



A Glossary of Game Abbreviations

This is a Glossary of all abbreviations used in the Ambush Blitz rules.
The tag “Def x.x” indicates the section where the term is defined, where applicable.

A/A – Anti-Aircraft gun. Def 1.6

AIF – Mechanized Infantry: representing infantry on armoured transports, like H/T, Universal Carriers, RAM Kangaroo, etc. Def 1.6

ARM (Armour): This includes all armoured fighting vehicles (AFV) excluding infantry transports. Besides tanks, it encompasses SPG and SPA. Def 1.6

ART (artillery). Def 1.6

A/T (Anti-Tank gun). Def 1.6

BUA (Built Up Area). Def 3.1 and 15.11

CC – Close Combat. Def 9.2

DR – Drill Roll. Def 2.9

FIF – Foot Infantry: infantry marching on foot or along horse draw carts; these represented the bulk of the infantry during WW2 (except US). Def 1.6

FP – Firepower (stat). Def 4.1

F/R – Front/Rear (stat): armour values. Def 4.1

GHQ – General Head Quarters: the highest ranking command in the game. Def 6.1

HQ – Head Quarters: Command Post. Def 6.1

H/T – Half-Track: generic designation for any half-tracked vehicle.

INI – Initiative dice. Def 2

INF – Infantry: this includes 3 platoon types: FIF; MIF; and AIF; plus infantry support weapons. Def 1.6

LOS – Line Of Sight: drawn from hex centre to centre. Def 3.2

HMG – Heavy Machine-Gun: infantry support weapon.

ht – half-tracked vehicle. Def 1.6

LMG – Light Machine-Gun: infantry support weapon.

MIF – Motorized Infantry: this represents motorized infantry that is not armoured, like trucks, motorcycles, jeeps, schwimwagen, etc. Def 1.6

MST – Manufactured Structures: including BUA, trenches and bunkers. Def 3.1 and 15.11

PN – Penetration (stat): the armour penetration factor at N ranges. Def 4.1

SPA – Self Propelled Artillery. Def 1.6

SPG – Self propelled Gun. Def 1.6

MTR – Mortar (also MTR): infantry support weapon. Def 1.6

MV – Movement: the basic number of hexes one unit can move. Def 4.1

RG – Range Marks (stat): these can be S (Short); M (medium); or L (Long). Def 4.1

s/s – Soft Skinned: generic designation for all un-armoured vehicles.

TDG – Towed Guns (also FDG): this represents all the weapons that are usually towed to move around; encompasses three categories: A/T; A/A and ART. Def 1.6

tk – tracked vehicle. Def 1.6

wl – wheeled vehicle. Def 1.6

ZOC – Zone of Control. Def 1.8

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