

LORDS OF THE EARTH

Glossary & Acronyms



A Rules Supplement

A Throne Enterprises LLC Production

Lords of the Earth, 6th Edition © 2006 Thomas Harlan.

All rights reserved. No part of this publication may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopy, recording, or any information storage and retrieval system, without permission in writing from the publisher.

CREDITS

<i>Original Game Design</i>	Thomas Harlan
<i>Subsequent Development</i>	Game Master's Team.
<i>Renaissance Rules Design</i>	Thomas Harlan
<i>Subsequent Development</i>	Game Master's Team.
<i>Version 2.0 Rulebook written by</i>	Thomas Harlan
<i>Version 3.0 Rulebook written by</i>	Colin Dunnigan
<i>Cover by</i>	Roger Malton

LORDS OF THE EARTH ON THE INTERNET

The main Lords of the Earth site can be found at:

<http://lords.throneworld.com>

The Lords of the Earth mailing list can be joined by going to:

<http://games.groups.yahoo.com/group/LOTE-L>

...and filling out the appropriate information.

REVISION HISTORY

Created by	Martin Helsdon on 6/9/2006 8:54 PM
Last revised by	Martin Helsdon on 9/10/2007 8:32 PM
Location	c:\documents and settings\martin helsdon\my documents\rulebooks\lote_gloss.doc
Version No.	Version 6.0.1

x.x revisions increment when a Section is added or deleted.
x.x.x revisions increment when errata is corrected, or
components of a section are added, deleted or changed.

TABLE OF CONTENTS

1. INTRODUCTION	1
2. GLOSSARY OF TERMS.....	1
3. ABBREVIATIONS & ACRONYMS	6

1. INTRODUCTION

This supplement to the Lords of the Earth rules set provides a collected set of terms and abbreviations used in the game.

BR	Basic Rulebook
ME	Modern Era supplement
FUT	Space Age supplement
GM	GM Rulebook
CMBT	Combat Module
xSTATS	xSTATS document

2. GLOSSARY OF TERMS

Term & Definition	Rule Book
Action Points (AP): the measure of both the capability of a Leader to perform actions and the cost of attempting those actions.	BR
Actions: the codification of possible activities that your national Leaders (Kings, Princes, Lieutenants, etc.) can attempt in a turn.	BR
Aerial Trade: A new Trade Route type available to Industrial Merchant Houses with airship technology.	ME
Aerostat: A lighter than air craft, usually tethered.	FUT
Agro: a measure of edible foodstuffs produced or consumed by your nation in the course of a turn.	BR
Aircraft: Flying Machines with a rigid-airframe and one or more fixed wings and gasoline-burning engines to drive propellers.	ME
Airport: a new Monolithic Construction that a Merchant House can use to support Aerial Trade.	ME
Airships: A class of units for Industrial nations, representing lighter-than-air craft. Airship units run the gamut from small scout craft to giant <i>Graf Zeppelin</i> -style aerial passenger ships	ME
'Anchor' Cities: A controlled port city that forms one end of a Trade Conduit connecting it to one or more other controlled port cities.	ME
Anti-Ballistic Missile: Any antimissile system designed to counter ballistic missiles. However the term is more commonly used for ABM systems designed to counter long range, nuclear-armed intercontinental ballistic missiles (ICBMs).	FUT
Antipodal: A location on the opposite side of the globe.	FUT
Arcology: A massive city built in three dimensions reducing urban sprawl and the ecological footprint of the city.	FUT
Artillery: A new unit type for the Modern	ME
Era, composed of cannons, bombards and other field pieces firing shot or canister with gunpowder propellant.	
Asteroid: A large piece of space debris. The greatest concentration are found in the Asteroid Belt beyond Mars, but a significant number orbit the sun closer in and include a number of families of Near Earth asteroids.	FUT
Asteroid Fortress: An asteroid moved to a useful location and converted into a fortress. These have the benefit of intrinsic 'wall points' derived from the rock itself.	FUT
Asteroid Habitat: An asteroid moved to a useful location and modified to allow the core to be used as a space colony.	FUT
Ballistic Missile: A ballistic missile follows a prescribed course that cannot be altered after the missile has burned its fuel, its course is governed by the laws of ballistics. In order to cover large distances ballistic missiles must be launched very high into the air or in space, in a sub-orbital spaceflight; for intercontinental missiles the altitude halfway is ca. 1200 km. When in space and no more thrust is provided, the missiles are freefalling.	FUT
Base Port: the home harbor of the MSP assigned to a trade route. This need not be the Port of Origin used for tracing the trade route.	BR
Battlesuit: An advanced armored suit with mechanical and electronic mechanisms designed to augment the wearer's abilities.	FUT
Biological Warfare: The use of bacteria, viruses or other disease-causing organism as a weapon. Also known as germ warfare.	FUT
Bioweapon: See Biological Warfare.	FUT
Branch Office: Represents a substantial economic interest in a given location (a city or region) by a Merchant House.	ME
Bureaucratic Level (BL): a measure of the effectiveness and sophistication of your government. This rating also controls the number of Leaders that your nation can generate.	BR
Cargo Mass Points: The size/mass of asteroids and material mined from the Moon or an asteroid.	FUT
Cargo Points: a measure of the capacity of a ship to carry cargo and the cost against that capacity of things to be carried.	BR
Cartel City: A city that is under the direct economic domination of a Merchant House.	ME
Chemical Warfare: Warfare employing the toxic properties of chemical substances to kill or incapacitate an enemy.	FUT
Civil War: the state of hostilities resulting from the split of a nation's Leadership into one or more factions. Often the result of a Dynastic Failure.	BR

Term & Definition	Rule Book	Term & Definition	Rule Book
Combat Leader: The Leader of an Army, a Fleet, Air Wing or Flight based on an Army Operations Point, a Naval Operations point or an Air Operations point.	ME	Game Master (GM): the moderator of the campaign. This hapless fellow gets the thankless job of consolidating player orders, processing the turn, answering a lot of questions and getting results out. In a sense, the ‘god’ of the campaign world.	BR
Conduit Limit: The maximum number of Trade Conduits that can comprise a single Sea Trade Route. Not a limit on the total number or length of Trade Routes a Nation may have, however.	ME	Geostationary Orbit: A circular orbit directly above the Earth's equator (0° latitude).	FUT
Control Radius: a measure of the maximum geographic distance that your government can administer from the capital. This is in terms of Action Points. It is based upon your Bureaucratic Level and the Administrative capability of your King.	BR	Geosynchronous Orbit: A geocentric orbit that has the same orbital period as the sidereal rotation period of the Earth. It has a semi-major axis of 42,164 km (26,200 miles). In the special case of the geostationary orbit, an observer on the ground would not perceive the satellite as moving and would see it as a fixed point in the sky.	FUT
Control Web: For Religious Primacies, Orders and Secret Empires (and Merchant Houses in the Modern Era) a Control Web consists of a chain of administrative control emanating from the organisation's capital. If any site is isolated from the others, it will degrade, eventually to be rendered useless. Action Range is the critical stat in maintaining the Control Web.	BR	Gold Point Value (GPv): the worth of a region or city in terms of Gold Points.	BR
Cybernetics: The study of systems and control – and in the context of this supplement Artificial Intelligence.	FUT	Gold Points (GP): the basic monetary unit of the game, produced by taxation of controlled regions and cities and from trade with other nations.	BR
Delta-V: Change in velocity, the amount of “effort” needed to carry out an orbital maneuver, provided by a propulsion system.	FUT	Gravitational Sling-Shot: A mechanism for transferring energy from the orbit of a planet to a passing spacecraft. Some of the planet's momentum is transferred to the spacecraft as it passes by during a close approach.	FUT
Diesel Engines: Advanced Internal Combustion Engines.	ME	Hands Off Trade (HOT): Some campaigns use a new “Hands-Off Trade” approach to make life for the GM and the players easier. Fundamentally, the HOT system attempts to automate the process of adding and removing MSP routes by following market demand.	BR
Disinformation: Deliberately false information provided to mislead an enemy. It may distort true information in such a way as to render it useless.	FUT	Helium3: a light, non-radioactive isotope of helium; rare on Earth and sought-after for use in nuclear fusion. More abundant helium-3 is thought to exist on the Moon (embedded in the upper layer of regolith by the solar wind over billions of years). This resource becomes important at Industrial Four.	FUT
Dynastic Failure (DF): the unfortunate series of events that can transpire when the ruler of a nation dies and without a clear successor to their position. Often the precursor to a Civil War.	BR	High Earth Orbit: (HEO) in these rules is an orbit beyond Geosynchronous Orbit. (In normal usage it is an orbit above LEO.)	FUT
Electromagnetic Pulse: (EMP) The electromagnetic radiation from a nuclear explosion.	FUT	Hohmann Orbit: An orbital maneuver moving a spacecraft from one circular orbit to another using two engine impulses.	FUT
Engineering: The ability of Industrialized nations to use Siege Engineer units to assist in the construction of various national projects.	ME	Home Office: The center of the trade empire controlled by a Merchant House. Usually in a very rich city.	ME
Exoatmospheric: Outside the Earth's atmosphere.	FUT	Icebreaker: a special purpose ship designed to move and navigate through ice-covered waters.	FUT
Factories and Yards: The facilities that enable Industrialized nations to build modern steam and diesel powered air, warship and submarine units as well as nuclear warheads and rockets.	ME	Improved Engines: Improved Internal Combustion (Diesel) Engines.	ME
Farside: The lunar hemisphere that is permanently turned away from the Earth. This face is not visible because the rotation of the Moon about its axis is synchronized with its orbital period.	FUT	Industrial Capacities: a limit on the number of certain units and projects that can be built by a nation in any given turn. There	ME

Term & Definition	Rule Book
are two different types of Industrial Capacity: First, <i>Intrinsic</i> , which is based on cities and trade centers and represents the number of <i>Heavy</i> -type combat units that can be built at that location and apply to <i>all</i> culture types. Railroad Projects by industrial cultures are also counted against this capacity. Dockyards are required to utilize the intrinsic yard capacity of Port Cities to build certain types of Renaissance ships. Second, <i>Specific Yard Capacity</i> which is based on Factories and Yards built by Industrial cultures and apply to the construction of Steamship, Aircraft, Airship and Submarine units.	
Infrastructure (Infra): a measure of the capacity of your national government to rule provinces and cities. The higher it is, the more provinces and cities that can be governed effectively.	BR
Intel Ratings: the capability of your nation to undertake various covert activities like gathering information about your enemies and attempting to murder their commanders (also called Espionage Ratings).	BR
Intercontinental Ballistic Missile: (ICBM), a very-long-range (greater than 5,500 km or 3,500 miles) ballistic missile typically designed for nuclear weapons delivery, i.e., delivering one or more nuclear warheads. It uses a ballistic trajectory involving a significant ascent and descent, including sub-orbital flight.	FUT
Interplanetary Transport Network: A set of transfer orbits between various planets and moons in the solar system. These transfers have particularly low delta-v requirements, and appear to be the lowest energy transfers.	FUT
Kinetic Energy Weapon: (KEW) Usually an inert projectile launched either from a lunar mass-driver, an orbital coilgun or from Earth orbit, where the destructive force comes from the kinetic energy of the projectile impacting at very high velocity. The largest releases energy on impact with the ground comparable to a small nuclear weapon (without the radioactive fallout) or very large conventional bomb.	FUT
Lagrange Points: Five positions in interplanetary space where a small object affected only by gravity can theoretically be stationary relative to two larger objects (such as a satellite with respect to the Earth and Moon). They are analogous to geosynchronous orbits in that they allow an object to be in a "fixed" position in space rather than an orbit in which its relative position changes continuously.	FUT
Lander: Type of spacecraft which descends	FUT

Term & Definition	Rule Book
to come to rest on the surface of an astronomical body. In the context of this rulebook a space vehicle used to descend and ascend from the Moon or to dock with an asteroid.	
Leaders: the various personages that serve as your representatives in the game world. You have at least a King that directly represents your will. There may also be various Princes, Lieutenants, Allies and Mercenary Commanders that work your will and carry out your orders.	BR
Line of Communication: A series of contiguous, controlled land regions or Sea Zones reaching from the national Capital to an outlying province. If the LOC is traced by sea, then it must go through a controlled, un-blockaded Port City before it may enter/exit a Sea Zone.	BR
Low Earth Orbit: (LEO), an orbit around Earth between the atmosphere and the Van Allen radiation belt, with a low angle of inclination. These boundaries are not firmly defined but are typically around 200 - 1200 km (124 - 726 miles) above the Earth's surface. This is far below geostationary orbit.	FUT
Lunar Outpost: a small installation on the Moon, equivalent to a port fortress.	FUT
Mag-Lev: Magnetic levitation, the process by which an object is suspended above another object by magnetic fields. The electromagnetic force is used to counteract the effects of the gravitational force. Mag-Lev systems are particularly attractive for use on the Moon as there is no atmosphere on the surface to slow down the train.	FUT
Maria: The lightly cratered basaltic plains of the Moon concentrated on the Nearside.	FUT
Mass-Driver: A magnetically accelerated mag-lev rail used to accelerate cargo from the Lunar surface to be picked up from orbit or elsewhere in Earth-Moon space. A mass-driver can also be used as a cheap way of moving an asteroid to a useful location by using the dust and rock of the asteroid itself as reaction mass.	FUT
Mercantile Construction: The capability of Industrial Merchant Houses to build units outside their HBZ.	ME
Merchant Agent: The initial level of business interest that a Merchant House can maintain in a city or region.	ME
Merchant Factory: The representative of a Merchant House in a specific location (usually a port city). Represents a degree of local interest and market control.	ME
Merchant House: A new kind of nation devoted to the discovery and economic exploitation of new markets, continents and trade routes.	ME

Term & Definition	Rule Book	Term & Definition	Rule Book
Merchant Shipping Points (MSPs): Representation of the actual trade ships used to move goods. Created by each Nation and Merchant House to carry their trade.	BR	Quality Rating (QR): a measure, on a scale of 0 (worst) to the maximum per tech level, of the level of advancement of your military. QR's exist for each kind of unit that you can build in your military.	BR
Misinformation: Information that is incorrect, but not because of any intentional attempt to mislead.	FUT	Railroads: A new Megalithic Construction Project for Renaissance (TL 11) and Industrial nations, allowing them to ship units and goods much more quickly.	ME
Monopoly: A trade concession or resource solely controlled by a Merchant House, usually at the expense of the nation that normally has access to it.	ME	Region: a geographic area used to control movement of armies and Leaders across the planet.	BR
Moon Base: A large permanent habitat on the Moon, usually at least part dug into the lunar regolith. Effectively a port city on the Moon, the base can host lunar mass-drivers.	FUT	Regolith: A layer of loose, heterogeneous material covering solid rock. On the Moon, regolith has been formed by the action of micro-meteroids breaking down surface rocks into a powder.	FUT
Multiple Independently targetable Re-entry Vehicle: (MIRV) A re-entry vehicle which is a collection of nuclear warheads carried on a single ICBM. Using a MIRV warhead, a single launched missile can strike several targets, or fewer targets redundantly.	FUT	Research Projects A form of investment for Industrial nations, allowing them to develop new kinds of units, factories and capabilities (once they have achieved certain pre-requisites, particularly minimum tech level). Research projects are measured in numbers of "Advances", and are governed by an investment die roll, much like Quality Ratings.	ME
Nation: the country that you rule. Described by a large number of descriptive elements like Religion and Social type, the Nation may comprise one or more provinces.	BR	Rocketplanes: A primitive form of early spaceplane (the <i>X-15</i> for example) launched from another aircraft and returning to Earth and landing like an aircraft.	ME
National Force Points (NFP): A representation of the manpower available to the nation for building armies, colonizing regions and raising cities. One NFP roughly equals 400 men.	BR	Rockets: A new class of units for the Modern Era – long range weapons propelled by the reaction of gases produced by a fast-burning fuel.	ME
Navigation Rating: A rating expressing the ability of the seamen of the Nation or House to handle seagoing merchant vessels and warships. Affects the movement capacity of ship units.	ME	Satellite: An <i>artificial satellite</i> - a man-made object that orbits the Earth, usually a reconnaissance satellite.	FUT
Newsfax: a newsletter produced each turn by the GM that describes the public events that have occurred to each nation in the progress of the most recent turn.	BR	Sea Trade Route: A sequence of Trade Conduits that allow two nations to trade with one another.	ME
NBC: Nuclear, Chemical and Biological warfare.	FUT	Shuttle: In the context of this rulebook a partially reusable space vehicle, including vertical rocket launch and return to earth as an aircraft. A link between conventional rockets and spaceplanes.	FUT
Nearside: The lunar hemisphere that is permanently turned towards the Earth, dominated by the large dark maria.	FUT	Solar Power Satellite: (SPS) A satellite built in GEO orbit that uses low-level microwave power transmission to beam solar power to a rectenna on Earth or the Moon, where it can be used in place of conventional power sources.	FUT
Nuclear: A new class of weapons for the Modern Era deployed by ship, aircraft or rocket.	ME	Soletta: A gigantic space-based mirror used to reflect light to the Earth or Moon, or a specialized power plant.	FUT
Nuclear Weapon: A nuclear bomb delivered usually by aircraft or a nuclear warhead delivered by rocket or cruise missile.	ME	Space Based Lasers: Complex and sophisticated anti-ballistic missile using the reaction of hydrogen and fluorine gas and an optical resonator to extract energy from the HF molecules and produce a powerful beam focused on enemy missiles using a large	FUT
Port of Origin: The port through which you are tracing a sea-based Trade Route. It must then be able to trace a series of contiguous, controlled, land regions to the Capital.	BR		
Powered Armor: An armored artificial powered exoskeleton with mechanical and electronic mechanisms designed to augment the wearer's abilities.	FUT		

Term & Definition	Rule Book
mirror.	
Space Elevator: Also known as a beanstalk, orbital tower, space bridge or lift. A space elevator descends from geosynchronous orbit to a location at the Earth's equator and can be used to transport people and cargo up into space without the use of rockets or spaceplanes.	FUT
Spaceplane: A rocket plane designed to pass the edge of space. It combines some of the features of an aircraft and some of a spacecraft. In the context of this rulebook it is a fully reusable single stage to orbit vehicle.	FUT
Space Platform: a low-gravity habitat usually built as a number of modules. Space platforms are relatively small and act as port fortresses in space.	FUT
Spaceport: A new Monolithic Construction that permits the launching of larger rockets.	ME
Space Station: a classic 'wheel in space' rotating to provide gravity. Effectively a port city in space which can provide industrial capacity and be used to host Rocket Factories.	FUT
'Specialized' NFP: National Force Points that are "recruited" by Industrialized nations to assist in non-unit construction.	ME
Status report (the Stat Sheet): description of the current state of your nation; its tax revenues, armies, regions and other attributes.	BR
Submarines: A new class of units for Industrial nations with the requisite technology. There are two types of submarine units: the petrol/electric <i>Submersible</i> (the <i>Holland</i> , for example), and early diesel/electric <i>Submarine</i> units themselves.	ME
Submarine-Launched Ballistic Missile: (SLBM) Ballistic missiles delivering nuclear weapons launched from submarines.	FUT
Tactical Ballistic Missile: A short range missile with a nuclear warhead, fired from a mobile launcher.	FUT
Tech Level: A numeric rating, ranging from one to twenty-five, that expresses the level of technological sophistication and industrial development of a given nation.	ME
Tech Points: An accumulated value that expresses the technological advancement and sophistication of the nation.	FUT
Terrae: The heavily cratered highlands of the Moon.	FUT
Trade Conduit: An established and regular route for the MSP of a nation traveling from one 'anchor' city to another 'anchor' city.	ME
Trade Range: The maximum number of regular Sea Zones that a Trade Conduit can extend from one 'anchor' city to another	ME

Term & Definition	Rule Book
'anchor' city.	
Trans-atmospheric: High-altitude, high-velocity aircraft.	FUT
Underwater Base: A port city built underwater, possibly as an undersea dome.	FUT
Underwater Outpost: A port fortress built underwater.	FUT
Universal Weights and Measure (UW&M): A new Societal Project representing the implementation of a set of international standards of weights, measurements and machine parts. Industrial nations that adopt UW&M will get a bonus to their tax rate.	ME
Warsat: Space based weapons including sensors and interceptors housed in orbital weapons primarily for use against ICBMs. At higher Tech Levels laser and other exotic weapons may become available.	FUT
Yard Capacities: A limit on the number of certain units and projects that can be built by a nation in any given turn. There are two different types of Yard Capacity: First, <i>Intrinsic</i> , which is based on cities and trade centers and represents the number of <i>Heavy</i> -type combat units that can be built at that location and apply to <i>all</i> culture types. Railroad, Mag-Lev Projects and other large construction projects by industrial cultures are also counted against this capacity. Dockyards are required to utilize the intrinsic yard capacity of Port Cities to build certain types of Renaissance ships. Second, <i>Specific Capacity</i> which is based on Factories and Yards built by Industrial cultures and apply to the construction of Steamship, Aircraft, Airship, Submarine and Rocket units.	FUT
Years per Turn: the number of historical years that transpire in the course of a single game turn driven by the highest open position Tech Level in play. In a Medieval Era game there are five historical years per turn.	BR

3. ABBREVIATIONS & ACRONYMS

Acronym	Term & Definition	Rule Book
AA	Anti Aircraft	CBMT
AB	Assassin Bonus: the logistical and support structure of the nation	BR
ABM	Anti-Ballistic Missile	FUT
AC	Assassin Capacity: the number of Assassination Operations that the nation can attempt in a turn.	BR
Ad	Administration: Leader rating	GM
Agro	A measure of edible foodstuffs produced or consumed by your nation in the course of a turn.	BR
AI	Artificial Intelligence	FUT
aMSP	Aerial MSP	ME
AP	Action Points: the measure of both the capability of a Leader to perform actions and the cost of attempting those actions.	BR
AQR	Army Quality Rating	BR
AR	Action Range: A value equal to one-half of your Tech Level, rounded up, which shows the maximum number of Action Points from a controlled region an Espionage or Religious Operation may be attempted with a normal chance of success.	BR
ASM	Attacker's Siege Modifier	GM
AU	Astronomical Unit: the distance of the Earth from the Sun. 1 AU = 149,597,870 km.	FUT
BA	Basic Assimilation Percentage	GM
BAC	Base Action Cost	BR
BL	Bureaucratic Level: a measure of the effectiveness and sophistication of your government. This rating also controls the number of Leaders that your nation can generate.	BR
BM	Battle Modifier	GM
BOV	Base Operation Value	GM
CCR	Command Control Radius: The number of Action Points away regions can be controlled from your capital or Homeland	BR
Ch	Charisma: Leader rating	GM
CHA	Charisma: Leader rating	GM
CID	Campaign Information Database	xSTATS
CM	Combat: Leader rating	BR
cNFP	Space construction NFP: derived from processed asteroid and lunar material	FUT
CR	Colonizable Region	BR
CTV	City Trade Value	BR
DF	Dynastic Failure: the unfortunate series of events that	BR

Acronym	Term & Definition	Rule Book
	can transpire when the ruler of a nation dies and without a clear successor to their position. Often the precursor to a Civil War.	
Dp	Diplomacy: Leader rating	GM
DSM	Defender's Siege Modifier	GM
EMP	Electromagnetic Pulse: The electromagnetic radiation from a nuclear explosion.	FUT
eMSP	Effective Merchant Shipping Points	BR
EN	Energy	FUT
ESI	Economic Strength Index: a measure of the economic power of your nation - that is, whether it is rich or poor.	BR
FE	Failure Effect	GM
FP	Ferry Point	BR
GEO	Geostationary/ Geosynchronous Orbit	FUT
GM	Game Master: the moderator of the campaign. This hapless fellow gets the thankless job of consolidating player orders, processing the turn, answering a lot of questions and getting results out. In a sense, the 'god' of the campaign world.	BR
GPv	Gold Point Value: the worth of a region or city in terms of Gold Points.	BR
GP	Gold Points: the basic monetary unit of the game, produced by taxation of controlled regions and cities and from trade with other nations.	BR
HBZ	The Homeland Build Zone: rating defines the heartland of your Nation. It limits the locations where you can build mobile military units to friendly cities within (HBZ) Action Points of your homeland. The HBZ can only be traced through land regions, or across a ferry point. It cannot be traced through Sea Zones.	BR
HEO	High Earth Orbit: an orbit beyond Geosynchronous Orbit.	FUT
HOT	Hands Off Trade: Some campaigns use a new "Hands-Off Trade" approach to make life for the GM and the players easier. Fundamentally, the HOT system attempts to automate the process of adding and removing MSP routes by following market demand.	BR
i	Industrial Capacity	ME
I1	Industrial One	ME

Acronym	Term & Definition	Rule Book	Acronym	Term & Definition	Rule Book
I2	Industrial Two	GM		Government and Economic	
I3	Industrial Three	GM		Types, as well as the Imperial	
ICBM	Intercontinental Ballistic Missile	FUT		Size of the nation.	
Infra	Infrastructure: a measure of the capacity of your national government to rule provinces and cities. The higher it is, the more provinces and cities that can be governed effectively.	BR	NON	Non Open Nations: Religious Primacies, Religious Orders, Merchant Houses and Secret Empires	
IS	Imperial Size: A numeric value representing the difficulty of ruling a nation	BR	NPN	Non Played Nation	GM
ISI	Imperial Strength Index	BR	N/A	Not Applicable	GM
ICT	Inter-City Trade	BR	OB	Operations Bonus: A value representing the quality of the support structure for your espionage teams.	BR
ITV	International Trade Value	BR	OC	Operations Capacity: The number of Intel Operations (OPs) that the nation can attempt each turn.	BR
KEW	Kinetic Energy Weapon	FUT	OP	Intel Operations	BR
LEO	Low Earth Orbit: an orbit around Earth between the atmosphere and the Van Allen radiation belt, with a low angle of inclination.	FUT	PBeM	Play By Electronic Mail	GM
LOTE	Lords of the Earth	GM	PBM	Play By Mail	GM
LRS	Local Religious Strength	GM	PB(E)M	Play By (Electronic) Mail	GM
Ly	Loyalty: Leader rating	GM	POHC	Religious Primacies, Religious Orders, Merchant Houses and Secret Empires	GM
MC	Megalithic Construction: anything that is really big and impressive is a Megalithic Construction. The Pyramids, the Great Wall of China, the Colossus of Rhodes, and so on, are all MCs.	BR	PRA	Primate Religious Authority	GM
MC	Military Conversion	BR	PRS	Preaching Religious Strength	GM
MH	Merchant House	ME	PWB	Public Works Bonus	BR
MIRV	Multiple Independently targetable Re-entry Vehicle	FUT	QR	Quality Rating: a measure, on a scale of 0 (worst) to the maximum per tech level, of the level of advancement of your military. QR's exist for each kind of unit that you can build in your military.	BR
MR	Mag-Lev Railroad	FUT	R	Renaissance	ME
MSI	Military Strength Index: It is a measure of the relative military and institutional strength of your nation based upon numerous factors and national stats.	BR	RA	Regrouped	GM
MSP	Merchant Shipping Points: Representation of the actual trade ships used to move goods. Created by each Nation and Merchant House to carry their trade.	BR	RIS	Raw Imperial Size	GM
NAV	Navigation Rating	GM	RO	Religious Order	BR
NBC	Nuclear, Chemical and Biological warfare.	FUT	ROB	Religious Operations Bonus: The number of bonus points that can be allocated amongst the Religious Operations that your nation is attempting in a given turn	BR
NFP	National Force Points: A representation of the manpower available to the nation for building armies, colonizing regions and raising cities. One NFP roughly equals 400 men.	BR	ROC	Religious Operations Capacity: The number of Religious Operations that your nation may attempt in a given turn.	BR
NMV	National Market Value: A factor based on the Bureaucracy, the Infrastructure, the Culture,	BR	RR	Railroad	ME
			RRI	Royal Road Income	BR
			RRV	Regional Resistance Value	BR
			RS	Religious Strength	RS
			RV	Resistance Value	BR
			R&D	Research & Development	ME
			SE	Success Effect	GM
			SE	Secret Empire (Cult)	BR
			SFP	Slave Force Points	BR
			SLBM	Submarine-Launched Ballistic Missile	FUT

Acronym	Term & Definition	Rule Book
sMSP	Sub-orbital MSP	FUT
sNFP	Slave National Force Points: Derived from populations captured and enslaved.	BR
SPS	Solar Power Satellite	FUT
SZ	Sea Zone	CBMT
TBL	Tribal Point	BR
TI	Tactical Initiative	CBMT
TL	Tech Level: A numeric rating, ranging from one to twenty-five, that expresses the level of technological sophistication and industrial development of a given nation.	BR
TP	Tech Point	GM
TTV	Total Trade Value: The sum of yours and your trade partner's ITVs.	BR
TV	Trade Value	BR
UW&M	Universal Weights and Measure: A new Societal Project representing the implementation of a set of international standards of weights, measurements and machine parts. Industrial nations that adopt UW&M will get a bonus to their tax rate.	ME
YfC	Years from Conquest	GM