

# Fuel Rats' Totally-Not-Approved-Or-Official Lexicon

Below you will find a list of common terms we use in standard rescue operations. It's important to note that **you are not limited by these common terms** when talking in #FuelRats, and you're free to communicate in a way that is most comfortable to you.

## Be aware of your language!

Are you sure your callouts make sense? Ambiguity in communication is the #2 client killer (it's true\*)! Avoid using language that could be interpreted different ways or considered a typo. (EG: use "Wr+" or "in wing" instead of just "wing")

### Abbreviations often used during rescue operations:

- **BC (Beacon)** The beacon fitted to all ships which can be enabled to enable your wing mates to drop on it.
  - BC+: The rats now sees the clients beacon and is on their way to dropping into the clients instance for refueling.
  - BC-: The rat doesn't see the client beacon
- **CR (Case Red / Code Red)** An alert where the client has lost power to life support and the clock is counting down on their oxygen depletion timer
- **DB (Debrief)** When a rat has refueled the client, they do a debriefing with them, that is inform the client how to avoid running out of fuel in the future.
- **DC (Disconnected)** Abbreviation used in #FuelRats. Got kicked out of the game, either to Main Menu or out of the whole game
- **EZ (Exclusion Zone)** The area around a stellar body where your ship is automatically dropped to normal space to avoid crashing into the stellar body. A client in EZ prevents instancing with them through navlock and requires them to SC Hop away or a Tactical Face Plant (usually just on CR's).
- **FR (Friend Request)** The first step of a rescue, the client adds the rat ingame.
  - FR+ or "FR received" reported when request from client is received and accepted.
  - FR- Can be used to let dispatch know the request didn't get through, or client neglected to send it (after appropriate time has passed)
- **FUEL / Refueling** Report that tells dispatch that at least the first limpet fired has completed it's fuel transfer (giving you the onscreen confirmation of such) Reported either as "Fuel+" or "Refueling".
- **INST (Instancing)** The efforts to establish a Peer-to-Peer connection with a client. If attempts fail, "no instancing," is specified and workarounds begin to be used in order to resolve the connection issue.
  - INST+ Optionally reported on dropping on clients beacon and in instance with client
  - INST- Reported if dropped on beacon, but not seeing clients ship
- **J (Jumps)** Called by Rats responding to a rescue call in order to determine who is closest to support (e.g. 2j, restock + 1j, etc.)
- **MM (Main Menu)** Often used like "client in mm" during CR rescues.
- **OMW** On My Way
- **PW (Paperwork)** When a rat has completed a rescue, they file/edit the case, called "paperwork" provided by the bot.
- **Party** Xbox voice communications which is separate with the game itself. Often reported as Party+
- **PREP** Can be reported to alert dispatch that clients shields are still up after getting in wing.
  - PREP- client didn't comply with module-shutdown.
  - PREP+ client has now complied with instructions after PREP- was reported.
- **POS (Position)** used on CR cases as "POS+" when reaches a given in-system position, for example 1000ls from a named station, to let dispatch know you are holding there ready for client to log in.
- **RTB (Return to Base)**, associated either with a Rat standing down from a rescue case or needing to re-arm with limpets before returning to standby status.
- **RGR (Roger)** A rat will use this to show they acknowledge the information/request/command. Sometimes you may see **COPY** or **ACK** - same thing.
- **SC HOP (Supercruise Hop)** A technique used to resolve instancing the client powers up their thrusters and frameshift drive, enters supercruise for 5-10 seconds away from any stellar bodies while the rat(s) wait in SC to confirm positive instancing - or simply to get client away from EZ of a planet/star.
- **STBY (Standby)** "please wait". Commonly used by both rats and dispatch.
- **STDN (Stand down)** A rat will use this to communicate they are no longer participating in a rescue. Dispatchers will also sometimes use this to tell other rats to stand down from a case.
- **SYS (System)** When a rat has arrived in the client's system, a call of 'SYS+' may be made. Only used when client is not actually in-game and has beacon active, such as Code Red or long range rescues where the client is logged out to main menu. Otherwise, a 'bc+' automatically implies that the rat is in system.
- **SYSCONF** Can optionally be reported once a clients reported system has been verified correct on the Galmap (clients green friend icon shown being there)
- **TFP (Tactical Face Plant)** The technique of manually flying into the Exclusion Zone to achieve instancing with a client. Requires practice!
- **WR / WG (Wing Request)** The second step of a rescue, the client invites the Rat
  - A response to a wing request may be "WR Received" or even more simply "WR+", or if sufficient time has passed and the request hasn't been received "WR-"

### Other or more general abbreviations & terminology:

- **Bubble, The** Civilized space (refer to the Powerplay view of the galaxy map for a rough illustration)
- **Client** The person we are serving fuel
- **Dispatch** The rat who is coordinating activity on #FuelRats. Also known as Spatch or The Hat.
- **Hat, The** Symbolic identifier for the Dispatch, usually denoted by their incorporating "Dispatch" into their username temporarily in order to, "don the Hat." Quite frequently tossed into the air after a hectic session of dispatching.
- **Hatsignal** is a term used to notify other Rats that a dispatch is needed. It should only be used after a client is !prep'd (which every drilled rat should and can do).
- **Epic Rescue** Any rescue nominated by another rat for it's sheer epic awesomeness will reward the rat with Laurels for their roundel (<https://www.fuelrats.com/rats-honors/>) ! Any rescue requiring more than 10,000Ly travel to the client is automatically considered epic but still requires a nomination.
- **FL (First Limpet)** Sometimes a term used by Dispatch to ask Rats to identify who to award the rescue to. Usually means first Rat to land a limpet on the client and receive a refuelling message on screen.
- **LRR (Long Range Rescue/Refuel)** Any rescue where the client is more than 1000ly from human space

- **Mischief, The** Did you know that the collective noun for Rat is "Mischief"?
- **ND** - "Needs Drill", A tag seen on newer rats, who think they are ready for a drill.
- **PSRat or PSCase** - A PS4 Rat or PS4 case, because the alternative wasn't very nice.
- **Ratsignal** Alert! A client needs fuel, man your ship and call your jumps! Never say this in the rescue channel unless you are stranded without fuel.
- **Roundel** How to display all of your ratting accomplishments! <https://www.fuelrats.com/rats-honors/>
- **XRat or XCase** - An Xbox Rat or Xbox case, because we love our terminology.
- **Drillsignal** is used by drillclients as a replacement for "ratsignal" during a drill. (*Not* used to find seers)

\*There is no statistical evidence to definitively prove that miscommunication is a leading cause of failed rescues.