

0-As the *Enemy* closed in, the *Fast Frigate* shuddered under heavy *Disruptor* fire. *Wanekla* looked around the corner, her *Phaser* drawn and ready as she prepared to sprint down the *Corridor*. She Scanned for Lifesigns with her *Tricorder*. If this sentence appears to be correct, then you may have a case of “Creeping Capitalization Syndrome.” Luckily, it is reversible and completely preventable by following these few simple rules.

0-Capitalization Rule #1, Proper Names: Capitalize proper names, such as Steve Cole or Jean Sexton. Nicknames such as “The Beast of New Orleans” (Civil War Major General Benjamin Butler) are capitalized as literary titles. (See Capitalization Rule #5.)

0-Capitalization Rule #2, Other Proper Names: Country names (e.g., England) and proper geographic names (e.g., Klingon Empire, Amarillo, Alpha Sector); “empire” names (e.g., Kzinti, Seltorian), and species names (e.g., Hildarian); military organizations (e.g., Deep Space Fleet, Empire Security Service, Star Fleet Marines), political structures (e.g., Romulan Senate), and specific military units (e.g., Third Squadron, Fourth Battalion, Sixth Fleet); and starship “code names” or “reporting names” (e.g., SparrowHawk, Dominator, Siberian Tiger) are capitalized as proper names. See Capitalization Rule #1.

0-Capitalization Rule #3, Special Proper Names: Product names (e.g., *SFB Module R11*) and ship names (e.g., *Constellation*) are capitalized AND shown in italics. This courtesy also extends to the titles of magazines, books, and newspapers.

0-Capitalization Rule #4, Ranks and titles: Military ranks (e.g., Major, General, Corporal) and political titles (e.g., Senator, Count) are capitalized when part of a name (e.g., Major Kenyil, Senator Hart, Count Chocula) or when used as a name substitute (e.g., “I tell you what, Major, you’re not going on the mission, and that’s that!”) but not in a generic sense (e.g., “that job requires a qualified captain of the combat engineers.”). Military duty positions (e.g., navigator) are capitalized when used as a name substitute (e.g., “...the Navigator said”) but not when used in a generic sense (e.g., “Get one of the navigators up to the bridge”). As a general rule, if you can swap the rank/title/job with the name of the person, then it gets capitalized, e.g., “I tell you what, Fred, you’re not going on the mission,

and that’s that!” but not “Get one of the Freds up to the bridge.” Although, come to think of it, it would be entirely proper to say “One of the Steves will have to make that decision” when speaking of ADB, Inc., but in that case, it would be wrong to capitalize corporate officers in the sentence “One of the Corporate Officers will have to make that decision” and that just confuses everybody.

0-Capitalization Rule #5, Titles: In a literary title (i.e., the title of a magazine article, as opposed to a title of nobility), where it is not in all caps, capitalize the first word, the last word, any word that would normally rate a capital, and any “big” or “important” word. Small words such as “to”, “and”, or “the” are not “big” or “important” words but might rate a capital by one of the other rules. (In proper English grammar: articles, conjunctions, and prepositions -- like anybody who writes for *SFU* knows what those are -- don’t get caps. Words such as “is” and “be” *do* get them. Certain small words such as “a”, “an”, or “the” get capitalized if they are the first word of a title of a specific thing (e.g., *The New York Times*), such as “Steve Cole Refutes *The New York Times*” or “Leanna Cole Lands Leading Role in *The Lion and the Lamb*.”

0-Capitalization Rule #6: Major Historical Events: Named historical events (e.g., War of Return, General War, Four Powers War, Day of the Eagle, Day One) are capitalized under the rules for Titles. (See Capitalization Rule #5.)

0-Capitalization Rule #7, Game Terms: Steps and Phases of the turn (e.g., Economic Phase and the Tractor Beam Step), are capitalized under the rules for Titles; see Capitalization Rule #5. These need to be checked individually on the list below (in CapLog article, this will refer to the website) because some items logically included in this category do not rate capital letters.

0-Capitalization Rule #8, Acronyms and certain abbreviations: These are always in all caps, such as *SFB*, CL, ESG, and so forth. Klingon ship classes are alphanumeric (e.g., D7, F4, C8) and capitalized as shown. Note that we have listed a few of these in the alphabetic list of examples (on the website) but by no means all of them. The fact that we listed DW but not DWG does not mean you have to spell out that ship class. Note that AUX (short for auxiliary) and BATS (short for battlestation) are sort of abbreviations and sort of acronyms, and in

either case are treated under this rule.

0-Capitalization Rule #9: Technology and certain other Items: These terms (e.g., Light Cruiser, Web Breaker, Asteroid) are capitalized in (and only in) the specific rule defining them, or closely related rules (e.g., "The Web Caster can cast a Strand of Web from a Corner Anchor to another Anchor.") and then only for emphasis and identification (in effect, to say "Hey, gamer! THIS is the thing we were talking about!"). And even this use is optional, as long as a given rule is consistent.

1-Capitalization Rule #10, RPGs and other "licensed properties": Our role-playing games have their own special rules. In GURPS, all "skills," "attributes," "advantages," "disadvantages" and certain other game terms are capitalized for recognition purposes. For PD20, specific stats, skills, and feats are capitalized for recognition purposes. These are often required by contract and are done to make our products what the players of the licensed games expect to see.

2-Creeping Capitalization Syndrome: There is an annoying tendency of "When in doubt, capitalize" which results in "Creeping Capitalization" and that tends to cause Various Bad Things™, such as English teachers shaking their heads, nit-pickers becoming even more annoying, and well-meaning proofreaders to mark over 100 words per page of *Captain's Log* as something to capitalize because "you capitalized it before."

2-Germano-Military Capitalization: There is a tendency to follow German rules (capitalize every noun) when dealing with military subjects (capitalize every weapon or other military term). This is something to resist as it turns into Creeping Capitalization Syndrome.

2-Situational Capitalization: There is a tendency by some technical writers to capitalize things "because they look like they deserve it" which tends to create Confusion and Doubt about What to Capitalize, Resulting in Creeping Capitalization.

312th Battle Squadron: Example of a specific military unit, others being the Lyran Fire Squadron, the Confederation Stonewall Brigade (or more commonly Stonewall Regiments), and the British Coldstream Guards Regiment.

7of9: One of the Macintosh computers that ADB, Inc., owns. Always capped as shown ("of" is small letters and there are no spaces).

A HULL: Abbreviation on Ship Cards for Aft Hull. This is used sometimes in *SFB* but *FC* standardized on the alternative R HULL and A HULL is not supposed to be used any more in *SFB*.

A-10: A Federation assault fighter.

A-20: A Federation heavy fighter.

A30: A short-hand designation used in SFBOL for a 30-point plasma torpedo launched from Weapon A. This is never used outside of SFBOL, not even in a *Captain's Log* article about an SFBOL game.

Acceleration: Capitalize only when used as a specific game term in *FC* or *SFB*, e.g., Acceleration Point, Unplotted Acceleration.

ADB, Inc.: Acronym for Amarillo Design Bureau, Incorporated, and always in all caps. Note that the comma and period must be used as shown and that "Inc." is required.

ADB: Acronym for Amarillo Design Bureau, but for legal reasons should not be used. Instead, use the version with "Inc."

Admiral: Military rank, used as a generic term covering all forms of admiral and (confusingly) as a specific term for a four-star admiral. For rules of capitalization, see Capitalization Rule #4.

Advanced Technology: Capped as shown; no hyphen.

Aegis: An advanced fire control system, always capped as a proper name.

Alien Armada: Product name, capitalized as a formal name, printed in italics.

Alliance (the Grand Alliance, Feds+Gorns+Kzintis): Political entity, normally capitalized.

Alliance Player Turn: Game term, one of those that is always capitalized.

Alliance Turn: Game term, one of those that is always capitalized.

Alpha Sector: geographic region, always capped.

Amarillo Design Bureau, Inc.: Capitalized as a proper name.

Anchor (type of Tholian technology): See "Technology Item" and Capitalization Rule #9.

Andoria: A planet in the Federation. Capitalized as a proper geographic name.

Andorian: Species, capitalized.

Andromeda Galaxy: Proper geographic name, always capitalized.

Andromedan ships: All Andromedan ships have a "code name" (e.g, Cobra, Intruder, Dominator) which is always capitalized.

Andromedan, Andromedans: Refers to a member of that specific "empire."

Antarean: Species, capitalized.

Antares: Capitalized as a proper geographic name.
Anti-Drones: See "Technology Item" and Capitalization Rule #9.
Any Weapon Hit: A term generated by the Damage Allocation Chart and always capitalized as shown.
Any Weapon: A term found on the Damage Allocation Chart and always capitalized as shown.
Arastoz: Creature. Capitalize as a formal or species name.
Archaeo-Tholians: Species, capitalized. This term is used when it is necessary to distinguish members of the group of Tholians who came to the Milky Way about Y79.
Ardak Kumerian: Example of proper name of a specific person. Proper personal names are always capitalized.
Ares: Example of the name of a ship. Treated as a proper name (always capitalized) and printed in italics as per Capitalization Rule #3.
Armed Priority Transport: See "Ship Type" and Capitalization Rule #9, but this is treated as a code name (see "code name") and is always capitalized. This is a small ship, built to warship standards, used for cargo transport.
Armor: Capitalize only when used as a specific game term in *FC* or *SFB*, e.g., Armor box absorbs damage.
Army: Military organization, always capitalized as shown.
As soon as possible: Often capitalized, but should not be. ASAP is preferred.
ASAP: Acronym for as soon as possible (or, in the Old South, as soon as practicable). Acronyms are by definition all caps under Capitalization Rule #8.
Asteroid, Asteroids: A terrain type. Not normally capitalized, although we do so in rules about asteroids; see Capitalization Rule #9.
Atmosphere: A terrain type. Not normally capitalized, although we do so in rules about atmospheres, as per Capitalization Rule #9.
Attacker: The player conducting the attack. Usually capitalized in rules text.
Attacking Player: The player conducting the attack. Usually capitalized in rules text.
Australia: Capitalized as a proper geographic name.
Automatic Disengagement: Game term, one of those that is always capitalized.
AUX (Auxiliary Control): Abbreviation used on SSDs or Ship Cards. Always all caps as shown. See Capitalization Rule #8.
Auxiliary Control: Element of a starship. This term was previously on the "always capitalized" list, but

Jean Sexton ordered it de-capitalized as of 1 Jan 2010.
Auxiliary: A warship category, rather than a type. Even so, see "Ship Type" and Capitalization Rule #9.
Axion torpedo (weapon): See "Technology Item" and Capitalization Rule #9.
B10: Klingon battleship designation, capitalized as shown.
B30: See A30.
Bakuria: One of the Klingon warrior colonies; semi-official "home planet" of the Klingon Army. Capitalized as a proper geographic name.
Base Speed: An informal and improper form of Baseline Speed. Use Baseline Speed instead.
Base station: one of the smaller types of bases. See "Ship Type" and Capitalization Rule #9.
Base, Bases: A generic term referring to any of several types of bases in the game. See "Ship Type" and Capitalization Rule #9.
Baseline Speed: Game term, one of those that is always capitalized.
Basic Point Value: Game term, capitalized as shown.
BATS (battle station): Abbreviation for a ship type. This printed in all caps as shown under Capitalization Rule #8.
Battery, Batteries: See "Technology Item" and Capitalization Rule #9. Abbreviated BTTY on SSDs and Ship Cards (use all caps in that case).
Battle control ship: See "Ship Type" and Capitalization Rule #9.
Battle Force: A game rules term in *F&E*, capped as shown, comprised of a group of units.
Battle Group: An *F&E* game term, capped as shown, reflecting a group of six smaller ships which take up only five command slots.
Battle Hex: A game rules term reflecting the map hex in which a battle occurs; capped as shown.
Battle Intensity Rating (BIR): A game term used in *Federation & Empire* and capitalized as shown.
Battle Laboratory #1: Military organization, always capitalized as shown.
Battle Laboratory #2: Military organization, always capitalized as shown.
Battle Raider: An Orion war cruiser, this capitalized form is always capitalized since it is a specific code name for a ship type.
Battle station: See "Ship Type." Actually, this is a type of base, but under the rules of the game, bases are just sort of strange ships.
Battlecruiser: See "Ship Type" and Capitalization Rule #9. This is a more warlike term for heavy cruiser.

Some battlecruisers are just heavy cruisers with a warlike name, while some “heavy battlecruisers” really are bigger and meaner than heavy cruisers. In the original usage (about 1911), a battlecruiser was a warship the size of a battleship with the same kind of guns a battleship would have, but it was much faster (because it carried little armor). The original plan was that battlecruisers would chase down and destroy marauding cruisers, but they were used in the “line of battle” where their thin armor made them ... unsuccessful.

Battlegroup Colorado: Military organization, always capitalized as shown.

Battlegroup Texas: Military organization, always capitalized as shown.

BattleHawk: A Romulan warship of the earlier series, often categorized as a large destroyer or small cruiser. Note the capitalized H in mid-word.

Battleship: The largest of warship types. . See “Ship Type” and Capitalization Rule #9.

Battleships Attack: Product name, capitalized as a formal name, printed in italics.

Battlewagon: A term used only for the Seltorian Hive Ship when modified into combat mode.

BBS (Bulletin Board System): Acronym, always in all caps.

BC (battlecruiser): Acronym for a ship type. Always in all caps as shown.

BCS (battle control ship): Acronym for a ship type. Acronyms are printed in all caps as shown under Capitalization Rule #8.

Bear-ape: A descriptive term referring to Slirdarians; not normally capitalized.

Boarding Party: Game term, one of those that is always capitalized in game rules, but in tactics or fiction articles, it would not be.

Booster Pack: Product name, capitalized as a formal name, printed in italics. Usually comes with a number and this is always with a number sign, as in: *Booster Pack #17*.

Booster Zero: Product name, capitalized as a formal name, printed in italics.

Borak: An “empire” in the Hydran-Lyran outback. Actually, this is just a planet. They were on the verge of getting into space when the Hydrans and Lyrans found them, and they were reduced to the status of an Exile Race inside the Hydran Kingdom. Conjectural warships are to be published in *Module E3* as a speculation of what they might have become.

Borders of Madness: Product name, capitalized as a

formal name, printed in italics.

BP (Boarding Party): Acronym for a game term. Always in all caps as shown.

BPV (Basic Point Value): Acronym for a game term. Always in all caps as shown.

Braking Power: Game term, one of those that is always capitalized. It just is.

BRDG: Short version of bridge, used in all caps on SSDs and Ship Cards where space is an issue and BRIDGE won't fit.

Break-bulk cargo: Not capitalized. Refers to cargo which is loaded one piece (or one pallet, about a cubic meter) at a time, as opposed to bulk carriers, which carry liquid, ore, or grain in huge bulk bins.

Breakdown: Game term, one of those that is always capitalized.

Breaker (Web Breaker): See “Technology Item” and Capitalization Rule #9. Note that “breaker” may also be used to refer to the scrap yard where obsolete ships are “broken up” for scrap metal.

Brecon: A species in the Federation. Individuals have four arms. Capped as a species. The term is both singular and plural, so there is one Brecon in the kitchen and two Brecon in the den.

Bridge: Element of a starship. This term was previously on the “always capitalized” list, but Jean Sexton ordered it de-capitalized as of 1 Jan 2010. Often abbreviated BRDG in all caps on Ship Cards.

Brigadier, Brigadier General: A one-star officer of ground forces. In the British Army (which does not use stars), this is not a general but just a really big colonel. The US Army adopted the term Brigadier General back about 1779 because it had very few Major Generals and the Brigadiers wanted to be addressed as “general” at parties.

Britain: Capitalized as a proper geographic name.

BS (Base Station): Acronym for a ship type. Always in all caps as shown.

BTTY: Abbreviation used on SSDs or Ship Cards. Always all caps (as are all “box titles” on such things).

Buoy, Buoys (Web): See “technology item” and Capitalization Rule #9.

C HULL: Abbreviation used on SSDs or Ship Cards. Always all caps as shown.

C20: See A30.

C8 (Klingon dreadnought): Acronym for a ship type. Always in all caps as shown. See Capitalization Rule #8.

CA (heavy cruiser): Acronym for a ship type. Always in all caps as shown.

- Cadet: Military rank, naval forces, a student at a military academy. See Capitalization Rule #4. See also "Midshipman."
- Canada: Capitalized as a proper geographic name.
- Cannon: See "Technology Item" and Capitalization Rule #9.
- Capital Complex: The four major star systems at the core of the Klingon Empire, the Capital Complex is a political entity supervised by one of the Dukes and as such is capitalized.
- Capital systems: In the Federation, the various home planets of the major species (Earth, Vulcan, Rigel, Andor, etc.) are in one general area, and the term "capital systems" refers to them, but is not capitalized.
- Capitalization Rule #1: Capitalize proper names.
- Capitalization Rule #10: RPG terms as required by contract or by the conventional usage of a given RPG system.
- Capitalization Rule #2: Capitalize names of countries, empires, species, empires, specific military units, and starship code names.
- Capitalization Rule #3: Names of products, newspapers, magazines, and books are capitalized and in italics.
- Capitalization Rule #4: Ranks and titles are capitalized when part of or a substitute for a proper name.
- Capitalization Rule #5: Literary titles.
- Capitalization Rule #6: Major historical events are literary titles.
- Capitalization Rule #7: Game terms, some as literary titles.
- Capitalization Rule #8: Acronyms.
- Capitalization Rule #9: Technology items, capitalized only in their own rule.
- Capitalization Rule: Game term, always capitalized as shown.
- Captain: A confusing military rank, including both a relatively junior ground forces officer (equal to a naval senior lieutenant) and a senior naval officer (equal to a ground forces colonel). See Capitalization Rule #4.
- Caravan: See Jindarian Caravans.
- Cargo: A word used in the game a lot, but it is a common word not normally capitalized except on an SSD or Ship Card, when it is in all caps as CARGO, CRGO, or CGO. It is capitalized for identification in a specific rule about Cargo. See Capitalization Rule #9.
- Carrier: A warship category, rather than a type, it "carries" fighters. See "Ship Type" and Capitalization Rule #9.
- Carronade: Technology item, a Gorn weapon. Not normally capitalized except in formal use of the term "Gorn Carronade."
- Cast Web: See "Technology Item" and Capitalization Rule #9.
- Caster (web caster): See "Technology Item" and Capitalization Rule #9.
- CAW (heavy cruiser with web casters): Acronym for a ship type. Always in all caps as shown.
- CC (command cruiser): Acronym for a ship type. Always in all caps as shown.
- CCS (Creeping Capitalization Syndrome): A malady that affects writers.
- Center Hull: A system box on an SSD or Ship Card (where it would be in all caps), capitalized for specific identification.
- Ceres (the asteroid, or, these days, the minor planet): Capitalized as a proper geographic name.
- CGO (Cargo): Abbreviation used on SSDs or Ship Cards. Always all caps as shown.
- Chart: A common word with various meanings. This is capitalized when part of a specific chart name, such as Phaser Chart.
- Charts Exception: In many cases, the headings (and identifier column) on charts shows capitalized words for formal identification.
- CL (light cruiser): Acronym for a ship type. Always in all caps as shown under Capitalization Rule #8.
- CL#42*: Shorthand for *Captain's Log #42*, no spaces, italics.
- Class-M planet: One of many types of planets (A-T). When in front of a noun, this always done as shown, with Class and the letter capped and with a hyphen. The sentence "This planet is Class M." does not require a hyphen but does require a capital "C."
- Cloak (Cloaking Device): See "Technology Item" and Capitalization Rule #9.
- Cloak (verb): Not normally capitalized.
- CLOAK: Always capitalized on a Ship Card or SSD.
- Cloaked (the cloaking device is active): Properly, it would not be capitalized, but we often do so (incorrectly) in *SFU*.
- Cloaked Movement: A game term in *F&E* and capped as shown. In *SFB* this is a more generic term and is not capped.
- Cloaking Device, Cloaking Devices: See "Technology Item" and Capitalization Rule #9.
- CM (medium cruiser): Acronym for a ship type, usually just another term for "war cruiser." Always in all caps as shown under Capitalization Rule #8 (Acronyms).

Coalition Player Turn: Game term, one of those that is always capitalized.

Coalition Turn: Game term, one of those that is always capitalized.

Code name: A name assigned (usually to a starship class) to keep track of it. Always capitalized. Some ship names that would seem to be general terms (e.g., Armed Priority Transport, Free Trader) are treated as code names. All Lyran, Andromedan, Gorn, Hydran, Romulan, and Orion ships have code names. Federation, Tholian, Kzinti, and ISC ships do not. Klingon ships have alphanumeric designations that are treated as acronyms. This stems from US military practice of naming Japanese planes Zeke, Kate, and Betty, which was carried forward into naming Soviet planes Flogger, Foxbat, and Badger.

Colonel: Military rank, ground forces, below a general and above a major. See Capitalization Rule #4. There is a lieutenant colonel (who can be addressed as “colonel” socially) and a colonel, and the term “full colonel” is used in conversation for clarity even if no such formal term actually exists (e.g., “He was promoted to full colonel last March.”). The Chinese (and Gorns) have a third kind of colonel, that being a Senior Colonel.

Combat BPV: In *SFB*, all units have both a Combat BPV and an Economic BPV, which is the same in most cases, but not all. When it is necessary to specify, use the capped form.

Combat engineers: Not normally capitalized, but see “technology item” as (like the rest of them) it is capitalized (only) in the rule about Combat Engineers.

Combat Phase: Game term, one of those that is always capitalized.

Combat: not normally capitalized except when part of a game phase or chart.

Command cruiser: See “Ship Type” and Capitalization Rule #9. This is a heavy cruiser with slight improvements and better command facilities.

Command Points: A game term in *F&E* and capped as shown.

Command Rating: A game term in *SFB* and *F&E* and capped as shown.

Commander: Military rank, below a captain and above a lieutenant. Most starship “captains” hold the rank of “commander.” See Capitalization Rule #4.

Commander's Circle: Always capitalized. Italicize because it is the name of a publication.

Commander's Option Points: Game term, capitalized as shown.

Commander's Options: Game term, capitalized as shown.

Commando, Commandos: Not normally capitalized, but see “technology item” as it is capitalized in the rule about Commandos. The plural form “commandoes” is not preferred.

Commodore: Military rank, technically a one-star admiral. See Capitalization Rule #4. In the US Navy, a one-star admiral is a Rear Admiral Lower Half and a Commodore is a captain who happens to be the senior officer in a group of ships that doesn't have an admiral.

Communique (newsletter): Product name, capitalized as a formal name, printed in italics. See Capitalization Rule #3.

Confederation of the Gorn: Political entity, normally capitalized.

Control systems: Game term, but not normally capitalized as it is a generic category including bridge, auxiliary control, flag bridge, and emergency bridge. These terms were previously on the “always capitalized” list, but Jean Sexton ordered them de-capitalized as of 1 Jan 2010.

Corner Anchor: See “Technology Item” and Capitalization Rule #9.

Corporal: A junior ground forces leader, below sergeant and above private. See Capitalization Rule #4.

Corvette: See “Ship Type” and Capitalization Rule #9. This is smaller than a frigate.

Cougar: Radio call sign for Steve Petrick. Always capped as a proper name when used as a call sign.

Counter (playing piece): Game term, but not normally capitalized.

CR (Orion Raider Cruiser): Acronym for a ship type; always in all caps as shown. This is a light cruiser and one of the more common types used by Orion Pirates. (Note that “raider cruiser” is under Capitalization Rule #9.)

Creeping Capitalization Syndrome: Capitalized as a specific game term.

CRGO (Cargo): Abbreviation used on SSDs or Ship Cards. Always all caps as shown.

Crimelord: Head of an Orion cartel, capped as a title would be. Thus, any old crimelord is not capped, while a specific Crimelord is capped.

Crippled: Game term, but not normally capitalized.

Cromarg Dwarf: Species, capitalized.

Cromarg: Used both as a planet name, species name, and as the short form of “Cromarg Dwarf.”

- Always capitalized.
- Cross-Index: Game term, but not normally capitalized.
- Cruiser: A warship type smaller than a dreadnought and larger than a destroyer. See "Ship Type" and Capitalization Rule #9. Cruisers come in various types including battlecruiser, heavy cruiser, light cruiser, war cruiser, medium cruiser, escort cruiser, and so on.
- CSS (cascading style sheets): A stylesheet language that controls how items such as web pages are presented.
- Cutter: A type of small combat ship used for local defense and local police. It is a modified Armed Priority Transport. Not normally capitalized in its own right. See "Ship Type" and Capitalization Rule #9.
- CV (carrier): Acronym for a ship type. Always in all caps as shown. See Annex #5 for a complete list of ship-type acronyms.
- CW (war cruiser): Acronym for a ship type. Always in all caps as shown.
- d20 RPG System: The proper presentation is with a lower-case "d" but it is often shown as upper case.
- D20: See A30; this is used in SFBOL as a 20-point torpedo from the D-launcher. This is sometimes used incorrectly for the d20 RPG system, which should use a lower-case "d."
- D5 (Klingon wartime construction light cruiser, also known as "war cruiser"): Acronym for a ship type. Always in all caps as shown under Capitalization Rule #8.
- D5W (Klingon new heavy cruiser): Acronym for a ship type. Always in all caps as shown under Capitalization Rule #8.
- D6 (Klingon ship, older heavy cruiser): Acronym for a ship type. Always in all caps as shown under Capitalization Rule #8.
- D7 (Klingon battlecruiser): Acronym for a ship type. Always in all caps as shown under Capitalization Rule #8.
- D7C (Klingon command cruiser): Acronym for a ship type. Always in all caps as shown under Capitalization Rule #8.
- DAC (Damage Allocation Chart): Game term, one of those that is always capitalized.
- DAM CON: Abbreviation used on SSDs or Ship Cards. Always all caps as shown when used there.
- Damage Allocation Chart: Game term, one of those that is always capitalized. See DAC.
- Damage Allocation: Game term, one of those that is always capitalized.
- Damage Control Rating: Game term, one of those that is always capitalized.
- Damage control: Game term, technology item, see Capitalization Rule #9.
- Damage Points: Game term, one of those that is always capitalized.
- Day of the Eagle: Historical event. Capitalized as a literary title under Capitalization Rule #6.
- Day One: Historical event. Capitalize as a literary title under Capitalization Rule #6.
- DD (destroyer): Acronym for a ship type. Always in all caps as shown under Capitalization Rule #8.
- Death Drag: Game term, not capitalized. This is a means of destroying a shuttle or fighter by tractoring it and then towing it at a speed too high for the spaceframe to survive. The verb is death drag (no hyphen), the noun and adjective are death-drag (with hyphen).
- Death Probe: Capitalize as a formal name, as are all "monsters" in *SFU*.
- Deceleration: Capitalize only when used as a specific game term in *FC* or *SFB*, e.g., Deceleration Point, Unplotted Deceleration.
- Deck: Capitalized if used with a number as in Deck 7 or Reactor Deck. Not capitalized in general use.
- Deep Space Fleet: Military organization, always capitalized as shown. This is the proper title of the Klingon Navy.
- Defender: The player subject to the attack. Usually capitalized in rules text.
- Defending Player: The player subject to the attack. Usually capitalized in rules text.
- Defensive Fire Phase: Game term, one of those that is always capitalized.
- DefSat: Abbreviation for Defense Satellite, always capitalized as shown. There is no "DS" abbreviation. This is one of many compound abbreviations with a capital letter in the middle to identify the second element. See also DamCon, DirDam, and *CapLog*.
- Destroyer: A warship type smaller than a cruiser and larger than a frigate. . See "Ship Type" and Capitalization Rule #9.
- Destruction: Game term, but not normally capitalized.
- Direct Fire Phase: Game term, one of those that is always capitalized.
- Directed Damage: Game term, one of those that is always capitalized.
- Directed Targeting: Game term, one of those that is always capitalized.
- Direct-fire weapon: Game term, but not normally capitalized as it is a category, not a type of

weapon.

Direction: Game term, but not normally capitalized.

Disabled: Game term used in *Federation Commander*, but not normally capitalized.

Discharging (of weapons): Game term, but not normally capitalized.

DISDEV: Abbreviation used in all caps on Ship Cards and SSDs for Displacement Device.

DisDev: Compound-abbreviation for Displacement Device, capitalized as shown. Not used in formal writing, but common in tactics articles.

Disengagement: Game term, one of those that is always capitalized.

Displacement Device: A technology item, capitalized in its own rules, only, under Capitalization Rule #9.

DISR: Short version of Disruptor, used in all caps on SSDs and Ship Cards. This abbreviation is not used in normal text, and the word DISRUPTOR is usually too long to use on Ship Cards.

Disruptor cannon: See "Technology Item" and Capitalization Rule #9. This is a Carnivon weapon doing more damage but firing less often than the disruptor used by the Klingons, Lyrans, and Kzintis. See "Technology Item" and Capitalization Rule #9.

Disruptor, Disruptors: This is the primary weapon used by the Klingons, Lyrans, and Kzintis. See "Technology Item" and Capitalization Rule #9.

Distant Armada: Product name, capitalized as a formal name, printed in italics.

Distant Kingdoms: Product name, capitalized as a formal name, printed in italics.

DN (dreadnought): Acronym for a ship type. Always in all caps as shown.

DNL (light dreadnought): Acronym for a ship type. Always in all caps as shown.

Docking: Game term, but not normally capitalized.

Double Raider: An Orion destroyer, this capitalized form is always capitalized since it is a specific code name for a ship type.

Double-space fighter (or shuttle): Game term, not normally capitalized.

Dreadnought: A warship type smaller than a battleship and larger than a cruiser. . See "Ship Type" and Capitalization Rule #9.

DRN: Abbreviation used in all caps on Ship Cards and SSDs for Drone racks.

Drogue: Weapons platform towed behind a ship. Treat as a "technology item."

Drone rack, Drone racks: See "Technology Item" and Capitalization Rule #9.

Drone, Drones: See "Technology Item" and

Capitalization Rule #9.

D-torp: Abbreviation for type-D plasma torpedo. The D is always capped and the t is not.

Ducktail: Structure added to certain freighters. Treat as a ship type. Not normally capitalized. Just about everybody wishes we had made up some other word for these things, but it's too late now.

Ducky: A small laser printer that ADB, Inc., owns. Always capped as a proper name.

Dunkar: Species, capitalized.

Dunkaria: Capitalized as a proper geographic name. This is a planet in the Klingon Empire, homeworld of the Dunkar species.

Dust: A terrain type. Not normally capitalized, although this is done in rules about asteroids and dust clouds under Capitalization Rule #9.

DW: Acronym for war destroyer, capped as shown.

DWA: Acronym for a war destroyer variant, capped as shown.

DWC: Acronym for a war destroyer variant, capped as shown.

DWD: Acronym for a war destroyer variant, capped as shown.

DWE: Acronym for a war destroyer variant, capped as shown.

DWG: Acronym for a war destroyer variant, capped as shown.

DWH: Acronym for a war destroyer variant, capped as shown.

DWJ: Acronym for a war destroyer variant, capped as shown.

DWK: Acronym for a war destroyer variant, capped as shown.

DWL: Acronym for a war destroyer variant, capped as shown.

DWM: Acronym for a war destroyer variant, capped as shown.

DWP: Acronym for a war destroyer variant, capped as shown.

DWS: Acronym for a war destroyer variant, capped as shown.

DWT: Acronym for a war destroyer variant, capped as shown.

DWV: Acronym for a war destroyer variant, capped as shown.

DWX: Acronym for a war destroyer variant, capped as shown.

Dyson Sphere: Capitalized as a proper name.

E20: See A30.

E4 (type of small Klingon ship): Acronym for a ship type. Always in all caps as shown under Capitalization Rule #8.

Early Beginnings: An *F&E* scenario. Capitalize as a literary title under Capitalization Rule #6. See “Typhoon.”

Early Years: Historical epoch, capitalized. Covers the time period from Y80 to Y120.

East: Directional term, usually not capitalized unless it is used as a proper name for a geographic region.

ECCM: Acronym for Electronic Counter-Counter Measures (counter-jamming), all caps.

ECM: Acronym for Electronic Counter Measures (jamming), all caps.

Economic BPV: In *SFB*, all units have both a Combat BPV and an Economic BPV, which is the same in most cases, but not all. When it is necessary to specify, use the capped form.

Economic Point Value: Game term, capped as shown.

ED: Acronym for Emergency Deceleration, always caps under Capitalization Rule #8.

EDR: Acronym for Emergency Damage Repair, always caps under Capitalization Rule #8.

Electronic warfare: Military term, not normally capitalized. Do not hyphenate when used before nouns.

Email: Contraction for Electronic Mail. Always done as shown, capital E, no hyphen, lower case m.

EMER: Abbreviation used for Emergency Bridge used in all caps on Ship Cards and SSDs.

Emergency Bridge: Element of a starship. This term was previously on the “always capitalized” list, but Jean Sexton ordered it de-capitalized as of 1 Jan 2010.

Emergency Damage Repair: Game term, one of those that is always capitalized.

Emergency Deceleration: Game term, one of those that is always capitalized.

Emergency Evacuation: Game term, one of those that is always capitalized.

Empire Security Service: Military organization, always capitalized as shown. Known informally as the Klingon Secret Police.

Empire, Empires: Not capitalized unless used as a substitute formal name for a specific empire.

End of Turn Phase: Game term, one of those that is always capitalized as shown.

End of Turn: Game term, one of those that is always capitalized. Used in common speech as “end of the game turn” it is not capitalized.

Endurance: Game term, but not normally capitalized.

Energy Allocation Phase: Game term, one of those that is always capitalized.

Energy Allocation: Game term, one of those that is always capitalized.

Energy Point, Energy Points: Game term, one of those that is always capitalized.

Energy Token, Energy Tokens: Game term, one of those that is always capitalized.

England: Capitalized as a proper geographic name. Also a very charming place to visit, with a lot of history. The English say: “In England, a hundred miles is a long way. In America, a hundred years is a long time.”

Ensign: Military rank, naval forces, the most junior officer. See Capitalization Rule #4. The word originally meant “a junior officer allowed to carry the unit flag.”

EPV (Economic Point Value): Acronym for a game term, all caps as shown.

Erratic Maneuverings, Erratic Maneuvering: Game term, one of those that is always capitalized. Note that in *Federation Commander* this same concept is Evasive Maneuvering.

Escort: A category of ship, rather than a type. See “Ship Type” and Capitalization Rule #9. Note that this is often used in other cases (perhaps as in the verb “to escort”) and is not normally capitalized in those other cases.

ESG: Acronym for expanding sphere generator, all caps under Capitalization Rule #8.

ESS (Empire Security Service): Acronym for a military organization, always capitalized as shown. Known informally as the Klingon Secret Police.

Ethnic Klingon: A term used (capitalized as shown) when it is specifically necessary to note that the individuals are members of the Klingon species, not just the Klingon Empire.

Evasive Maneuvering, Evasive Maneuvers: Game term, one of those that is always capitalized.

EW: Acronym for electronic warfare, capitalized as shown under Capitalization Rule #8.

Excalibur: Example of the name of a ship. Treated as a proper name (always capitalized) and printed in italics. See Capitalization Rule #3.

Exile Races: A term applied to members of Klingon and Lyran Subject Races (species) who live as free citizens of the Hydran Kingdom on oxygen-nitrogen worlds. Always capped as shown.

Expanding sphere, expanding sphere generator: A Lyran weapon. See “technology item”, Capitalization Rule #9, and ESG.

Experts (Seltorian senior female): Treated as a species, capitalized.

Extended Reaction Zone: Game term used in *F&E*, one of those that is always capitalized.

F HULL: Abbreviation used on SSDs or Ship Cards.

Always all caps as shown.

F&E: Acronym for a product name, capitalized as a formal name, printed in italics.

F.E.A.R.: *F&E* Answer Rapporteur, the staffer who answers *F&E* questions on the BBS.

F-14: A type of Federation fighter-shuttle.

F-15: A type of Federation fighter-shuttle.

F-16: A type of Federation fighter-shuttle.

F2F (Face-to-face): Game acronym, always in caps as shown.

F-4: A type of Federation fighter-shuttle; the original naval fighter. Replaced by *F-18*.

F5 (Klingon frigate): Acronym for a ship type. Always in all caps as shown. Not that it matters for capitalization, but this is either the game's biggest frigate or the game's smallest destroyer. Take your pick.

F5W (Klingon war destroyer): Acronym for a ship type. Always in all caps as shown. The *F5W* is similar to the *F5*, but slightly larger.

F-7: A type of Federation fighter-shuttle. Designed by Shenyang in China, this was a cheap fighter built by modifying a standard shuttlecraft frame.

F-8: A type of Federation fighter-shuttle; the original ground-based fighter. Replaced by *F-16*.

FA (firing arc): Acronym for a game term. Always in all caps as shown.

Face-to-face: Game term. Formerly on the capitalized list, but Jean says that *SVC* ordered it de-capped as of 11 Nov 09.

Facing: Game term, but not normally capitalized.

Faction: This term is commonly used in games to refer to one of several possible sides (e.g., the Germans were one "faction" in World War II). The term is not used in *SFU* where "empire" has the equivalent meaning.

Fall Y175: an example of an *F&E* game turn, capitalized as shown, must include year.

Fall: season of the year, not capitalized, at least, according to Jean it's not.

Fast cruiser: See "Ship Type" and Capitalization Rule #9.

FC (*Federation Commander*): Game system name, capitalized as a formal name, printed in italics. Capitalization Rule #3.

FC: BA: Product name, capitalized as a formal name, printed in italics. Capitalization Rule #3.

FC: DK: Product name, capitalized as a formal name, printed in italics. Capitalization Rule #3.

FC: KA: Product name, capitalized as a formal name, printed in italics. Capitalization Rule #3.

FC: KB: Product name, capitalized as a formal name,

printed in italics. Capitalization Rule #3.

FC: OP: Product name, capitalized as a formal name, printed in italics. Capitalization Rule #3.

FC: RA: Product name, capitalized as a formal name, printed in italics. Capitalization Rule #3.

FC: RB: Product name, capitalized as a formal name, printed in italics. Capitalization Rule #3.

FC: TA: Product name, capitalized as a formal name, printed in italics. Capitalization Rule #3.

FC: W&P: Product name, capitalized as a formal name, printed in italics. Capitalization Rule #3.

FEAR: Federation & Empire Answer Rapporteur, the guy who answers rules questions about that game system. Often listed as the *FEAR* or *GOD*. Currently Mike Curtis, but Nick Blank, Joe Stephenson, and Owen Riley had held this post in the past.

Federation & Empire: Product name, capitalized as a formal name, printed in italics. Capitalization Rule #3.

Federation Admiral: Product name, capitalized as a formal name, printed in italics.

Federation Commander: Battleships Attack: Product name, capitalized as a formal name, printed in italics. Capitalization Rule #3. In the text on the bottom of Ship Cards, the product title is in all caps italics.

Federation Commander: Booster Zero: Product name, capitalized as a formal name, printed in italics. Capitalization Rule #3. In the text on the bottom of Ship Cards, the product title is in all caps italics.

Federation Commander: Distant Kingdoms: Product name, capitalized as a formal name, printed in italics. Capitalization Rule #3. In the text on the bottom of Ship Cards, the product title is in all caps italics.

Federation Commander: Forgotten Enemies: Product name, capitalized as a formal name, printed in italics. Capitalization Rule #3. In the text on the bottom of Ship Cards, the product title is in all caps italics.

Federation Commander: Hydran Attack: Product name, capitalized as a formal name, printed in italics. Capitalization Rule #3. In the text on the bottom of Ship Cards, the product title is in all caps italics.

Federation Commander: Klingon Attack: Product name, capitalized as a formal name, printed in italics. Capitalization Rule #3. In the text on the bottom of Ship Cards, the product title is in all caps italics.

- Federation Commander: Klingon Border*: Product name, capitalized as a formal name, printed in italics. Capitalization Rule #3. In the text on the bottom of Ship Cards, the product title is in all caps italics.
- Federation Commander: Orion Attack*: Product name, capitalized as a formal name, printed in italics. Capitalization Rule #3. In the text on the bottom of Ship Cards, the product title is in all caps italics.
- Federation Commander*: Product name, capitalized as a formal name, printed in italics. Capitalization Rule #3.
- Federation Commander: Romulan Attack*: Product name, capitalized as a formal name, printed in italics. Capitalization Rule #3.
- Federation Commander: Romulan Border*: Product name, capitalized as a formal name, printed in italics. Capitalization Rule #3.
- Federation Commander: Tholian Attack*: Product name, capitalized as a formal name, printed in italics. Capitalization Rule #3.
- Federation Commander: War & Peace*: Product name, capitalized as a formal name, printed in italics. Capitalization Rule #3.
- Federation Council: Political entity, normally capitalized.
- Federation Express: A company (always capped in that context) that does rapid cargo transfer, and a type of starship (treated as a reporting name and always capped).
- Federation PD20M*: Product name, capitalized as a formal name, printed in italics. Capitalization Rule #3.
- Federation Police: Military organization, always capitalized as shown.
- Federation Reporting Name: See code name.
- Federation Star Fleet: Military organization, always capitalized as shown.
- Federation: Political entity, normally capitalized.
- FederationCommander.com: Website, capitalize F and C as shown for ease of readability.
- FF (frigate): Acronym for a ship type. Always in all caps as shown.
- FFA, FFC, FFD, FFE, FFG, FFH, FFJ, FFK, FFL, FFM, FFP, FFR, FFS, FFT, FFV, FFX: Acronyms for frigate variants, capped as shown.
- Fighter: A generic noun, not normally capped.
- Final Activities Phase: Game term, one of those that is always capitalized.
- Final Frontier PD20M*: Product name (for a possible figure product), capitalized as a formal name, printed in italics. Capitalization Rule #3.
- Fire Phase: Game term, always capitalized when used in that context.
- Firing Arc, Firing Arcs: Game term, always capitalized when used in that context.
- First lieutenant: Military rank, the senior form of ground forces lieutenant. See Capitalization Rule #4 for rules of capitalization. Ground force lieutenants are far more likely to be referred to (but never addressed) as “First Lieutenant Smith” than naval Lieutenants are to being addressed as “Lieutenant Junior Grade Jones.”
- Fist (Web Fist): See “Technology Item” and Capitalization Rule #9.
- Flag Bridge: Element of a starship. This term was previously on the “always capitalized” list, but Jean Sexton ordered it de-capitalized as of 1 Jan 2010.
- Flag Officer: An admiral or a general. The term means that this general has his own personal flag to show where he is on the battlefield or which ship he is on. The flags are standardized (i.e., all two-star admirals have the same flag, and while it represents them personally, it’s not a personal design).
- FLAG: Abbreviation used (in all caps on) Ship Cards or SSDs for flag bridge.
- Fleet Admiral: A five-star admiral. See Capitalization Rule #4.
- Fleet Scale: Game term, always capitalized when used in that context.
- Fleet: Capitalized when talking about a specific unit, such as the Third Fleet. Note that the preferred form is Third Fleet not 3rd Fleet.
- Forum (the BBS on the new website): Capitalized because it is a formal item.
- Forward hull: Game term, element of a starship, but not normally capitalized.
- Four Powers War: Historical event, the “World War One” of the Star Fleet Universe when many techniques and much technology appeared in early forms. Capitalize as a literary title under Capitalization Rule #6.
- Frame, Frame damage: Game term, element of a starship, but not normally capitalized.
- Franz Joseph Designs: Company name, capitalized.
- Free Trader: See “Ship Type” and Capitalization Rule #9. This particular type is treated as a “code name” and always capitalized.
- Free Traitor: See “Ship Type” and Capitalization Rule #9. This particular type is treated as a “code name” and always capitalized.
- Free-standing web: A type of web which has no anchor

- points. See “Technology Item” and Capitalization Rule #9.
- Freighter: See “Ship Type” and Capitalization Rule #9. This is a generic term, more a function than a type, covering many different types, and is not normally capitalized.
- Friendly Fire: Capitalize only when used as a specific game term in *FC* or *SFB*, e.g., The game rules prohibit Friendly Fire to prevent an allied ship from being captured.
- Frigate: A warship type smaller than a destroyer and larger than a corvette. See “Ship Type” and Capitalization Rule #9.
- Frontline: A confusing word, which is sometimes hyphenated as front-line or spelled as two words (front line). Examples: This is a front-line unit. This unit is on the front line. The frontline is at Rigel.
- FTF (Face-to-Face): Game acronym, always in caps as shown.
- F-torp: Abbreviation for type-F plasma torpedo. The F is always capped and the t is not.
- Furkids: Members of a human family who don’t happen to be human (cats, dogs). Not capitalized.
- FX (Firing Arc): Game acronym, always in caps as shown.
- G.O.D.: Acronym for Game’s Overworked Designer, alternatively, Games Overwrought Designer. Capped as shown.
- Galactic Bureau: Klingon intelligence organization like the CIA or KGB. Always capitalized as shown. More properly “Klingon Galactic Bureau.”
- Galactic Intelligence Agency: Federation espionage agency. Always capitalized as a political institution; see Capitalization Rule #2.
- Galactic Powers: A catch-all term that basically means “everybody except the Andromedans” or at least those fighting the Andromedan invasion. Capitalized as a proper name; see Capitalization Rule #1.
- Galactic Research Unit: Klingon military intelligence. Always capitalized as shown.
- Galaxy: Capitalized when used as a substitute for a formal name, e.g., “They could take over the whole Galaxy.” Not capitalized when talking in general.
- Gatling: A type of phaser. Capped in normal US usage to reflect the inventor of this type of gun.
- GBDP: Acronym for Ground-Based Defense Phaser-4, all caps.
- General Availability: capitalized if you are using the specific game term referring to drones.
- General War: Historical event. Capitalize as a literary title under Capitalization Rule #6.
- General: Military rank, ground forces; both a generic term for all forms of general, and as a specific four-star rank (confusing, isn’t it?). See Capitalization Rule #4.
- Generator (Web): See “Technology Item” and Capitalization Rule #9.
- Genghis Khan: A wolf sponsored by Stephen V. Cole. This wolf lived at the Wild Spirit Wolf Sanctuary where he was the Alpha Wolf until he passed away in January 2010.
- Germano-Military Capitalization: Capitalized as a specific game term.
- Ghdar: Gorn homeworld, capitalized as a proper geographic name. There are, by the way, three of these.
- GIA (Galactic Intelligence Agency): Federation espionage agency. Always capitalized as a political institution; see Capitalization Rule #2.
- Gibbs: Name assigned to a bookbinder at ADB, Inc. That bookbinder was replaced in 2010 by a more modern machine briefly named Castle but eventually renamed Gibbs II.
- Gibbs-Smack: To strike the back of the head of someone who has committed some offense with the open palm of the hand. This must be done with speed and precision as an upward motion from behind. Done correctly, the striking hand continues beyond the point of impact.
- Globular web: See “Technology Item” and Capitalization Rule #9.
- Gobbledygook: An informal term, not normally capped, indicating that a jumble of jargon, code words, and shorthand notations is so confusing that it might as well just be random letters.
- GOD: Game’s Overworked Designer, alternatively, Games Overwrought Designer. Capped as shown. Technically, this should be G.O.D. but the acronymic form is often used.
- Gorn Confederation: Political entity, normally capitalized. The term “Confederation of the Gorn” is considered more correct.
- Gorn ships: All Gorn ships have a “code name” from a species of terrestrial dinosaur, such as Allosaurus or Alectosaurus. These are always capitalized.
- Gorn: Species, capitalized.
- Great House, Great Houses: These are Romulan institutions, a combination of corporation and political party. Capitalized as a formal name of a political institution. See Capitalization Rule #2.
- Greater Magellanic Cloud: Geographic region, always

- capitalized. Known to real world astronomers as the Large Magellanic Cloud.
- Ground Combat Location: A specific game term capitalized as shown under Rule #7.
- Group admiral: One type of Klingon admiral. See Capitalization Rule #4.
- Growler: Radio call sign for Mike Filsinger. Always capped as a proper name when used as a call sign.
- GRU (Galactic Research Unit): Klingon military intelligence (also Soviet military intelligence). Always capitalized as an acronym under Capitalization Rule #8.
- G-torp: Abbreviation for type-G plasma torpedo. The G is always capped and the t is not.
- Guild: A Hydran institution, a combination of trade union, political faction, and corporation. The Hydran guilds hold most of the economic (and therefore political) power in the Hydran Kingdom.
- Gunline Group: Game term, one of those that is always capitalized.
- Gunline: A military term referring to ships or other units posted as a line of firepower to stop enemy forces. The term is primarily used in the *SFU* to refer to the screen of ships in front of an ISC echelon. It is not normally capitalized.
- GURPS Federation*: Product name, capitalized as a formal name, printed in italics. Capitalization Rule #3.
- GURPS Final Frontier*: Product name, capitalized as a formal name, printed in italics. Capitalization Rule #3.
- GURPS Klingons*: Product name, capitalized as a formal name, printed in italics. Capitalization Rule #3.
- GURPS Prime Directive*: Product name, capitalized as a formal name, printed in italics. Capitalization Rule #3.
- GURPS Romulans*: Product name, capitalized as a formal name, printed in italics. Capitalization Rule #3.
- GURPS Tholians*: Product name, capitalized as a formal name, printed in italics. Capitalization Rule #3.
- Hailing Frequencies*: Our on-line opt-in newsletter. Capitalized and italicized.
- Heads Up Display: A military term, referring to a plate of glass in a pilot's line of sight on which is projected certain information such as navigation cues or target cues. Capped as shown.
- Heavy battlecruiser: See "Ship Type" and Capitalization Rule #9. A much heavier version of a heavy cruiser, but still smaller than a dreadnought.
- Heavy command cruiser: See "Ship Type" and Capitalization Rule #9. A slightly more powerful Command Cruiser.
- Heavy cruiser (type of ship): See "Technology Item" and Capitalization Rule #9.
- Heavy destroyer (type of ship): See "Technology Item" and Capitalization Rule #9.
- Heavy dreadnought (type of ship): See "Technology Item" and Capitalization Rule #9.
- Heavy freighter (type of ship): See "Technology Item" and Capitalization Rule #9.
- Heavy weapons squad: Not normally capitalized, but see "technology item."
- Hellbore (weapon): See "Technology Item" and Capitalization Rule #9.
- Her Pirate Majesty's Ship *Parrot*: Title used for Jean Sexton's ship in the tournament. Capped as shown. Never listed as Her PMS *Parrot*.
- HET: Acronym for High Energy Turn, always capped under Rule #8. The proper term of usage is "an HET" (pronouncing the letters) rather than "a HET" (pronouncing it as a pseudo-word).
- Hex: generic noun, not capitalized except in specific cases.
- Hexside: generic noun, not capitalized except in specific cases.
- Hidden Deployment: Game term, one of those that is always capitalized.
- High Energy Direction Change: Game term, one of those that is always capitalized.
- High Energy Turn, High Energy Turns: Game term, one of those that is always capitalized.
- Hilidarian: Species, capitalized.
- Hive Ship: See "Ship Type" and Capitalization Rule #9. Used only by the Seltorians, it is intended as a mobile base and a mobile ship-building dock. Capable of combat (barely), it normally avoids it due to low combat power and high financial risk. The Nest Ship is smaller but very similar, and the two are combined for purposes of *Federation Commander* and *Starline Miniatures*. The Hive Ship can be converted into the devastating Battlewagon by mounting pre-built weapons modules in the ship construction docks.
- Holdfast (Tholian): Political entity, normally capitalized.
- Holding: Game term, but not normally capitalized.
- Homeworld: Game term, not normally capitalized.
- House, Houses: Capitalized as a formal name of a political institution *only when* it refers to those peculiar Romulan institutions which are a combination of a family, a corporation, and a political party. See Capitalization Rule #2.
- Houseless: A term referring to a Romulan who is not

affiliated with one of the houses. Not normally capped.

HUD: Acronym for Heads Up Display.

Hull: Game term, element of a starship, but not normally capitalized.

Hurricane: An *F&E* scenario. Capitalized as a literary title under Capitalization Rule #6. See "Typhoon."

HW: Abbreviation for homeworld used in Galactic Conquest. Capped as an acronym under Rule #8.

Hydran Kingdom: Political entity, normally capitalized.

Hydran ships: All Hydran ships have a "code name" (e.g. Ranger, Lord High Executioner, Antelope Hunter) which is always capitalized.

Hydran: Species, capitalized.

Hydrax: Hydran homeworld, capitalized as a formal geographic name.

Hydraxan: Proper name of a whole bunch of Hydran Kings (e.g. Hydraxan III, Hydraxan IX, Hydraxan XIV). Capitalized under Rule #1 as a proper name.

Impact (of a seeking weapon): Game term, but not normally capitalized.

Impulse #1: Game term, always capitalized when used in that context, and the number sign is required.

Impulse (part of the turn): Game term, but generic and not capitalized in the context of "this takes eight impulses" or "you can do that on the next impulse."

Impulse engine: See "technology item" and Capitalization Rule #9.

Impulse Procedure: Game term, always capitalized when used in that context.

Information Points: Game term, one of those that is always capitalized.

Inner Reaction Zone: Game term used in *F&E*, one of those that is always capitalized.

Interceptor: A smaller and earlier form of gunboat. See "Technology Item" and Capitalization Rule #9.

Internal Security Forces: Military organization, always capitalized as shown. This is the proper name of the Klingon space police.

Internals: slang for "points of internal damage" and should not be used in formal writing.

Internet: for whatever reason, this non-SFU word is always capped.

Interregnum: The dark period of time when TFG was dead but wouldn't admit it, before ADB became ADB, Inc., and took over as publisher. Always capitalized as a historical epoch.

Inter-Stellar Concordium: One of the "empires" in *SFU*. Capitalized under Capitalization Rule #2 as a

proper geographic name. Note that it is hyphenated, although often (incorrectly) printed as Inter Stellar and as Interstellar. The "correct" version is Inter-Stellar.

Isis: The Bengal cat that is the ADB, Inc., Inspector General.

Jack: One of the PC computers that ADB, Inc., owns. Always capped as a proper name.

JagdPanther: An example of a Lyran code name. This one is specifically listed here because of the unusual capital P in mid-word. The name is actually a German term for "Hunting Panther" and, in WWII, was a tank destroyer with a larger 88mm gun on a Panther chassis. This was also the name of a game company once owned by the designer of *Star Fleet Battles*.

Jindarian Caravans: The Jindarians have no national government; each "caravan" is independent. If one is speaking of a generic caravan, then "caravan" is not capitalized in "the Jindarian caravan." A specific caravan identification, such as the Caravan of Jibril, would have the "c" capitalized. In addition, the term Jindarian Caravans is used as the equivalent of Romulan Empire or United Federation of Planets and in that usage is capitalized.

Juggernaut: Capitalize as a proper name, see Capitalization Rule #1.

Kate: One of the Kyocera printers ADB, Inc., owns. Always capped as a proper name.

Keres: A major industrial planet in the Klinshai star system (Klingon capital). Capitalized as a proper geographic name.

KGB (Klingon Galactic Bureau): Klingon intelligence organization like the CIA or MI6. Always capitalized as shown under Capitalization Rule #8.

Kilikam: Klingon unit of distance more or less equal to a kilometers. Note that Paramount uses an alternate spelling (kellekam) but we never use that form.

Klingon Armada: Product name, capitalized as a formal name, printed in italics. Capitalization Rule #3.

Klingon Attack: Product name, capitalized as a formal name, printed in italics.

Klingon Border: Product name, capitalized as a formal name, printed in italics.

Klingon Deep Space Fleet: Military organization, always capitalized as shown.

Klingon Empire Security Service: Military organization, always capitalized as shown.

Klingon Empire: One of the Macintosh computers that

- ADB, Inc., owns. Always capped as a proper name.
- Klingon Empire: Political entity, normally capitalized. Proper geographic name.
- Klingon Galactic Bureau: Military organization, always capitalized as shown.
- Klingon Galactic Research Unit: Military organization, always capitalized as shown.
- Klingon Invasion*: Product name, capitalized as a formal name, printed in italics. This product has not been published.
- Klingon Invasion*: Product name, capitalized as a formal name, printed in italics.
- Klingon Rapid Assault Group*: Product name, capitalized as a formal name, printed in italics. This product has not been published.
- Klingon ship designations: All Klingon ships have an alphanumeric designation (e.g., D7, F5W, AD6) which is always presented as capital letters and no hyphens.
- Klingon Space: Capitalized as a proper geographic name.
- Klingon, Klingons: Species, capitalized.
- Klingons PD20*: Product name, capitalized as a formal name, printed in italics.
- Klinshai: Klingon homeworld, capitalized as a formal geographic name.
- Korgal: One of the Klingon warrior colonies, “home planet” of the Klingon Internal Security Forces. Capitalized as a proper geographic name.
- Kovar: Capitalized as a proper geographic name. A gas giant in the Klinshai star system. The moons of the planet are treated as one political unit and amount to a minor industrial colony.
- KRC: Romulan command cruiser converted from Klingon D7C. Acronym for a ship type. Always in all caps as shown.
- K-torp: Abbreviation for type-K plasma torpedo. The K is always capped and the t is not.
- Kumerian (example of the proper name of an individual): always capitalized.
- Kzin: This term is never used in *SFU*. Use Kzinti instead.
- Kzintai: Kzinti homeworld, capitalized as a formal geographic name.
- Kzinti Hegemony: Political entity. Capitalized as a proper geographic name.
- Kzinti, Kzintis: Species, capitalized. Kzinti is singular, Kzintis is plural.
- L (firing arc): Game acronym or abbreviation, used on Ship Cards and SSDs, and in tactical discussions. Always in caps as shown.
- Lab (verb): Game term, but not normally capitalized.
- Lab, Laboratories, Laboratory: See “Technology Item” and Capitalization Rule #9.
- LAB: Abbreviation used on SSDs or Ship Cards. Always all caps as shown in that context.
- Landing: Game term, but not normally capitalized.
- Large Fleet Oiler: A type of cargo ship carrying fuel. Capped as shown.
- Large freighter: See “Ship Type” and Capitalization Rule #9. This is, actually, a specific type of ship.
- Launch Phase: Game term, one of those that is always capitalized.
- Launch: While something done during the game, this is not normally supposed to be capitalized.
- Legendary Officer: Game term, one of those that is always capitalized.
- Leopard Kings: Considered a “empire” or “species” or “political entity” (it is all three, and none of the above), and always capitalized as shown. This is the now-missing ancient race who seeded the genetic stock of the Lyrans, Kzintis, and other feline empires (and perhaps the Carnivons) on various planets.
- Lesser Magellanic Cloud: Geographic region, always capitalized. Known to real world astronomers as the Small Magellanic Cloud.
- LF (firing arc): Game acronym, always in caps as shown.
- Lieutenant Colonel: Military rank, ground forces, the junior form of a colonel. Addressed in conversation as “colonel”; the full term is used only when clarity is specifically needed. See Capitalization Rule #4.
- Lieutenant Commander: Military rank, junior to a “full commander” and senior to a “senior lieutenant.” See Capitalization Rule #4.
- Lieutenant General: Military rank, a three-star officer of ground forces. The US Army had only three officers with this rank prior to 1866, those being George Washington, Winfield Scott, and Ulysses Grant, because the US Congress was reluctant to create higher ranks. The Confederacy had about ten of these three-star officers because they commanded units big enough to justify such a rank. Originally, there was only one kind of general (which ended up being the current four-star rank). When armies got big enough (in Europe in the 1600s) to need more generals, the rank of lieutenant general (assistant to the general) was created, and by the time of Frederick the Great, the junior rank major general was created. Brigadier had been around (but not a general) for a century or so by then.
- Lieutenant, J.G. (Junior Grade): Military rank, the junior

- form of naval lieutenant. This officer is commonly addressed as "Lieutenant" and the "J.G." part is used only in formal written correspondence. See Capitalization Rule #4.
- Lieutenant: Military rank. This is a generic term applying to both senior lieutenants and junior lieutenants, and to both first lieutenants and second lieutenants. See Capitalization Rule #4.
- Life form: two words, not capped.
- Life sign: two words, no capped.
- Light cruiser: See "Ship Type" and Capitalization Rule #9. This is a smaller, cheaper, and less capable form of cruiser.
- Light dreadnought: See "Ship Type" and Capitalization Rule #9. This is a special form of dreadnought intended for high-speed raids behind enemy lines. The term "light raiding dreadnought" is interchangeable but sexier.
- Light Raider: An Orion frigate, this capitalized form is always capitalized since it is a specific code name for a ship type.
- Light-year: unit of distance, not capped, needs hyphen.
- Limited Availability: capitalized if you are using the specific game term referring to drones.
- Linear Web: Capitalized in formal rules writing. Not normally capitalized in normal literature, such as a fiction story, tactics article, or recount of a tournament battle.
- Lizard Kings: Considered a "empire" or "species" or "political entity" (it is all three, and none of the above), and always capitalized as shown. This is the now-missing ancient race who seeded the genetic stock of the Gorns, Paravians, and others on various planets.
- Lobo: Radio call sign for Steve Cole. Always capped as a proper name when used as a call sign.
- Location Map: Game term, one of those that is always capitalized.
- Long Retreat: Historical period, capitalized. Time when Klingons were driven out of Hydran space for the second time.
- Lost Colonies: Proper if rarely used form of Hydran Old Colonies. Capitalized as shown as a proper geographic name.
- LP (plasma tracking arc): Game acronym, always in caps as shown.
- LR (Orion Light Raider): Acronym for a ship type. Always in all caps as shown.
- LS (firing arc): Game acronym, always in caps as shown.
- Lyran Empire, Lyran Star Empire: Political entity, normally capitalized.
- Lyran ships: All Lyran ships have a "code name" (e.g. Tiger, Cave Lion, Jaguar) which is always capitalized.
- Lyran: Species, and empire, capitalized as shown.
- Lyrantan: Lyran homeworld, capitalized as a formal geographic name.
- M31, M31 Galaxy: Capitalized as a proper geographic name. This is the Andromeda Galaxy, home of the Andromedan Invaders. M31 means it was the 31st "interesting astronomical object" in the famous Messier catalog.
- M45 Pleiades Star Cluster: Site of a famous battle, capitalized as a proper geographic term. M45 means it was the 45th "interesting astronomical object" in the famous Messier catalog.
- M51 Whirlpool Galaxy: Not a part of the Star Fleet Universe, but a spectacular photo on the NASA website.
- M74 spiral galaxy: Not a part of the Star Fleet Universe, but a spectacular photo on the NASA website.
- M81, M81 Galaxy: Capitalized as a proper geographic name. This is the home galaxy of the Tholians. M81 means it was the 81st "interesting astronomical object" in the famous Messier catalog.
- M82, M82 Galaxy: Capitalized as a proper geographic name. This galaxy is near the M81 galaxy. M82 means it was the 82nd "interesting astronomical object" in the famous Messier catalog.
- Macintosh: Capitalize as a formal name.
- Maelstrom: An *F&E* scenario. Capitalize as a literary title (Capitalization Rule #6). See "Typhoon."
- Magellanic Cloud: Geographic region, always capitalized.
- Main Supply Grid: *F&E* game term, one of those that is always capitalized.
- Main-line combat: An informal term with no specific meaning. Not capped. Examples: This ship was built for main-line combat. This ship is on the main line.
- Major: Military rank, ground forces, below a lieutenant colonel and above a captain. See Capitalization Rule #4.
- Marak: Capitalized as a proper geographic name. A minor industrial planet in the Klinshai star system.
- Marine (individual): Always capitalized. The only time this word is not capitalized is in a non-military sense, such as "We built the crate out of marine plywood."
- Marine Combat Phase: Game term, one of those that is always capitalized.

Marine raids: Game term, but not normally capitalized.	
Marine, Marines, Marine Corps (organization or unit): Military organization, always capitalized as shown.	
Marshal: A law enforcement officer. This term was used by the USSR and Napoleonic France as a kind of very big general, equivalent to a British or German field marshal.	
Maximum speed: Game term, but not normally capitalized.	
MCIDS: Acronym for Monster Close In Defense System, a rules fudge to keep ships with seeking weapons from winning monster scenarios too easily. All caps.	
Mech-link: Hyphenated as shown, not normally capped.	
Member planets (of the Federation): Used as both a title and a description. When used as a description, neither word is capitalized (Vulcan is a member planet); as a title, both are capitalized (An abstention came from Member Planet Vulcan).	
Midshipman: Military rank, naval forces, a cadet at the Naval Academy. This term is not often used in <i>SFU</i> where "Cadet" is preferred, but neither term is wrong. The word in Federation Standard can translate into English as either "Cadet" or "Midshipman." See Capitalization Rule #4.	
Milky Way, Milky Way Galaxy : Proper geographic name, always capitalized.	
Milspeak: An artificial term meaning "the military manner of speaking"; see Gobbledygook.	
Mind Monster: Creature. Capitalize as a formal or species name.	
Minor House: Refers to a Romulan house that, while organized the same as a Great House, has much less power, wealth, and influence. Minor houses do not have senate seats. The term is not normally capitalized.	
Mobile base: a small portable base, not capitalized because, like cruiser, it's a category of items.	
Modified Victory Conditions: Game term, always capitalized.	
<i>Module R11 Support Ships</i> : Product name, capitalized as a formal name, printed in italics. Capitalization Rule #3.	
Monitor: A slow ship with lots of weapons, used to guard planets. See "Ship Types" and Capitalization Rule #9.	
Moray Eel of Space: Creature. Capitalize as a formal or species name.	
Movement Cost: Game term, one of those that is always capitalized.	
Movement Phase: Game term, one of those that is	always capitalized.
	Movement Points: Game term, one of those that is always capitalized.
	Movement Step: Game term, one of those that is always capitalized.
	Movement Sub-Pulse: Game term, one of those that is always capitalized.
	Movement: Game term, but not normally capitalized.
	MRS: Acronym for multi-role shuttle, all caps.
	Multi-role shuttle: See "technology item" and Capitalization Rule #9.
	NASA (National Aeronautics and Space Administration): Acronym, capitalized as shown under Capitalization Rule #8.
	NASA Hubble Telescope: Capitalize as a formal name under Capitalization Rule #1.
	Naval Construction Contract: Capitalized as shown. See NCC.
	Navy: Military organization, always capitalized as shown.
	NCA (new heavy cruiser): Acronym for a ship type. Always in all caps as shown under capitalization rule #8.
	NCC: Abbreviation for Naval Construction Contract, all caps.
	NCL (new light cruiser): Acronym for a ship type. Always in all caps as shown.
	NDD (new destroyer): Acronym for a ship type. Always in all caps as shown under capitalization rule #8.
	NDN (new dreadnought): Acronym for a ship type. Always in all caps as shown under capitalization rule #8.
	Neo-Tholian, Neo-Tholians: Species, capitalized. Note, they are not genetically different from plain old Tholians. All Neo-Tholians are Tholians but not all Tholians are Neo-Tholians. See also Archaeo-Tholian.
	Nest Ship: Code name for a large Seltorian ship, capitalized as shown.
	NFF (new frigate): Acronym for a ship type. Always in all caps as shown under capitalization rule #8.
	Nimitz: The M2 bookbinder that ADB, Inc., owns. Always capped as a proper name.
	Non-moving units: Game term, but not normally capitalized.
	non-Tholian: An example of a term meaning "anyone who isn't a Tholian." The "n" is not usually capitalized. This really only has meaning in certain cases, such as the Tholians, who regard other species as lower than insects.
	North: Directional term, usually not capitalized unless it is used as a proper name for a geographic region.

- NWO (non-weapon options): Abbreviation used in all caps on Ship Cards and SSDs for Optional Weapons Mounts.
- OB (Order of Battle): Acronym for game term and military term, one of those that is always capitalized. The abbreviations OOB and OoB are not used in *SFU*. During World War II, German senior headquarters used this abbreviation (e.g., OB West) for the word "Ober-Kommando."
- Offensive Fire Phase: Game term, one of those that is always capitalized.
- Old Colonies: Hydran planets not conquered by Lyrans and Klingons during the two invasions of the Hydran Kingdom. Capitalized as shown as a proper geographic name. This form is preferred over the "Lost Colonies" form.
- Old Kings: Considered a "empire" or "species" or "political entity" (it is all three, and none of the above), and always capitalized as shown. This is the now-missing ancient race which took the Klingons into space.
- Old Smokey: The shrinkwrap machine that ADB, Inc., owns. Always capped as a proper name.
- Omega Sector: Geographic region, always capitalized.
- On-Line Newsletter: Capitalized as shown.
- OpCon: Operational Control, a military term referring to a sub-unit which is not attached to a larger unit but is still under control of that unit. The distinction is that the higher commander has no authority over the internal workings of the OpCon unit.
- Operation Cavalry: Historical event. Capitalize as a literary title under Capitalization Rule #6.
- Operation Tribune: Historical event. Capitalize as a literary title under Capitalization Rule #6.
- Operation Unity: Historical event. Capitalize as a literary title under Capitalization Rule #6.
- Operational Movement: Game term, one of those that is always capitalized.
- Opposing player: Game term, but not normally capitalized.
- OPT: Abbreviation used in all caps on Ship Cards and SSDs for Optional weapons mounts.
- Optional weapons: Game term, but not normally capitalized.
- Order of Battle: Game term and military term, one of those that is always capitalized. This is commonly abbreviated as OB.
- Order of Precedence: Game term, one of those that is always capitalized.
- Organic: A noun with many uses. Tholians use it as a disparaging term for carbon-based life forms. If a sub-unit is "organic" to a larger unit then it is a regular and permanent part of that unit as opposed to be attached to it.
- Original Series: Capitalize as a formal name. First and best of the Star Trek genre. Often abbreviated as *TOS* or *ST:TOS*.
- Orion (planet): Capitalized as a proper geographic name.
- Orion (referring to "empire"): Species or political faction, capitalized in either case.
- Orion cartels: This is a generic term encompassing the various cartels of the Orion Pirates. The "national identifier" (which gets capitalized) is Orion Pirates, not Orion cartels. Specific cartels, such as Daven Cartel (or simply Daven) are capitalized.
- Orion Light Raider: See "Ship Type" and Capitalization Rule #9. This is a small pirate ship equivalent to a frigate.
- Orion Pirate: a member of the "empire" as in "faction"; most members of the Orion Pirates are not members of the Orion species.
- Orion Pirates: Political entity, normally capitalized. An "empire" in game terms, even if not really one politically.
- Orion Stealth: Game term, one of those that is always capitalized.
- Other Functions Phase: Game term, one of those that is always capitalized.
- Outer Reaction Zone: Game term used in *F&E*, one of those that is always capitalized.
- Outstanding crew: Game term, but not normally capitalized.
- Overload (verb): Game term, but not normally capitalized.
- Overloaded weapons: Game term, but not normally capitalized.
- Overloaded: Game term, but not normally capitalized.
- Overloads: Game term, but not normally capitalized.
- Paladin: Code name for Hydran dreadnought, capitalized as such under Capitalization Rule #2.
- Paladin: political official in the Klingon Empire. Capitalized when used as a title or substitute name under Capitalization Rule #4.
- Pallet (1): Cargo (or other type of) container used by freighters and tugs. Not normally capitalized. Treat as a ship type. (Some empires use pallets and others use pods. Pallets are flatter and wider than pods but functionally no different. The main use of the differentiation is for the Lyrans, who have flat pallets for their tugs and round pods for their light tactical transport.

Pallet (2): An add-on element of a monitor, providing it with additional capabilities such as fighter, space control ship, or general support.

Pandemonium: Technically, a geographic term and always capitalized. From *Paradise Lost*, this is the city in which all demons live, hence pan(all)-demon-ium. Also printed as Pandaemonium.

Paramount, Paramount Pictures Corporation: Company name, see Capitalization Rule #1. Really nice people whom we deeply respect and admire.

Partial Supply Grid: *F&E* game term, one of those that is always capitalized.

Particle cannon: Weapon used by the Seltorians and Old Galaxy Tholians. See "Technology Item" and Capitalization Rule #9.

Patrol corvette: See "Ship Type" and Capitalization Rule #9. This term is used only by the smaller Tholian ship type, their equivalent of a frigate.

Paula: One of the Kyocera printers ADB, Inc., owns. Always capped as a proper name.

PBEM (play-by-Email): Acronym for a game term, always in all caps.

PC (Patrol corvette): Acronym for a ship type. Always in all caps as shown.

PD20: Abbreviation for *Prime Directive PD20*, capitalized and italicized as a product name under Capitalization Rule #3.

PD20M: Abbreviation for *Prime Directive PD20 Modern*, capitalized and italicized as a product name under Capitalization Rule #3.

PDF (Postscript description format): Acronym, always in all caps. This is used for both transfers and printing (since it embeds the fonts, allowing a document to look like it is supposed to look when sent to another system).

PE: Acronym for Professional Engineer, all caps, used at the end of a formally printed name, e.g., Stephen V. Cole, PE. Note that this is never "P.E."

Peladine: An "empire" in the Lyran outback. Actually, this is just a planet with the Ranel and Phelan species. They were on the verge of getting into space when conquered by the Lyrans and reduced to the status of a Subject Race. Conjectural warships were published as a speculation of what they might have become.

PF: Abbreviation for Fast Patrol Ship or Gunboat. All caps.

Ph-1: Abbreviation for phaser-1 used in shorthand writing, not formal writing. The "P" must be capitalized.

PH-1: Abbreviation used on SSDs or Ship Cards. Always

all caps as shown. Note the hyphen.

Ph-2: Abbreviation for phaser-2 used in shorthand writing, not formal writing. The "P" must be capitalized.

PH-2: Abbreviation used on SSDs or Ship Cards. Always all caps as shown. Note the hyphen.

Ph-3: Abbreviation for phaser-3 used in shorthand writing, not formal writing. The "P" must be capitalized.

PH-3: Abbreviation used on SSDs or Ship Cards. Always all caps as shown. Note the hyphen.

Ph-4: Abbreviation for phaser-4 used in shorthand writing, not formal writing. The "P" must be capitalized.

PHAS-1: Abbreviation used on SSDs or Ship Cards. Always all caps as shown. Note the hyphen.

PHAS-2: Abbreviation used on SSDs or Ship Cards. Always all caps as shown. Note the hyphen.

PHAS-3: Abbreviation used on SSDs or Ship Cards. Always all caps as shown. Note the hyphen.

Phase (part of a game turn): Game term, but not normally capitalized unless the specific phase is named. For example, "I waited until the end of the phase."

Phaser (weapon): See "Technology Item" and Capitalization Rule #9.

Phaser-1 (weapon): See "Technology Item" and Capitalization Rule #9.

Phaser-2 (weapon): See "Technology Item" and Capitalization Rule #9.

Phaser-3 (weapon): See "Technology Item" and Capitalization Rule #9.

Phaser-4 (weapon): See "Technology Item" and Capitalization Rule #9.

Phaser-G (weapon): See "Technology Item" and Capitalization Rule #9. The "G" is always a capital letter, even in cases when the "P" is not.

Phasers (weapon): See "Technology Item" and Capitalization Rule #9.

PHAS-G: Abbreviation used on SSDs or Ship Cards. Always all caps as shown. Note the hyphen.

Ph-G: Abbreviation for phaser-G used in shorthand writing, not formal writing. The "G" is always a capital letter.

Ph-G: Abbreviation for phaser-G used in shorthand writing, not formal writing. The "P" must be capitalized.

PH-G: Abbreviation used on SSDs or Ship Cards. Always all caps as shown. Note the hyphen.

Phelan: A species of intelligent dolphins in the Lyran outback. One of two species that made up the Peladine.

- PHOT: Abbreviation used on SSDs or Ship Cards.
Always all caps as shown.
- Photon, photons, photon torpedo, photon torpedoes (weapon): See "Technology Item" and Capitalization Rule #9.
- Pirate Kingdoms: Capitalized as a political entity. Orion areas set up inside Romulan Space before the Romulans had sensors to detect them and ships to kick them out.
- Plas-D: Abbreviation for plasma-D used in shorthand writing, not formal writing. The "P" and "D" must be capitalized.
- Plas-F: Abbreviation for plasma-F used in shorthand writing, not formal writing. The "P" and "F" must be capitalized.
- Plas-G: Abbreviation for plasma-G used in shorthand writing, not formal writing. The "P" and "G" must be capitalized.
- Plas-K: Abbreviation for plasma-K used in shorthand writing, not formal writing. The "P" and "K" must be capitalized.
- Plas-L: Abbreviation for plasma-L used in shorthand writing, not formal writing. The "P" and the "L" after the dash must be capitalized.
- Plas-M: Abbreviation for plasma-M used in shorthand writing, not formal writing. The "P" and "M" must be capitalized.
- Plasma, plasma torpedo, plasma torpedoes (weapon): See "Technology Item" and Capitalization Rule #9.
- Plasma-D (weapon): See "Technology Item" and Capitalization Rule #9. The "D" is always a capital letter, even in cases when the "P" is not.
- Plasma-F (weapon): See "Technology Item" and Capitalization Rule #9. The "F" is always a capital letter, even in cases when the "P" is not.
- Plasma-G (weapon): See "Technology Item" and Capitalization Rule #9. The "G" is always a capital letter, even in cases when the "P" is not.
- Plasma-L (weapon): See "Technology Item" and Capitalization Rule #9. The "L" is always a capital letter, even in cases when the "P" is not.
- Plasma-M (weapon): See "Technology Item" and Capitalization Rule #9. The "M" is always a capital letter, even in cases when the "P" is not.
- Plasma-R (weapon): See "Technology Item" and Capitalization Rule #9. The "R" is always a capital letter, even in cases when the "P" is not.
- Plasma-S (weapon): See "Technology Item" and Capitalization Rule #9. The "S" is always a capital letter, even in cases when the "P" is not.
- Plasmatic pulsar device (ISC weapon): See "Technology Item" and Capitalization Rule #9.
- Plas-R: Abbreviation for plasma-R used in shorthand writing, not formal writing. The "P" must be capitalized.
- Plas-S: Abbreviation for plasma-S used in shorthand writing, not formal writing. The "P" must be capitalized.
- Play-by-Email: Game term, capitalized as shown.
- Player Turn: Game term, one of those that is always capitalized.
- Player, Players: Game term, but not normally capitalized.
- Plus refit: A background technology term. Capitalize the P, not the R.
- Pod: Cargo container used by freighters and tugs. Not normally capitalized. Treat as a ship type. There are other types of pods modified for military duty, such as Battle Pods and Carrier Pods.
- Points: Game term, but not normally capitalized.
- Poor crew: A game term, but Jean says not to capitalize it.
- Post Office: Government organization that delivers mail. Always capitalized.
- PPD: Acronym for plasmatic pulsar device, used in all caps.
- Pre-Game Arming: Game term used in *FC* and *SFB*, one of those that is always capitalized.
- Prime Corvette: A small armed starship based on the ubiquitous Prime Trader hull. Capitalized as a code name under Capitalization Rule #2.
- Prime Directive PD20*: Product name, capitalized as a formal name, printed in italics.
- Prime Directive*: Product name, capitalized as a formal name, printed in italics.
- Prime Team: Game term, always capitalized.
- Prime Trader: See "Ship Type" and Capitalization Rule #9. This particular type is treated as a "code name" and always capitalized.
- Private: A common ground forces soldier or marine of the lowest rank. A Private First Class is an experienced private who has been around long enough not to require supervision. See Capitalization Rule #4.
- Probes: See "Technology Item" and Capitalization Rule #9.
- Pronhoulite: Species, capitalized.
- Pseudo-fighter: Not currently used in SFU; this was the original designation for gunboats. When this proved to be grammatically incorrect, we tried to convince everybody that the real term was Fast Patrol Ship. After the RPGs came out, we decided that "gunboat" was much cooler.

- Pulse Speed: Game term, one of those that is always capitalized.
- Q-ship: A freighter modified to include hidden weapons and used to sucker pirates into attacking. The Q is capitalized and the S is not.
- Quadruple-space fighter (or shuttle): Game term, not normally capitalized.
- Queen: Seltorian female capable of laying eggs. Always capitalized.
- R (firing arc): Game acronym, always in caps as shown.
- R HULL: Abbreviation used on SSDs or Ship Cards. Always all caps as shown.
- RA (firing arc): Game acronym, always in caps as shown.
- Race: A term not really used properly in the *Star Fleet Universe*, but so deeply ingrained in *SFB* and *F&E* that it cannot be removed at this point. Refers to a “political entity” with their own section of the rulebook, such as the Klingons (an empire including ethnic Klingons and many other species), the Romulans (an empire consisting for the most part of Romulans), and so forth.
- Racks: As in missile racks or drone racks; systems holding missiles ready to launch. See “Technology Item” and Capitalization Rule #9.
- Radar: Originally an acronym for Radio Direction and Ranging (RADAR) but has now passed into the vernacular as a simple word and is not normally capitalized.
- Radius Zero ESG: Game term, one of those that is always capitalized.
- Raids: Game term, but not normally capitalized.
- Raising shields: Game term, but not normally capitalized.
- RALAD: Acronym for rail-launched anti-drone. The acronym is of course all caps but the spelled-out words are not. This is an anti-drone rocket mounted on the rail of a type-VI dogfight drone and used as a single-shot direct-fire weapon.
- Ram: Seltorian male youth, might fertilize a Queen (and die in the process) but if not, matures into a Sage. Always capitalized as shown.
- Ramoth: One of the Macintosh computers that ADB, Inc., owns. Always capped as a proper name.
- Ramses: The Bengal cat that is head of ADB, Inc., security.
- Ranel: A species of intelligent racoons in the Lyran outback. One of two species that made up the Peladine.
- Range (to target): In common speech and dialog, such as “What is the range to the Klingon cruiser?” this is not capitalized. In tactics articles, Range 7 is capitalized. See Range Zero.
- Range Zero: When the range is zero, spell out and cap the word Zero if it is with the word “range.”
- Rapid Transit Network: Andromedan system for rapid strategic movement. Capped as shown.
- Rapid Transport Network: Alternative name for Andromedan system for rapid strategic movement. Rapid Transit Network is strongly preferred. Capped as shown.
- React out: A slang term used by *F&E* players to indicate that they utilized Reaction Movement. Should not be used in formal writing.
- Reaction Movement: Game term, one of those that is always capitalized.
- Reaction Zone: Game term used in *F&E*, one of those that is always capitalized. Inner, Outer, and Extended Reaction Zones exist.
- Rear Admiral: A two-star admiral. See Capitalization Rule #4. Note, in the US Navy, there are two kinds of Rear Admirals, “upper half” (two stars) and “lower half” (one star). This is because one-star officers, normally commodores, don’t have the social coolness of being addressed as admiral while Army, Marine, and Air Force brigadier generals get to be addressed as “general.”
- Rear hull: Game term, but not normally capitalized.
- Reference Card: Game term, one of those that is always capitalized.
- Regenerating shields: Game term, but not normally capitalized.
- Reinforcement: Game term, but not normally capitalized.
- Reinforcing Shields: Game term, but not normally capitalized.
- Reloading: Game term, but not normally capitalized.
- Remus: One of the two Romulan homeworlds (Romulus is the other one), capitalized as a formal geographic name.
- Repair Cost: Game term, one of those that is always capitalized.
- Repair Phase: Game term, one of those that is always capitalized.
- Repair Point, Repair Points: Game term, one of those that is always capitalized.
- Repairs: Game term, but not normally capitalized.
- Reporting name: See code name.
- Reserve Fleet: Game term, one of those that is always capitalized.
- Reserve Movement: Game term (from *F&E*), one of those that is always capitalized.
- Restricted Availability: Capitalized if you are using the specific game term referring to drones.

Retrograde Movement: Game term, one of those that is always capitalized.

Retrograde Point: Game term, one of those that is always capitalized.

Reverse, reverse movement: Game term, not normally capitalized.

RF (firing arc): Game acronym, always in caps as shown.

Rigellian: Species, a full member of the Federation, capitalized.

RL (firing arc): Game acronym, always in caps as shown.

Role-playing: A type of gaming. The hyphenation is required, although most people (incorrectly) do not use it. Not normally capitalized.

Romulan Armada: Product name, capitalized as a formal name, printed in italics. Capitalization Rule #3.

Romulan Armada: Product name, capitalized as a formal name, printed in italics.

Romulan Attack: Product name, capitalized as a formal name, printed in italics.

Romulan Empire, Romulan Star Empire: Political entity, normally capitalized. The “star empire” term is technically correct but rarely used.

Romulan House, Romulan Houses: These are Romulan institutions, a combination of corporation and political party. Capitalized as a formal name of a political institution. See Capitalization Rule #2.

Romulan Invasion: Product name, capitalized as a formal name, printed in italics. This product has not been published.

Romulan ships: All Romulan ships have a “code name” (e.g, Falcon, SparrowHawk-M, Condor) which is always capitalized.

Romulan, Romulans: Species, capitalized.

Romulans PD20: Product name, capitalized as a formal name, printed in italics.

Romulus: One of the two Romulan homeworlds (the other is Remus), capitalized as a formal geographic name.

Rovillian: Species, capitalized.

RP (plasma tracking arc): Game acronym, always in caps as shown.

RPG: Acronym for role-playing game, all caps under Capitalization Rule #8. This is also used for Rocket-Propelled Grenade, a Soviet bazooka.

RR (firing arc): Game acronym, always in caps as shown.

RS (firing arc): Game acronym, always in caps as shown.

RTN: Acronym for Rapid Transit Network (preferred) or Rapid Transport Network, the Andromedan

system for rapid strategic movement. Capped as shown.

R-torp: Abbreviation for type-R plasma torpedo. The R is always capped and the t is not.

RX (firing arc): Game acronym, always in caps as shown.

Saber Dance: A Klingon tactic of staying beyond overload range and sniping at the target.

Sages: Species, capitalized. These are actually a subspecies of Seltorians, males who never mated and thus gain wisdom and live to a ripe old age; they actually run the Seltorian Empire. All Seltorian officers are Sages.

Samantha: One of the Kyocera printers ADB, Inc., owns. Always capped as a proper name.

Sara: The Windows laptop used by ADB.

Sargasso Sector: Geographic region, always capitalized.

Satisfy: A common mis-spelling of satisfy. Stephen V. Cole uses this word a LOT but should not use it at all.

SCAN (Scanner): Abbreviation used on SSDs or Ship Cards. Always in all caps as shown.

Scenario, Scenarios: Game term, but not normally capitalized.

Scout Sensor: A seldom-used term for “Special Sensor.”

Scout: A warship category, rather than a type. See “Ship Type” and Capitalization Rule #9.

Second Lieutenant: Military rank, the junior form of ground forces lieutenant. See Capitalization Rule #4. Ground force lieutenants are far more likely to be referred to (but never addressed) as “Second Lieutenant” Jones than are naval Lieutenants likely to be addressed as “Lieutenant Junior Grade Smith.”

Security station: A command compartment on a Klingon ship. Previously on the “always capitalize” list, as of 1 Jan 2010, Jean Sexton ordered that this not be capitalized.

Seeking weapon: Game term, but not normally capitalized.

Sefaria: One of the Klingon warrior colonies, “home planet” of the Klingon Deep Space Fleet. Capitalized as a proper geographic name.

Segment (of web): See “Technology Item” under Capitalization Rule #9.

Self-Destruction: Game term, one of those that is always capitalized.

Seltorian Tribunal: Political entity, normally capitalized.

Seltorian, Seltorians: Species, always capitalized.

SEN: Abbreviation used on SSDs or Ship Cards for “special sensor” or “scout sensor.” Always all caps as shown.

Senator: A political office holder. See Capitalization Rule #4.

Senior Lieutenant: Military rank, the senior form of naval lieutenant, rank O-3. All naval lieutenants are normally addressed as "Lieutenant Smith" and the actual "senior" or "junior" are used only in formal written communication. See Capitalization Rule #4.

Sequence of Play: Game term, one of those that is always capitalized.

Sergeant: Any of several ground forces enlisted ranks, including Team Sergeant, Staff Sergeant, Gunnery Sergeant (Marines), Sergeant First Class (Army), Master Sergeant, First Sergeant (the senior sergeant in a company), Sergeant Major (the senior sergeant in a battalion or larger unit). See Capitalization Rule #4.

SFB (Star Fleet Battles): Acronym for product name, capitalized as a formal name, printed in italics.

SFB Module R11 Support Ships: Product name, capitalized as a formal name, printed in italics. Capitalization Rule #3.

SFBF (Star Fleet Battle Force): Acronym for product name, capitalized as a formal name, printed in italics.

SFBS (Star Fleet Battlestations): Acronym for product name, capitalized as a formal name, printed in italics.

SFG: Acronym for stasis field generator, a Klingon weapon that freezes time in a limited area. Printed in all caps under Capitalization Rule #8.

SFU: Acronym for *Star Fleet Universe*, capitalize as shown. Italicized as if it were a product title.

Sharpshooter: radio call sign for Jean Sexton. Always capped as a proper name when used as a call sign.

She Who Gets What She Wants: Term meaning Jean Sexton; capitalized as shown.

She Who Must Be Obeyed: Term meaning Leanna Cole; capitalized as shown.

Shenyang: A company that made shuttlecraft. Capitalized as a formal company name. Their shuttles, such as the Shenyang F-7, are capitalized as shown.

Shield burn through: Game term, but not normally capitalized.

Shield cracker: See "technology item" and Capitalization Rule #9.

Shield regeneration: Game term, but not normally capitalized.

Shield reinforcement: Game term, but not normally capitalized.

Shield, shields: See "technology item" and Capitalization Rule #9.

SHIELD: In all caps when used on SSD or Ship Card.

Ship Card: Game term from *FC* and *SFBF*, one of those that is always capitalized.

Ship Type: Terms such as "heavy cruiser" and "war destroyer" are always causing problems in *SFU* writing. Properly, in normal English, they are not capitalized, although they are commonly capitalized in published *SFU* works because of that annoying Germano-Military habit of capitalizing just about every noun and certainly every military noun and absolutely every weapon. This is treated as a Technology Item under Capitalization Rule #9, meaning that, for example, "Light Cruiser" is capitalized only in the specific rule about Light Cruisers. Note also that all Klingon ships have an alphanumeric designation (e.g., D7, F5W, AD6) which is always presented as capital letters and no hyphens. Virtually all ships have a (usually three-letter) abbreviation based on naval nomenclature (e.g., CA, BB, DW) which, being acronyms, are always in all Caps. See also code names.

Ships: See "Technology Item" and Capitalization Rule #9.

Shriek missiles: A weapon used by Juggernauts Beta and Gamma. Capitalize the S, not the M.

SHTL (Shuttle): Abbreviation used on SSDs or Ship Cards. Always all caps as shown.

Shuttle (spacecraft): See "Technology Item" and Capitalization Rule #9.

Shuttlecraft (spacecraft): See "Technology Item" and Capitalization Rule #9.

Sideslip Mode: Game term, always capped as shown.

Sideslip, sideslips: Game term, one word not two, treat as a technology item (Capitalization Rule #9) and only capitalize in its own rule, and there for identification. Can be used as a verb as in "sideslipping away."

Sigma Sector: Geographic region, always capitalized.

Silent Star Fleet: Product name, capitalized as a formal name, printed in italics.

Simultaneous Decision Rule: Game term used in *FC*, one of those that is always capitalized.

Single-space fighter (or shuttle): Game term, not normally capitalized.

SitRep (contraction for Situation Report): Game term (borrowed from the military), but not normally capitalized. In the case of a specific situation report, such as "As we saw in SitRep #23, the

- Klingons are no match for a Juggernaut.” the word would be capitalized and, yes, it does have a capital “R” in the middle.
- Situational Capitalization: Capitalized as a specific game term. Sort of a spoof on “situational ethics.” It basically means “I cannot cite a Capitalization Rule here but it just looks like it *deserves* to be capitalized!”
- Size class 1 ship: game term, not normally capitalized.
Example: starbase.
- Size class 2 ship: game term, not normally capitalized.
Example: dreadnought.
- Size class 3 ship: game term, not normally capitalized.
Example: cruiser.
- Size class 4 ship: game term, not normally capitalized.
Example: destroyer, frigate.
- Size class 5 ship: game term, not normally capitalized.
Example: gunboat, skiff, interceptor.
- Size class 6 unit: game term, not normally capitalized.
Example: mine.
- Size class 7 unit: game term, not normally capitalized.
Example: drone.
- Size-1 fighter: game term, not normally capitalized.
Example: F-18.
- Size-2 fighter: game term, not normally capitalized.
Example: heavy fighter
- Size-3 fighter: game term, not normally capitalized.
Example: medium bomber.
- Size-4 fighter: game term, not normally capitalized.
Example: heavy fighter.
- Skid: Structure added to certain freighters. Treat as a ship type. Not normally capitalized.
- Skipped damage points: Game term, but not normally capitalized.
- Skolean: Species, capitalized.
- Slirdaria: Proper geographic name, always capitalized.
- Slirdarian: Species, capitalized.
- Slither: A term used by ex-*D&D* players when they mean “sideslip.” Not capitalized.
- Small Fleet Oiler: A type of cargo ship carrying fuel.
Capped as shown.
- Small Freighter: See “Ship Type” and Capitalization Rule #9. This is not a general category but is a specific ship type; even so, it is treated as a “ship type” like “light cruiser” for capitalization rules.
- SMN (Strategic Movement Node): Acronym for a game term from *F&E*; capped as shown.
- Snake: Perjorative Klingon term for Hydran. Not capitalized. Never used for Sun Snake.
- Snare (web snare): A Tholian weapon used to generate small puddles of web to stop seeking weapons.
- See “Technology Item” and Capitalization Rule #9.
- South: Directional term, usually not capitalized unless it is used as a proper name for a geographic region.
- SP: Acronym for scatter-pack (a shuttle fitted with lots of drones and launched with a robot pilot). The acronym is of course all caps but the spelled-out words are not.
- Space Amoeba: Creature. Capitalize as a formal or species name.
- Space Boar: Creature. Capitalize as a formal or species name.
- Space Dragon: Creature. Capitalize as a formal or species name.
- Space Manta: Creature. Capitalize as a formal or species name.
- Space warning and control: A type of shuttlecraft used to detect incoming enemy forces and weapons and to manage battle space; see “Technology item” and Capitalization Rule #9.
- Spaceframe: The physical structure of a fighter or shuttle, similar to airframe for an airplane or aircraft. Not capitalized.
- Special Attack Force: A specific kind of military unit. Capped if considered a specific unit. In general cases, treat as a technology item.
- Special maneuvers: Game term, but not normally capitalized.
- Special Sensor: A type of sensor capable of advanced “scout functions” such as electronic warfare, weapons control, tactical intelligence, and other such tasks.
- Speed 32, Speed-32: Use the hyphen or not depending on the position. A Speed-32 drone is hyphenated, but a drone at Speed 32 is not, and neither is a speed of 32. Capitalize them in the cases shown, and not where not shown.
- Speed Change Phase: Game term, one of those that is always capitalized.
- Speed Zero: Game term used in FC; always capped as shown.
- Sphere (Dyson): Capitalize as a formal name.
- Spirit Kings: Considered an “empire” or “species” or “political entity” (it is all three, and none of the above), and always capitalized as shown. This is the now-missing ancient race who took the Hydrans into space.
- Spring Y177: an example of an *F&E* game turn, capitalized as shown, must include year.
- spring: season of the year, not capitalized.
- Squadron Scale: Game term, always capitalized when

used in that context.

Squadron: Capitalize when referring to a specific military unit, such as the Third Squadron.

SR (survey ship): Acronym for a ship type. Always in all caps as shown.

SSD (ship systems display): Acronym for a game term. Always in all caps as shown.

Stacking: Game term, always capitalized when used in that context, which isn't all that often.

Standard Victory Conditions: Game term, always capitalized.

Star Fleet Battle Force: Product name, capitalized as a formal name, printed in italics.

Star Fleet Battles Module R10 The New Cruisers: Product name, capitalized as a formal name, printed in italics. See Capitalization Rule #3.

Star Fleet Battles Module R11 Support Ships: Product name, capitalized as a formal name, printed in italics. See Capitalization Rule #3.

Star Fleet Battles Module R9 The Ships That Never Were: Product name, capitalized as a formal name, printed in italics. See Capitalization Rule #3.

Star Fleet Battles: Product name, capitalized as a formal name, printed in italics.

Star Fleet Battlestations: Product name, capitalized as a formal name, printed in italics.

Star Fleet Marines: Military organization, always capitalized as shown.

Star Fleet Missions: Product name, capitalized as a formal name, printed in italics.

Star Fleet Technical Manual: Product name, capitalized as a formal name, printed in italics.

Star Fleet Universe: Proper name, capitalize. Italicize as if it were a product name.

Star Fleet: Military organization, always capitalized as shown.

Star Trek: Brand name, capitalized as a formal name, but not printed in italics.

Starbase: See "Ship Type" and Capitalization Rule #9. Capitalized only when used to refer to a particular starbase such as Starbase Seven. This is normally the largest base in *SFU*, with production and repair capabilities and forests of dangerous weapons. Taking down an enemy starbase is a costly task but necessary to win a war.

StarBlog: capitalize as shown. Yes, it has a capital letter in the middle of the word. Get over it.

Starfaring: Capable of interstellar travel, not normally capitalized.

StarFleetGames.com: Website; capitalize S, F, and G as

shown for easy of readability.

Starlist: Capitalize as a formal name.

Starmada: Product name, capitalized as a formal name, printed in italics. Capitalization Rule #3.

Stasis field generator: A Klingon device that stops time in a limited area. See "Technology Item," Capitalization Rule #9 and SFG.

Stealth coating: Game term, but not normally capitalized. Used on Orion starships to make them harder to target. As this requires compromises in the shape of the ship, only the Orions use it.

Step #1: Game term, one of those that is always capitalized.

Step (of game procedure): Game term, one of those that is always capitalized.

Stinger: A Hydran fighter. Always capped as a "code name."

Stopped: Game term, capitalized only when used in a formal sense in *FC*, where the condition of "Stopped" involves no end of tricky special rules.

S-torp: Abbreviation for type-S plasma torpedo. The S is always capped and the t is not.

Strand (of web): A piece of web between two anchors. See "Technology Item" and Capitalization Rule #9.

Strategic Movement Node: Game term from *F&E*; capped as shown.

Strategic Movement: Game term, one of those that is always capitalized.

Strength of web: A numerical rating that has an effect on game play. See "Technology Item" and Capitalization Rule #9.

Strength points: Game term, usually applied to webs but it has other uses, but not normally capitalized.

Subject Race: Non-Klingon species living in the Klingon Empire and subjects thereof. These are not slaves as the Federation would have it, but second-class citizens. Capitalized as shown.

Sublight: Not normally capitalized; means a unit that cannot exceed lightspeed.

Subluminal: Fancy and rarely used word for sublight; not normally capitalized.

Sub-Pulse: Game term, one of those that is always capitalized.

Subspace: Not normally capitalized; the term is used for a communications system that can transmit messages over long distances at millions of times the speed of light.

Suicide Freighters: See "Technology Item" and Capitalization Rule #9.

Suicide Shuttlecraft: See "Technology Item" and Capitalization Rule #9.

- Summer: season of the year, not capitalized.
- Sun Snake: Capitalized as a life form. Note that this is two words, no hyphen.
- Supply Grid: *F&E* game term, one of those that is always capitalized.
- Supply Route: Game term, one of those that is always capitalized.
- Survey Area: Part of the Federation. Capped as a geographic name.
- SWAC: Acronym for Space warning and control, an electronic system for managing battle space and warning about incoming enemy forces and seeking weapons. Printed in all caps under Capitalization Rule #8.
- SWORD: Supervising Web Operations Research Director, Jean Sexton (Webmom), the woman who keeps order on the BBS. Often listed as the SWORD of GOD.
- SYS: Abbreviation used on *FC* Ship Cards and in such case always in all caps.
- Systems: See "Technology Item" and Capitalization Rule #9.
- Tactical Intelligence: Game term, one of those that is always capitalized.
- Tactical Maneuver, Tactical Maneuvering, Tactical Maneuvers: Game term, one of those that is always capitalized.
- Target: Game term, but not normally capitalized.
- Technology item: Something such as a starship, phaser, tractor beam, or shuttlecraft. Normally, these are generic terms and are not capitalized. There is that annoying Germano-Military bad habit of capitalizing every noun, and particularly any noun that is an item of military equipment (e.g., Rifle, Tank, Nuclear Bomb) which creeps into wargames (a lot). In formal rules writing (numbered rules in the rulebook, but only the specific rule for the item, or a closely-related rule number) we capitalize such things as a means of saying "words mean things, and this one means something that can get you killed." See Capitalization Rule #9.
- Tempest: An *F&E* scenario. Capitalize as a literary title under Capitalization Rule #6. See "Typhoon."
- Tender: A warship category, rather than a type. See "Ship Type" and Capitalization Rule #9.
- The Original Series: First and best of the Star Trek genre. Capitalize as a literary title.
- Third Battle of Shiloh: An example of a historical event that is capitalized; note that there were several battles there over a period of two years and the numerical identifier gets capitalized as a part of the specific event.
- Third Way: This term refers to the Federation decision not to use gunboats. It is always capitalized and never printed as 3rd Way.
- Tholia: Proper geographic name.
- Tholian Attack*: Product name, capitalized as a formal name, printed in italics.
- Tholian Holdfast: Political entity, normally capitalized.
- Tholian web: See "Technology Item" and Capitalization Rule #9.
- Tholian Will: Political entity, normally capitalized. Proper term for the Tholian imperial government in the old M81 galaxy.
- Tholian, Tholians: Species, capitalized. The Neo-Tholians and Archaeo-Tholians are two distinct groups of Tholians, but are the same species.
- Tholians PD20M*: Future product name, capitalized as a formal name, printed in italics.
- Threatification: A non-word invented by General Alexander Haig which Stephen V. Cole thought sounded neat and started using in *SFU* writing. Both of them really shouldn't have.
- Tigermen: Slang term that the Klingons use for the Kzintis. Ethnic Klingon officers, speaking in a "proper" setting, would use the term "Kzinti."
- Tigress: Radio call sign for Leanna Cole. Always capped as a proper name when used as a call sign.
- Torpedo, Torpedoes: See "Technology Item" and Capitalization Rule #9. Note that "torpedoes" is the proper form; "torpedos" is spelled wrong.
- Tournament, Tournaments: Game term, but not normally capitalized.
- Towing: Game term, but not normally capitalized.
- TRAC: Abbreviation used on SSDs or Ship Cards. Always all caps as shown.
- Tractor (verb, to use a tractor beam): Game term, but not normally capitalized.
- Tractor auction, tractor auctions: Game term, but not normally capitalized.
- Tractor Beam: See "Technology Item" and Capitalization Rule #9.
- Tractor, tractor beam: See "Technology Item" and Capitalization Rule #9.
- Tractoring (verb): Game term, but not normally capitalized.
- TRAN: Abbreviation used on SSDs or Ship Cards. Always all caps as shown.
- Transporter, Transporters: See "Technology Item" and Capitalization Rule #9.
- Transports Attacked*: Product name, capitalized as a formal name, printed in italics.
- Tricorder: A scientific device able to record data on three

- wavelengths simultaneously. Not capitalized.
- Trivideo: A term used for “television in the time of the *SFU*.” Not normally capped unless part of a formal name such as Fox Trivideo Network.
- Triple-space fighter (or shuttle): Game term, not normally capitalized.
- Tufts: Lyran Military Intelligence. Always capitalized as a military unit; see Capitalization Rule #2.
- Turbolift: The “elevator” system used on starships, not normally capitalized.
- Turn (game): Game term, one of those that is always capitalized. When used with a number, such as Turn #2, the number sign is required.
- Turn (maneuver): Game term, but not normally capitalized.
- Turn Mode, Turn Modes, Turn Mode Category: Game term, one of those that is always capitalized.
- Twilight Rain: An *F&E* scenario. Capitalize as a literary title under Capitalization Rule #6.
- Typhoon: An *F&E* scenario. Capitalize as a literary title under Capitalization Rule #6. Note that the word “typhoon” only gets capitalized when used specifically as the *F&E* Scenario title, as in: “The Gorns in Typhoon get a bonus survey cruiser, which they did not get in Twilight Rain.”
- Ubitron Interface Module: A Klingon fire control system. Capped as shown.
- UIM: Acronym for Ubitron Interface Module. Capped as shown.
- United Federation of Planets: Political entity, normally capitalized as a proper geographic name.
- United Kingdom: Political entity, normally capitalized.
- United Parcel Service: Private company that delivers most packages shipped by ADB, Inc. Always capitalized as a proper name.
- United States: Proper geographic name.
- UPS: Acronym-abbreviation for United Parcel Service, the shipping company that delivers most packages sent by ADB, Inc. Always capitalized under Rule #8.
- USA (United States of America): Acronym, always in all caps as shown.
- USPS: Acronym-abbreviation for United States Postal Service, the “Post Office.” Always capitalized under Rule #8.
- USS: United States Ship, or United Star Ship. All of that being capitalized.
- Vala: One of the Kyocera 9520 printers used by ADB. Capitalized as a proper name.
- Valoria: One of the Klingon warrior colonies, “home planet” of the Klingon Marines. Capitalized as a proper geographic name.
- Vice Admiral: A three-star admiral. See Capitalization Rule #4.
- Victory Conditions: Game term, one of those that is always capitalized.
- Victory Points: Game term, one of those that is always capitalized.
- Volley: Game term, but not normally capitalized.
- Vudar: Species, capitalized.
- Vulcan: Species, capitalized.
- Walkuria: One of the Klingon warrior colonies, “home planet” of the Walkurians. Capitalized as a proper geographic name.
- Walkurian: Species, capitalized. Walkurians are ethnic Klingons born and raised on the warrior colony of Walkuria. They are the “wildest” of Klingons, something of a cross between Hell’s Angels motorcyclists and Wild West cowboys. They have long hair and reputedly smell pretty bad. They’re stronger, more gruff, and more physically intense than other Klingons. These are the guys who consider rugby to be a sissy game. Walkurians know they are Klingons but will identify themselves as Walkurians, much as Texans know they are Americans but identify themselves as Texans.
- War cruiser: See “Ship Type” and Capitalization Rule #9. This is a light cruiser built for wartime service with nearly the firepower of a cruiser but with a smaller level of support systems than a light cruiser.
- War destroyer: See “Ship Type” and Capitalization Rule #9. This is a destroyer, built for wartime service, with improved weapons. Not as “balanced” a ship as a normal destroyer would be.
- War of Return: Historical event, capitalized. This was the war in Y135 when the Hydrans recaptured their own territory from their Lyran and Klingon occupiers.
- WarHawk: A Romulan warship of the earlier series. Capitalized as shown with a capital H in mid-word.
- Warhead: See “Technology Item” and Capitalization Rule #9.
- Warp engine: See “Technology Item” and Capitalization Rule #9.
- Warp: Technology item, not normally capitalized.
- WARP: Used on SSDs and Ship Cards, and used there in all caps.
- Warrior Caste: Klingon social class, always capitalized.
- WB (web breaker): Seltorian weapon. Abbreviation used on SSD or Ship Card and capitalized in that regard.

WC (web caster): Tholian weapon. Abbreviation used on SSD or Ship Card and capitalized in that regard.

Weapon, weapons: See "Technology Item" and Capitalization Rule #9.

Web anchor: A ship or other form of anchor at the end of a web segment. See "technology item" and Capitalization Rule #9.

Web breaker: A Seltorian weapon. See "technology item" and Capitalization Rule #9.

Web buoy: A Tholian device that can function as a web anchor. See "technology item" and Capitalization Rule #9.

Web caster: A Tholian weapon. See "technology item" and Capitalization Rule #9.

Web fist: A Tholian weapon. See "technology item" and Capitalization Rule #9.

Web generator: A Tholian device. See "technology item" and Capitalization Rule #9.

Web Mom: Nickname for Jean Sexton. Capped as shown. Webmom is also acceptable.

Web segment: A piece of web between two anchors. See "technology item" and Capitalization Rule #9.

Web snare: A Tholian device that creates a small puddle of web to stop incoming seeking weapons. See "technology item" and Capitalization Rule #9.

Web strand: A piece of web, composed of one or more segments, not connected to any other web strand. See "technology item" and Capitalization Rule #9.

Web strength points: A numerical expression of the power in a strand of web. See "technology item" and Capitalization Rule #9.

Web, Tholian: See "technology item" and Capitalization Rule #9.

Web: See "technology item" and Capitalization Rule #9.

Webmom: Nickname for Jean Sexton. Capped as shown. Web Mom is also acceptable.

website: Always one word, and not normally capitalized.

west: Directional term, usually not capitalized unless it is used as a proper name for a geographic region.

Whirlwind: An *F&E* scenario. Capitalize as a literary title under Capitalization Rule #6. See "Typhoon."

Whiskers: Kzinti military intelligence. Always capitalized as a military unit; see Capitalization Rule #2.

Wildcat: One of the Macintosh computers that ADB, Inc., owns. Always capped as a proper name.

Will (Tholian): Political entity, normally capitalized.

Wind: An *F&E* scenario. Capitalize as a literary title under Capitalization Rule #6. See "Typhoon."

Windows (software): Product name, capitalized as a formal name, but not printed in italics.

Wing Admiral: One type of Klingon admiral. See Capitalization Rule #4.

Winter: season of the year, not capitalized.

Worker: Capitalized only when used specifically as a sub-species of Seltorians.

www.FederationCommander.com: website, capitalize as shown.

www.SFBonline.com: website, capitalize as shown.

www.StarFleetGames.com/discus: website, capitalize as shown.

www.StarFleetGames.com/fc,: website, capitalize as shown.

www.StarFleetGames.com/pbemgames: website, capitalize as shown.

www.StarFleetGames.com: website, capitalize as shown.

WYN Radiation Zone: Geographic term. Capped as shown.

WYN: Capitalized as a proper geographic name and political entity. While the WYN are regarded as one of the "empires" of the *Star Fleet Universe*, they are not a species, but a collection of refugees and exiles from many different "empires" and even more "species." There is one WYN but two WYNs.

Xorkaelian: Species and empire, always capitalized.

X-ship: High technology warship. Always shown as capital X, hyphen, lower-case S; except in a title, when the S is capitalized.

Year: In the *SFU*, years are based on the time period from the first Earth-Vulcan contact, which is designated as Y0. Year ranges in the *SFU* are always given as Y140-Y147, never as Y140-7 or as Y140-47 or as Y140-147.

Y-ship: Early Years ship, older technology.

Zero: When used in the context of Speed Zero or Range Zero, cap both words. When used as a number, e.g., "there is zero chance of that happening" then it's not capitalized.

ZZ: This is never going to be a complete list (if you see missing terms, Email Steve Cole) but it is much better than no list at all. Many published documents are not consistent with each other (which is why this list was created). Your submission of a story, term paper, tactical note, scenario, or ship will not be rejected for failing to adhere to the latest version of this list, but those who would like to be more precise about their writing are encouraged to use it. Please do not spend time sending corrections to previously published documents trying to bring them into line with this list. That is a lost cause.