

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 can now see the client's beacon and are on their way to dropping into the client's instance for refueling.
 - BC-: The rat doesn't see the client beacon
- **CR (Case Red / Code Red)** An alert that indicates 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 have a conversation with the client about what they may need to know concerning fuel and/or the game as a whole, in some cases
- **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 as a friend in game.
 - FR+ or "FR received" is reported when a request from a 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 its fuel transfer (giving you the on screen confirmation "Fuel Transfer Complete"). Reported either as "Fuel+" or "Refueling".
- **HOR/HORI (Horizons)** Used to indicate the game mode Horizons, or potentially that a client is in said game mode.
- **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.)
- **Legacy** Used to indicate the game mode legacy, or potentially that a client is in said game mode.
- **Long Drop** called by rats who are in the process of dropping on a client's beacon and are experiencing a longer than normal time to enter into the instance
- **MM (Main Menu)** Often used like "client in mm" during CR rescues.
- **ODY (Odyssey)** Used to indicate the current live game mode Odyssey, or potentially that a client is in said mode.
- **PG (Private Group)** Used to indicate the game mode private group, or potentially a client is in a private group.
- **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 are separate from the game itself. Often reported as Party+
- **PREP** Can be reported to alert dispatch that clients shields are still up after getting in the 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 a rat reaches a given in-system position, for example 1000ls from a named station, to let dispatch know you are holding there ready for the client to log in.
- **Rdy (Ready)** Primarily used in CRs and LRRS to indicate that a rat or client is prepared for login
- **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.
- **SOLO** Used to indicate the game mode solo play, in which no instancing with other players may occur. May also be used to indicate that a client is in Solo Play.
- **STBY (Standby)** "please wait"
- **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 the 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 the main menu. Otherwise, a 'bc+' automatically implies that the rat is in the 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). Most commonly used in CR and LRR rescues.
- **TFP (Tactical Face Plant)** The technique of manually flying into the Exclusion Zone to achieve instancing with a client. Requires practice!
- **TM (Team Request)** The second step of a rescue, the client invites the rat to a team. Can be used interchangeably with WR.
 - A response to a team request may be "TM Received" or even more simply "TM+", or if sufficient time has passed and the request hasn't been received "TM-"
- **WR (Wing Request)** The second step of a rescue, the client invites the Rat. Can be used interchangeably with TM.
 - 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.

- **Drillsignal** is used by drill clients as a replacement for "ratsignal" during a drill. (*Not* used to find seers)
- **Hat, The** Symbolic identifier for the Dispatch. Quite frequently put onto the stuffed rat "Stuffy" 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 rat should and can do).
- **Epic Rescue** Any rescue nominated by another rat for its sheer epic awesomeness may reward the rat with Laurels for their roundel! Any rescue requiring more than 15,000Ly 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 5000ly 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** A Playstation Rat or case, because the alternative wasn't very nice.
- **Ratsignal** Alert! A client needs fuel, man your ship and call your jumps! Never say this unless you are stranded without fuel.
- **Roundel** How to display all of your ratting accomplishments!
- **XRat/XBRat** An Xbox Rat or Xbox case, because we love our terminology.

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