



**British Expeditionary Forces
and
Armee Francaise
Communication Handbook
Volume Two**



Below are a list of short cuts that are used on text channel. They are a good and fast way of communicating when one is in battle. Familiarize yourself with these.

General Shortcuts:

/	?
?	What?
>	Attack / more to
<	Defend
:)	Happy
:(Not happy
*	Correction
AFK5	I will be away from the game for 5 minutes or will be back in about 5 minutes
AC	all clear
Ach	Attack channel
AHQ	Allied Head Quarters
b	busy
back	I am back in the game
Bch	Brigade channel
brb	be right back
bde	Brigade
brt5	Be right there 5 minutes
cc	Copy and comply
CO	Commanding officer
Comms	radio operator
Dch	Defence channel
Div	Division
DivCh	Division Channel
ETA5	Estimated time of arrival 5 minutes
FB camped	Axis have tanks and inf covering the vehicle and infantry spawn at the fb
FB hot	One or more enemy tanks near the fb

Form up	Move to a new formation
GMT	Greenwich mean time
Hold	Hold and scan = pull up at the next line of cover and turn engine off, scan with crew 2, report any targets or call all clear in the direction you scanned. <i>eg: AC s > w or call contact eg pz nnw 300</i>
inb	In bound
K	Klicks (Clicks)
Klicks (clicks)	Kilometres = 1000 metres = radius of the ring on the map
Loc	Give the numbers for latitude and longitude for the location of the request <i>eg: " Fb is 01 45 02 * 34 45 58"</i>
ML	My location or my tag
MO	Move out
MO1	Move out in 1st gear
MO2	Move out in 2 gear and so on
mov	Moving (combined w/direction such as: Up, Back, to the next tree line)
mole	One infantry in a town hiding and taking flags
MSP	Mobile spawn point
EMSP	Enemy mobile spawn point
Neg	Negative or no
OIC	Officer in charge or officer in command
OMW5	On my way 5 minutes
Ref	Reference point on the map
Reg	Regroup and move to a new spawn location
RP	Rally point <i>eg: RP SW of Andenne 2 Klicks</i>
RTP	Radio Telephone Procedures
RR	Railroad
RRS	Railroad Station
RRX	Railroad crossing
S! or S\	Salute

Sitrep	Situation Report (what, where, why and when) eg : (A13 SW 2K Boom FB > Mech AB eta 9) (I am in an A13 tank southwest of Boom firebase 2 Klicks attacking Mechlen AB in about 9 minutes. Note: on secure channels only
Squad stats	Squad statistics = number of squads on the battlefield: type. who and report number on BCh
Squadrep	A report on the squad. eg: (jaguar= 5 : 3 a15 2 matties zelzate fb >stekene Ab eta 3) this means the squad has 5 on line in 3 a15 tanks and 2 matties, you started from the fb at zelzate and are attacking steken ab in 3 minutes.
T	T intersection
TC	Take cover
TR	Text radio
TS	Team Speak
Update	Fill me in with any current orders
WTF	What the F??????
XO	Executive Officer

Equipment Shortcuts:

HW	Hardware eg: "what HW are you" answer "A13"
Veh	Vehicle
Inf	Infantry

Infantry Shortcuts:

RIF	Rifle
Sap	Sapper
SMG	Submachine gunner
ATG	Anti tank gunner
PARA	Paratrooper

Armor Shortcuts:

A13	Light tank
A15 (Cru)	Median tank
A16 (Cru3)	A15II medium tank with large gun

Matty	Heavy tank
Vikers	Armed car with smg
Dac	Armed car with canon

Truck Shortcuts:

Beddy	Large troop carrier and towing and MSP
MS	Moblie spawn
MSP	Moblie spawn point

Plane Shortcuts:

Spit	Spitfire
Huri	Hurricane
JU52	Paratroop transport

Ship Shortcuts:

Fmb	Fairmile
DD	Destroyer
TT	Troop transport

Ship Shortcuts:

232	Enemy scout car
88	Enemy mobile artillery
ADS	Automatic defence system
ATG	Anti tank guns
AI	Artificial intelligence
EPT	Enemy paratrooper
EA	Enemy airplane (ea wsw 2k 1000f>gent fb)
EB	Enemy boat
EDD	Enemy destroyer
EI	Enemy infantry (ei+2 sw 100 m)
EMSP	Enemy mobile spawn
ETT	Enemy troop transport

MGT	Machine gun tower
Opel	Enemy truck with inf
Pz	Enemy tank (panzer)
HT	Half Track
109	Enemy Fighter Plane
190	Enemy Fighter Plane
110	Enemy Bomber
JU87	Enemy Dive Bomber
HE111	Heavy Bomber

Location Shortcuts:

AB	Army Base
D	Degrees
Dep	Depot
Dock	Navy spawn
FB	Forward Base or Fire Base
EAB	East Army Base
K	Klicks and kilometres
Inf spawn	Infantry spawn
Veh	Vehicle spawn

Direct Shortcuts:

N	North
S	South
E	East
W	West

Comms (Radio operator) Manual

Definition:

Comms is a member of the brigade, squad or division who volunteers to monitor the radio channels and relay messages to and for the OIC's. This role is most important at brigade level and higher but we do encourage people to do squad comms also.

Primary Duties:

The comms role is to be tuned to as many BEF/ArFr channels as possible: Army, Airforce and Navy when appropriate to the operation. They are to relay the information from the OIC to the other divisions.

Tasks for Brigade Comms:

Reports:

Report the status of your Unit to the unit 1 higher every 10- 15 minutes.

The report must have the TR CH number or numbers of the units you are reporting to. Then a the brigade name and strength the objective and any other information like the estimated time for the attack . Clear the report in this order and as short and clear and possible.

ie: (20: 5th brigade =6 attacking Antwerp nab by land form ne eta 15)

Report to AHQ division brigade, and attack channel if a fb is won or lost in our area of operations (AO) ie: (5: 20: 22: antw > Kalm fb Allied)

Report to AHQ division brigade, and attack channel on the status of flags in a town ie:
(5: 20: 22 :94: all but the SE flag allied in ant)

Monitor channels for messages to your units OIC or the unit and make sure they get the messages.

Requests:

The comms can request support from other units then ordered by the OIC or on his behalf if given the authority to do so by the OIC.

All requests are to be in a same format and are requests only so they may not be undertaken. Keep making the request until you get a reply and inform the OIC of the outcome.

Make request for air support on the apporiate channels.

ie: (55: 56: OIC 5th inf brig Ruckrova request air support over antw / kalm Fb in 10 mins

tune 22 reply needed please) Note: use the name of your OIC as it may have more weight and you should get a reply .

Make requests for inf or tanks support on div AHQ

ie: (15: 5th inf brig OIC ruckrova req inf attack on Kalm ab in 15 mins tune 16)

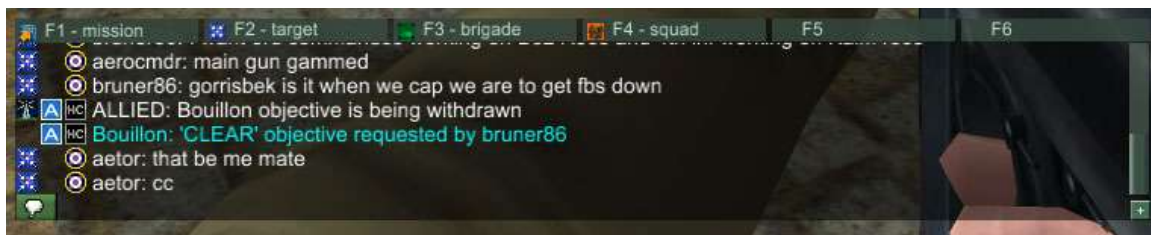
Wait on the channel for a reply and repeat request every 3 minutes until you get a reply.

Other Duties

Try to contact other brigade squad or players in our AO and get them on the same channel.

Relay brigade orders to new unit members just on the battlefield as to the current location, if the OIC doesn't do it within a few minutes of the Logger logging in .

Basic Radio Use Manual



The AHC promotes teamwork through individuals in squads within brigades within divisions, co-operating with proper channel usage. Lone wolves or unaffiliated players are encouraged to tune channel 5 (British) or 7 (French) with XMIT off to more easily find where you are needed most.

The Text radio (TR) is a battleground communication tool and we need to use it in a clear and organized way. Start to use the terms for the TR that are use with in this manual they include: **Stations:** the 6 areas at the top of the TR where you can tune channels. **Channels:** the frequencies that squad division and all AHQ have been allocated some are preset and some are numbers .

There are 6 stations and 99 channels with means you can have 6 or the 99 AHQ channels tuned at any 1 time. We now have 8 preset chans and use over 30 of the 99 numbeation on the text radir chans so tuning and retuning the stations to different channels will ensure good communico (TR).

Radio Setup

Tuning the radio stations to a numbered channel.

F1 through F6 are known as text radio stations (TR)

To activate a desired TR Station hit the desired station key (F1 through F6),

A text input area will appear at the bottom of the TR area

Type your message on the text bar and hit enter to transmit the message.

Hint: Check you have the desired stations activated before you send every message

Setting Tuning the TR stations

Some channels will be set automatically to stations and you will need to tune the rest of the stations with your desired channels. To do this hold the left alt (PC) option (MAC) key down to bring up the cursor and then move the cursor over the station you wish to set. Click on the station and a pop up menu will come up. Click on the appropriate option, select custom to enter COC channel numbers.

We recommend that you two open stations (F5 & F6) be used for your Division channel and I Corp Channel.

Army. Each Army uses a numbered channel to gather attacks, coordinate its forces and for general alerts. The British use channel 5 and the French use channel 7. If you see a British town defended by few and assaulted by many Germans turn XMIT ON channel 5 and say "Large German force attacking Wavre need help asap!" Important to tune XMIT OFF once you are done transmitting.

Brigade. Squads are grouped into brigades to form mega-squads which can easily group up into a larger force, or split up to cover different cities in their Area of Operation. Each squad leader in the brigade is tuned to the brigade channel.

Attack channels. (ACh) Gathering many brigades and lone wolves together on one common attack channel is useful in many ways. You can get forces from multiple forward bases and multiple towns coordinating and get air support on one channel with no switching during key moments of the battle. Generally use your last radio slot for the numbered attack channel designated by the attack leader.

Defense channels . (DCh) A defense channel maybe be giving to the defense of a town as a way to get the defenders all working together

Preset Channels

Squad : ...Comms with all squad members on the battlefield

Origin : ...Comms with other soldiers who spawned at the same location

Mission :. Comms with other soldiers who choose the some mission

Target : ...Comms with other soldiers with the some target AO or DO

Brigade :. Comms with other members of the brigade selected on the select

.....brigade screen (none : not always your squads brigade)

Side :Comms with all soldiers on your side

Help :Comms with soldiers willing to help (replaces 99)

Radio Protocol

Xmit on and off. Once you have requested help or received orders from channel 5 or 7 or another command channel please tune XMIT OFF.

Keep spotting reports on the local channels: For instance, typing "opel north!!!" with XMIT ON for channel 5 will cause the whole Army listening in every town to look for the opel.

Be informative and concise: Typing "Opel inb Launois SE, range 1000m" is more useful than typing "opel". Aim for informative chat lines instead of multiple 1-2 word statements which add to the radio scrolling speed.

Private messaging: When only one player needs to hear your information use .m messaging. For instance .m playername on bedford will help reduce radio scrolling speed for others.

Special channels

Origin. This channel is the local base channel. It is the one to use to talk to people in your vicinity. Whenever you operate with people from another Origin (such as when attacking a town from multiple firebases), you need to use the sector (brigade) channel or any other specified channel in use. You can tune on Origin by opening the chat and clicking on the green icon.

Mission. The mission channel is used by all players who took the same mission as you. It has the blue icon.

Lobby. The Lobby channel is tuned by default to your first radio slot when you're on the map screen. Don't chat too much in here since it's often crowded.

HQ. The HQ channel sends a message every time a flag changes hand. Unfortunately, there is no way to know if the flag that changed is from an AB bunker or from a simple depot. It is by default on slot 1.

Squad channel. The squad channel is used for communication with squad members. You cannot use the Squad channel unless you're in a squad registered with Playnet

Player Services. You cannot talk to other squads by using the Squad channel, even though the Squad icon shows up in your radio interface.

Recommended setups

In general, you will need to switch at least one channel back and forth when communicating with other brigades or when talking to the air force.

The setup order is not that important but you sure try to keep it the same each time to go on to the battlefield so who the information is coming from and who you are sending to becomes second nature.

Additional information

You can enter as many digits as you wish, but only the two first will be in effect (e.g. 110 becomes 11, 355 becomes 35 etc). Do not use numbers higher than 99.

You can also tune a player directly by typing his game handle into the radio slot. Private messages are denoted by a small yellow icon in the recipients radio interface.

