

Aces High Radio Terminology

Players in Aces High have their own unique terms and abbreviations for communicating with each other. Knowing these will make it much easier to figure out who is saying what on the text buffer or on vox.

Some of these are shortened for typing and some are for use in voice comms. You figure out which is which!

^ - up. Taking off. "^ A64" means taking off from airfield A64

* - degrees (heading) as in 270*

109 - Bf 109 (aka Me109) fighter

109F - Bf 109F-4 "Friedrich" fighter

109G - Bf 109G-2, G-6, or G-14 "Gustav" fighter

109K - Bf 109K-4 fighter

12 or 12 o'clock - straight ahead

17 - B-17 "Flying Fortress" heavy bomber.

190 - Fw 190 fighter

190A4 - Fw 190A-4

190A8 - Fw 190A-8

190D - Fw 190D-9

190F - Fw 190F-8

202 - Macchi C.202 fighter

205 - Macchi C.205 fighter

26 - B-26 "Marauder" medium bomber

3 o'clock or 3 - on the right

38 - P-38G, J, or L "Lightning" fighter

47 - P-47 "Thunderbolt" fighter or C-47 "Dakota" transport

5 by 5 - loud and clear

51 - P-51 "Mustang" fighter

6 o'clock or 6 - rear

666 - Danger on you 6 o'clock

88 - JU-88 medium bomber

9 o'clock or 9 - on the left

A4 - Fw 190A-4

A8 - Fw 190A-8

aa - anti-aircraft fire

aaa - anti-aircraft artillery

a/c - aircraft

ack - fixed anti-aircraft emplacement

acm - air combat maneuver

affirm - yes

afk - away from keyboard

afu - All F...ed Up

agl - above ground level

AH - Aces High

alt - altitude

a/p - auto-pilot

auger - crash

auto - auto-pilot

away - bombs, etc have been dropped. "Troops away!"

bail - bail out of plane

bak - back at keyboard

bandit - enemy aircraft

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bar-dar - the red and green bars on the radar map indicating friendly and enemy in sector
BDA - Battle Damage Assessment
bh - bomber hangar
bingo - out of something (as in Bingo ammo)(IRL, bingo was out of fuel and "Winchester" was out of ammo)
bish - Bishops. One of the three countries in Aces High
bogie - an unknown aircraft in official Air Force speak, but usually means an enemy aircraft in the arena
book - depart the vicinity
brb - be right back
btw - by the way
box - bomber formation
buff - bomber
bus - C-47
bzy - busy
cap - Combat Air Patrol. Usually means you are covering a field or enemy over field
cc - confirmed, affirmative, yes (IRL, two clicks of mic button on radio means message received)
check6 - look behind you. danger behind you
c-hog - F4U-1C. Corsair equipped with 4 x 20mm Hispano cannons
cf - Cluster F...
con - icon. Type and range of aircraft displayed in the cockpit view . "con a B-17"
con range - within range to see an object's icon. In Aces High, 6k for planes, 3k for ground vehicles.
contact - pilot has visual contact
CT - Combat Theater. An AH arena with historical maps and plane sets
cv - aircraft carrier
cya - see you; as in see you later
d9 - Fw 190D-9
dar - Radar. Also used to say you have something on radar. "dar a bogie"
deck - near ground level. A plane flying very low is "on the deck"
ded - dead
D-hog - F4U-1D Corsair
discoed - Disconnected from game
ditch - land somewhere other than an airfield
dogfight - air-to-air fighter engagement
doors open - bomb-bay doors opened
dora - Fw 190D-9
dorka - Fw 190D-9
dot - a plane visible from the cockpit but too far away to have its icon displayed.
dot dar - red and green dots on the radar map indicating actual plane positions
drag / draggin(g) - leading the enemy (usually towards friendlies)
drunks - paratroopers
dry - no ordnance onboard
DT - drop tank
dump - disconnected from system or get rid of ordnance
dweeb - new pilot or one who does dumb things
dweebfire - Spitfire
e - energy or east
egg - bomb
enema - enemy
f4f - F4F Wildcat
f6 - F6F Hellcat

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F8 - Fw 190F-8 fighter/bomber
feet dry - crossing the shoreline from the water side (now over land)
feet wet - crossing the shoreline from the land side (now over water)
fh - fighter hangar
fish - torpedo
flak - anti-aircraft fire or Flak Panzer (Ostwind)
flak panzie - Flak Panzer (Ostwind)
form - join a formation
fort - B-17 (flying fortress)
fp - Flak Panzer (Ostwind)
fpm - Feet Per Minute
fr - Frame Rate
fubar - f...ed up beyond all recognition
furball - multi-ship dogfight
fw - Fw 190. Often followed by model; FwA4, FwD9, etc
<G> - grin
G2 - Bf 109G-2 Fighter
G6 - Bf 109G-6 Fighter
G14 - Bf 109G-14 Fighter
ga - Go Ahead (as in permission to speak)
glider - engine out
goon or gooney - C-47
GV - ground vehicle
hail - hello
hawg - F4U
hdg - heading
heavy - carrying bombs/rockets
Hellcat - F6F Hellcat
Hellkitty - F6F Hellcat
HO - head on. A nose to nose shot. Often frowned on, especially by the loser
hog - F4U
hold - loiter at location
hvy - carrying bombs/rockets
ias - Indicated Airspeed
ib - inbound
in - notice that pilot is engaging
in scope - bombing target visible in bomb-site
imho - in my humble opinion
imnshe - in my not so humble opinion
j/k - just kidding
jabo - fighter/bomber; can refer to the plane or the mission.
join - join a formation
jug - P-47
k - thousand (also used in place of okay)
k4 - Bf 109K-4 fighter
kilt - killed, died
kite - A6M Zero
knit - Knights. One of the three countries in Aces High
la-la - La-7 or La-5
la5 - La-5
la7 - La-7
lanc - Avro "Lancaster" heavy bomber
lining up - bomber readying for bomb run

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lite - no bombs
lmao - laughing my ass off
loc - location (usually a request)
log - exit game
lol - laughing out loud
m3 - M-3 halftrack capable of carrying troops or supplies
m8 - mate (as in friend) or M-8 "Greyhound" armored car
m16 - M-16 Machine Gun Carrier. M-3 with quad .50 cal machine guns for anti-aircraft work
MA - Main Arena
marker - the red or green bars on the radar map indicating plane(s) in sector. "marker in sector..."
milkrun - unchallenged bomb run
mossie or mossy - DeHavilland Mosquito
mp - manifold pressure. When preceded or followed by a number, it's the setting for the formation.
n - north
neg - no, negative
nik or niki - N1K2-J
nme - enemy
no joy - I have been unsuccessful
noe - nap of earth. Usually used in MA to denote flying below radar
np - no problem
on scope - bombing target visible in bomb-site
ostie - Ostwind. Panzer Mk IV chassis with 37mm flak gun
otw - on the way
out - notice that pilot is disengaging
ping - a non-fatal bullet/cannon strike
pond - large body of water
pony - P-51
poof - disconnecting
pork - make base un-usable by destroying hangars, fuel, etc
porker - someone who porks a base for no reason.
prep - prepare field for capture
puffy ack - the exploding anti-aircraft artillery that leaves black puffs of smoke
ram - mid-air collision
rgr - roger, yes
roc - Rate Of Climb
rofl - Rolling On Floor Laughing
roflmao - ROFL my ass off
rope - tactic of enticing an enemy to follow you up and stalling under you... rope-a-dope
rtb - return to base
run - depart the area at high speed
runstang - P-51
s - south
<S> - Salute
sa - situational awareness
sb - shore battery
scramble - take off and engage enemy from capped field
smokin(g) - damaged and trailing smoke
soft - a target (usually ground target) has been hit but not destroyed
sortie - a flight by a plane is a sortie. Two planes flying together equals 2 sorties.
spit - Spitfire (or Seafire)
spit5 - Spitfire Mk V

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spit9 - Spitfire Mk IX
spit8 - Spitfire Mk VIII
spit14 - Spitfire Mk XIV
spit16 - Spitfire Mk XVI
sprayer - a pilot who expends ammo liberally
stang - P-51
status - often refers to loc, alt, hdg
stick - bombs dropped at one time
TA - Training Arena. An AH arena set up for training
tally - target sighted (also "tally ho")
tanx - thanks
thanx - thanks
thnx - thanks
tune - tune radio. "tune 177" means change channel to 177
twr - tower
ty - thank you
up - taking off (as in "up A51")
ur - you are or your
vh - vehicle hangar
vis - visual contact. "vis a B-17" or "vis a bogie"
vox - voice
vulch - to shoot a plane as it tries to take off.
w - west
wb - welcome back
WEP - Wartime Emergency Power
wepping - using WEP
winchester - Air Force speak for out of ammo. "Bingo" is generally used for both fuel and ammo in the arena.
zeke - Zero

The following are military "pro-words". These are used to keep military radio traffic short. They are also useful for keeping your on-line vox transmissions short.

ROGER - I understand the last transmission
WILCO - I understand the last transmission and Will Comply with the instructions
SAY AGAIN - Say the last transmission over
SAY AGAIN ALL AFTER... - Say the last transmission after the word ...
OVER - I am through speaking
OUT - Conversation Over
WAIT - stand by