens in bands within the range listed, either forward or aft. The die icon listed below the range limit specifies the die roll required for a successful attack.  |
| Air-to-Ground                                  | In this game, the air-to-ground icon listed on some tokens indicates that specific token can attack surface tokens in bands within the range listed, either forward or aft. The die icon listed below the range limit specifies the die roll required for a successful attack.  |
| Acquisition Capability                         | In this game, the acquisition icon listed on some tokens indicates that specific token can acquire enemy tokens within the range listed, either forward or aft. The die icon listed on the desired enemy token specifies the die roll required for successful acquisition.  |
| Air Operation Center<br>(AOC)                  | A command center used by the United States Air Force to provide command and control of air operations.  |
| Aerial Refueling<br>(AR)                       | Also referred to as air refueling, in-flight refueling (IFR), air-to-air refueling (AAR), and tanking, is the process of transferring aviation fuel from one aircraft (the tanker) to another (the receiver) while both aircraft are in flight.   |
| Anti-satellite weapons<br>(ASAT)               | Space weapons designed to incapacitate or destroy satellites for strategic or tactical purposes. ASAT roles include: defensive measures against an adversary's space-based and nuclear weapons, a force multiplier for a nuclear first strike, a countermeasure against an adversary's anti-ballistic missile defense (ABM), an asymmetric counter to a technologically superior adversary, and a counter-value weapon.   |
| Air Tasking Order<br>(ATO)                     | The set of air orders created by the Air Operation Center staff and approved for execution during a specified time or cycle by the Joint force air component commander (JFACC). In the game, ATO planning is simulated by each player choosing a posture card and the drawing squadron cards to activate during the ATO-cycles.   |
| ATO Cycle                                      | The period of time during which an ATO is executed. In the game, this is simulated by players taking turns until both players pass.   |
| Attrition                                      | A military strategy consisting of belligerent attempts to win a war by wearing down the enemy to the point of collapse through continuous losses in personnel, materiel, and morale.  |
| Airborne Warning and Control System<br>(AWACS) | An airborne early warning and control aircraft that provides all-weather surveillance, command, control, and communications.  |
| Battalion                                      | Army unit, typically consisting of 300 to 1,000 soldiers commanded by a lieutenant colonel, and subdivided into a number of companies (usually each commanded by a major or a captain). The typical battalion is built from three operational companies, one weapons company and one headquarters company.  |
| Bonus  | In this game, the bonus icon depicts a bonus that may be added to a die roll for an associated action.  |
| Command and Control<br>(C2)                    | A set of organizational and technical attributes and processes that employ human, physical, and information resources to solve problems and accomplish missions.  |
| Campaign                                       | In this game, a campaign is a succession of one or more ATOs focused on a mission selected by a mission card.   |

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| Guided Missile Cruiser (CG)                    | Navy ships that normally perform anti-surface and anti-air roles to a high degree of capability.  |
| Contingency Location (CL)                      | A non-enduring location outside of the United States that supports and sustains operations during contingencies or other operations.  |
| Counter-intervention                           | China's focus on countering a U.S. military intervention along its periphery.   |
| Cruise Missile                                 | A cruise missile is a guided missile used against terrestrial or naval targets, that remains in the atmosphere and flies the major portion of its flight path at an approximately constant speed.   |
| Cyber access value                             | In this game, the cyber access value is the die roll depicted between cyber rates on the cyber track section of the game board. In order to raise the cyber rate, an associated cyber enabler card must be played along with a die roll equal to or greater than the required cyber access value, unless otherwise specified on the enabler card.   |
| Cyber effects                                  | The results of either offensive or defensive operations conducted through cyberspace.   |
| Cyber rate                                     | In this game, the cyber rate is depicted on the cyber track section of the gameboard and reflects the magnitude of a team's cyber capability. The rate is a multiplier for cyber effects played with enabler cards.   |
| Cyber track                                    | The section of the game board that monitors cyber capability. The section consists of cyber rates and the cyber access values required to advance cyber rates.  |
| D4   | Four-sided die. 1d4 is one four-sided die, 2d4 is two four-sided dice, and so forth.  |
| Damage Token                                   | In this game, damage tokens are colored cubes that represent damage inflicted on some tokens or cards. The specific tokens and cards depict how many damage tokens can be sustained before they are lost.   |
| Guided Missile Destroyer (DDG)                 | Navy ships that normally perform anti-submarine, anti-surface and anti-air roles to a high degree of capability.  |
| Disadvantage                                   | (as in roll at disadvantage) Roll 2 dice or roll the dice twice. Then use the lower result.   |
| Economy of force                               | One of the nine Principles of War, based upon Carl von Clausewitz's approach to warfare. It is the principle of employing all available combat power in the most effective way possible, in an attempt to allocate a minimum of essential combat power to any secondary efforts.  |
| Enabler card                                   | Enabler Cards are the mechanism used by the game to bring the effect of multi-domain operations into the battle space. Enabler cards are either single or multiple use ("Single Use" is stated in the cards description box). Standard enabler cards are played in-turn, while reaction enabler cards have a lightning bolt in the upper right corner of the card and can be played in response to an opponent's action. Enabler cards with a pushpin (thumbtack) remain for an entire ATO once played. |
| Electronic Warfare (EW)                        | Warfare involving the use of the electromagnetic spectrum or directed energy to control the spectrum, attack an enemy, or impede enemy operations.  |
| Exploding dice                                 | In this game, exploding dice indicates that action requires two dice rolls: the first roll determines if the action is successful and must be at or above the value depicted on the icon, the second roll determines the magnitude of the action based on the die face value.   |
| Facilitator                                    | The game organizer and participant in charge of overseeing the details, rules and challenges of a given campaign.   |
| Flying Crew Chief (FCC)                        | Aircrew Maintenance professionals who perform all maintenance duties (electrical, hydraulics, communication, navigation, etc.) on flying missions away from home-station.   |
| Flotilla                                       | A fleet of ships or boats.  |
| Hedgehog                                       | A game posture that is cramped, defensive and difficult to attack. The term originated from a pawn formation in chess.  |
| High Mobility Artillery Rocket System (HIMARS) | A long-range, mobile, precision fires launcher interoperable with command and control systems.  |
| Hypersonic Missiles                            | Missiles capable of travelling at hypersonic speed, defined as between 5 and 25 times the speed of sound or about 1 to 5 miles per second.  |
| Integrated Air and Missile Defenses (IAMD)     | The integration of capabilities and overlapping operations to defend the homeland, national interests, protect forces, and enable freedom of action by negating an adversary's ability to create adverse effects from their air and missile capabilities.   |
| Infantry                                       | Army soldiers who engage in ground combat on foot. Infantry generally consists of light infantry, irregular infantry, heavy infantry, mountain infantry, motorized infantry, mechanized infantry, airborne infantry, air assault infantry, and naval infantry.  |
| Initiative                                     | Initiative generally determines which player goes first. In this game the person with initiative decides who goes first and receives intel advantage.   |
| Intelligence (Intel)                           | A military discipline that uses information collection and analysis approaches to provide guidance and direction to assist commanders in their decisions.   |
| Intel Track                                    | The section of the game board that monitors intelligence capability (either Normal or Advantage/Adv.). Based on the winning bid for initiative, one team will have an Intel "Advantage", and the other team will have "Normal" Intel. The team with the Intel Advantage gets to roll their intel roll at advantage and chooses who takes the first game turn.   |
| Interdiction                                   | A military term for the act of delaying, disrupting, or destroying enemy forces or supplies en route to the battle area.  |
| Joint Force Air Component Commander (JFACC)    | The commander within a unified command, subordinate unified command, or joint task force responsible to the establishing commander for recommending the proper employment of assigned, attached, and made available for tasking air forces; planning and coordinating air operations; or accomplishing such operational missions.   |
| Joint Operations                               | Military actions conducted by joint forces and those Service forces employed in specified command relationships with each other, which, of themselves, do not establish joint forces.   |
| Land Attack Cruise Missile (LACM)              | An unmanned, armed aircraft designed to attack a fixed or mobile ground-based target.   |
| Lightning Bolt                                 | Enabler Cards with a lightning bolt icon may be played outside the normal turn structure. The card will dictate when it may be played.  |

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| Miniature Air Launched Decoy (MALD)   | A small, low-cost, expendable, air-launched vehicle that replicates how fighter, attack, and bomber aircraft appear to enemy radar operators.  |
| Move-Acquire-Shoot (M-A-S)  | In this game, M-A-S denotes a three-step Move, Acquire, Shoot action.  |
| Missile Defense   | A system, weapon, or technology involved in the detection, tracking, interception, and also the destruction of attacking missiles.   |
| Mission Card  | In this game, mission cards stipulate the victory conditions that the player must achieve to win victory points. Once selected, do not show the opposing player until the end of the campaign. Mission cards inform strategy.  |
| Marine Littoral Regiment (MLR)  | An MLR is a self-deployable, multi-domain force optimized for the contact and blunt layers. These regiments persistently operate across the competition continuum to support the Joint Force's role in assuring allies and partners, deterring adversaries, conducting and enabling Joint Force contact, blunt, and surge activities.  |
| Move Range  | In this game, the move range specified on a token limits how many bands, forward or aft, that token may move during a single M-A-S action.   |
| Norwegian Advanced Surface-to-Air Missile System (NASAMS)                         | A distributed and networked short- to medium-range ground-based air defense system developed by Kongsberg Defense & Aerospace (KDA) and Raytheon.  |
| Non-Kinetic (N-K) Triad   | A combination of space, cyber and special operations capabilities.   |
| People's Liberation Army (PLA)<br>中国人民解放军   | The armed wing of the Chinese Communist Party (CCP) and the principal military force of the People's Republic of China. The PLA consists of five service branches: the Ground Force, Navy, Air Force, Rocket Force, and Strategic Support Force.   |
| People's Liberation Army Air Force<br>人民空军<br>(PLAAF)                             | An aerial service branch of the People's Liberation Army, the military force of the People's Republic of China. The PLAAF is composed of five branches: aviation, ground-based air defense, radar, Airborne Corps and other support elements.  |
| People's Liberation Army Navy Marine Corps (PLANMC)<br>中国人民解放军海军陆战队               | The marine force of the People's Liberation Army (PLA) and one of five major branches of the PLA Navy (PLAN) responsible for amphibious warfare, expeditionary operations and rapid responses. It currently consists of seven 6,000-man combined armed brigades and four other supporting brigades including aviation, engineering & chemical defense, artillery and service-support brigades for a total of 40,000.   |
| People's Liberation Army Rocket Force<br>中国人民解放军火箭军<br>(PLARF)                    | The strategic and tactical missile force of the People's Republic of China. The PLARF is the 4th branch of the People's Liberation Army (PLA) and controls China's arsenal of land-based ballistic, Hypersonic, cruise missiles—both nuclear and conventional.   |
| Posture Card  | In this game, posture cards specify limits to the squadron cards and enabler cards that may be drawn and used during the ATO Cycle.  |
| Personnel Recovery (PR)   | The sum of military, diplomatic, and civil efforts to prepare for and execute the recovery and reintegration of isolated personnel.  |
| People's Republic of China (PRC)<br>中华人民共和国                                       | A country in East Asia. With a population exceeding 1.4 billion, it is the world's second-most-populous country. China spans the equivalent of five time zones and borders fourteen countries by land. The country is divided into 22 provinces, five autonomous regions, four municipalities, and two semi-autonomous special administrative regions. Beijing is the national capital, while Shanghai is the most populous city and largest financial center. |
| Pushpin/Thumbtack   | Enduring effect—the effect of these Enabler Cards endures through the remainder of the ATO.  |
| Rapid Engineer Deployable Heavy Operational Repair Squadron Engineers (RED HORSE) | The United States Air Force's heavy-construction squadrons. Their combat engineering capabilities are similar to those of the U.S. Navy Seabees and U.S. Army heavy-construction organizations.  |
| Roundel   |  A roundel is a circular disc used as a symbol. The term is used in heraldry, but also commonly used to refer to a type of national insignia used on military aircraft, generally circular in shape and usually comprising concentric rings of different colors.  |
| Return-to-Base (RTB)  | A military aviation term indicating that an aircraft must leave the battlefield and return to a nearby base to refuel, repair, or rearm.   |
| Salvos  | A simultaneous discharge of two or more guns, bombs or projectiles in military action.   |
| Special Operations Forces (SOF)   | Specially designated, organized, selected, trained and equipped forces using unconventional techniques and modes of employment to conduct military activities.   |
| Space Effects   | The results of either offensive or defensive operations that utilize space and associated ground-based capabilities.   |
| Special Mission Aircraft  | Platforms specifically developed to undertake an over-battlefield role by utilization of advanced onboard equipment or specialized trait.  |
| Spoofing  | The transmission of signals intended to deceive.   |
| Standoff  | In this game, a range-band that allows tokens to acquire or shoot from a distance that evades defensive fire from the target area.   |
| Surge   | A sudden increase in military activity over a limited period of time.  |
| Talisman Sabre  | Talisman Sabre is the largest bilateral military exercise between Australia and the United States, with multinational participation, advancing a free and open Indo-Pacific by strengthening relationships and interoperability among key allies and enhancing collective capabilities to respond to a wide array of potential security concerns.  |
| Unmanned Aircraft System (UAS)  | A system that includes Unmanned Aerial Vehicles, a ground-based controller, and a system of communications with the aircraft.  |
| Unmanned Aerial Vehicle (UAV)   | A powered, aerial vehicle that does not carry a human operator, uses aerodynamic forces to provide vehicle lift, can fly autonomously or be piloted remotely, can be expendable or recoverable, and can carry a lethal or nonlethal payload.   |
| Unmanned Combat Aerial Vehicle (UCAV)   | An unmanned aerial vehicle (UAV) that is used for intelligence, surveillance, target acquisition, and reconnaissance and carries aircraft ordnance such as missiles and/or bombs.  |

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| Victory Point<br>(VP) | In this game, victory points are accumulated over the course of a campaign and are computed at the end of the game to determine the overall winner.   |
| Winchester            | A military aviation code-word signifying that an Aircraft is out of ammo for some or all of its weapons. In this game, a Winchester marker signifies that a token is out of ammo and must RTB; however, some tokens have increased capacity and can withstand multiple Winchester markers before RTB is required. |