

NATO STANDARD

APP-06

NATO JOINT MILITARY SYMBOLOGY

Edition E, Version 1

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NATO LETTER OF PROMULGATION

11 October 2023

1. The enclosed Allied Procedural Publication APP-06, Edition E, Version 1, NATO JOINT MILITARY SYMBOLOGY, which has been approved by the nations in the Military Committee Joint Standardization Board, is promulgated herewith. The agreement of nations to use this publication is recorded in STANAG 2019.
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RECORD OF RESERVATIONS

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RECORD OF SPECIFIC RESERVATIONS

[nation]	[detail of reservation]
DEU	<p>The inclusion in APP-6 Chapter 9 'Cyberspace' symbol set has yet to be fully developed.</p> <p>DEU will not at present implement this chapter until it has been suitable developed. DEU will monitor the progress and consider future implementation in its systems.</p>
ESP	For Manual use only. The use of this STANAG in digital and electronic command and control systems will follow in the future, on case by case basis, as further developments of these systems will be achieved.
FRA	Integration into information systems will only take place on a case-by-case basis during scheduled system upgrades ("manual" implementation only).
GBR	GBR does not consider the APP-06(E)(1) Chapter 9 'Cyberspace Symbols' symbology as being sufficiently mature enough to be implemented. GBR will not at present implement this chapter until it has been suitably developed. GBR will monitor the progress and consider future implementation in its systems.
NLD	NLD does not consider the APP-06(E)(1) Chapter 9 (Cyberspace Symbols) symbology as being sufficiently mature enough to be implemented. NLD will not, at present, implement this chapter until it has been suitably developed. NLD will monitor the progress and consider future implementation in its systems.
<p>Note: The reservations listed on this page include only those that were recorded at time of promulgation and may not be complete. Refer to the NATO Standardization Document Database for the complete list of existing reservations.</p>	

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RECORD OF CHANGES

Table 1, 'NSCP Overview' contains a list of approved NATO Symbology Change Proposals (NSCP) that have modified this publication. The list has been provided to assist implementers and operators in identifying the changes between APP-06(D)(1) and APP-06(E)(1).

The MCJSB IERHWG Joint Symbology Panel (JSP) NSCPs provide detailed change information and should be referred to when updating to APP-06(E)(1) from systems implementing APP-06(D)(1).

Table 1: NSCP Overview.

NSCP Number	NSCP title	Remarks
17-001-UK	Corrections to APP-06(D)(1) Minefield Control Measure Symbols	Provides an update to allow the representation of mine types within minefields.
17-002-UK	Correction to Ammunition Transfer Point Code	Corrects a Symbol Identification Code (SIDC) mismatch between symbol tables and SIDC tables.
17-003-UK	Change of name to Unmanned Aircraft Route Special Corridor	Update to align the symbol name with doctrine.
17-004-UK	Remove Friendly from Direction of Attack Symbols	Update to remove Friendly from the symbol name to increase flexibility. Adds amplifier "N" to allow enemy symbols to be created.
17-005-UK	Removal of Redundant Control Measure SIDC 151405	Removal of "planned" version of symbol from the standard.
17-007-DEU	Change Modifier for HIJACKING/HIJACKED into "HIJ"	Deconfliction of the use of "H" in symbols between Hijack and Heavy.
17-008-DEU	New Main Icon MEDEVAC CIVILIAN FIXED WING	Addition of missing civilian capability.
18-001-UK	Position Area for Artillery (PAA) Irregular Area Symbol Correction	Correction to missing elements in PAA symbols.

Table 1: NSCP Overview.

NSCP Number	NSCP title	Remarks
18-002-UK	SIDC Third Ten Digits Use	Guidance for the utilisation of the previously unused third ten digits in the SIDC. <ul style="list-style-type: none">• Third Ten Digit Use Mandatory.• Digits 22-24 Modifier 1 Extension• Digits 25-27 Modifier 2 Extension.• Digits 28-30 Geographic Entity Codes.
18-003-UK	Contradicting Boundary Text Removal	Removes contradictory advice.
18-004-UK	Limited Access Area Harmonisation	Corrects draw rules for the Limited Access Area symbol.
18-005-UK	Line of Contact SIDC Removal	Removes the SIDC for Line of Contact symbol and provides an explanation of how the symbol is created.
18-006-UK	Amplifier Harmonisation Between APP-06 and MIL-STD-2525	Removes differences between the symbol amplifier tables in the two standards to increase interoperability. Removes multiple amplifier tables from individual chapters and provides a single 'master' amplifier table in chapter 1.
18-007-UK	Area Symbol SIDC Removal	Removal of extraneous symbols that could be produced using the Status digit.
18-008-UK	Addition of Aegis template	Provides an update to the draw rules for AEGIS symbols.
18-009-UK	Re-Addition of Task Verb Symbols	Re-introduces Task verbs omitted from APP-06(D)(1).
18-010-UK	Version Identification Coding	Provides configuration management and allows automated systems to identify the standard the generating system is implementing.
18-011-UK	Boundary Amplifier Clarification	Provides the field for identifying the second instance of units or formations associated with a boundary.
18-012-UK	Lines Amplifiers Clarification	Corrects the implementation guidance for Lines control measures.

Table 1: NSCP Overview.

NSCP Number	NSCP title	Remarks
18-013-UK	SCP Approval Clarification	Provides instructions for the implementation of SCPs (at risk) prior to publication of the standard.
18-014-UK	Planned Control Measures Symbol Identification	Provides an ability to identify Planned Control Measures that would otherwise be indistinct due to the draw rules.
18-016-UK	MIL-STD-2525D Chg 1 SCP incorporation	Provides harmonisation with MIL-STD-2525D Chg 1, increasing interoperability.
18-017-UK	Comments Review Matrix Editorial Updates	Editorial corrections to APP-06(D)(1).
18-018-UK	Update to Amplifier Harmonisation Between APP-06 and MIL-STD-2525	Addition to SCP 18-006-UK providing further harmonisation.
19-002-UK	Catalogue of Symbols.	Provides clarification that APP-06 is not the source doctrine for symbology
19-003-NLD	Soldier Symbology (Dismounted Individual)	Provides an update to Dismounted Individual symbols reflecting operational usage.
19-004-NLD	Amplifier Value Definitions	Provides implementers with restrictions on character content to aid interoperability.
19-005-UK	Addition of IFF/AIS Amplifier for Sea Subsurface symbols	Addition of Amplifier "P" for Sea Subsurface symbols.
19-006-UK	Linear NAIs	Provides a linear NAI symbol for use on roads/waterways, etc.
19-008-UK	Area Amplifiers Update	Provides clarification to implementers that all area symbols should have all generic area amplifier fields available to operators.
19-009-UK	Decision Lines (DLs)	Provides a decision line symbol.
19-010-UK	Modifications to Nuclear Fallout Producing Event Symbol	Provides differentiation between Nuclear Event and Nuclear Event Fallout Producing symbol. Hatching introduced on Nuclear Event Fallout Producing symbol.
19-011-USA	Addition of Defeat Symbol	Addition of new Task Verb symbol.

Table 1: NSCP Overview.

NSCP Number	NSCP title	Remarks
19-012-USA	Addition of Demonstration/Demonstrate Symbol	Addition of new Task Verb symbol.
19-013-USA	Addition of Disengage Symbol	Addition of new Task Verb symbol.
19-014-USA	Addition of Exploit/Exploitation	Addition of new Task Verb symbol.
19-015-USA	Advance to Contact Symbol Modification	Modification to Task Verb symbol.
19-016-USA	Modification to and Addition of Contain Symbol Modification	Modification to Task Verb symbol. Addition of new Defensive Manoeuvre Control Measures symbol.
19-017-USA	Modification of Relief in Place Symbol	Provides an update to the name of the symbol.
20-001-ACT	Restricted_Targets_Non-Strike_Entities	Provides symbols to identify Restricted Targets and No Strike Entities.
20-002-UK	Common Modifiers List	Provides lists of common sector 1 and sector 2 modifiers that can be used by multiple symbol sets.
20-003-UK	Axis of Advance Update	Provides update to be able to represent enemy axis of advance symbols.
20-004-USA	Addition of Evacuate and Recover Symbols	Addition of new Task Verb symbols.
20-005-USA	Addition of and Modification to Deceive-Feint Symbol	Addition and modification to Task Verb symbols.
21-001-UK	CRM Editorial Updates	Editorial corrections to APP-06(D)(1).
21-002-UK	Cultural Property Protection	Addition of cultural protection symbols.
21-003-UK	Draw Rules Clean Up	Updates draw rules to remove ambiguous symbols.
21-004-UK	Air Corridor Update	Provides a single means to describe air corridors and corrects ambiguity.
21-005-UK	APP-06 METOC removal	Removes weather symbology from APP-06.

Table 1: NSCP Overview.

NSCP Number	NSCP title	Remarks
21-006-UK	Amplifier Values Consolidation	Provides update to remove ambiguity and ease automatic exchange of amplifier values.
21-007-JSP	Addition of Cyberspace Symbology	Addition of Cyberspace symbols.
21-008-JSP	Boundary and Control Measure Abbreviations and Acronyms Tables Removal	Removal of abbreviations and acronyms lists.
21-009-JSP	APP-06 Index Removal	Removal of index.
21-010-JSP	List of References Update	Updates references to reflect current doctrinal sources.
21-011-JSP	Removal of Complex Hand Drawn Symbols	Deletion of symbols determined to be too difficult to hand draw.
21-012-UK	Add Bridgehead Area Symbol	Addition of new area symbol.
21-013-UK	Add Civilian Vehicle Icon	Addition of Civilian Vehicle symbol.
21-014-UK	Artillery Manoeuvre Area	Addition of Artillery Manoeuvre Area (AMA) symbol.
21-015-UK	Artillery Reserved Area	Addition of Artillery Reserved Area (ARA) symbol.
21-016-UK	Avenue of Approach	Addition of Avenue of Approach symbol.
21-017-UK	Human Terrain Area	Addition of Human Terrain Area symbols.
21-018-UK	Mine Cluster Draw Rules Update	Correction of Mine Cluster draw rules.
21-019-UK	Mobility Corridor	Addition of Mobility Corridor symbol.
21-020-UK	Remove 32-bit Integer Limitation Text	Removes restriction of values (0-3) for the first digit in each set of ten digits of the SIDC.
21-021-UK	Restricted Terrain	Addition of Restricted Terrain symbol.
21-022-UK	Severely Restricted Terrain	Addition of Severely Restricted Terrain symbol.
21-023-UK	Specific Air Corridors Draw Rules Update	Provides doctrinal updates to air corridor symbol.
21-024-UK	Vital Ground	Addition of Vital Ground symbol.

Table 1: NSCP Overview.

NSCP Number	NSCP title	Remarks
21-025-JSP	Update to Third Ten Digits Usage	Provides update to the third ten digits usage to accommodate SIDC values for the Protected Entities Symbols and Common Modifiers.
21-026-UK	APP-6 to MIL-STD-2525 Harmonization	Provides harmonisation with MIL-STD-2525D Chg 1, increasing interoperability.
21-027-UK	Cultural Property ENHANCED PROTECTION Symbol Addition	Addition of cultural property protection symbol.
21-028-USA	Modification to symbol identification code (SIDC) Format	Introduces the hexadecimal range of values for each position of the SIDC.
21-029-USA	Address SIDC Reserved Values Within the Standard	Removes the requirement to explicitly reserve unused SIDC values.
21-030-UK	Four Digit Year Editorial Update	Editorial update to amplifier fields W and W1 in control measure examples to display the usage of a four-digit year in the DTG.
22-001-USA	Change Protect Entities SIDC Position and Identity Context Field	Harmonises the SIDC positions for common modifiers and Restricted Targets and No Strike Entities with MIL-STD-2525.
22-002-UK	Obstacle Colour Update	Provides guidance for implementers when rendering obstacle and obstruction control measures.
22-004-DEU	Medical Treatment Facility Update	Provides sector 1 modifiers describing Medical Role 2 categories. (Role 2 Basic, Enhanced and Forward).
22-005-NLD	EW Common Sector 1 Modifier	Adds Electromagnetic Warfare (EW) Common modifier 1 and provides updates to EW terms.
22-006-USA	NATO Agreed Terms	Updates to terminology.
22-007-USA	NATO Doctrinal Terms	Updates to terminology.

Table 1: NSCP Overview.

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REFERENCES

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AIntP-13	Human Network Analysis and Support to Targeting (HNAT)
AIntP-17	Joint Intelligence Preparation of The Operating Environment
AJP-01	Allied Joint Doctrine
AJP-2	Allied Joint Doctrine for Intelligence, Counter-Intelligence and Security
AJP-2.1	Intelligence Procedures
AJP-3	Allied Joint Doctrine for the Conduct of Operations
AJP-3.1	Allied Joint Maritime Operations
AJP-3.2	Allied Joint Doctrine for Land Operations
AJP-3.3	Allied Joint Doctrine for Air and Space Operations
AJP-3.3.5	Allied Joint Doctrine for Airspace Control
AJP-3.4.1	Allied Joint Doctrine for the Military Contribution to Peace Support
AJP-3.19	Allied Joint Doctrine for Civil-Military Cooperation
AJP-3.9	Allied Joint Doctrine for Joint Targeting
AJP-4	Allied Joint Logistic Doctrine
STANAG 1166	APP-20 Standard Ship Designator System
STANAG 1241	NATO Joint Standard Identity Description for Tactical Use
STANAG 2287	Task Verbs for Use in Planning and the Dissemination of Orders
STANAG 2433	The NATO Military Intelligence Data Exchange Standard
STANAG 2961	Classes of Supply of NATO Land Forces
NATOTerm	The Official NATO Terminology Database

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PREFACE

This standard provides common operational symbology along with details on its display and plotting to ensure the compatibility and, to the greatest extent possible, the interoperability of North Atlantic Treaty Organization (NATO) command and control systems, operations, and training. It is intended to be equally applicable to operations conducted by a coalition of NATO, partners, non-NATO nations or other organizations.

This revised edition reflects a baseline of agreed changes, provides additional symbols, and reflects the harmonization initialised with all services.

This standard design concept uses building block principles to build military symbols. It contains Figures and Tables, with standard frames; icons and modifiers providing users and implementers the ability to build symbols to meet their requirements. These symbols, further enhanced with graphic and alphanumeric amplifiers and supported by guidance for use where necessary provides enormous flexibility to operators.

This building block flexibility should provide the ability to display future capabilities without the need to continually update the standard. However, where development is identified from the input of the operators and users then this will be worked through by the NATO Military Committee Joint Standardisation Board Information Exchange Requirements Harmonisation Working Group (IERHWG) Joint Symbology Panel (JSP) Symbology Change Proposal (NSCP) process. See Annex C of this document for the JSP NSCP template. Guidance for completion of an NSCP should be sought from the APP-06 custodian. MC JSB IERHWG approved NSCPs are available immediately for implementation at risk by the Nations. Implementers should engage with the APP-06 custodian to ensure they have access to the latest MC JSB IERHWG approved NSCPs.

In case of conflict between any recommended non-NATO standard and relevant NATO standard, the definition of the latter prevails.

On promulgation of this edition the classification markings on all previous editions will be invalid and no longer applicable.

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CHAPTER 1. MILITARY SYMBOLS

1.1. INTRODUCTION

1.1.1. Scope

1. This publication provides a single standardized, structured set of graphical symbols for the display of information in military systems and manual applications. A standard method for symbol construction is provided using common building blocks which shall be used to create current and future symbol sets.
2. APP-06 is not the originating source for the graphical symbols, these requirements are defined elsewhere in NATO operational doctrine. However, it does provide system implementers a catalogue of codified symbols components to enable symbol construction, for automated transfer.

1.1.2. Purpose

1. The purpose of this publication is to establish a common standard for the design, development and use of symbols depicting joint military activities. The publication aims to enable a standard visual portrayal for all Command and Control (C2) symbols and Control Measures symbols.
2. In command and control of military operations, the reality of the displayed operational picture, its correct assessment and the decision-making speed are decisive factors. In joint military operations, it is imperative to have a common language clearly understood among all users. Graphical representation of objects, commands, movements, and additional information (including alphanumeric text and colours) are observed and readily understood faster than merely text alone. This is even more valid for a multinational user population with differences in language, knowledge, and experience. A common standard of joint military symbols is therefore an important element to enhance efficiency and contribute to success in joint operations.

1.1.3. Applicability

1. Allied Procedural Publication APP-06 applies to both electronic/automated and hand-drawn capabilities graphically displaying, both in multi-coloured and monochrome. It shall be applicable to mapping/charting as well as to engineering and design of system symbols.
2. APP-06 shall be used by all NATO forces involved in operations, system development, and training. It aims to serve as the basic standard building set for current and future NATO implementations of symbol sets used in electronic display systems and manual applications. Any nation that wishes to achieve Symbology interoperability with NATO is required to use the same standard.

1.1.4. Content

1. This publication provides building blocks for the standard composition of symbols. This includes frame, icon, and modifiers, enhanced with amplifiers using colour, graphic and alphanumeric representations. It gives detailed rules and requirements for symbol construction and composition whilst retaining a certain degree of flexibility for user's needs.
2. The symbol set encompasses the graphic representation of units, equipment, installations, and other elements and activities relevant to joint military operations. It contains the building blocks for joint military symbols from the Dimensions Air (Chapter 2), Land (Chapter 3), Dismounted Individual (Chapter 4), Maritime (Chapter 5), Space (Chapter 6), Stability Activities and Civil Support Activities (Chapter 7) and the display of Cyberspace (Chapter 9).
3. In addition, APP-06 contains listed standardized symbols and figures for Control Measures (Chapter 8).

1.1.5. Document Structure

1. Figure 1-1 shows the structure of this document.

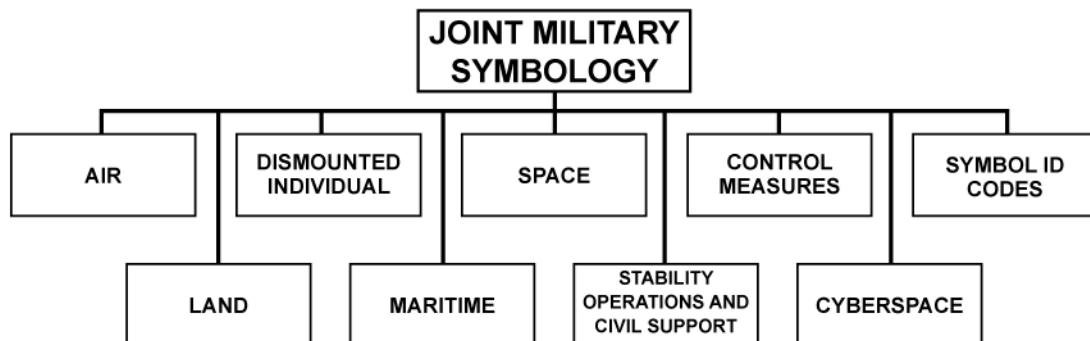


Figure 1-1: Document Structure.

1.1.6. Military Symbology Objective

1. The objective of graphical joint military symbols is to convey information about the object being depicted. Objects can either be physical (units, equipment, and installations), non-physical (planning, Control Measures), or anticipated locations with temporarily assigned characteristics or temporary validity. Additionally, symbols are also used to convey activities and operations for stability and civil support activities.
2. While the focus of this publication is the display of symbols in modern multi-chromatic electronic systems, all symbols must be usable in monochromatic systems and as hand-drawn symbols. The need to reduce information cluttering on a tactical display underlines the requirement of symbol display options with the possibility of alternative symbol sizes and information displays.

1.2. DETAILED REQUIREMENTS

1. Icon-based symbols represent units, equipment, installations, and activities from all Dimensions. An icon-based symbol is a composition of a frame, fill, icon, modifiers, and amplifiers (see Figure 1-2). These components are located within and around a bounding octagon (see Figure 1-4). A symbol provides information about the Standard Identity, operational environment, status, and mission of an operational object.

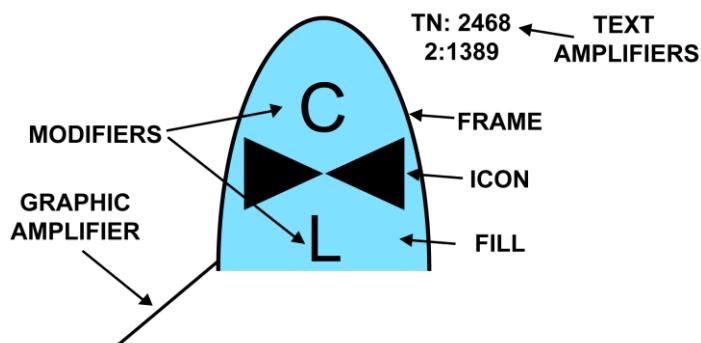


Figure 1-2: Icon-based Symbol Components.

1.2.1. Frame

1. The frame is the border of a symbol. The frame serves as the base to which other symbol components are added and normally surrounds an icon. Frames are required with some icons but not for others. When a frame is included in a symbol, its shape indicates the Standard Identity, Dimension, and Status of the object and shall be represented as shown in Table 1-1. A frame can be black or white depending on display background, or it can be coloured using the default colours in Table 1-15, to provide enhanced presentation information about Standard Identity.

a. **Standard Identity.** In imagery interpretation, identity is the discrimination between objects within a particular type or class. Standard Identity reflects the relationship between the viewer and the operational object being monitored.

- (1) The Standard Identity categories are Pending, Unknown, Friend, Neutral, Hostile, Assumed Friend, and Suspect (see Table 1-1).
- (2) A closed frame is used to denote the Land and Sea Surface Dimensions, a frame open at the bottom to denote the Air and Space Dimensions and a frame open at the top to denote the Sea Subsurface Dimension.
- (3) A solid line is used when the identity of an entity is certain. A solid line can be used with the Standard Identities of Friend, Hostile, Neutral and Unknown.

(4) A dotted line of alternating black and white dots is used when the identity of an entity is uncertain. A dotted line can be used with the Standard Identities of Assumed Friend, Suspect, or the category Pending. Figure 1-3 shows the display of black and white dotted lines on various backgrounds.

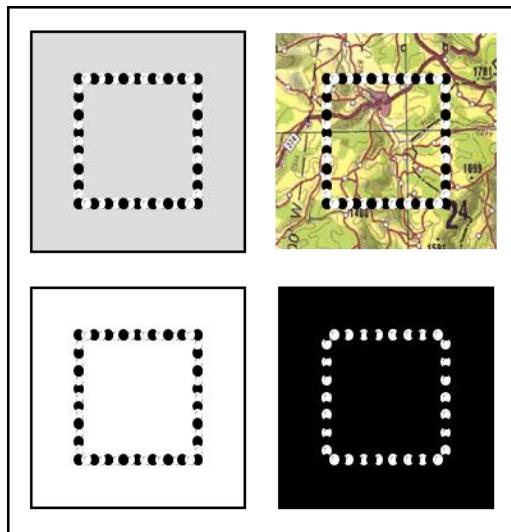


Figure 1-3: Examples of Black and White Dotted Lines on Various Backgrounds.

b. **Dimension.** A Dimension commonly reflects the physical environment within which the primary mission of the object is conducted, or the entity is located. An object can have a mission area on, above or below the earth's surface (divided into land or sea) or outside the earth's atmosphere.

- (1) The Land Dimensions (Land Unit, Land Equipment and Land Installation) are those which are physically located on the land surface or close to the surface (e.g. land mines and underground shelters).
- (2) The Sea Surface Dimension includes only those objects which are on the sea surface. However, an amphibious vehicle whose primary mission is to fight on land is categorized as Land Equipment.
- (3) The Sea Subsurface Dimension includes those objects which are below the sea surface (e.g. submarines and sea mines).
- (4) Aircraft, regardless of service ownership, shall be depicted in the Air or Space Dimension while air facilities shall be depicted as Land Installations. Air related ground equipment and installations shall be depicted in the Land Equipment or Installation Dimensions.
- (5) Activity/Event, Unknown, Dismounted Individual, and Cyberspace are categorised as Dimensions despite not having a direct relationship to a specific physical environment.

Table 1-1: Standard Identities and Dimensions.										
DIMENSION STANDARD IDENTITY	UNKNOWN	SPACE	AIR	LAND UNIT	LAND EQUIPMENT AND SEA SURFACE	LAND INSTALLATION	SEA SUBSURFACE	ACTIVITY/ EVENT	DISMOUNTED INDIVIDUAL	CYBERSPACE
PENDING (YELLOW)										
UNKNOWN (YELLOW)										
ASSUMED FRIEND (CYAN)										
FRIEND (CYAN)										
NEUTRAL (GREEN)										
SUSPECT (RED)										
HOSTILE (RED)										

Note: Frames displayed with solid lines or alternating black and white dotted lines, as shown above, indicate status as present, i.e. the object exists at the location identified. See Table 1-2 for examples of frames depicting planned or anticipated status

Table 1-1: Standard Identities and Dimensions.

c. **Status.** Status is used to express the location state, or condition of an entity. Status can be Present or Confirmed, Anticipated, Planned, or Suspected Positions (see Table 1-2).

- (1) The symbol frame shall be a solid line when indicating a status of Present or Confirmed.
- (2) The symbol frame shall be a dashed line when indicating a status of Anticipated, Planned, or Suspected.
- (3) Status will not be displayed when the Standard Identity of the frame is uncertain as is the case for Assumed Friend, Suspect, or the category of Pending. In these cases, the Frame is depicted as a dotted line.
- (4) Status cannot be shown when the symbol is displayed as a dot.

Table 1-2: Present and Planned Status.

DIMENSION STATUS	SPACE	AIR	LAND UNIT	LAND EQUIPMENT AND SEA SURFACE	LAND INSTALLATION	SEA SUBSURFACE	ACTIVITY/ EVENT	DISMOUNTED INDIVIDUAL	CYBERSPACE
PRESENT OR CONFIRMED POSITION									
ANTICIPATED, PLANNED OR SUSPECTED POSITION									

Table 1-2: Present and Planned Status.

d. **Fill.** The fill is the interior area within a symbol. The fill colour may be used to reinforce the Standard Identity expressed using the symbol shape (see Table 1-15).

e. **Colour.** Table 1-15 defines the default colours that shall be used to designate Standard Identity when coloured symbols are either hand drawn or displayed electronically.

f. **Icon.** The icon is the innermost part of a symbol which provides an abstract pictorial or alphanumeric representation of units, equipment, installations, activities, or operations.

g. **Modifiers.** A modifier provides an alphanumeric or abstract pictorial representation that is displayed in conjunction with an icon. It provides additional information about the icon being displayed. Modifiers conform to the bounding octagon and are placed either above, below or beside the main icon. Any modifier in a symbol that would overlap a main icon, the modifier shall be offset, within its sector, to the main icon. Modifiers are listed where applicable in their respective symbol sets. Modifiers that are common to all symbol sets should be listed in the Common Modifier Tables. (See Annex A Para A.13.)

1.2.2. Common Modifiers

1. Common modifiers are modifiers that can be used across multiple symbol sets to reduce duplicity and to release capacity in the limited sector 1 and sector 2 modifiers in each symbol set.
2. Sector 1 and Sector 2 common modifiers are each comprised of three digits. They should be common to all symbol sets where possible. Where the modifier is bespoke to specific symbol sets this shall be detailed in the remarks column.
3. Digits 21, 17, and 18 identifies the Sector 1 Modifier value. (See para A.13 and Table 1-3).
4. Digits 22 19, and 20 identifies the Sector 2 Modifier value. (See para A.13 and Table 1-4).

Table 1-3: Common Sector 1 Modifiers.

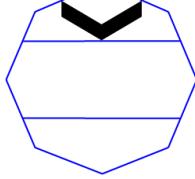
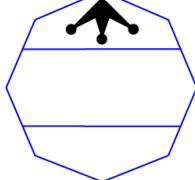
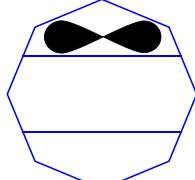
SIDC	Description	Category	Icon	Remarks
100	UAV/DRONE EQUIPPED/DRONE	Mobility		
101	ROBOTIC	Mobility		
102	FIXED WING	Mobility		

Table 1-3: Common Sector 1 Modifiers.

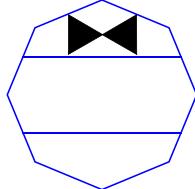
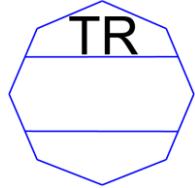
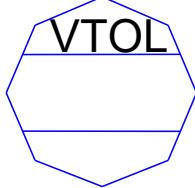
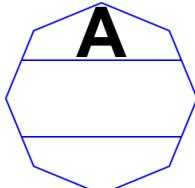
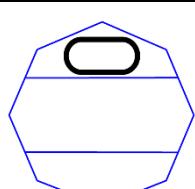
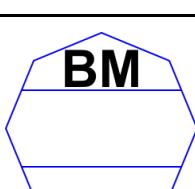
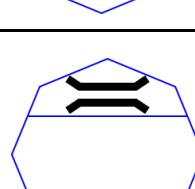
SIDC	Description	Category	Icon	Remarks
103	ROTARY WING	Mobility		
104	TILT ROTOR	Mobility		
105	VSTOL/VTOL OR HELICOPTER EQUIPPED	Capability		
106	ATTACK OR ATTACK/STRIKE	Capability		
107	ARMOURED	Capability		
108	BALLISTIC MISSILE/BALLISTIC MISSILE DEFENCE SHOOTER	Capability		
109	BRIDGE/BRIDGING	Capability		

Table 1-3: Common Sector 1 Modifiers.

SIDC	Description	Category	Icon	Remarks
110	CARGO	Capability		
111	UTILITY	Capability		
112	LIGHT	Capability		
113	MEDIUM	Capability		
114	HEAVY	Capability		
115	CYBERSPACE	Capability		

Table 1-3: Common Sector 1 Modifiers.

SIDC	Description	Category	Icon	Remarks
116	COMMAND POST NODE	Capability	A blue-outlined octagon containing the letters "CPN" in black.	
117	JOINT NETWORK NODE	Capability	A blue-outlined octagon containing the letters "JNN" in black.	
118	RETRANSMISSION	Capability	A blue-outlined octagon containing the letters "RTNS" in black.	
119	BRIGADE	Capability	A blue-outlined octagon containing a large black "X".	
120	CLOSE PROTECTION	Capability	A blue-outlined octagon containing the letters "CLP" in black.	
121	COMBAT	Capability	A blue-outlined octagon containing the letters "CBT" in black.	

Table 1-3: Common Sector 1 Modifiers.

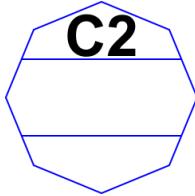
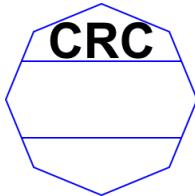
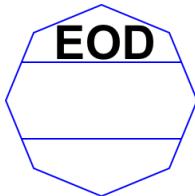
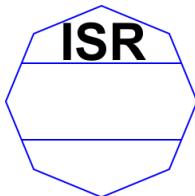
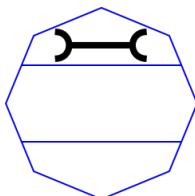
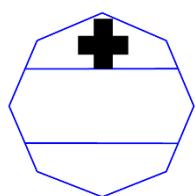
SIDC	Description	Category	Icon	Remarks
122	COMMAND AND CONTROL	Capability		
123	CROWD AND RIOT CONTROL	Capability		
124	EXPLOSIVE ORDNANCE DISPOSAL (EOD)	Capability		
125	INTELLIGENCE, SURVEILLANCE, RECONNAISSANCE	Capability		
126	MAINTENANCE	Capability		
127	MEDEVAC/MEDIC/MEDICAL	Capability		

Table 1-3: Common Sector 1 Modifiers.

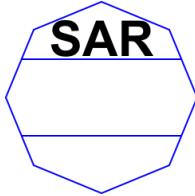
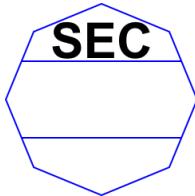
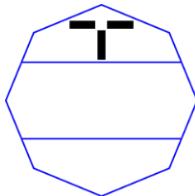
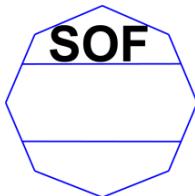
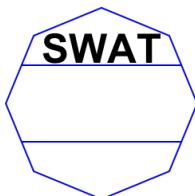
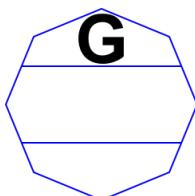
SIDC	Description	Category	Icon	Remarks
128	SEARCH AND RESCUE	Capability		
129	SECURITY	Capability		
130	SNIPER	Capability		
131	SPECIAL OPERATIONS FORCES	Capability		
132	SPECIAL WEAPONS AND TACTICS (SWAT)	Capability		
133	GUIDED MISSILE	Capability		

Table 1-3: Common Sector 1 Modifiers.

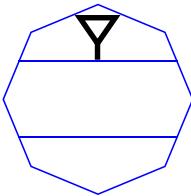
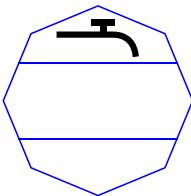
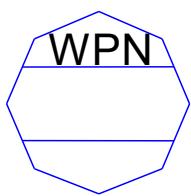
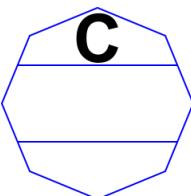
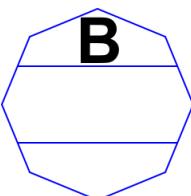
SIDC	Description	Category	Icon	Remarks
134	OTHER GUIDED MISSILE	Capability		
135	PETROLEUM/PETROLEUM OIL AND LUBRICANTS	Capability		
136	WATER	Capability		
137	WEAPON OR WEAPONS	Capability		
138	CHEMICAL	CBRN		
139	BIOLOGICAL	CBRN		

Table 1-3: Common Sector 1 Modifiers.

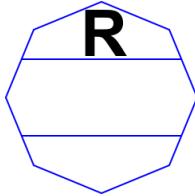
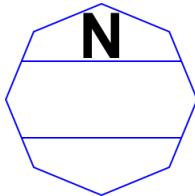
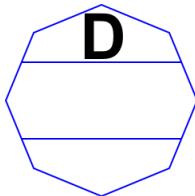
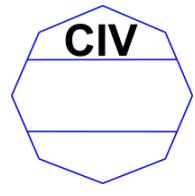
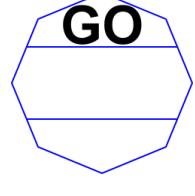
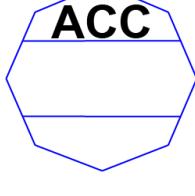
SIDC	Description	Category	Icon	Remarks
140	RADIOLOGICAL	CBRN		
141	NUCLEAR	CBRN		
142	DECONTAMINATION	CBRN		
143	CIVILIAN	Organization		
144	GOVERNMENT ORGANIZATION/GOVERNMENT ORGANIZATION MEMBER	Organization		
145	ACCIDENT	Composite Loss or Incident Qualifier		

Table 1-3: Common Sector 1 Modifiers.

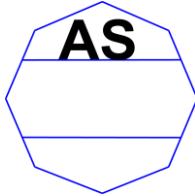
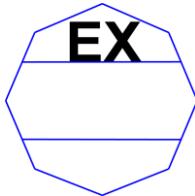
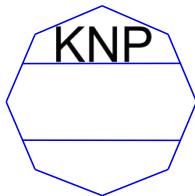
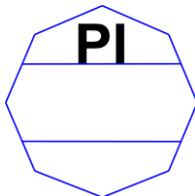
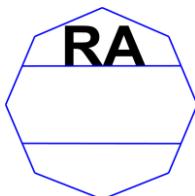
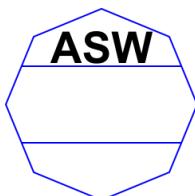
SIDC	Description	Category	Icon	Remarks
146	ASSASSINATION	Crime		
147	EXECUTION	Crime		
148	KIDNAPPING	Crime		
149	PIRACY	Crime		
150	RAPE	Crime		
151	ANTISUBMARINE WARFARE	Mission Area		

Table 1-3: Common Sector 1 Modifiers.

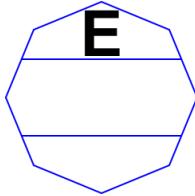
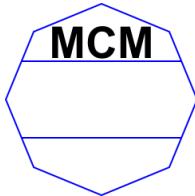
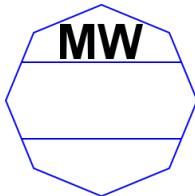
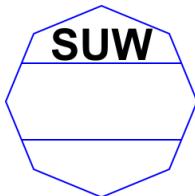
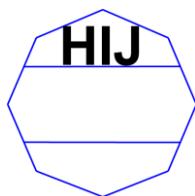
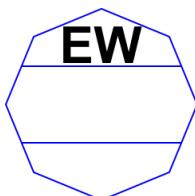
SIDC	Description	Category	Icon	Remarks
152	ESCORT	Mission Area		
153	MINE COUNTERMEASURES	Mission Area		
154	MINE WARFARE	Mission Area		
155	SURFACE WARFARE	Mission Area		
165	HIJACK/HIJACKING/HIJACKER	Crime		
166	ELECTROMAGNETIC WARFARE	Capability		

Table 1-3: Common Sector 1 Modifiers.

Table 1-4: Common Sector 2 Modifiers.

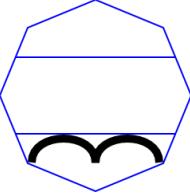
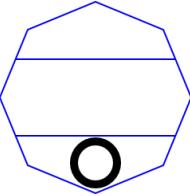
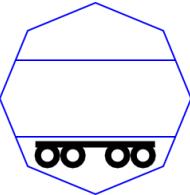
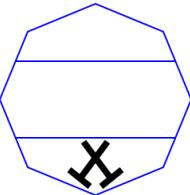
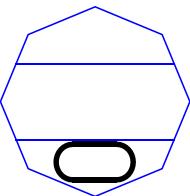
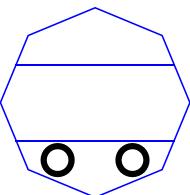
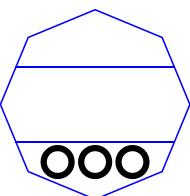
SIDC	Description	Category	Icon	Remarks
100	AIRBORNE	Mobility		
101	BICYCLE EQUIPPED	Mobility		
102	RAILROAD/RAILWAY	Mobility		
103	SKI	Mobility		
104	TRACKED	Mobility		
105	STANDARD MOBILITY/ ON-ROAD MOBILITY	Mobility		
106	HIGH MOBILITY/OFF-ROAD MOBILITY	Mobility		

Table 1-4: Common Sector 2 Modifiers.

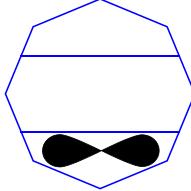
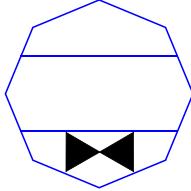
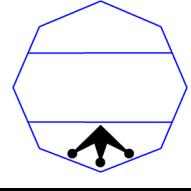
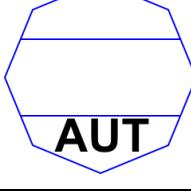
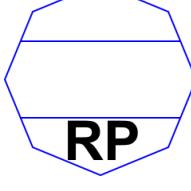
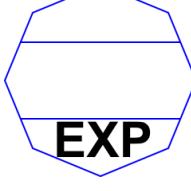
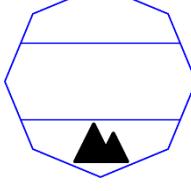
SIDC	Description	Category	Icon	Remarks
107	FIXED WING	Mobility		
108	ROTARY WING	Mobility		
109	ROBOTIC	Mobility		
110	AUTONOMOUS CONTROL	Capability		
111	REMOTELY PILOTED	Capability		
112	EXPENDABLE	Capability		
113	MOUNTAIN	Capability		

Table 1-4: Common Sector 2 Modifiers.

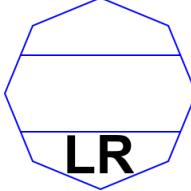
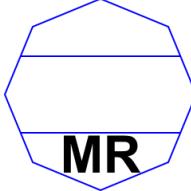
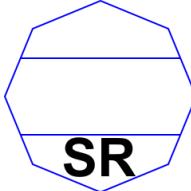
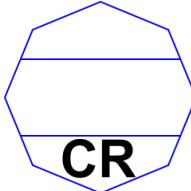
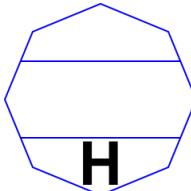
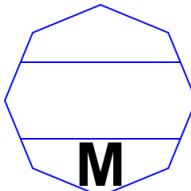
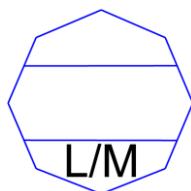
SIDC	Description	Category	Icon	Remarks
114	LONG RANGE	Capability		
115	MEDIUM RANGE	Capability		
116	SHORT RANGE	Capability		
117	CLOSE RANGE	Capability		
118	HEAVY	Capability		
119	MEDIUM	Capability		
120	LIGHT AND MEDIUM	Capability		

Table 1-4: Common Sector 2 Modifiers.

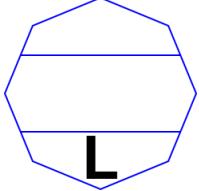
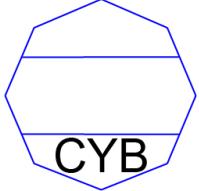
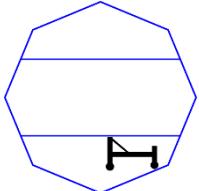
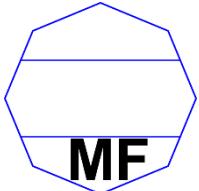
SIDC	Description	Category	Icon	Remarks
121	LIGHT	Capability		
122	CYBERSPACE	Capability		
123	SECURITY FORCE ASSISTANCE	Capability		
124	MEDICAL BED	Capability		Modifier is offset so that the modifier is not obscured by the full frame icon.
125	MULTIFUNCTIONAL	Capability		

Table 1-4: Common Sector 2 Modifiers.

1.2.3. Amplifiers

1. An amplifier provides optional additional information about the symbol being portrayed and is displayed outside the frame. Not all amplifiers are applicable to all dimensions. The specific placement of amplifiers around symbols is described in each of the chapters, Table 1-5 provides the amplifier field definitions and maximum character display lengths. To reduce display cluttering, only the minimum essential amplifiers should be used. When multiple text amplifiers are displayed in a single field, only the most critical amplifier should be used. Amplifiers on the left shall be right aligned, amplifiers on the right shall be left aligned and top and bottom amplifiers shall be centred. Amplifier fields should be placed in their respective positions, even if all amplifiers on a particular side of the symbol are not displayed. The generic placement of amplifier fields is shown in Figure 1-4.

2. The maximum and minimum character counts and applicable display values are specified in Table 1-5 below. Values shown in curly brackets {} define the minimum and maximum character count for that amplifier, e.g. {2,20} allows from two to twenty characters in length.

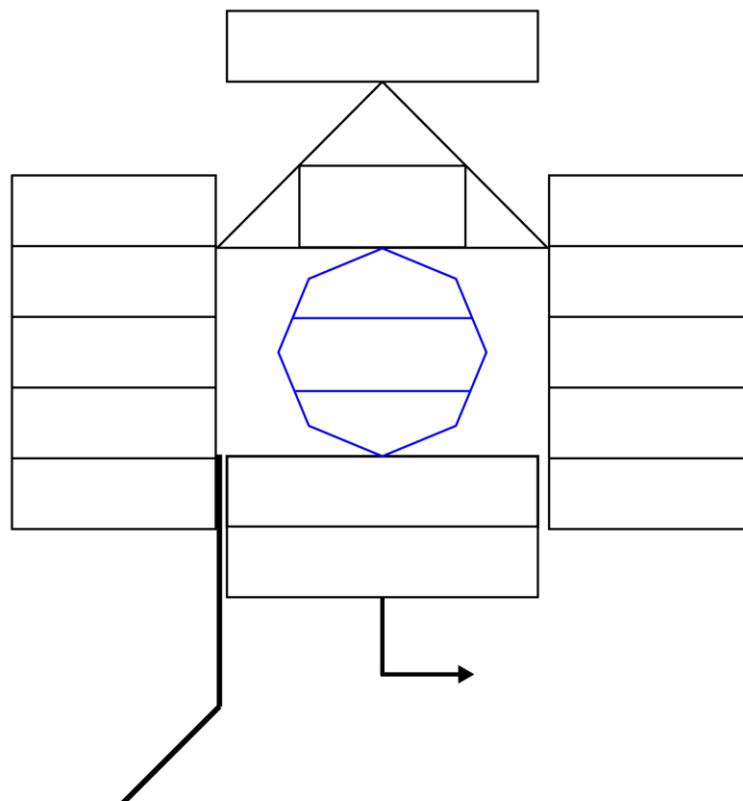


Figure 1-4: Standard Amplifier Fields.

Table 1-5: Amplifier field definitions and maximum display lengths.

Field	Name	Description	Format	Min/Max Character Length and Display Values	Symbol Set	Remarks
A	Symbol Icon	The innermost part of a symbol that represents a joint military object comprising of an icon and optional modifiers.	Graphic	N/A	01, 05, 10, 15, 20, 25, 27, 30, 35, 40, 60, 61, 62, 63, 64, 65, 66, 67, 68	Determined by the SIDC, position 11-22. Note: for NATO Multiple Supply Class Point, (symbol set 25 SIDC 321706 only) Field A/A1/A2 should be exchanged as a list of values representing the supply classes, e.g. "ACE" A=Class I B=Class II C=Class III D=Class IIIa E=Class IV F=Class V
B	Echelon	An amplifier that identifies command level.	Graphic	N/A	10, 25, 60, 61, 62, 63, 64, 65, 66, 67, 68	Determined by the SIDC, positions 9-10.

Table 1-5: Amplifier field definitions and maximum display lengths.

Field	Name	Description	Format	Min/Max Character Length and Display Values	Symbol Set	Remarks
C	Quantity	An amplifier that identifies the number of items present.	Alphanumeric	#####XXXXXX {1,19}	10, 11, 15, 25, 27, 60, 61, 62, 63, 64, 65, 66, 67, 68	Two-part composite field. Where # is the numeric value [1-999999999], and X is the unit of measure. Examples include: 100 Beds 500 Litres
D	Task Force Indicator	An amplifier that identifies a symbol as a task force.	Graphic	N/A	10, 60, 61, 62, 63, 64, 65, 66, 67, 68	Determined by the SIDC, position 8.
E	NOT USED		N/A	N/A	N/A	Only used in APP-6(A) and MIL-STD-2525B. In APP-6(A), Field E is "Suspect, Assumed, Friend, Faker, Joker". In MIL-STD-2525B Field E is "Frame Shape Modifier".
F	Reinforced or Reduced	An amplifier in a unit symbol that displays (+) for reinforced, (-) for reduced, (\pm) reinforced and reduced.	Alphanumeric	{1}	10, 60, 61, 62, 63, 64, 65, 66, 67, 68	

Table 1-5: Amplifier field definitions and maximum display lengths.

Field	Name	Description	Format	Min/Max Character Length and Display Values	Symbol Set	Remarks
G	Staff Comments	An amplifier used by staff for information required by commander, content is implementation specific.	Alphanumeric	{1,20}	01, 05, 10, 15, 20, 27, 30, 35, 40, 60, 61, 62, 63, 64, 65, 66, 67, 68	
H	Additional Information	An amplifier, content is implementation specific.	Alphanumeric	{1,20}	01, 05, 10, 15, 20, 25, 27, 30, 35, 40, 60, 61, 62, 63, 64, 65, 66, 67, 68	All Symbol Sets included.

Table 1-5: Amplifier field definitions and maximum display lengths.

Field	Name	Description	Format	Min/Max Character Length and Display Values	Symbol Set	Remarks
H1	Unlisted Point Information	An amplifier used to provide an up to a three-character letter field acronym to describe a point that is not already listed. (Only used in Action Points (General). Control measures SIDC 130100.)	Alphanumeric	{1,3}	25	
J	Evaluation Rating	An amplifier that consists of a single-letter reliability rating and a single digit credibility rating:	Alphanumeric	(A-F),(1-6) {2,2}	10, 15, 20, 27, 40	Two-part composite field. List of values. Reliability Ratings: A-completely reliable, B-usually reliable, C-fairly reliable, D-not usually reliable, E-unreliable, F-reliability cannot be judged. Credibility Ratings: 1-confirmed by other sources, 2-probably true, 3-possibly true, 4-doubtfully true, 5-improbable, 6-truth cannot be judged.

Table 1-5: Amplifier field definitions and maximum display lengths.

Field	Name	Description	Format	Min/Max Character Length and Display Values	Symbol Set	Remarks
K	Combat Effectiveness	An amplifier that indicates effectiveness.	Text	{2,3}	10, 15, 27, 60, 61, 62, 63, 64, 65, 66, 67, 68	List of Values. FO - Fully Operational SO - Substantially operational MO - Marginally operational NO - Not operational UNK - Unknown
L	Signature Equipment	Displays an identified detectable electronic signature "!" for hostile equipment.	Alphanumeric	{1,1}	15, 60, 61, 62, 63, 64, 65, 66, 67, 68	Note: The amplifier displayed is the exclamation mark "!".
M	Higher Formation	An amplifier that indicates number or title of higher echelon command of entity being displayed.	Alphanumeric	{1,21}	10, 15, 20, 27, 60, 61, 62, 63, 64, 65, 66, 67, 68	
N	Hostile (Enemy)	An amplifier, the displayed letters "ENY" denote hostile entities. Note: This amplifier must be used when displaying enemy/hostile control measures on monochromatic displays.	Graphic	N/A	15, 25	Determined by the SIDC, position 4.

Table 1-5: Amplifier field definitions and maximum display lengths.

Field	Name	Description	Format	Min/Max Character Length and Display Values	Symbol Set	Remarks
P	IFF/SIF/AIS	An amplifier displaying one or more IFF/SIF/AIS identification modes and codes.	Alphanumeric	IFF Codes: MODE1##, where ## is a two-digit octal number. The rightmost digit is limited to 0-3. [0-7][0-3]{8,8} MODE2####, where #### is a four-digit octal number. [0-7]{10,10} MODE3####, where #### is a four-digit octal number. [0-7]{10,10} MODE5####, where #### is a four-digit hexadecimal number. The leftmost digit is limited from 0 to 3. [0-3]{0-9A-F}{10,10} EMODE1####, where #### is a four-digit octal number. The rightmost digit is limited to 0-3. [0-7]{4-4}{11,11} EMODE2####, where #### is a four-digit octal number. The rightmost digit is limited to 0-3. [0-7]{4-4}{11,11} EMODE3####, where #### is a four-digit octal number. The rightmost digit is limited to 0-3. [0-7]{4-4}{11,11} MODE5NO####, where #### is a four-digit octal numbers; the 1st digit is limited from 0 to 3. [0-3]{0-7}{12,12} MODESOCT#####, where ##### is an eight-digit octal number. [0-7]{17,17} AIS IMO Code: IMO:#####, where the code is three letters "IMO" followed by a seven-digit number. IMO{0-9}{11,11}	01, 10, 15, 27, 30, 35, 60, 61, 62, 63, 64, 65, 66, 67, 68	

Table 1-5: Amplifier field definitions and maximum display lengths.

Field	Name	Description	Format	Min/Max Character Length and Display Values	Symbol Set	Remarks
Q	Direction of Movement Arrow	An amplifier consisting of a line with arrow, identifies the direction of movement or intended movement of an object.	Graphic (Alphanumeric for exchange only)	N/A	10, 15, 20, 25, 27	Depicts the angle in which the direction of movement arrow should point. 1. If the exchanged value has a length of 7 characters, the value will be parsed as degrees. The allowed range is 000-360. The “DDD” DGT (True North) DGM (Magnetic north) and DGG (Grid North). The degrees must be prefixed with 0 to form a 3-digit number. e.g. “026 DGT”.
						2. If the exchanged value has a length of 8 characters, the value will be parsed as mils. The “MMM” is the north reference: MGT (True North) MGM (Magnetic north) and MGG (Grid North). The mils must be prefixed with 0 to form a 4-digit number. e.g.: “0150 MGT”
R	Mobility Indicator	An amplifier that depicts the mobility of an object not intrinsic to the entity itself.	Graphic	N/A	10, 15, 20, 27	Determined by the SIDC, positions 9-10.

Table 1-5: Amplifier field definitions and maximum display lengths.

Field	Name	Description	Format	Min/Max Character Length and Display Values	Symbol Set	Remarks
R2	SIGINT Mobility Indicator	An amplifier that indicates the mobility of a SIGINT unit.	Text	{1,1}	50, 51, 52, 53, 54	<p>List of Values. M - Mobile. S - Static. U - Uncertain.</p> <p>Only currently used in MIL-STD-2525C and MIL-STD-2525D Chg 1.</p> <p>Amplifier only required in APP-06(E)(1) to account for all values being used in NATO and US standards.</p>
S	Headquarters Staff Indicator	An amplifier that identifies the symbol as a headquarters.	Graphic	N/A	10, 20, 40, 60, 61, 62, 63, 64, 65, 66, 67, 68	Determined by the SIDC, position 8.
S2	Offset Location Indicator	An amplifier used to describe precise location or to declutter when displaying an entity away from its actual location.	Graphic	N/A	10, 20, 25, 27, 40, 60, 61, 62, 63, 64, 65, 66, 67, 68	Determined by individual system implementations.

Table 1-5: Amplifier field definitions and maximum display lengths.

Field	Name	Description	Format	Min/Max Character Length and Display Values	Symbol Set	Remarks
T	Unique Designation (e.g. Track Number)	An amplifier that uniquely identifies a particular symbol or track number.	Alphanumeric	{1,30}	01, 05, 10, 15, 20, 25, 27, 30, 35, 60, 61, 62, 63, 64, 65, 66, 67, 68	

Table 1-5: Amplifier field definitions and maximum display lengths.

Field	Name	Description	Format	Min/Max Character Length and Display Values	Symbol Set	Remarks
T1	Lines - Unique Identifier or Primary Purpose Points - Purpose or Servicing Unit	Lines - Second unique identifier for boundaries.	Alphanumeric	{1,30}	25	Only for use with Boundary Control measure symbols.
		Lines - Other than phase lines that have a specific purpose, (for example, restrictive fire line RFL), should have the primary purpose labelled on top of the line at both ends of the line inside the lateral boundaries or as often as necessary for clarity.	Alphanumeric			
		Points - Provides the unit servicing the point.	Alphanumeric	{1,7}		For use with point symbols.
T2	Controlling Headquarters	An amplifier used to provide the designation of the Establishing Headquarters for Fire Support Control Measures only.	Alphanumeric	{1,7}	25	

Table 1-5: Amplifier field definitions and maximum display lengths.

Field	Name	Description	Format	Min/Max Character Length and Display Values	Symbol Set	Remarks
V	Type Of Equipment	An amplifier that indicates types of equipment. For example AH-64 for Attack Helicopter.	Alphanumeric	{1,24}	01, 05, 10, 15, 25, 27, 30, 35, 60, 61, 62, 63, 64, 65, 66, 67, 68	
W	Date-Time Group (DTG)	An amplifier for displaying a date-time group (DDHHMMSSZMMYYYY) or "O/O" for on order. Field "W" is used to provide DTG or if used with field "W1" the start of a period of time. Field "W1" is used to provide the end of a period of time.	Alphanumeric	DDHHMMSSZMMYYYY or DDHHMMZMMYYYY, or O/O {3,16}	10, 15, 20, 25, 27, 40, 45, 60, 61, 62, 63, 64, 65, 66, 67, 68	Field "W" used in isolation as date stamp or beginning of a period of time. A date-time group (DTG) of six (or eight) digits with a time zone suffix and the standardized abbreviation for the month and a 4 -digit year. The first pair of the six digits represents the day; the second pair the hour; the third pair the minutes; (the fourth optional pair of digits the seconds).

Table 1-5: Amplifier field definitions and maximum display lengths.

Field	Name	Description	Format	Min/Max Character Length and Display Values	Symbol Set	Remarks
W1	Date-Time Group (DTG) (Period)	An amplifier for displaying a date-time group (DDHHMMSSZMMYY) or "O/O" for on order. Field "W1" is used to provide the end of a period of time.	Alphanumeric	DDHHMMSSZMMYY or DDHHMMZMMYY, or O/O {3,16}	25	Fields "W" and "W1" used together where a period of time is specified. A date-time group (DTG) of six (or eight) digits with a time zone suffix and the standardized abbreviation for the month and a 4 -digit year. The first pair of the six digits represents the day; the second pair the hour; the third pair the minutes; (the fourth optional pair of digits the seconds).

Table 1-5: Amplifier field definitions and maximum display lengths.

Field	Name	Description	Format	Min/Max Character Length and Display Values	Symbol Set	Remarks
X	Altitude/ Depth	An amplifier that displays altitude, GPS altitude, flight level, height in feet of equipment or structure on the ground, the minimum, maximum and/or specific altitude (in feet or metres in relation to a reference datum) or depth (for submerged objects in feet below sea level).	Alphanumeric	BBB, or FL###, or ##### UU RRRR. {2,14}	01, 05, 10, 15, 20, 25, 27, 35	<p>Three formats are allowed: (e.g. MSL, 9000FTAMSL, FL280.)</p> <p>1. Base reference point, "BBB": "MSL" (Mean Sea Level) or "GL" (Ground Level).</p> <p>2. Flight level, "FL###". FL is fixed text, "###" is the flight level (range 0-999).</p> <p>3. Height from a reference point. "##### UU RRRR" "#####" is the value, (Range 0-999999) "UU" is the unit of measurement, (FT, M, KM, SM). "RRRR" is the reference point, (AGL, AMSL, BMSL and HAE).</p>
Y	Location	An amplifier that displays a symbol's location in degrees, minutes, and seconds (or in MGRS, GARS, or other applicable display formats).	Alphanumeric	{12,22}	10, 15, 20, 25, 27, 30, 40, 60, 61, 62, 63, 64, 65, 66, 67, 68	Exchange format is implementation specific.

Table 1-5: Amplifier field definitions and maximum display lengths.

Field	Name	Description	Format	Min/Max Character Length and Display Values	Symbol Set	Remarks
YP	Symbol Reference Points	An exchange only amplifier that is repeated as YP, YP1, YP2 to represent the reference points of symbols. Note that these reference points are indicated as centre point, PT 1, PT 2, etc. in the symbol diagram templates and not as YP.	Alphanumeric	{22}		The location shall be specified in WGS84 longitude and latitude decimal degrees. The format is "longitude, latitude" With longitude between -180.000000 and 180.000000 and latitude between -90.000000 and 90.000000. Note: This amplifier is not displayed.
Z	Speed	An amplifier that displays velocity.	Alphanumeric	##### UUU {5-9}	01, 05, 10, 15, 27, 30, 35	"#####" is the value (range 0-99999) "UUU" is the speed unit (KPH, KPS, MPH, NMH, KTS). Note: there should be a space between the integer and the unit of measure values.
AA	Named Command and Control Headquarters	An amplifier for units; indicator is contained inside the frame in place of the main icon. A named command such as SHAPE, PACOM, and joint, multinational, or coalition commands such as CJTF, JTF, or MJTF.	Alphanumeric	{1,9}	10, 60, 61, 62, 63, 64, 65, 66, 67, 68	

Table 1-5: Amplifier field definitions and maximum display lengths.

Field	Name	Description	Format	Min/Max Character Length and Display Values	Symbol Set	Remarks
AB	Feint/Dummy indicator	Feint or dummy indicator: An amplifier that identifies an offensive or defensive unit that is intended to draw the enemy's attention away from the area of the main attack.	Graphic	N/A	10, 15, 20, 27, 60, 61, 62, 63, 64, 65, 66, 67, 68	Feint Dummy indicator display is sourced from position 8 of the SIDC.
AC	NOT USED		N/A	N/A	N/A	
AD	Platform Type	An amplifier containing one of two possible values. Electronic intelligence notation (ELNOT) or communications intelligence notation (CENOT)	Text	{5,5}	10,15 , 60, 61, 62, 63, 64, 65, 66, 67, 68	List of Values. ELNOT CENOT
AE	Equipment Teardown Time	An amplifier indicating equipment teardown time in minutes.	Numeric	{1,3}	15, 60, 61, 62, 63, 64, 65, 66, 67, 68	

Table 1-5: Amplifier field definitions and maximum display lengths.

Field	Name	Description	Format	Min/Max Character Length and Display Values	Symbol Set	Remarks
AF	Common Identifier	An amplifier to provide a common name used to identify an entity. For example: "Hawk" for Hawk SAM system.	Alphanumeric	{1,12}	10, 15, 27, 60, 61, 62, 63, 64, 65, 66, 67, 68	
AG	Auxiliary Equipment Indicator	Towed sonar array indicator: An amplifier for equipment that indicates the presence of a towed sonar array.	Graphic	N/A	N/A	Only currently used in MIL-STD-2525C and MIL-STD-2525D Chg 1. Amplifier only required in APP-06(E)(1) to account for all values being used in NATO and US standards.
AH	Area of Uncertainty Indicator	An amplifier that indicates the area where an object is most likely to be, based on the object's last report and the reporting accuracy of the sensor that detected the object.	Graphic (Alphanumeric for exchange only)	{1,6}	01, 05 10, 15, 20, 25, 27, 30, 35, 40, 60, 61, 62, 63, 64, 65, 66, 67, 68	Value in metres. If only AH is defined the value depicts the radius of a circle of uncertainty around the object.

Table 1-5: Amplifier field definitions and maximum display lengths.

Field	Name	Description	Format	Min/Max Character Length and Display Values	Symbol Set	Remarks
AH1	Area of Uncertainty Indicator	An amplifier that indicates the area where an object is most likely to be, based on the object's last report and the reporting accuracy of the sensor that detected the object.	Graphic (Alphanumeric for exchange only)	{1,6}	01, 05 10, 15, 20, 25, 27, 30, 35, 40, 60, 61, 62, 63, 64, 65, 66, 67, 68	If AH1 is defined, the value of AH is the latitude radius of uncertainty and AH1 is the longitude radius of uncertainty in metres.
AI	Dead Reckoning Trailer	An amplifier that identifies where an object should be located at present, given its last reported course and speed.	Graphic	N/A	N/A	Provides an indication of system locally derived information only. This data is not exchanged. Only currently used in MIL-STD-2525C and MIL-STD-2525D Chg 1. Amplifier only required in APP-06(E)(1) to account for all values being used in NATO and US standards.

Table 1-5: Amplifier field definitions and maximum display lengths.

Field	Name	Description	Format	Min/Max Character Length and Display Values	Symbol Set	Remarks
AJ	Speed Leader	An amplifier that depicts the speed and direction of movement of an object	Graphic	N/A	01, 02, 05, 30, 35	Provides an indication of system locally derived information only. This data is not exchanged. Amplifier AJ is shown unboxed in Figure 2-2, Figure 5-3, Figure 5-6, and Figure 6-2 as it is a dynamic amplifier and has no fixed position.
AK	Pairing Line	An amplifier that connects two objects and is updated dynamically as the positions of the two objects change	Graphic	N/A	N/A	Only currently used in MIL-STD-2525C and MIL-STD-2525D Chg 1. Amplifier only required in APP-06(E)(1) to account for all values being used in NATO and US standards.
AL	Operational Condition	An amplifier that indicates operational condition or capacity.	Graphic	N/A	01, 05, 10, 15, 20, 30, 35, 60, 61, 62, 63, 64, 65, 66, 67, 68	Determined by SIDC position 7.

Table 1-5: Amplifier field definitions and maximum display lengths.

Field	Name	Description	Format	Min/Max Character Length and Display Values	Symbol Set	Remarks
AM	Distance	An amplifier that displays a minimum, maximum, or a specific distance (range, radius, width, length, etc.).	Alphanumeric	##### DDD {3,9}	25	"#####" is the value (range 0-99999) DDD is the distance unit. Note: there should be a space between the integer and the unit of measure values. Where more than one distance is specified the AM amplifier will be suffixed with a numeric entry, e.g. AM1, AM2.
AN	Azimuth	An amplifier that displays an angle measured from true north to any other line in degrees (or mils). Note: The azimuth in mils is only used in the Rectangular Target Symbol (symbol set 25, SIDC 240802).	Alphanumeric	### DDD or #### MMM {7,8}	25	For Degrees entries. XXX DGT, where XXX is degrees from 000-359 and DGT is referenced to TRUE North. For Mils entries. XXXX MGT, where XXXX is MILS from 0000-6399 and MGT is referenced to TRUE North. Where more than one angle is specified the AN amplifier will be suffixed with a numeric entry, e.g. AN1, AN2.

Table 1-5: Amplifier field definitions and maximum display lengths.

Field	Name	Description	Format	Min/Max Character Length and Display Values	Symbol Set	Remarks
AO	Engagement Bar Text	An amplifier placed immediately atop the symbol. May denote, 1) local/remote status; 2) engagement status; and 3) weapon type.	Alphanumeric	Composite list of values A:BBB-CCC {6,10}	01,05, 10, 30, 35, 60, 61, 62, 63, 64, 65, 66, 67, 68	See Para 1.2.15 for explanation of format for engagement amplifier. A - Type of Engagement BBB - Engagement Stage CCC - Type of Weapon Assignment A - Type of Engagement N/A - Local R - Remote B - Both BBB - Engagement Stage Codes ASN - Assign/Cover ENG - Engage MIF - Missile in Flight CF - Cease Fire CE - Cease Engage HF - Hold Fire TE - Terminate Engagement BE - Break Engagement MBE - Management by Exception MT - MBE Less Than Threshold MLT - Multiple Engagements

Table 1-5: Amplifier field definitions and maximum display lengths.

Field	Name	Description	Format	Min/Max Character Length and Display Values	Symbol Set	Remarks
						CCC - Type of Weapon Assignment M - Missile BM - Ballistic Missile CM - Cruise Missile GN - Gun T - Torpedo A - Attack Aircraft C - Combat Air Patrol D - Defensive Counter Air UW - Undersea Warfare (USW)/Antisubmarine Warfare (ASW)Engagement MW - Mine Warfare (MW) Engagement SW - Surface Warfare (SUW) Engagement EA - Electronic Attack ED - Electronic Defence UV - Unmanned Vehicle CW - Close in Weapon System L3 - Lamps VA - Vertical Launch ASROC 0-99 - Number of Engagements. (Only used with MLT multiple engagements.)

Table 1-5: Amplifier field definitions and maximum display lengths.

Field	Name	Description	Format	Min/Max Character Length and Display Values	Symbol Set	Remarks
AO1	Target Designation using the Engagement Bar	An amplifier placed immediately atop the symbol. Indicates if the symbol is: - Hostile Target - Hostile Non-Target - Expired	Graphic (Text for exchange only.)	N/A	01, 05, 10, 30, 35, 60, 61, 62, 63, 64, 65, 66, 67, 68	Values: "TA" Hostile Target. "NT" Hostile Non-Target. "EX" Expired. TA - Red Fill NT - White Fill EX - Orange Fill
AP	Target Number	A six-character amplifier used in Fire Support operations to uniquely designate targets in accordance with STANAG 2484.	Alphanumeric	AANNNN {6,6}	25	Two-part composite field. Where AA are alpha, and NNNN are numeric.

Table 1-5: Amplifier field definitions and maximum display lengths.

Field	Name	Description	Format	Min/Max Character Length and Display Values	Symbol Set	Remarks
AP1	Target Number Extension	A 2-3 character amplifier. A target number extension is a sequentially assigned number identifying the individual elements in a target, where character 1 is a dash and characters 2-3 are numeric, from 1 through 15. It is applicable only to the "Point or Single Target" symbol and is conditional upon the presence of the Target Number amplifier and is visually displayed appended to the Target Number amplifier.	Numeric	-NN {2,3}	25	
AQ	Guarded Unit	During ballistic missile defence, some tracks are designated as guarded by a particular unit.	Alphanumeric	{2,2}	30	List of values. (Single value) BG - Guarded Unit

Table 1-5: Amplifier field definitions and maximum display lengths.

Field	Name	Description	Format	Min/Max Character Length and Display Values	Symbol Set	Remarks
AR	Special Designator	Special track designators such as Non-Real Time (NRT) and Tactically Significant (SIG) tracks are denoted here.	Alphanumeric	{3,3}	10, 30, 35, 60, 61, 62, 63, 64, 65, 66, 67, 68	List of values. NRT - Non-Real Time. SIG - Tactically Significant Tracks.
AS	Interim Measure for Geographical Entities	AC/322-D(2017)0043 - The list of geographical entities required are not part of this standard and an appropriate list of geographical entity codes will be provided in due time.	Alphanumeric	{3,3}	01, 05 10, 15, 20, 25, 27, 30, 35, 40, 60, 61, 62, 63, 64, 65, 66, 67, 68	Determined by the SIDC positions 28-30. All Symbol Sets included.
AT	Capacity of Installation	Capacity of installation displayed.	Alphanumeric	Integer Range [1-999999999] {1-9} Unit of Measure {1,10}	20	Two-part composite field. Comprised of: Quantity 0-99999999 followed by the unit of measure. e.g. 400 Beds
AV	Leadership	Identifies Leadership (ONLY IN DISMOUNTED INDIVIDUAL)	Graphic	N/A	27	Determined by the SIDC, positions 9-10.

Table 1-5: Amplifier field definitions and maximum display lengths.

Field	Name	Description	Format	Min/Max Character Length and Display Values	Symbol Set	Remarks
AW	Headquarters Element	An amplifier that indicates what type of element of a headquarters is being represented, such as TOC, MAIN2.	Alphanumeric	{1,8}	10, 60, 61, 62, 63, 64, 65, 66, 67, 68	
AX	Installation Composition	Indicates the component type of the installation: Development Research Production Service Storage Utility.	Alphanumeric	{3-7}	20	List of Values. DEVELOP - Development. RSRCH - Research. PROD - Production. SVC - Service. STORE - Storage. UTIL - Utility.
AY	Network Identifier	Indicates the network the entity has privileges within.	Alphanumeric	{1,40}	60, 61, 62, 63, 64, 65, 66, 67, 68	

Table 1-5: Amplifier field definitions and maximum display lengths.

3. **Format of Amplifiers.** Table 1-5 describes the format of amplifiers in four distinct types.

- a. **Text** - These amplifiers shall contain uppercase or lowercase letters only. For example, amplifier N displays "ENY" only.
- b. **Numeric** - These amplifiers shall only contain numbers. For example, amplifier C displays the number of items present.
- c. **Alphanumeric** - These amplifiers may contain a mix of uppercase letters and numbers. For example, amplifier T could provide a Link 16 Track Number as a five-digit alphanumeric (0A000 through ZZ000).
- d. **Graphic** - These amplifiers use data provided to display additional symbol information in a graphical format. These amplifiers are described below.

1.2.4. Operational Condition

1. The operational condition amplifier provides a graphic representation of an entity's (equipment or installation) operational condition (see Table 1-6).
2. An alternative operational condition colour representation is shown in Table 1-7.
3. Using the alternate colour representation of Table 1-7 allows the condition of "Full to Capacity" to be expressed.
4. The "Rendered Ineffective" operational condition amplifier shall be used when equipment capable of inflicting injury and/or death (IEDs or mines) is known to have been defused or rendered inoperable while under the control of friendly forces. The "Damaged" operational condition amplifier shall be used where "Rendered Ineffective" does not apply.
5. "Full to Capacity" is associated with a symbolized object where its capacity can be measured, and the status of that capacity is relevant.

Table 1-6: Operational Condition Amplifiers for Icon-based Symbols.

DIMENSION OPER. CONDITION	AIR/SPACE	SURFACE				DISMOUNTED INDIVIDUAL	SEA SURFACE	SUB SURFACE	CYBER SPACE		
		LAND			UNITS	EQUIPMENT	INSTALLATIONS				
		UNITS	EQUIPMENT	INSTALLATIONS							
FULLY CAPABLE											
DAMAGED/ RENDERED INEFFECTIVE											
DESTROYED											

Table 1-6: Operational Condition Amplifiers for Icon-based Symbols.

Table 1-7: Alternate Operational Condition Colour Amplifiers for Icon-based Symbols.

DIMENSION OPER. CONDITION	AIR/SPACE	SURFACE				SEA SURFACE	SUB SURFACE	CYBER SPACE			
		LAND			DISMOUNTED INDIVIDUAL						
		UNITS	EQUIPMENT	INSTALLATIONS							
FULLY CAPABLE											
DAMAGED/ RENDERED INEFFECTIVE											
DESTROYED											
FULL TO CAPACITY											

Table 1-7: Alternate Operational Condition Colour Amplifiers for Icon-based Symbols.

1.2.5. Restricted Targets and No Strike Entities

1. A restricted target is defined as a valid target that has specific restrictions placed on the actions authorized against it due to operational considerations. The restricted target icon is an exclamation mark on yellow triangle with a black border. See Figure 1-5 for the template and example usage.

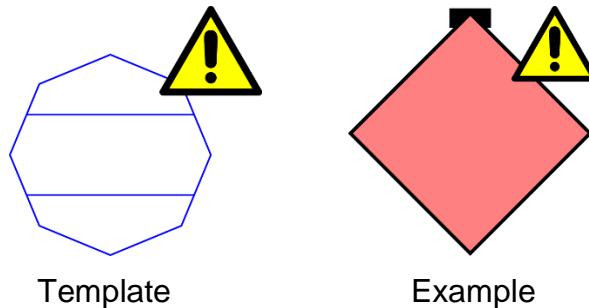


Figure 1-5: Template and Example for Restricted Target Amplifier.

2. A No Strike Entity is defined as entities that are designated by the North Atlantic Council (NAC) as protected. They are described on a No Strike List (NSL). Engagement of NSL entities violates international law, the Law of Armed Conflict, agreements, conventions, NAC policies or rules of engagement. As such, they must not be engaged unless that protection is removed and, consequently, become targets subject to lawful engagement. The No Strike Entity icon is a round yellow circle with black border containing a bold black diagonal line from top left to bottom right. See Figure 1-6 for the template and example usage.

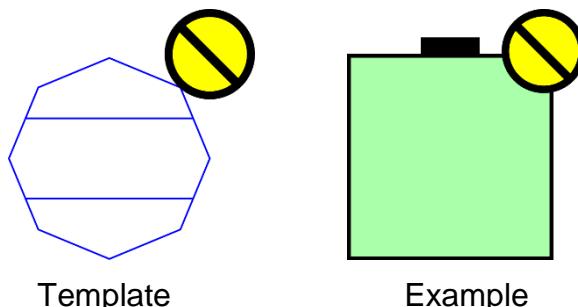


Figure 1-6: Template and Example for No Strike Entity Amplifier.

1.2.6. Headquarters Staff Indicator

3. The headquarters staff indicator is a line extending downward from the left side of the frame that identifies units, installations, and activities as headquarters. See Figure 1-7.

4. The headquarters staff indicator shall extend down from the left side of the frame and shall extend a distance of one bounding octagon height below the bottom of the frame. The headquarters staff indicator shall point to the exact location of the headquarters unit. The headquarters indicator is indicated by field S in the amplifier field placement figures

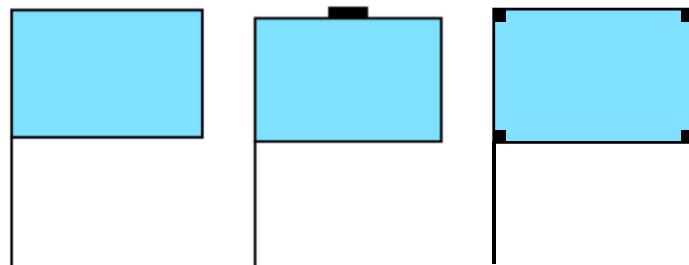


Figure 1-7: Headquarters Staff Indicator Examples.

5. If several headquarters are at one location, more than one headquarters can be on a single staff. The highest echelon headquarters is placed on top, followed by the next levels in descending order. See Figure 1-8.

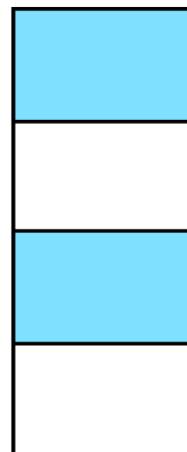


Figure 1-8: Multiple Headquarters in Same Location Example

1.2.7. Offset Location Indicator

1. The offset location indicator is used when placing an object away from its actual location. It can be used to declutter the display when multiple symbols appear in close vicinity to each other.
2. The offset location indicator is a vertical line extending downward a distance of one bounding octagon from an appropriate anchor point on an icon and then extending to the precise location of the unit via an elbow. The offset location amplifier differs from the headquarters staff amplifier in that the former has the line from the elbow dynamically extending to the actual location. The actual location in latitude and longitude is given in amplifier field Y. The offset indicator is indicated by field S2 in the amplifier placement figures. See Figure 1-9.
3. If a group of units (or installations) other than a headquarters is at one location, the grouping of the symbols may be enclosed with a bracket and the exact location indicated by a line from the centre of the bracket. See Figure 1-10.

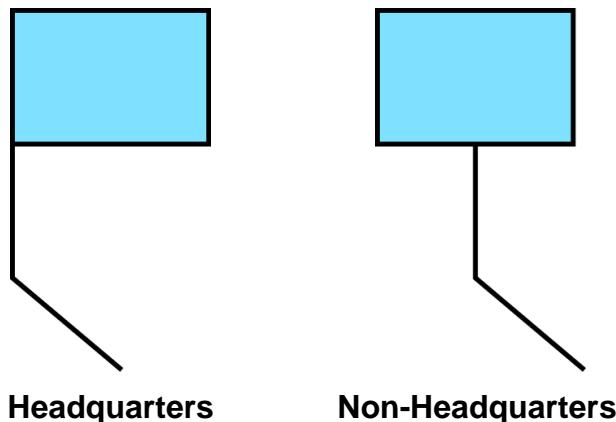


Figure 1-9: Offset Location Indicator Examples.

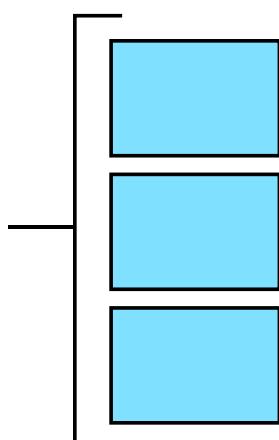


Figure 1-10: Multiple Units in Same Location.

1.2.8. Direction of Movement Indicator

1. The direction of movement amplifier is an arrow or staff identifying the direction of movement or intended movement of an object.
2. For land symbols, the amplifier is an angled arrow extending downward from the bottom centre of the frame or icon and pointing in the direction of movement. The direction of movement indicator is indicated by field Q in the amplifier placement figures. See Figure 1-11.
3. The direction of movement indicator is a fixed length and only represents the direction of movement of the object.

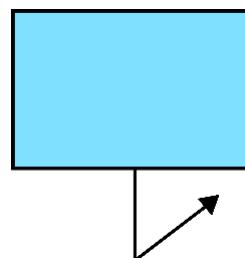


Figure 1-11: Direction of Movement Indicator Example.

1.2.9. Speed Leader

1. The speed leader is a dynamic amplifier that depicts the speed and direction of movement (course) of an entity.
2. The speed leader is a line extending from the centre of the frame or icon and points in the direction of movement. The length depicts the speed of the object. See Figure 1-12.

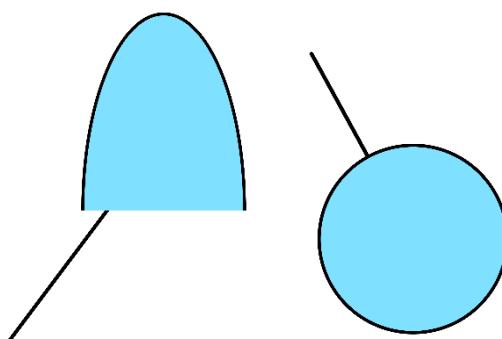


Figure 1-12: Speed Leader Examples.

1.2.10. Task Force Indicator

1. The task force indicator identifies a unit or activities symbol as a task force. A task force is a semi-permanent organization of units, under one commander, formed for the purpose of carrying out a continuing specified task.
2. The task force indicator is a bracket placed on the top of the symbol frame. See Figure 1-13.

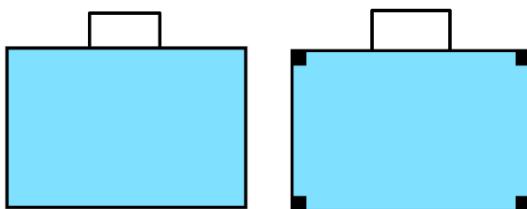


Figure 1-13: Task Force Indicator Examples.

1.2.11. Feint/Dummy Indicator

1. The feint or dummy indicator identifies offensive or defensive units, equipment and installations intended to draw the enemy's attention away from the area of the main attack.
2. The feint/dummy indicator is a dashed inverted "V" placed over the symbol frame and extending across the whole width of the frame. See Figure 1-14 and para 8.23.

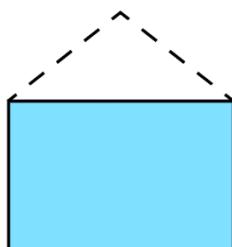


Figure 1-14: Feint/Dummy Example.

1.2.12. Echelon Indicator

1. The echelon indicator provides a graphic representation of command level and is used to show the element echelon on units, boundary lines, lines, and areas.
2. Echelons are separate levels of command. As compared to a regiment, a division is a higher echelon, and a battalion is a lower echelon. Table 1-8 shows the amplifiers for echelons. The Echelon indicator is described in field B in the amplifier field placement figures. See Figure 1-15. Annex B provides comparative unit/formation designations for the NATO nations land forces.

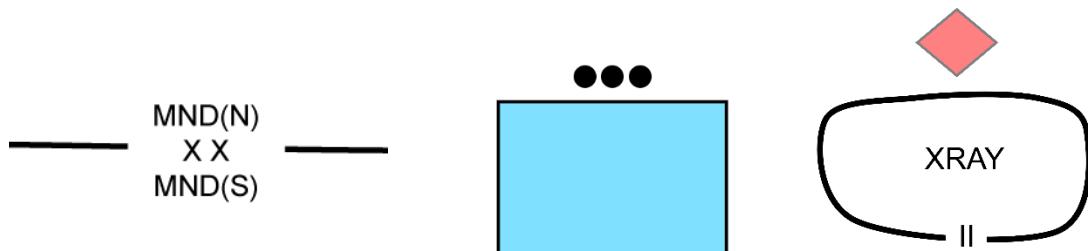


Figure 1-15: Echelon Examples.

3. There is also a separate echelon known as a command. A command is a unit or units, an organization, or an area under the command of one individual. It does not correspond to any of the other echelons. It is designated by using ++ as its echelon symbol. See Figure 1-16.

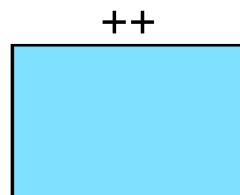


Figure 1-16: Command as an Echelon Example.

Table 1-8: Echelon (Field B).	
Echelon	Symbol
Team ¹ /Crew	Ø
Squad ²	•
Section ³	••
Platoon ⁴ /Detachment	•••
Company ⁵	
Battalion ⁶	
Regiment ⁷ /Group ⁸	
Brigade ⁹	X
Division ¹⁰	XX
Corps ¹¹	XXX
Army ¹²	XXXX
Army Group ¹³	XXXXX
Theatre of Operations ¹⁴	XXXXXX

Notes: These echelon definitions should be used within the context of APP-06.

¹Team: The smallest formation.

²Squad: A formation larger than a team, but smaller than a section.

³Section: A formation larger than a squad, but smaller than a platoon.

⁴Platoon: A formation larger than a section, but smaller than a company.

⁵Company: A formation larger than a platoon, but smaller than a battalion. A unit consisting of two or more platoons, usually of the same type, with a headquarters and a limited capacity for self-support.

⁶Battalion: A formation larger than a company, but smaller than a regiment. A unit consisting of two or more company-, battery-, or troop-sized units and a headquarters.

⁷Regiment: A formation larger than a battalion, but smaller than a brigade.

⁸Group: A flexible administrative and tactical unit composed of either two or more battalions or two or more squadrons. The term also applies to combat support or combat service support units.

⁹Brigade: A formation larger than a regiment, but smaller than a division.

¹⁰Division: A major administrative and tactical unit/formation which combines in itself the necessary arms and services required for sustained combat, larger than a regiment/brigade and smaller than a corps.

¹¹Corps: A formation larger than a division but smaller than an army or army group. It usually consists of two or more divisions together with supporting arms and services.

¹²Army: A formation larger than an army corps, but smaller than an army group. It usually consists of two or more army corps.

¹³Army Group: The largest formation of land forces, normally comprising two or more armies or army corps under a designated commander.

¹⁴Theatre of Operations: A designated area, which may include one or more joint operations areas. A theatre of operations may include land, air, space, and sea outside a joint operations area.

Table 1-8: Echelon (Field B).

1.2.13. Reinforced, Reduced, or Reinforced and Reduced Indicator

1. These amplifiers are used at division and below levels. The reinforced icon "+" indicates that the capability of one unit has been augmented by the capability of another unit. The reduced icon "–" indicates that the capability of a unit has been reduced by the detachment of one or more of its units. If a unit has been both reinforced and reduced, then the "±" icon is used (see Table 1-9).

Table 1-9: Reinforced, Reduced, or Reinforced and Reduced (Field F).			
Function	Icon	Location	Remarks
REINFORCED	+	 +	None
REDUCED	–	 –	None
REINFORCED AND REDUCED	±	 ±	None

Table 1-9: Reinforced, Reduced, or Reinforced and Reduced (Field F).

1.2.14. Mobility Indicator

1. A graphic amplifier for equipment that depicts the mobility of an object other than that intrinsic to the equipment itself. For example, the symbol for a self-propelled howitzer being transported by train would include a railway mobility indicator.
2. The indicator is represented in field R as defined in Table 1-10.

Table 1-10: Equipment Mobility Indicators.

Description	Mobility symbol	Unknown	Friend	Neutral	Hostile
STANDARD MOBILITY/ ON-ROAD MOBILITY	○—○				
HIGH MOBILITY/ OFF-ROAD MOBILITY	○—○—○				
TRACKED	—○—				
WHEELED AND TRACKED COMBINATION	○—○—				
TOWED	○—○				
RAILWAY	○○—○○				

Table 1-10: Equipment Mobility Indicators.

Table 1-10: Equipment Mobility Indicators.					
Description	Mobility symbol	Unknown	Friend	Neutral	Hostile
OVER-SNOW (PRIME MOVER)	—				
SLED	—				
PACK ANIMALS	~				
BARGE	—				
AMPHIBIOUS	~~				

Table 1-10: Equipment Mobility Indicators.

1.2.15. Engagement Amplifier

1. **Engagement amplifier bar.** The engagement amplifier bar may be used to designate engagements and/or to indicate targets. Both may be done in conjunction where depicted targets contain engagement information.
2. **Engagement designation using the engagement amplifier bar.** Engagement bars are positioned immediately atop the frame of a hostile target and the frame of its assigned friendly track. Example depictions of engagement bars are illustrated in Figure 1-17 and Figure 1-18.

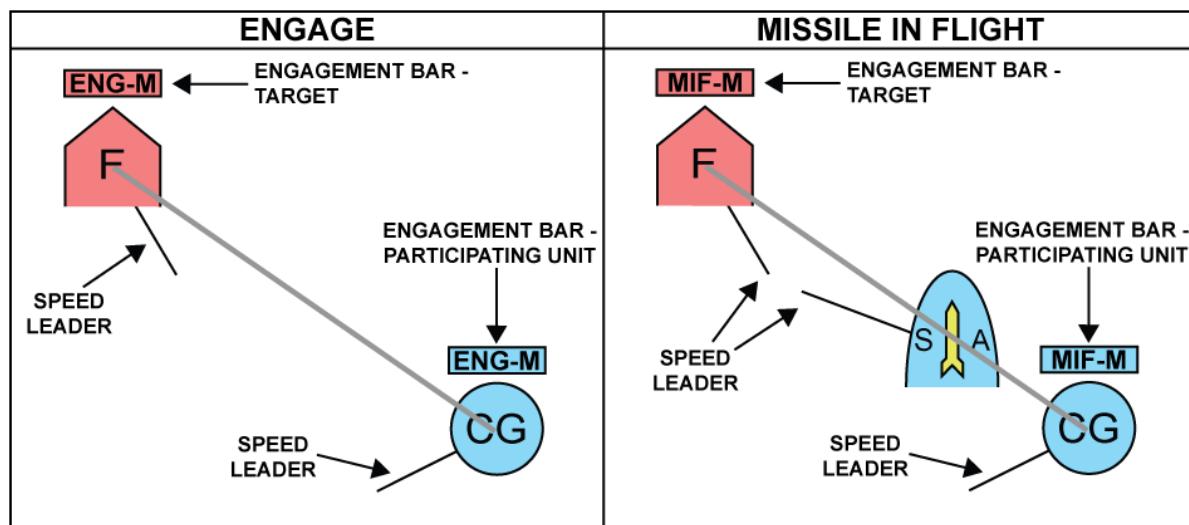


Figure 1-17: Example Local Engagement Scenarios: Engage and Missile in Flight.

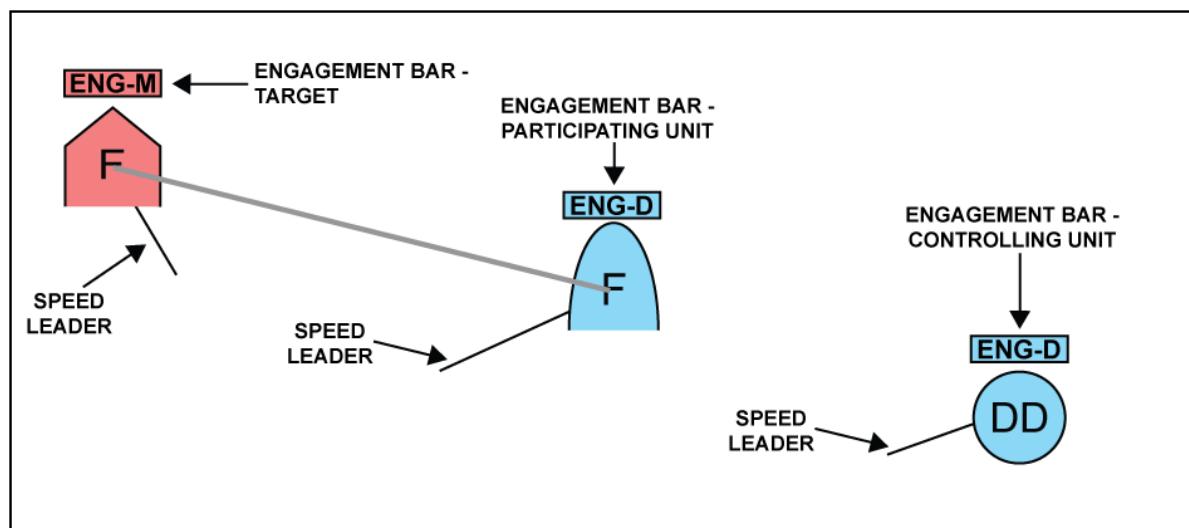


Figure 1-18: Example Local Engagement Scenarios: Participating Units.

3. The engagement bar may contain information on:
- remote/local engagement;
 - stage of the engagement (i.e. assign/cover, engage, hold fire, cease fire, cease engage, break engagement, missile in flight); and
 - type of weapon assignment (i.e. missile, gun, torpedo).
4. The colour of the engagement bar should be identical to its symbol's Standard Identity. Therefore, engagement bars for a hostile target and a friendly participating unit would have red and blue engagement bars, respectively (see Figure 1-17 and Figure 1-18). The colours of the engagement bars should have the same RGB value as its respective symbol. All engagement bars should have a black or white frame based on providing optimal contrast between the coloured amplifier bar and the map background.
5. **Target designation using the engagement amplifier bar.** If the engagement amplifier bar is used to designate targets, non-targets or expired targets, a different colouring schema shall be used. Hostile tracks which are deemed targets shall have a red bar (RGB: 255, 0, 0) to indicate target. For hostile tracks deemed to be non-targets, white (RGB: 255, 255, 255) should be used to indicate non-target. Finally for hostile tracks which have expired shall be coloured orange (RGB: 255, 120, 0). Figure 1-19 depicts the three target denotations.

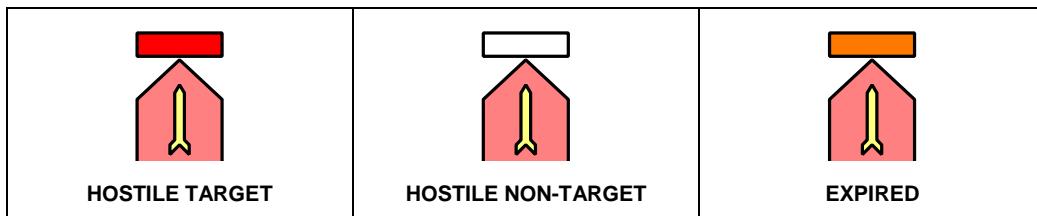


Figure 1-19: Engagement Amplifier Bar Colours for Target Designation.

6. **Engagement Status Text.** If engagement text is incorporated, either white (RGB: 255, 255, 255) or black (RGB: 0, 0, 0) may be used to denote engagement status. Otherwise, for non-targets and expired tracks, engagement status within the engagement amplifier bars shall remain black (see Figure 1-20).

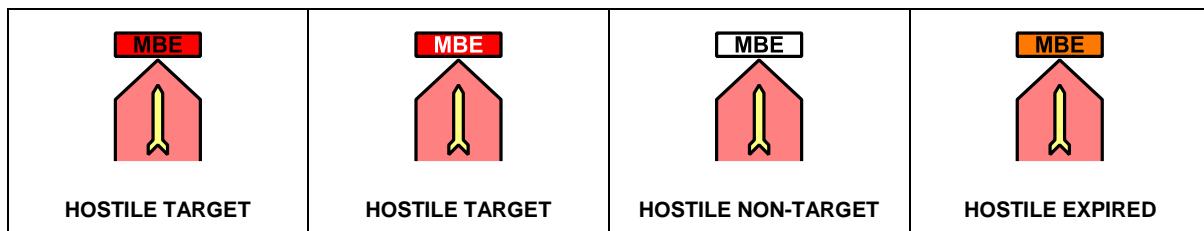


Figure 1-20: Engagement Amplifier Bar Text Colours for Target Designation.

7. **Remote and local engagements.** Remote and local engagements may be identified in the engagement amplifier (part A of A:BBB-CC). A remote engagement is defined as an engagement assigned outside of own platform control. A local engagement is defined as an engagement assigned to own platform. Local engagements shall have no letter assignment in the A:BBB-CC engagement bar; whereas, remote engagements shall be denoted as "R" in the engagement bar. In the case of multiple engagements, there may be a mixture of both local and remote engagements. In such cases, "B" shall be denoted to indicate both local and remote engagements and shall be used in conjunction with the multiple engagements amplifier (MLT).

Table 1-11: Remote and Local Engagement Codes.	
Remote or Local Engagement	Code
Local	N/A
Remote	R
Both	B

Table 1-11: Remote and Local Engagement Codes.

8. **Engagement stage.** Engagement stage may be identified by a two or three character code (part BBB of A:BBB-CC). Typical engagement stages to depict include assign/cover, engage and missile(s) in flight. Other engagement events such as hold fire, cease fire, cease engage, break engagement, terminate engagement, management by exception, management by exception less than threshold and others may be depicted in the engagement amplifier. In the case of multiple engagements where no one specific engagement is highlighted, "MLT" may be used to indicate multiple engagements. In conjunction with the MLT designation, the number of engagements shall be listed in the subsequent CC field. Table 1-12 depicts engagement stage codes.

Table 1-12: Engagement Stage Codes.	
Engagement Stage	Code
ASSIGN/COVER	ASN
ENGAGE	ENG
MISSILE IN FLIGHT	MIF
CEASE FIRE	CF
CEASE ENGAGE	CE
HOLD FIRE	HF
TERMINATE ENGAGEMENT	TE
BREAK ENGAGEMENT	BE
MANAGEMENT BY EXCEPTION (MBE)	MBE
MBE LESS THAN THRESHOLD	M<T
MULTIPLE ENGAGEMENTS ²	MLT

Notes:

1. The term "Engagement" as used to denote both air-to-air and air-to-ground/air-to-surface activities.
2. Number of engagements shall be represented in CC field.

Table 1-12: Engagement Stage Codes.

9. **Weapons assignment or deployment.** Weapons assignment or deployment may also be presented in the engagement amplifier (part CC of A:BBB-CC). Either deployed weapons such as missiles, guns and torpedoes or controlled assets such as unmanned systems, interceptor aircraft and attack aircraft may have representation in the engagement bar. In the case where multiple engagements are represented within a single engagement amplifier bar, the number of engagements starting from “02” shall be used in the CC field. Table 1-13 depicts weapon and asset codes.

Table 1-13: Weapon and Asset Codes.	
Weapon/Asset	Code
MISSILE	M
BALLISTIC MISSILE	BM
CRUISE MISSILE	CM
GUN	GN
TORPEDO	T
ATTACK AIRCRAFT	A
COMBAT AIR PATROL (DEFENSIVE COUNTER AIR)	C
DEFENSIVE COUNTER AIR (COMBAT AIR PATROL)	D
UNDERSEA WARFARE (USW)/ANTISUBMARINE WARFARE (ASW)ENGAGEMENT	UW
MINE WARFARE (MIW) ENGAGEMENT	MW
SURFACE WARFARE (SUW) ENGAGEMENT	SW
ELECTRONIC ATTACK	EA
ELECTRONIC DEFENCE	ED
UNMANNED VEHICLE	UV
CLOSE-IN WEAPON SYSTEM	CW
LAMPS	L3
VERTICAL LAUNCH ASROC ¹	VA
NUMBER OF ENGAGEMENTS ²	(02-99)

Notes:

1. Some ships still use non-vertical launch ASROC
2. Shall only be used in conjunction with multiple engagements. Valid numbers are 02-99.

Table 1-13: Weapon and Asset Codes.

1.2.16. Dismounted Individual Leadership

1. This Leadership Indicator amplifier is used with Dismounted Individual Symbols only.
2. The Dismounted Individual Leadership Indicator amplifier is an inverted "V" placed over the symbol and extending the width of the frame. See Figure 1-21.

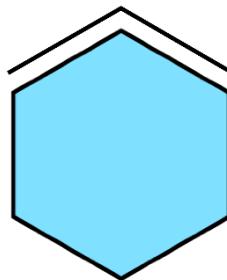


Figure 1-21: Dismounted Individual Leadership Amplifier Example.

1.2.17. Area of Uncertainty Indicator

1. The area of uncertainty indicator displays an area that estimates the possible location of a track based upon the last known information derived from a sensor. The area of uncertainty can be shown as a circle if only amplifier AH is shown or as an ellipse if both amplifiers AH and AH1 are available. If the area of uncertainty is to be an ellipse then an additional azimuth (amplifier AN) is required to align the ellipse along the estimated path of the track.

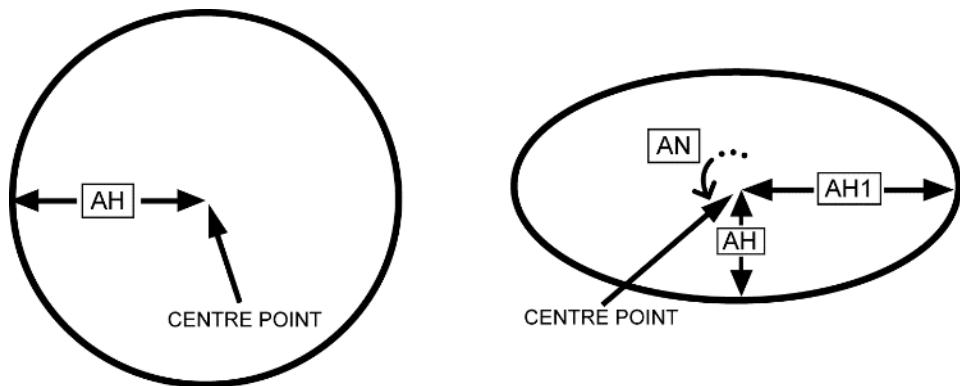


Figure 1-22: Area of Uncertainty Amplifier Templates.

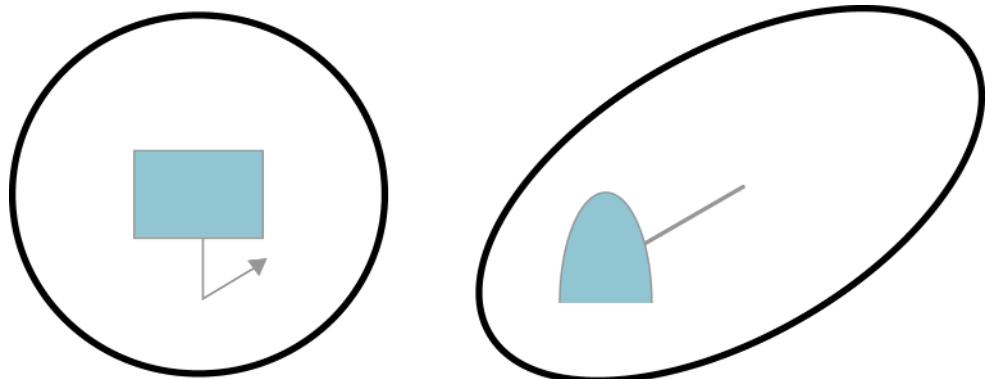


Figure 1-23: Area of Uncertainty Amplifier Examples.

1.2.18. Placement of icons and modifiers

- Figure 1-24 shows an example of the placement of an icon, its modifiers and amplifiers around a hostile Land or Sea Surface frame.

Frame	Fill	Icon	
	C	I	
Graphic	Text	Graphic	Text
Modifiers		Amplifiers	

Figure 1-24: Example of Icon, Modifier, and Amplifier Placement.

- The bounding octagon serves as the spatial reference for placement of icons and modifiers within the frame of a symbol (see Figure 1-28). It is divided into three sectors that specify where icons and modifiers are positioned and how much space is available for sizing of icons and modifiers. To optimize legibility, icons may be enlarged within the constraints of the bounding octagon when one or no modifiers are displayed.

3. Full frame icons occupy the entire frame and exceed the dimensions of the main sector of the bounding octagon and touch the interior border of the frame. Most icons do not exceed the dimensions of the main sector of the bounding octagon, but full frame icons are exceptions to this size rule (see Figure 1-25 for examples). Full frame icons occur only in the Land Dimension and Dismounted Individual Dimension (see Chapters 3 and 4).

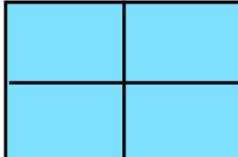
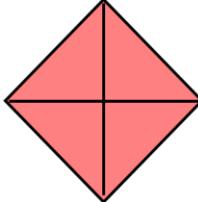
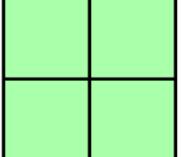
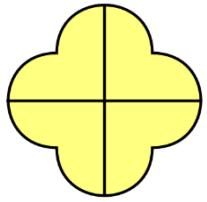
Friendly	Hostile	Neutral	Unknown
			
Medical	Medical	Medical	Medical

Figure 1-25: Examples for Full Frame Icons.

4. Full Octagon icons are icons that do not adhere to the sectors of the bounding octagon and do not exceed the dimensions of the bounding octagon (see Figure 1-26 for an example).

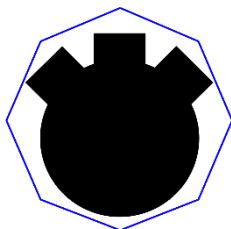


Figure 1-26: Example of a Full Octagon Icon

5. When depicted, modifiers shall be placed in sectors 1 or 2 of the bounding octagon as appropriate. Only one modifier may be placed in each sector at a given time. Multiple modifiers in the same position are prohibited due to legibility concerns. A modifier may not be placed in any sector where the modifier overlaps the icon.

6. The placement of icons, modifiers and amplifiers is the same regardless of frame shape or Standard Identity.

1.2.19. Control Measure Symbols

1. Control Measures are directives given to assign responsibilities, coordinate fires and manoeuvre, and control operations. They may be boundaries, special area designations, and other unique markings related to operational environment geometry and necessary for planning and management of operations. Control Measure symbols provide graphical operational information that cannot be displayed via icon-based symbols alone.

a. Control Measure symbols can be displayed as points, lines, areas, or tactical mission tasks (for examples see Figure 1-27), and can be combined with other symbols, icons, and modifiers.

b. Control Measure symbols do not follow the same building rules as the icon-based symbols but shall be built in accordance with the rules related to the individual Control Measure symbol groups.

2. Colour usage is dependent on the system display background. Monochrome systems will use black or white, and colour systems can use black, blue (friendly), red (hostile), green (obstacles), or yellow (chemical, biological, radiological, nuclear (CBRN) contaminated area fill). Description, placement, and further details of Control Measures symbols are addressed in Chapter 8.

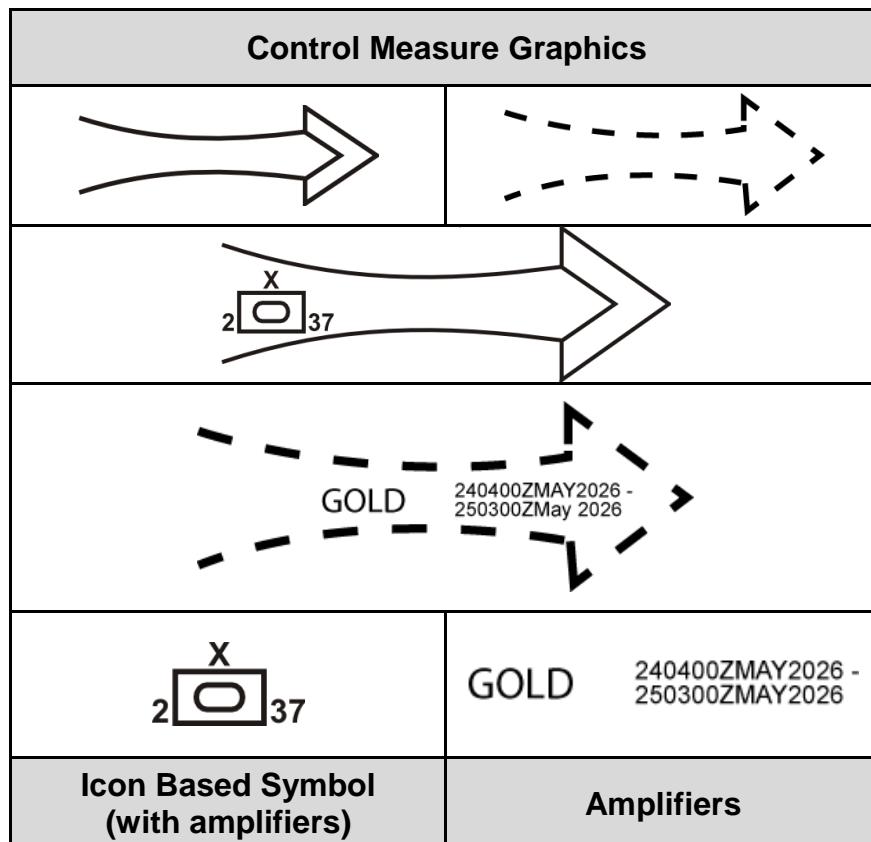


Figure 1-27: Control Measure Symbol Components.

1.3. TECHNICAL SPECIFICATIONS

1.3.1. Scope

1. This section provides additional technical specifications concerning the composition of symbols. These are intended to present requirements for an effective implementation of military symbology (Control Measure symbols excluded).

1.3.2. Procedural Requirements

1. Symbol frame sizes shall be as depicted in Table 1-14.
2. The minimum diameter of a dot should be 0.15L.
3. Icons must not be so large as to touch the interior border of the frame. Only full frame icons are an exception to this sizing rule because they occupy the entire symbol and must therefore touch the interior border of the frame (see Table 1-14).

Table 1-14: Relative Symbol Frame Sizes.

AIR	LAND UNITS AND INSTALLATIONS	DISMOUNTED INDIVIDUAL	LAND EQUIPMENT AND SEA SURFACE	SUBSURFACE	SPACE	ACTIVITY/EVENT	CYBERSPACE

Table 1-14: Relative Symbol Frame Sizes.

4. The frame size shall be determined in relation to an octagon defining the outer boundary for all icons. "L" is the default length and height of the octagon (see Table 1-14).

a. Frame length and height may vary from 1.0L to 1.5L, depending on the particular shape.

5. The relative dimensions for the sectors in the bounding octagon shall be as shown in Figure 1-28.

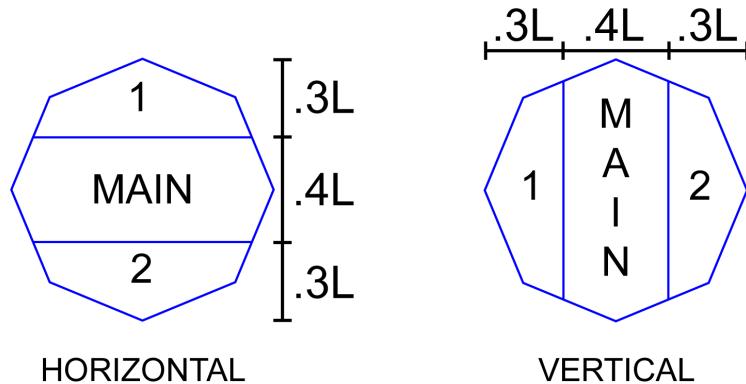


Figure 1-28: Bounding Octagon Sector Dimensions.

6. It is critical that the line width is sufficient to ensure frame legibility and discriminability at normal viewing distance. The optimum line width may differ depending on frame size and be affected by whether the frame is filled or unfilled and displayed in colour or black/white. Usability testing should be performed to identify the optimum rendering for a given implementation.

7. Table 1-15 contains the default colours for use within this standard. Colour saturation may need to vary depending on the display option(s) selected. For example, to ensure optimum symbol discrimination, different shades of red may be needed in a frame-only symbol as compared to the colour fill in a symbol with a black frame and icon.

Table 1-15: Default Colours.			
Description	Hand-Drawn	Computer Generated	
		ICON (RGB Value)	FILL (RGB Value)
Friend, Assumed Friend	Blue	Cyan (0, 255, 255)	Crystal Blue (128, 224, 255)
Unknown, Pending	Yellow	Yellow (255, 255, 0)	Light Yellow (255, 255, 128)
Neutral	Green	Neon Green (0, 255, 0)	Bamboo Green (170, 255, 170)
Hostile, Suspect, Joker, Faker	Red	Red (255, 0, 0)	Salmon (255, 128, 128)
Boundaries, lines, areas, text, icons, and frames	Black	Black (0, 0, 0)	Black (0, 0, 0)
Boundaries, lines, areas, text, icons, and frames	White	White (255, 255, 255)	Off-White (6% Grey) (239, 239, 239)

Table 1-15: Default Colours.

INTENTIONALLY BLANK

CHAPTER 2. AIR SYMBOLS

2.1. SCOPE

1. This chapter covers symbols for air assets and their activities. Air installations and headquarters are covered in Chapter 3 "Land Symbols", while airspace coordination and planning are part of Chapter 8 "Control Measures Symbols."

2.2. AIR OPERATIONS SYMBOL CHARACTERISTICS

1. Air assets use the third dimension in order to create effects that contribute to the achievement of Joint Force Commander objectives. Reach, speed, and manoeuvrability are some of their inherent capabilities.

2. In order to depict fast moving airspace users manoeuvring across large areas, the following specific requirements for the air picture production have to be met:

- a. The picture has to be updated near real time.
- b. Vectors have to be provided to help to anticipate movement of own, neutral and hostile objects.
- c. Wherever known, relevant data, like "aircraft type", "call sign", "mission", "origin," "destination" etc. have to be affiliated to the objects without cluttering the display.
- d. Objects may overlap on the display but must still be recognisable to operators.

2.3. BUILDING AIR SYMBOLS

2.3.1. General

1. This section establishes a single standard for developing Air symbols. It includes a variety of Air related icons, modifiers, and amplifiers for building symbols. However, no attempt to depict all possible Air symbols has been made, but the symbols shown in this chapter are adequate for depicting all Air Standard Identities defined in STANAG 1241.

2. Once the user is familiar with the prescribed system, any desired unit can be depicted using the following logical sequence provided in this chapter:

- a. When representing not yet defined units, select the most appropriate symbol combination contained herein.
- b. Avoid using any symbols, or combinations and modifications of symbols that differ from those laid down in this publication.

2.3.2. Air Symbol Composition

1. An Air symbol is composed of a frame, colour (fill), icon, modifiers, and amplifiers as shown in Figure 2-1. The placement/sizing of icons and modifiers for Air symbols shall comply with the guidance in para 1.2.18.

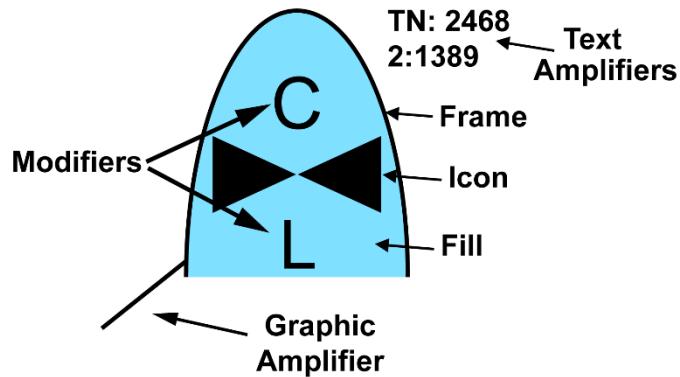


Figure 2-1: Air Symbol Composition.

2.3.3. Air Symbol Composition Process

- Table 2-1 provides the steps used to build Air symbols.

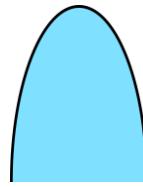
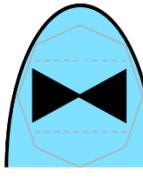
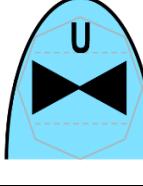
Table 2-1: Air Symbol Composition Process.		
Step No.	Description	Examples
Step 1	Choose the frame according to Standard Identity.	
Step 2	Choose and add main sector icon.	
Step 3	Choose and add a modifier in either sector 1 or sector 2 if applicable or deemed necessary for visualization.	
Step 4	Choose and add a second modifier if applicable and/or deemed necessary for visual representation. Note: Only one modifier is permitted per modifier position	

Table 2-1: Air Symbol Composition Process.

2.3.4. Amplifier Fields

- The purpose of the amplifier fields described in this section is to standardize the display of additional alphanumeric and graphical information, i.e., identity, location and movement, and capabilities. Figure 2-2 shows the placement of amplifier fields around an Air symbol frame. The placement of the label is the same regardless of frame shape or standard identity. See Table 1-5 for amplifier field definitions and maximum character lengths.

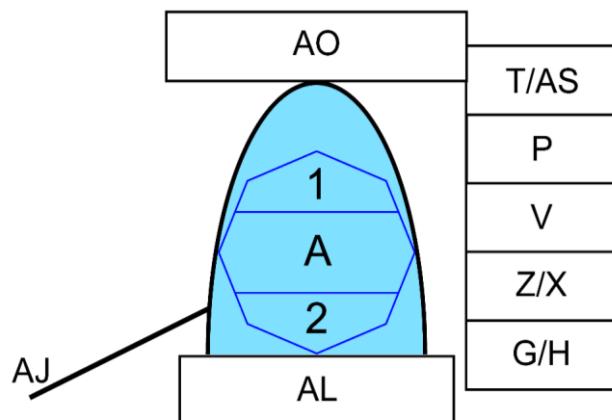


Figure 2-2: Air Amplifier Fields.

2. In comparison to amplifier fields for Land symbols, Air amplifier fields constitute a reduction in the amount of information displayed.
3. On the tactical display:
 - a. Information about a displayed object is conveyed by the symbol via frame shape, icon/letter, and colour coding. There may be additional information that cannot be conveyed by graphical means but by written (alphanumeric) information only.
 - b. Information can be displayed either in secondary information fields outside the tactical screen (a method that forces the operator to a constant shift of focus and will not be considered further in this text) or by use of amplifier fields.
 - c. Labels are not shown in default mode. It is the user's task to define and call up for display the information considered to be necessary. Additionally, the user must be enabled to suppress the filled and displayed labels to reduce screen clutter and call it up again as considered appropriate to the tactical situation.

2.3.5. Main Icons

1. Icons in the main sector normally reflect the main function of the symbol or in some cases modifying information.
2. **Air Symbol Main Sector Icon.** Figure 2-3 identifies the location of the main sector icon within the Air symbols.

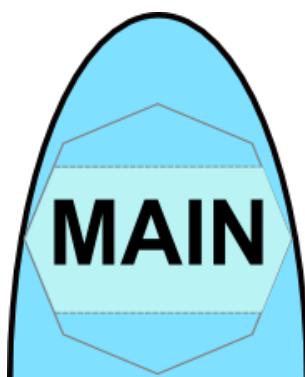


Figure 2-3: Main Sector Icons.

2.3.6. Air Main Sector Icons

1. Table 2-2 below shows the icons for use in Air symbols in the main sector of the symbol.

Table 2-2: Air Equipment and Platform Icons

Note: See Table A-11 for associated Symbol Identification Codes.

Description	Icon	Remarks
MILITARY Type: Entity Symbol Set Code: 01 Code: 110000 Icon Type: Main		This symbol shall not be displayed on a C2 system but may be displayed for training or hierarchical explanation purposes.
FIXED WING Type: Entity Type Entity: MILITARY Symbol Set Code: 01 Code: 110100 Icon Type: Main		This icon differs from that in MIL-STD-2525.

Table 2-2: Air Equipment and Platform Icons

Note: See Table A-11 for associated Symbol Identification Codes.

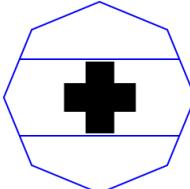
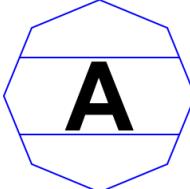
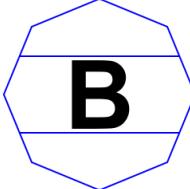
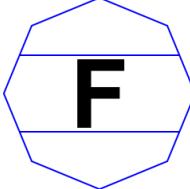
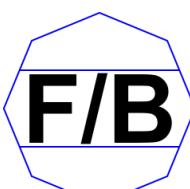
Description	Icon	Remarks
MEDICAL EVACUATION (MEDEVAC) Type: Entity Subtype Entity/Entity Type: MILITARY/FIXED-WING Symbol Set Code: 01 Code: 110101 Icon Type: Main		N/A
ATTACK/STRIKE Type: Entity Subtype Entity/Entity Type: MILITARY/FIXED-WING Symbol Set Code: 01 Code: 110102 Icon Type: Main		N/A
BOMBER Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110103 Icon Type: Main		N/A
FIGHTER Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110104 Icon Type: Main		N/A
FIGHTER/BOMBER Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110105 Icon Type: Main		N/A

Table 2-2: Air Equipment and Platform Icons

Note: See Table A-11 for associated Symbol Identification Codes.

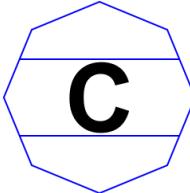
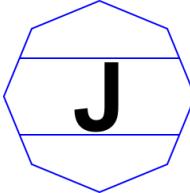
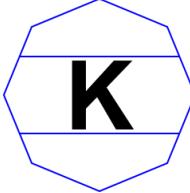
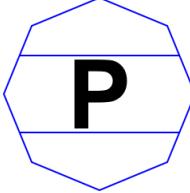
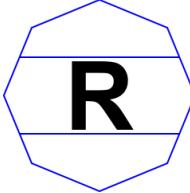
Description	Icon	Remarks
CARGO Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110107 Icon Type: Main		N/A
ELECTRONIC COMBAT (EC)/JAMMER Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110108 Icon Type: Main		N/A
TANKER Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110109 Icon Type: Main		N/A
PATROL Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110110 Icon Type: Main		N/A
RECONNAISSANCE Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110111 Icon Type: Main		N/A

Table 2-2: Air Equipment and Platform Icons

Note: See Table A-11 for associated Symbol Identification Codes.

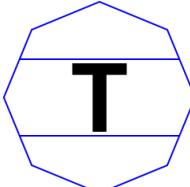
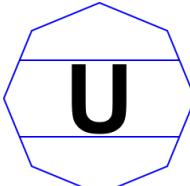
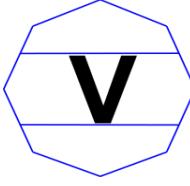
Description	Icon	Remarks
TRAINER Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110112 Icon Type: Main		N/A
UTILITY Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110113 Icon Type: Main		N/A
VERTICAL or SHORT TAKE-OFF AND LANDING (VSTOL) Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110114 Icon Type: Main		N/A
AIRBORNE COMMAND POST (ACP) Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110115 Icon Type: Main		N/A

Table 2-2: Air Equipment and Platform Icons

Note: See Table A-11 for associated Symbol Identification Codes.

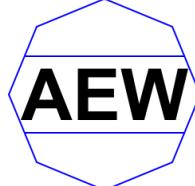
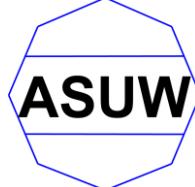
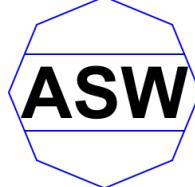
Description	Icon	Remarks
AIRBORNE EARLY WARNING (AEW) Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110116 Icon Type: Main		N/A
ANTISURFACE WARFARE Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110117 Icon Type: Main		N/A
ANTISUBMARINE WARFARE Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110118 Icon Type: Main		N/A
COMMUNICATIONS Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110119 Icon Type: Main		N/A

Table 2-2: Air Equipment and Platform Icons

Note: See Table A-11 for associated Symbol Identification Codes.

Description	Icon	Remarks
COMBAT SEARCH AND RESCUE (CSAR) Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110120 Icon Type: Main		N/A
ELECTRONIC SUPPORT MEASURES Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110121 Icon Type: Main		MIL-STD-2525 uses the terminology Electronic Support (ES)
GOVERNMENT Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110122 Icon Type: Main		N/A
MINE COUNTERMEASURES (MCM) Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110123 Icon Type: Main		N/A

Table 2-2: Air Equipment and Platform Icons

Note: See Table A-11 for associated Symbol Identification Codes.

Description	Icon	Remarks
PERSONNEL RECOVERY Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110124 Icon Type: Main		N/A
SEARCH AND RESCUE Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110125 Icon Type: Main		N/A
SPECIAL OPERATIONS FORCES Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110126 Icon Type: Main		N/A
ULTRA LIGHT Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110127 Icon Type: Main		N/A
PHOTOGRAPHIC RECONNAISSANCE Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110128 Icon Type: Main		N/A

Table 2-2: Air Equipment and Platform Icons

Note: See Table A-11 for associated Symbol Identification Codes.

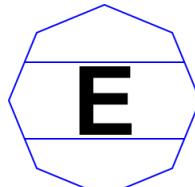
Description	Icon	Remarks
VERY IMPORTANT PERSON (VIP) Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110129 Icon Type: Main		N/A
SUPPRESSION OF ENEMY AIR DEFENCE Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110130 Icon Type: Main		N/A
PASSENGER Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110131 Icon Type: Main		N/A
ESCORT Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110132 Icon Type: Main		N/A

Table 2-2: Air Equipment and Platform Icons

Note: See Table A-11 for associated Symbol Identification Codes.

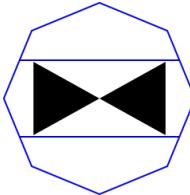
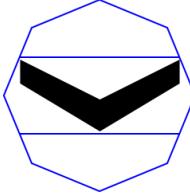
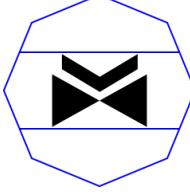
Description	Icon	Remarks
ELECTRONIC ATTACK (EA) Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110133 Icon Type: Main		N/A
ROTARY-WING Type: Entity Type Entity: MILITARY Symbol Set Code: 01 Code: 110200 Icon Type: Main		N/A
UNMANNED AIRCRAFT (UA)/UNMANNED AERIAL VEHICLE (UAV)/UNMANNED AIRCRAFT SYSTEM (UAS)/REMOTE PILOTED VEHICLE (RPV) Type: Entity Type Entity: MILITARY Symbol Set Code: 01 Code: 110300 Icon Type: Main		N/A
VERTICAL-TAKE OFF UAV (VT-UAV) Type: Entity Type Entity: MILITARY Symbol Set Code: 01 Code: 110400 Icon Type: Main		N/A

Table 2-2: Air Equipment and Platform Icons

Note: See Table A-11 for associated Symbol Identification Codes.

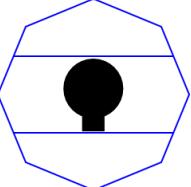
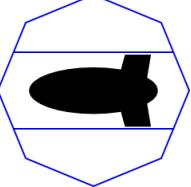
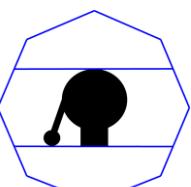
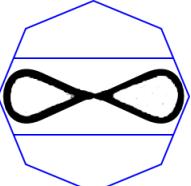
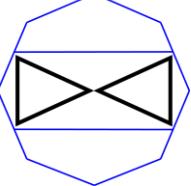
Description	Icon	Remarks
LIGHTER THAN AIR Type: Entity Type Entity: MILITARY Symbol Set Code: 01 Code: 110500 Icon Type: Main		N/A
AIRSHIP Type: Entity Type Entity: MILITARY Symbol Set Code: 01 Code: 110600 Icon Type: Main		N/A
TETHERED LIGHTER THAN AIR Type: Entity Type Entity: MILITARY Symbol Set Code: 01 Code: 110700 Icon Type: Main		N/A
CIVILIAN Type: Entity Symbol Set Code: 01 Code: 120000 Icon Type: Main		This symbol shall not be displayed on a C2 system but may be displayed for training or hierarchical explanation purposes.
FIXED-WING Type: Entity Type Entity: CIVILIAN Symbol Set Code: 01 Code: 120100 Icon Type: Main		This icon differs from that in MIL-STD-2525..
ROTARY-WING Type: Entity Type Entity: CIVILIAN Symbol Set Code: 01 Code: 120200 Icon Type: Main		N/A

Table 2-2: Air Equipment and Platform Icons

Note: See Table A-11 for associated Symbol Identification Codes.

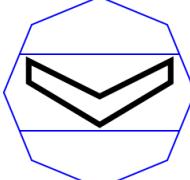
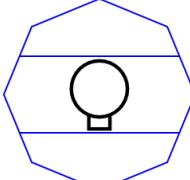
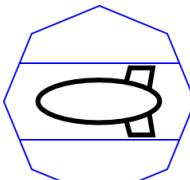
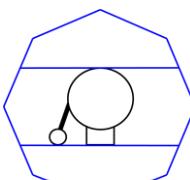
Description	Icon	Remarks
UNMANNED AIRCRAFT (UA)/UNMANNED AERIAL VEHICLE (UAV)/UNMANNED AIRCRAFT SYSTEM (UAS)/REMOTE PILOTED VEHICLE Type: Entity Type Entity: CIVILIAN Symbol Set Code: 01 Code: 120300 Icon Type: Main		N/A
LIGHTER THAN AIR Type: Entity Type Entity: CIVILIAN Symbol Set Code: 01 Code: 120400 Icon Type: Main		N/A
AIRSHIP Type: Entity Type Entity: CIVILIAN Symbol Set Code: 01 Code: 120500 Icon Type: Main		N/A
TETHERED LIGHTER THAN AIR Type: Entity Type Entity: CIVILIAN Symbol Set Code: 01 Code: 120600 Icon Type: Main		N/A

Table 2-2: Air Equipment and Platform Icons

Note: See Table A-11 for associated Symbol Identification Codes.

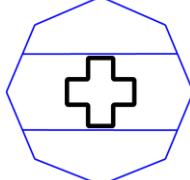
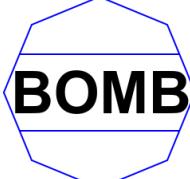
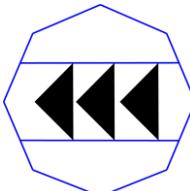
Description	Icon	Remarks
MEDICAL EVACUATION (MEDEVAC) Type: Entity Type Entity: CIVILIAN Symbol Set Code: 01 Code: 120700 Icon Type: Main		N/A
WEAPON Type: Entity Symbol Set Code: 01 Code: 130000 Icon Type: Main		This symbol shall not be displayed on a C2 system but may be displayed for training or hierarchical explanation purposes.
BOMB Type: Entity Type Entity: WEAPON Symbol Set Code: 01 Code: 130100 Icon Type: Main		N/A
DECOY Type: Entity Type Entity: WEAPON Symbol Set Code: 01 Code: 130200 Icon Type: Main		N/A
MANUAL TRACK Type: Entity (Local) Symbol Set Code: 01 Code: 140000 Icon Type: Full Octagon		N/A

Table 2-2: Air Equipment and Platform Icons.

2.3.7. Missiles Symbol Main Icon

1. The bounding octagon for missile follows a format similar to the standard format for symbols; however, it is turned 90 degrees to the left (see Figure 2-4) so that the missile is vertical and the modifiers are on the left (sector 1) and right (sector 2).

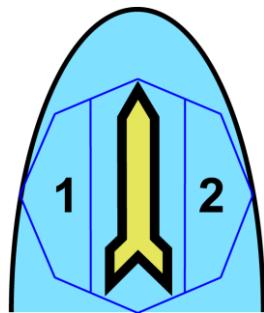


Figure 2-4: Missile Main Icon and Modifier Placement.

2. There is only one main icon for missiles, and it is as shown in Table 2-3.

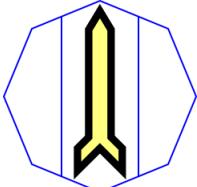
Table 2-3: Missile Main Icon.		
Note: See Table A-14 for associated Symbol Identification Codes.		
Description	Icon	Remarks
MISSILE Type: Entity Symbol Set Code: 02 Code: 110000 Icon Type: Main		N/A

Table 2-3: Missile Main Icon.

2.3.8. Modifiers

1. Modifiers display additional information regarding the icon. Additional Sector 1 and 2 Modifiers, where required, are included in Table 1-3 and Table 1-4. These modifiers are accessed using Common Modifiers. See Annex A Para A.13.

2.3.9. Air Symbol Sector 1 Modifiers

1. Sector 1 modifiers are placed above the icon (Figure 2-5) and denote aircraft type or mission area.

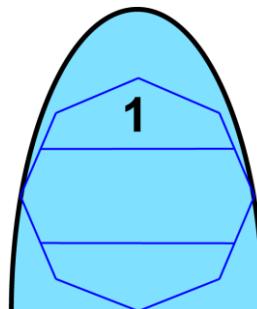


Figure 2-5: Sector 1 Modifier Placement.

2. Table 2-4 below shows sector 1 modifiers for Air symbols.

Table 2-4: Air Equipment and Platform Sector 1 Modifiers

Note: See Table A-12 for associated Symbol Identification Codes.

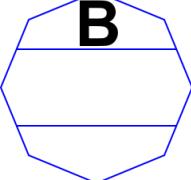
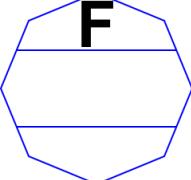
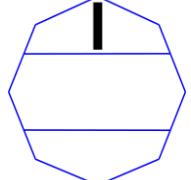
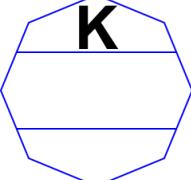
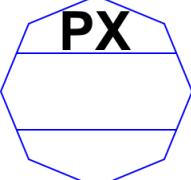
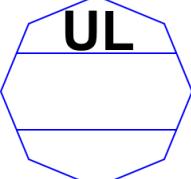
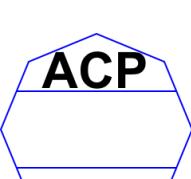
Description	Category	Modifier	Remarks
BOMBER Symbol Set Code: 01 Code: 02	MILITARY AIRCRAFT TYPE		N/A
FIGHTER Symbol Set Code: 01 Code: 04	MILITARY AIRCRAFT TYPE		N/A
INTERCEPTOR Symbol Set Code: 01 Code: 05	MILITARY AIRCRAFT TYPE		N/A
TANKER Symbol Set Code: 01 Code: 06	AIRCRAFT TYPE		N/A
PASSENGER Symbol Set Code: 01 Code: 09	AIRCRAFT TYPE		N/A
ULTRA LIGHT Symbol Set Code: 01 Code: 10	AIRCRAFT TYPE		N/A
AIRBORNE COMMAND POST (ACP) Symbol Set Code: 01 Code: 11	MILITARY AIRCRAFT TYPE		N/A

Table 2-4: Air Equipment and Platform Sector 1 Modifiers

Note: See Table A-12 for associated Symbol Identification Codes.

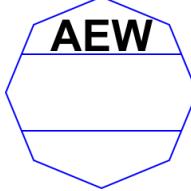
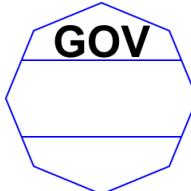
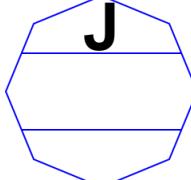
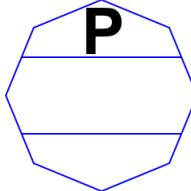
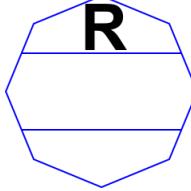
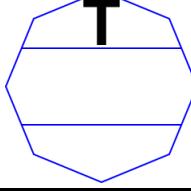
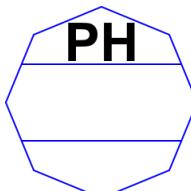
Description	Category	Modifier	Remarks
AIRBORNE EARLY WARNING (AEW) Symbol Set Code: 01 Code: 12	MILITARY AIRCRAFT TYPE	 AEW	N/A
GOVERNMENT Symbol Set Code: 01 Code: 13	AIRCRAFT TYPE	 GOV	N/A
ELECTRONIC COMBAT (EC)/JAMMER Symbol Set Code: 01 Code: 16	MILITARY MISSION AREA	 J	N/A
PATROL Symbol Set Code: 01 Code: 17	MISSION AREA	 P	N/A
RECONNAISSANCE Symbol Set Code: 01 Code: 18	MISSION AREA	 R	N/A
TRAINER Symbol Set Code: 01 Code: 19	MISSION AREA	 T	N/A
PHOTOGRAPHIC RECONNAISSANCE Symbol Set Code: 01 Code: 20	MISSION AREA	 PH	N/A

Table 2-4: Air Equipment and Platform Sector 1 Modifiers

Note: See Table A-12 for associated Symbol Identification Codes.

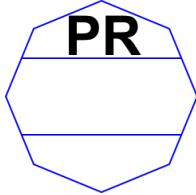
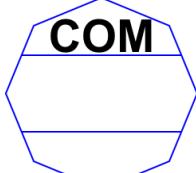
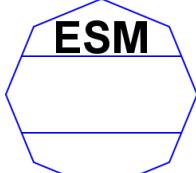
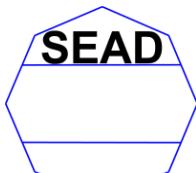
Description	Category	Modifier	Remarks
PERSONNEL RECOVERY Symbol Set Code: 01 Code: 21	MISSION AREA		N/A
COMMUNICATIONS Symbol Set Code: 01 Code: 23	MISSION AREA		N/A
ELECTRONIC SUPPORT MEASURES Symbol Set Code: 01 Code: 24	MILITARY MISSION AREA		MIL-STD-2525 uses the terminology Electronic Support (ES).
VERY IMPORTANT PERSON (VIP) TRANSPORT Symbol Set Code: 01 Code: 29	MISSION AREA		N/A
COMBAT SEARCH AND RESCUE (CSAR) Symbol Set Code: 01 Code: 30	MILITARY MISSION AREA		N/A
SUPPRESSION OF ENEMY AIR DEFENCE Symbol Set Code: 01 Code: 31	MILITARY MISSION AREA		N/A

Table 2-4: Air Equipment and Platform Sector 1 Modifiers			
Note: See Table A-12 for associated Symbol Identification Codes.			
Description	Category	Modifier	Remarks
ANTISURFACE WARFARE Symbol Set Code: 01 Code: 32	MILITARY MISSION AREA		N/A
FIGHTER/BOMBER Symbol Set Code: 01 Code: 33	MILITARY AIRCRAFT TYPE		N/A
INTENSIVE CARE Symbol Set Code: 01 Code: 34	MISSION AREA		N/A
ELECTRONIC ATTACK (EA) Symbol Set Code: 01 Code: 35	MILITARY MISSION AREA		N/A
MULTIMISSION Symbol Set Code: 01 Code: 36	MISSION AREA		N/A
ASW HELO-LAMPS Symbol Set Code: 01 Code: 38	MISSION AREA		Must be paired in conjunction with rotary wing icon.
ASW HELO – SH-60R Symbol Set Code: 01 Code: 39	MISSION AREA		Must be paired in conjunction with rotary wing icon.

Table 2-4: Air Equipment and Platform Sector 1 Modifiers.

2.3.10. Air Symbol Sector 2 Modifiers

1. Sector 2 modifiers are placed below the icon (Figure 2-6) and denote cargo, transport capacity, air to air refuelling capability or range.

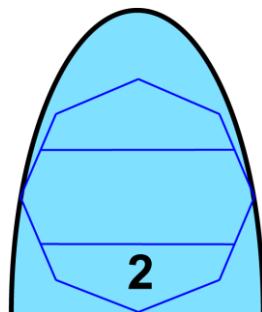


Figure 2-6: Sector 2 Modifier Placement.

2. Table 2-5 shows sector 2 modifiers for Air symbols.

Table 2-5: Air Equipment and Platform Sector 2 Modifiers			
Note: See Table A-13 for associated Symbol Identification Codes.			
Description	Category	Modifier	Remarks
BOOM-ONLY Symbol Set Code: 01 Code: 04	AIR-TO-AIR REFUELING CAPABILITY		N/A
DROGUE-ONLY Symbol Set Code: 01 Code: 05	AIR-TO-AIR REFUELING CAPABILITY		N/A
BOOM AND DROGUE Symbol Set Code: 01 Code: 06	RE-FUELING CAPABILITY		N/A
DLINKED Symbol Set Code: 01 Code: 11	TRACK LINK AVAILABILITY		N/A

Table 2-5: Air Equipment and Platform Sector 2 Modifiers.

2.3.11. Air Missile Sector 1 Modifiers

1. Air Missile Sector 1 modifiers are placed to the left side of the missile icon and denote either launch origin or missile type.
2. Table 2-6 below lists Air Missile sector 1 modifiers.

Table 2-6: Air Missile Sector 1 Modifiers

Note: See Table A-15 for associated Symbol Identification Codes.

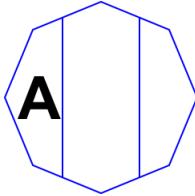
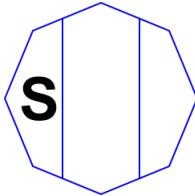
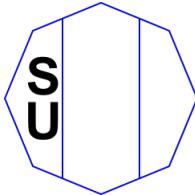
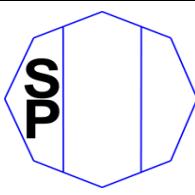
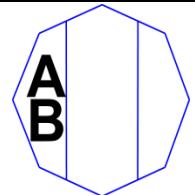
Description	Category	Modifier	Remarks
AIR Symbol Set Code: 02 Code: 01	LAUNCH ORIGIN		N/A
SURFACE Symbol Set Code: 02 Code: 02	LAUNCH ORIGIN		N/A
SUBSURFACE Symbol Set Code: 02 Code: 03	LAUNCH ORIGIN		N/A
SPACE Symbol Set Code: 02 Code: 04	LAUNCH ORIGIN		N/A
ANTI-BALLISTIC Symbol Set Code: 02 Code: 05	MISSILE CLASS		.N/A

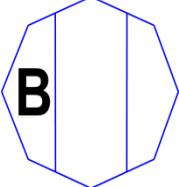
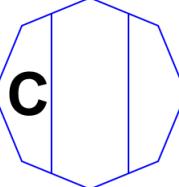
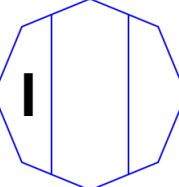
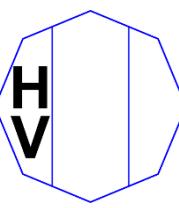
Table 2-6: Air Missile Sector 1 Modifiers			
Note: See Table A-15 for associated Symbol Identification Codes.			
Description	Category	Modifier	Remarks
BALLISTIC Symbol Set Code: 02 Code: 06	MISSILE CLASS		N/A
CRUISE Symbol Set Code: 02 Code: 07	MISSILE CLASS		N/A
INTERCEPTOR Symbol Set Code: 02 Code: 08	MISSILE CLASS		N/A
HYPersonic Symbol Set Code: 02 Code: 09	MISSILE CLASS		N/A

Table 2-6: Air Missile Sector 1 Modifiers.**2.3.12. Air Missile Sector 2 Modifiers**

1. Air Missile sector 2 modifiers are placed to the right of the missile icon and denote projected missile destination, missile type or range.
2. Table 2-7 below lists the Air Missile sector 2 modifiers.

Table 2-7: Air Missile Sector 2 Modifiers Description

Note: See Table A-16 for associated Symbol Identification Codes.

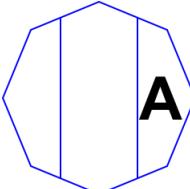
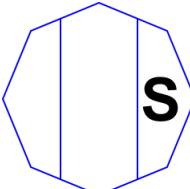
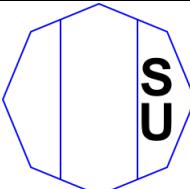
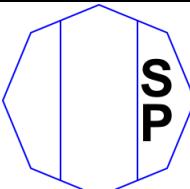
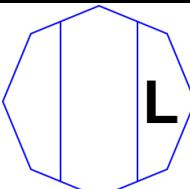
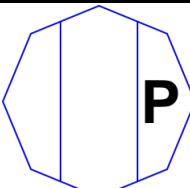
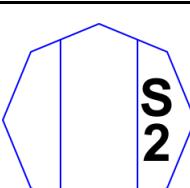
Description	Category	Modifier	Remarks
AIR Symbol Set Code: 02 Code: 01	MISSILE DESTINATION		N/A
SURFACE Symbol Set Code: 02 Code: 02	MISSILE DESTINATION		N/A
SUBSURFACE Symbol Set Code: 02 Code: 03	MISSILE DESTINATION		N/A
SPACE Symbol Set Code: 02 Code: 04	MISSILE DESTINATION		N/A
LAUNCHED Symbol Set Code: 02 Code: 05	MISSILE STATUS		N/A
PATRIOT Symbol Set Code: 02 Code: 07	MISSILE TYPE- BMD		Used with INTERCEPTOR modifier 1 only.
STANDARD MISSILE - 2 (SM-2) Symbol Set Code: 02 Code: 08	MISSILE TYPE- AAW		Used with INTERCEPTOR modifier 1 only.

Table 2-7: Air Missile Sector 2 Modifiers Description

Note: See Table A-16 for associated Symbol Identification Codes.

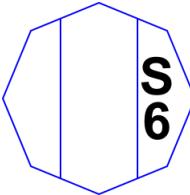
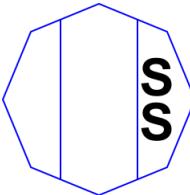
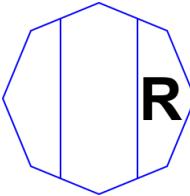
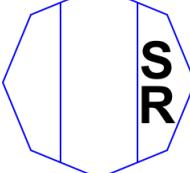
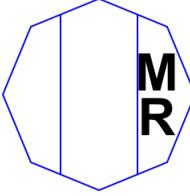
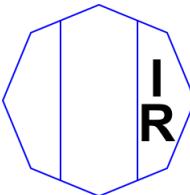
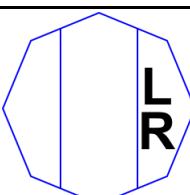
Description	Category	Modifier	Remarks
STANDARD MISSILE - 6 (SM-6) Symbol Set Code: 02 Code: 09	MISSILE TYPE- AAW		Used with INTERCEPTOR modifier 1 only.
EVOLVED SEA SPARROW MISSILE (ESSM) Symbol Set Code: 02 Code: 10	MISSILE TYPE- AAW		Used with INTERCEPTOR modifier 1 only.
ROLLING AIRFRAME MISSILE (RAM) Symbol Set Code: 02 Code: 11	MISSILE TYPE- AAW		Used with INTERCEPTOR modifier 1 only.
SHORT RANGE Symbol Set Code: 02 Code: 12	MISSILE RANGE		1000km or less.
MEDIUM RANGE Symbol Set Code: 02 Code: 13	MISSILE RANGE		1000km to 3500km. Typically used in reference to surface-to- air missile.
INTERMEDIATE RANGE Symbol Set Code: 02 Code: 14	MISSILE RANGE		1000km to 3500km. Typically used in reference to ballistic missile.
LONG RANGE Symbol Set Code: 02 Code: 15	MISSILE RANGE		3500km to 5500km.

Table 2-7: Air Missile Sector 2 Modifiers Description

Note: See Table A-16 for associated Symbol Identification Codes.

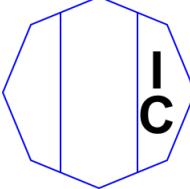
Description	Category	Modifier	Remarks
INTERCONTINENTAL Symbol Set Code: 02 Code: 16	MISSILE RANGE		5500km or greater.

Table 2-7: Air Missile Sector 2 Modifiers Description.

CHAPTER 3. LAND SYMBOLS

3.1 SCOPE

1. As stated in chapter 1, there are basic elements in the building of military symbols that are common to all environments. This chapter elaborates on those common elements and is divided into three sections. Section 3.2 provides the basics for building Land Unit, and Organization symbols. Section 3.3 provides the basics for building Land Equipment symbols. Section 3.4 provides the basics for building Land Installation symbols.

3.1.1 Land Symbol Hierarchy

1. Figure 3-1 shows the hierarchy of Land Symbol Sets generated to support planning and conduct of land operations.

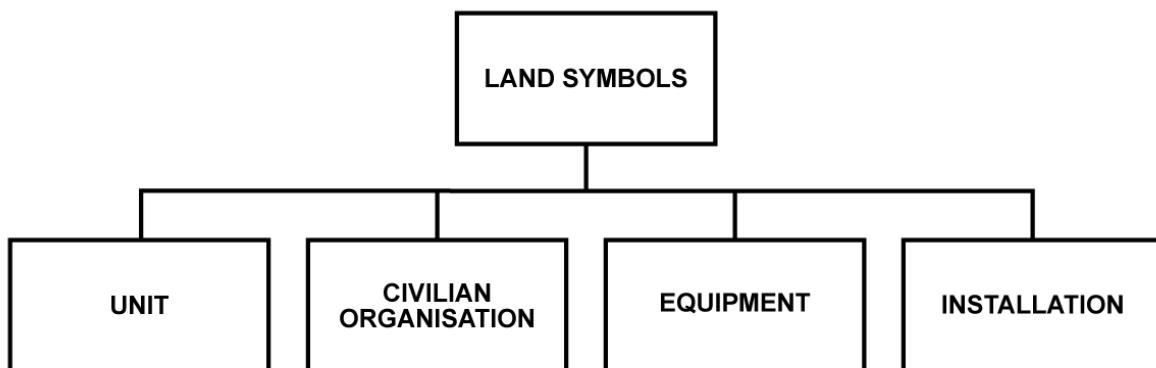


Figure 3-1: Hierarchy of Land Symbols.

3.2 BUILDING LAND UNIT AND CIVILIAN ORGANIZATION SYMBOLS

3.2.1 General

1. This section establishes a single standard for developing Land Unit and Organization symbols. It includes a wide variety of icons, modifiers, and amplifiers for building a wide variety of symbols. However, no attempt has been made to depict all possible combinations, but the symbols shown in this chapter are adequate for depicting all Standard Identities for unit, and civilian organizations.
2. These land symbols are based on a hand drawn system that has been in use for many years. As this system has been further developed for use for computer generated graphics, the number of departures from standard rules has become apparent to users. The user should be aware of this fact when using this standard.
3. Once the user is familiar with the prescribed standardization requirements, any desired symbol can be developed using the sequence provided in this chapter.

- a. When representing unorthodox units and civilian organizations, select the most appropriate symbol contained herein.
- b. Avoid using any symbols or combinations and modifications of symbols that differ from those in this publication.

3.3 LAND UNIT AND CIVILIAN ORGANIZATION SYMBOL COMPOSITION

1. A Unit, or Organization symbol is composed of a frame, colour (fill), icon, modifier, and amplifiers (Figure 3-2).

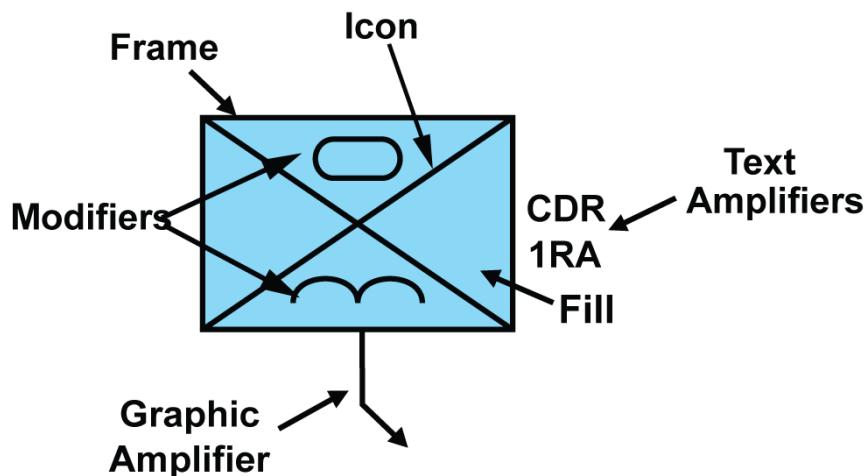


Figure 3-2: Land Unit and Civilian Organization Symbol Composition.

3.3.1 Land Unit and Civilian Organization Symbol Composition Process

1. Table 3-1 provides the steps used to build Land Unit and Civilian Organization symbols.

Table 3-1: Unit and Civilian Organization Symbol Composition Process.		
Step No.	Description	Example
Step 1	<p>Choose the frame that matches the Standard Identity and land symbol type of the object from the land columns in Table 1-1. In this example, the Standard Identity is friend, and the land symbol type is unit.</p> <p>The example depicts a "friendly unit".</p>	
Step 2	<p>Choose an icon for the symbol. In this example, the icon is "infantry", a land entity type. The infantry icon is a full frame icon; therefore, the friend version of the infantry icon shall be used with the friend frame. If the frame were hostile, then the hostile version of the infantry icon would be used.</p> <p>The example depicts a "friendly infantry unit".</p>	
Step 3	<p>If required, choose a modifier to depict an additional characteristic of the icon. In this example, the modifier is "airborne", a sector 2 modifier.</p> <p>The example depicts a "friendly airborne infantry unit".</p>	
Step 4	<p>The finished symbol will appear as shown in the example.</p>	

Table 3-1: Unit and Civilian Organization Symbol Composition Process.

3.3.2 Amplifier Fields

1. The purpose of amplifier fields is to standardize the display of additional alphanumeric and graphical information that graphically describes a unit, and provides additional information on capabilities, status, location, etc. Figure 3-3 shows the placement of unit icon, modifier, and amplifier fields around the friendly land unit symbol frame. The placement of unit icon, modifier, and amplifier information fields is the same regardless of frame shape or standard identity. See section 1.2., in chapter 1 for details of icons, modifiers, and amplifiers. See Table 1-5 for amplifier field definitions and maximum character lengths.

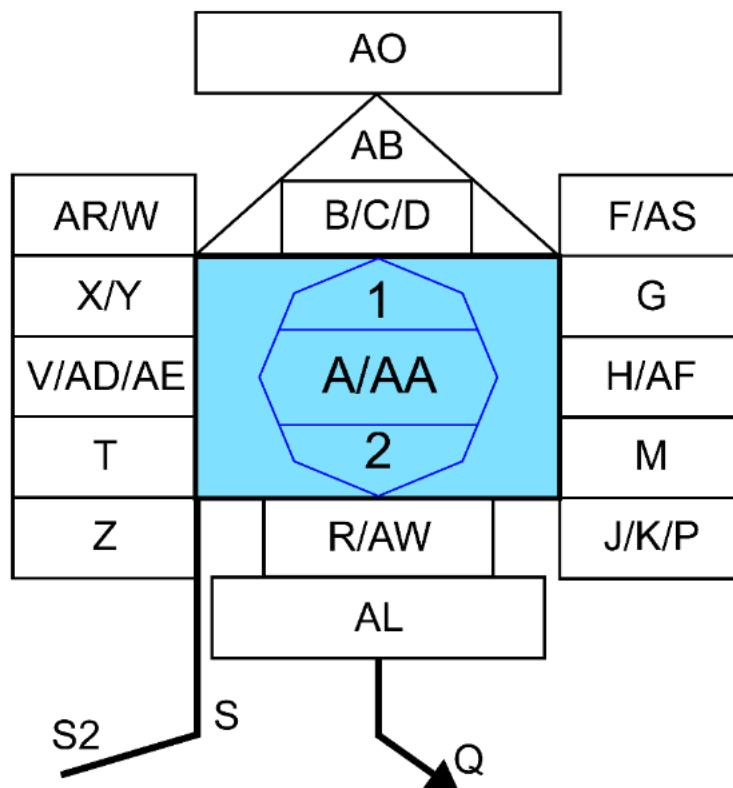


Figure 3-3: Land Unit and Civilian Organization Symbol Amplifier Fields.

3.3.3 Icon and Modifier Placement Inside Bounding Octagon

1. Chapter 1, section 1.2.18 serves as the foundation for placement of icons and modifiers within the bounding octagon. The bounding octagon is divided into three sectors that specify where icons and modifiers are positioned and how much space is available for sizing of icons and modifiers. Figure 3-4 provides examples showing the sectors for each of the frame shape types. The lettering size for text icons and modifiers will vary based on the number of letters used.

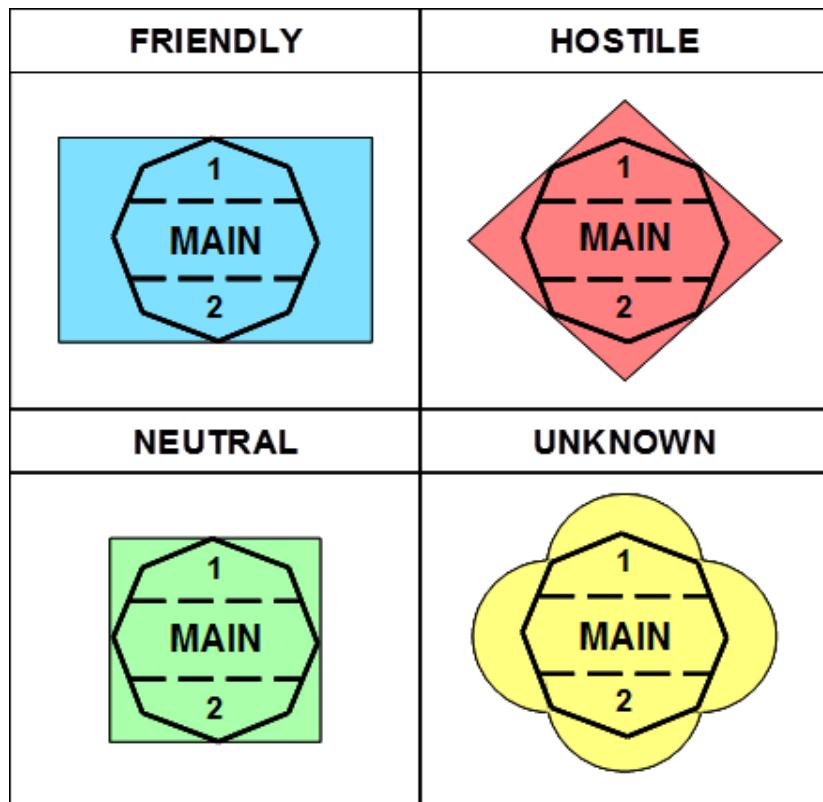


Figure 3-4: Location of Icons and Modifiers.

3.3.4 Main Icon Procedural Requirements

1. Icons in the main sector (Figure 3-5) normally reflect the main function of the symbol, but in some cases can also reflect modifying information (e.g. armoured engineers). In most cases, the dimensions of the icon will be sized to occupy as much area in the main sector as is available. However, in some cases the icon may be reduced to allow more room for modifiers. The placement/sizing of icons and modifiers for Land Unit symbols shall comply with the guidance in para 1.2.18.

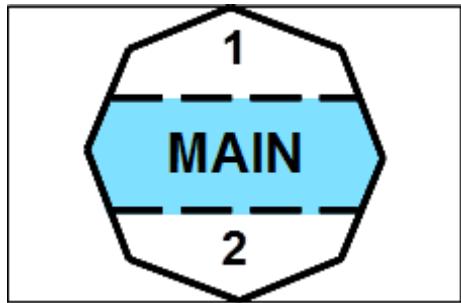


Figure 3-5: Main Icons Sector.

2. Most main icons do not exceed the dimensions of the main sector of the bounding octagon or touch the interior border of the frame. The only exception to the bounding octagon size rule are the full frame icons. Full frame icons can occupy the entire frame and exceed the dimensions of the bounding octagon main sector and touch the interior border of the frame. The diagonal lines used for full frames icons such as infantry, reconnaissance, signal, etc. will be angled to conform to the shape of the frame. Figure 3-6 displays the usage and placement of a full frame icon.

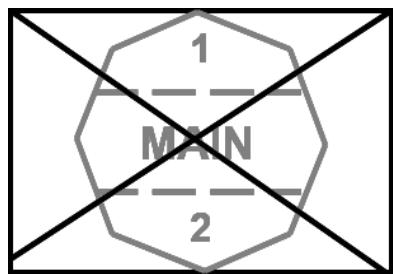


Figure 3-6: Full Frame Icon Placement.

3.3.5 Land Unit Main Sector Icons

1. Table 3-2 below shows the icons for use in Land Unit symbols in the main sector of the field of the symbol.

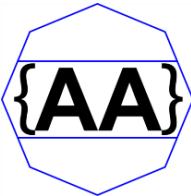
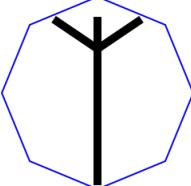
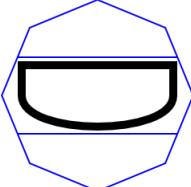
Table 3-2: Land Unit Main Sector Icons		
Note: See Table A-20 for associated Symbol Identification Codes.		
Description	Icon	Remarks
COMMAND AND CONTROL Type: Entity Symbol Set Code: 10 Code: 110000 Icon Type: Main		Reserved for amplifier field AA only (see Table 1-5)
BROADCAST TRANSMITTER ANTEENNAE Type: Entity Type Entity: COMMAND AND CONTROL Symbol Set Code: 10 Code: 110100 Icon Type: Full Octagon		N/A
CIVIL AFFAIRS Type: Entity Type Entity: COMMAND AND CONTROL Symbol Set Code: 10 Code: 110200 Icon Type: Main		N/A
CIVIL-MILITARY COOPERATION Type: Entity Type Entity: COMMAND AND CONTROL Symbol Set Code: 10 Code: 110300 Icon Type: Main		N/A

Table 3-2: Land Unit Main Sector Icons

Note: See Table A-20 for associated Symbol Identification Codes.

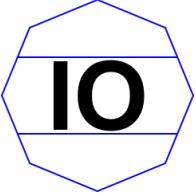
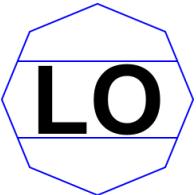
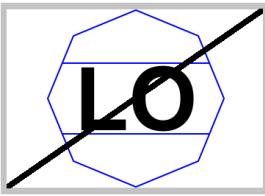
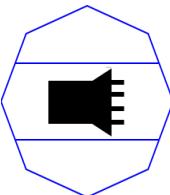
Description	Icon	Remarks
INFORMATION OPERATIONS Type: Entity Type Entity: COMMAND AND CONTROL Symbol Set Code: 10 Code: 110400 Icon Type: Main		N/A
LIAISON Type: Entity Type Entity: COMMAND AND CONTROL Symbol Set Code: 10 Code: 110500 Icon Type: Main		N/A
RECONNAISSANCE AND LIAISON ELEMENT Type: Entity Subtype Entity: COMMAND AND CONTROL Symbol Set Code: 10 Code: 110501 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
PSYCHOLOGICAL OPERATIONS (PSYOPS) Type: Entity Type Entity: COMMAND AND CONTROL Symbol Set Code: 10 Code: 110600 Icon Type: Main		MIL-STD-2525 uses the terminology Military Information Support Operations (MISO).

Table 3-2: Land Unit Main Sector Icons

Note: See Table A-20 for associated Symbol Identification Codes.

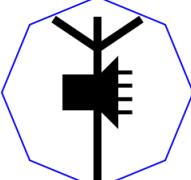
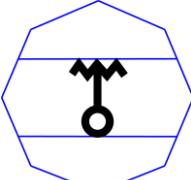
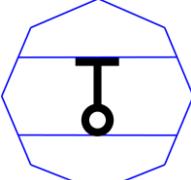
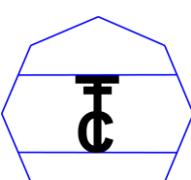
Description	Icon	Remarks
<p>BROADCAST TRANSMITTER ANTENNAE</p> <p>Type: Entity Subtype Entity/Entity Type: COMMAND AND CONTROL/ PSYCHOLOGICAL OPERATIONS (PSYOPS)</p> <p>Symbol Set Code: 10 Code: 110601 Icon Type: Full Octagon</p>		<p>MIL-STD-2525 uses the terminology Military Information Support Operations (MISO).</p>
<p>RADIO</p> <p>Type: Entity Type Entity/Entity Type: COMMAND AND CONTROL</p> <p>Symbol Set Code: 10 Code: 110700 Icon Type: Main</p>		<p>N/A</p>
<p>RADIO RELAY</p> <p>Type: Entity Type Entity/Entity Type: COMMAND AND CONTROL</p> <p>Symbol Set Code: 10 Code: 110800 Icon Type: Main</p>		<p>N/A</p>
<p>RADIO TELETYPE CENTRE</p> <p>Type: Entity Type Entity/Entity Type: COMMAND AND CONTROL</p> <p>Symbol Set Code: 10 Code: 110900 Icon Type: Main</p>		<p>N/A</p>

Table 3-2: Land Unit Main Sector Icons

Note: See Table A-20 for associated Symbol Identification Codes.

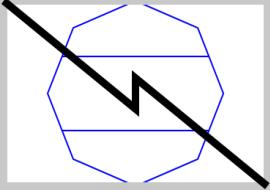
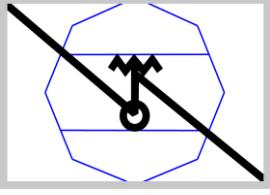
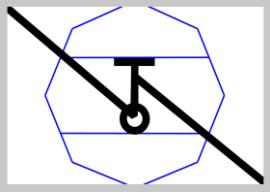
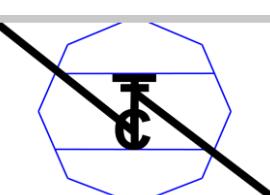
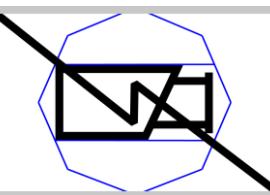
Description	Icon	Remarks
SIGNAL Type: Entity Type Entity: COMMAND AND CONTROL Symbol Set Code: 10 Code: 111000 Icon Type: Full Frame		N/A
SIGNAL – RADIO Type: Entity Subtype Entity: COMMAND AND CONTROL Symbol Set Code: 10 Code: 111001 Icon Type: Full Frame		N/A
SIGNAL – RADIO RELAY Type: Entity Subtype Entity: COMMAND AND CONTROL Symbol Set Code: 10 Code: 111002 Icon Type: Full Frame		N/A
SIGNAL – TELETYPE Type: Entity Subtype Entity: COMMAND AND CONTROL Symbol Set Code: 10 Code: 111003 Icon Type: Full Frame		N/A
SIGNAL – VIDEO IMAGERY (COMBAT CAMERA) Type: Entity Subtype Entity: COMMAND AND CONTROL Symbol Set Code: 10 Code: 111005 Icon Type: Full Frame		N/A

Table 3-2: Land Unit Main Sector Icons

Note: See Table A-20 for associated Symbol Identification Codes.

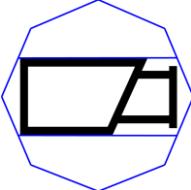
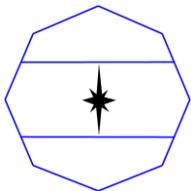
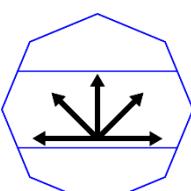
Description	Icon	Remarks
VIDEO IMAGERY (COMBAT CAMERA) Type: Entity Type Entity: COMMAND AND CONTROL Symbol Set Code: 10 Code: 111200 Icon Type: Main		N/A
SPACE Type: Entity Type Entity: COMMAND AND CONTROL Symbol Set Code: 10 Code: 111300 Icon Type: Main		N/A
SPECIAL TROOPS Type: Entity Type Entity: COMMAND AND CONTROL Symbol Set Code: 10 Code: 111400 Icon Type: Main		N/A
MULTI-DOMAIN Type: Entity Type Entity: COMMAND AND CONTROL Symbol Set Code: 10 Code: 111500 Icon Type: Main		N/A
MOVEMENT AND MANOEUVRE Type: Entity Symbol Set Code: 10 Code: 120000	N/A	Reserved for hierarchical purposes.

Table 3-2: Land Unit Main Sector Icons

Note: See Table A-20 for associated Symbol Identification Codes.

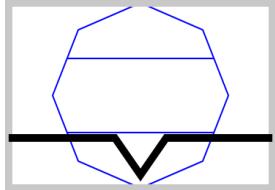
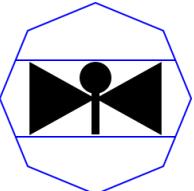
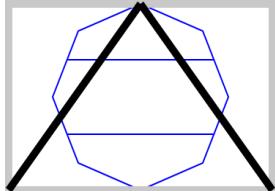
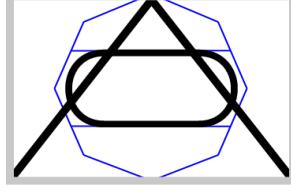
Description	Icon	Remarks
AIR ASSAULT WITH ORGANIC LIFT Type: Entity Type Entity: MOVEMENT AND MANOEUVRE Symbol Set Code: 10 Code: 120100 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
AIR TRAFFIC SERVICES/AIRFIELD OPERATIONS Type: Entity Type Entity: MOVEMENT AND MANOEUVRE Symbol Set Code: 10 Code: 120200 Icon Type: Main		N/A
ANTI-ARMOUR Type: Entity Type Entity: MOVEMENT AND MANOEUVRE Symbol Set Code: 10 Code: 120400 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
ARMoured Type: Entity Subtype Entity/Entity Type: MOVEMENT AND MANOEUVRE/ANTI-ARMOUR Symbol Set Code: 10 Code: 120401 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.

Table 3-2: Land Unit Main Sector Icons

Note: See Table A-20 for associated Symbol Identification Codes.

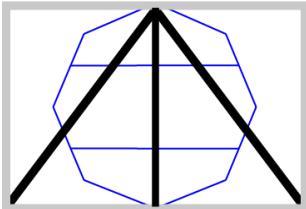
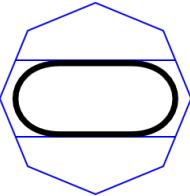
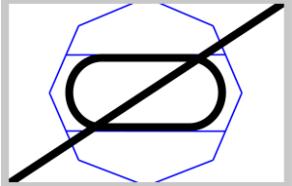
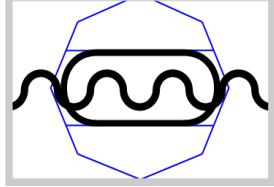
Description	Icon	Remarks
MOTORIZED Type: Entity Subtype Entity/Entity Type: MOVEMENT AND MANOEUVRE/ANTI-ARMOUR Symbol Set Code: 10 Code: 120402 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
ARMOUR Type: Entity Type Entity: MOVEMENT AND MANOEUVRE Symbol Set Code: 10 Code: 120500 Icon Type: Main		N/A
RECONNAISSANCE/CAVALRY Type: Entity Subtype Entity/Entity Type: MOVEMENT AND MANOEUVRE/ARMOUR Symbol Set Code: 10 Code: 120501 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
AMPHIBIOUS Type: Entity Subtype Entity/Entity Type: MOVEMENT AND MANOEUVRE/ARMOUR Symbol Set Code: 10 Code: 120502 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.

Table 3-2: Land Unit Main Sector Icons

Note: See Table A-20 for associated Symbol Identification Codes.

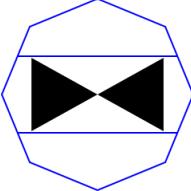
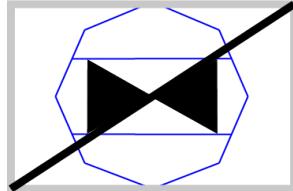
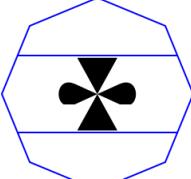
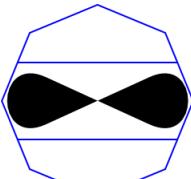
Description	Icon	Remarks
ARMY AVIATION/AVIATION ROTARY WING Type: Entity Type Entity: MOVEMENT AND MANOEUVRE Symbol Set Code: 10 Code: 120600 Icon Type: Main		N/A
RECONNAISSANCE Type: Entity Subtype Entity/Entity Type: MOVEMENT AND MANOEUVRE/ ARMY AVIATION/AVIATION ROTARY WING Symbol Set Code: 10 Code: 120601 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
AVIATION COMPOSITE Type: Entity Type Entity: MOVEMENT AND MANOEUVRE Symbol Set Code: 10 Code: 120700 Icon Type: Main		N/A
AVIATION FIXED WING Type: Entity Type Entity: MOVEMENT AND MANOEUVRE Symbol Set Code: 10 Code: 120800 Icon Type: Main		N/A

Table 3-2: Land Unit Main Sector Icons

Note: See Table A-20 for associated Symbol Identification Codes.

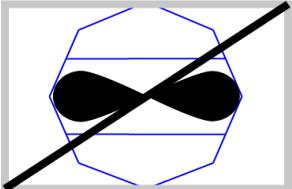
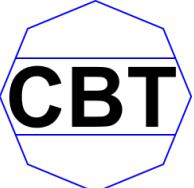
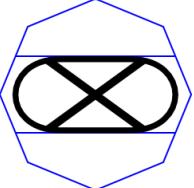
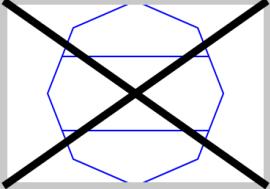
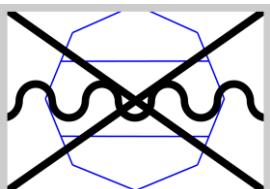
Description	Icon	Remarks
<p>RECONNAISSANCE</p> <p>Type: Entity Subtype Entity/Entity Type: MOVEMENT AND MANOEUVRE/ ARMY AVIATION/AVIATION FIXED WING Symbol Set Code: 10 Code: 120801 Icon Type: Full Frame</p>		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
<p>COMBAT</p> <p>Type: Entity Type Entity: MOVEMENT AND MANOEUVRE Symbol Set Code: 10 Code: 120900 Icon Type: Main</p>		N/A
<p>COMBINED ARMS</p> <p>Type: Entity Type Entity: MOVEMENT AND MANOEUVRE Symbol Set Code: 10 Code: 121000 Icon Type: Main</p>		N/A
<p>INFANTRY</p> <p>Type: Entity Type Entity: MOVEMENT AND MANOEUVRE Symbol Set Code: 10 Code: 121100 Icon Type: Full Frame</p>		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
<p>AMPHIBIOUS</p> <p>Type: Entity Subtype Entity/Entity Type: MOVEMENT AND MANOEUVRE/INFANTRY Symbol Set Code: 10 Code: 121101 Icon Type: Full Frame</p>		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.

Table 3-2: Land Unit Main Sector Icons

Note: See Table A-20 for associated Symbol Identification Codes.

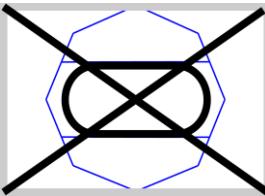
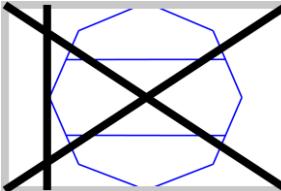
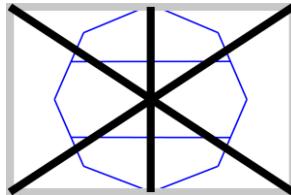
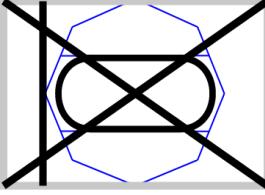
Description	Icon	Remarks
ARMOUR/ TRACKED Type: Entity Subtype Entity/Entity Type: MOVEMENT AND MANOEUVRE/INFANTRY Symbol Set Code: 10 Code: 121102 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
MAIN GUN SYSTEM, INFANTRY/HEAVY WEAPON Type: Entity Subtype Entity/Entity Type: MOVEMENT AND MANOEUVRE/INFANTRY Symbol Set Code: 10 Code: 121103 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
MOTORIZED Type: Entity Subtype Entity/Entity Type: MOVEMENT AND MANOEUVRE/INFANTRY Symbol Set Code: 10 Code: 121104 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
MECHANISED INFANTRY WITH MAIN GUN SYSTEM/HEAVY WEAPON Type: Entity Subtype Entity/Entity Type: MOVEMENT AND MANOEUVRE/INFANTRY Symbol Set Code: 10 Code: 121105 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.

Table 3-2: Land Unit Main Sector Icons

Note: See Table A-20 for associated Symbol Identification Codes.

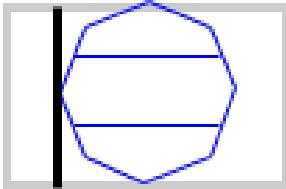
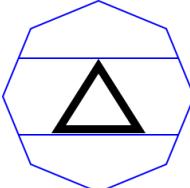
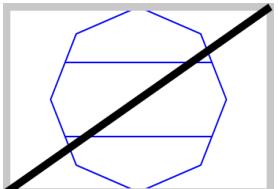
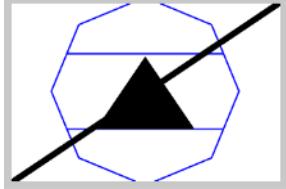
Description	Icon	Remarks
<p>MAIN GUN SYSTEM/HEAVY WEAPON</p> <p>Type: Entity Subtype Entity/Entity Type: MOVEMENT AND MANOEUVRE/INFANTRY Symbol Set Code: 10 Code: 121106 Icon Type: Full Frame</p>		<p>The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.</p>
<p>OBSERVER</p> <p>Type: Entity Type Entity: MOVEMENT AND MANOEUVRE Symbol Set Code: 10 Code: 121200 Icon Type: Main</p>		<p>N/A</p>
<p>RECONNAISSANCE/ CAVALRY</p> <p>Type: Entity Type Entity: MOVEMENT AND MANOEUVRE Symbol Set Code: 10 Code: 121300 Icon Type: Full Frame</p>		<p>The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.</p>
<p>RECONNAISSANCE AND SURVEILLANCE</p> <p>Type: Entity Subtype Entity/Entity Type: MOVEMENT AND MANOEUVRE/ RECONNAISSANCE/ CAVALRY Symbol Set Code: 10 Code: 121301 Icon Type: Full Frame</p>		<p>The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.</p>

Table 3-2: Land Unit Main Sector Icons

Note: See Table A-20 for associated Symbol Identification Codes.

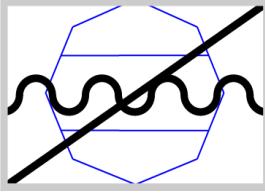
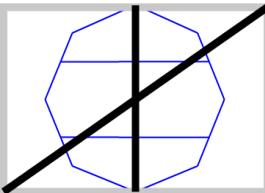
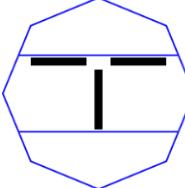
Description	Icon	Remarks
<p>MARINE</p> <p>Type: Entity Subtype Entity/Entity Type: MOVEMENT AND MANOEUVRE/ RECONNAISSANCE/ CAVALRY Symbol Set Code: 10 Code: 121302 Icon Type: Full Frame</p>		<p>The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.</p>
<p>MOTORIZED</p> <p>Type: Entity Subtype Entity/Entity Type: MOVEMENT AND MANOEUVRE/ RECONNAISSANCE/ CAVALRY Symbol Set Code: 10 Code: 121303 Icon Type: Full Frame</p>		<p>The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.</p>
<p>SEA AIR LAND (SEAL)</p> <p>Type: Entity Type Entity: MOVEMENT AND MANOEUVRE Symbol Set Code: 10 Code: 121400 Icon Type: Main</p>		<p>N/A</p>
<p>SNIPER</p> <p>Type: Entity Type Entity: MOVEMENT AND MANOEUVRE Symbol Set Code: 10 Code: 121500 Icon Type: Main</p>		<p>N/A</p>

Table 3-2: Land Unit Main Sector Icons

Note: See Table A-20 for associated Symbol Identification Codes.

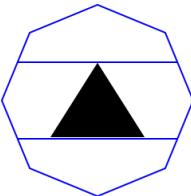
Description	Icon	Remarks
SURVEILLANCE Type: Entity Type Entity: MOVEMENT AND MANOEUVRE Symbol Set Code: 10 Code: 121600 Icon Type: Main		N/A
SPECIAL FORCES Type: Entity Type Entity: MOVEMENT AND MANOEUVRE Symbol Set Code: 10 Code: 121700 Icon Type: Main		N/A
SPECIAL OPERATIONS FORCES (SOF) Type: Entity Type Entity: MOVEMENT AND MANOEUVRE Symbol Set Code: 10 Code: 121800 Icon Type: Main		N/A
FIXED WING PSYOPS Type: Entity Subtype Entity/Entity Type: MOVEMENT AND MANOEUVRE/SPECIAL OPERATIONS FORCES (SOF) Symbol Set Code: 10 Code: 121801 Icon Type: Full Octagon		MIL-STD-2525 uses the terminology Military Information Support Operations (MISO).

Table 3-2: Land Unit Main Sector Icons

Note: See Table A-20 for associated Symbol Identification Codes.

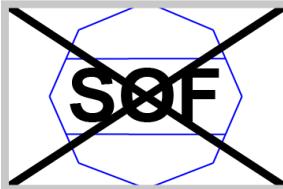
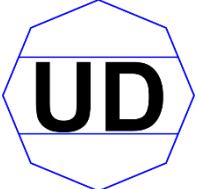
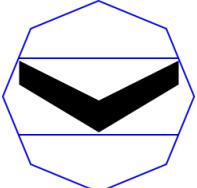
Description	Icon	Remarks
GROUND Type: Entity Subtype Entity/Entity Type: MOVEMENT AND MANOEUVRE/SPECIAL OPERATIONS FORCES (SOF) Symbol Set Code: 10 Code: 121802 Icon Type: Full Frame		
UNDERWATER DEMOLITIONS TEAM Type: Entity Subtype Entity/Entity Type: MOVEMENT AND MANOEUVRE/SPECIAL OPERATIONS FORCES (SOF) Symbol Set Code: 10 Code: 121805 Icon Type: Main		
UNMANNED AIRCRAFT SYSTEMS (UAS) Type: Entity Type Entity: MOVEMENT AND MANOEUVRE Symbol Set Code: 10 Code: 121900 Icon Type: Main		N/A
RANGER Type: Entity Symbol Set Code: 10 Code: 122000 Icon Type: Main		N/A
FIRE Type: Entity Symbol Set Code: 10 Code: 130000	N/A	Reserved for hierarchical purposes.

Table 3-2: Land Unit Main Sector Icons

Note: See Table A-20 for associated Symbol Identification Codes.

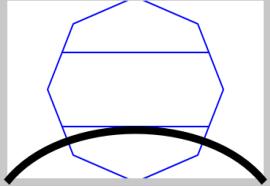
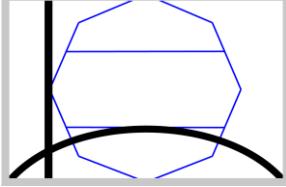
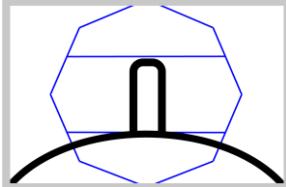
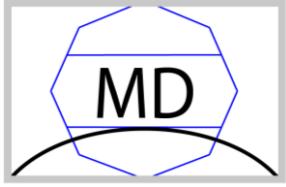
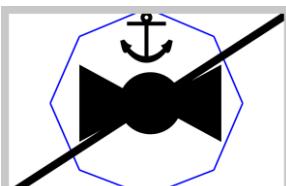
Description	Icon	Remarks
AIR DEFENCE Type: Entity Type Entity: FIRES Symbol Set Code: 10 Code: 130100 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
MAIN GUN SYSTEM Type: Entity Subtype Entity/Entity Type: FIRES/AIR DEFENCE Symbol Set Code: 10 Code: 130101 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
MISSILE Type: Entity Subtype Entity/Entity Type: FIRES/AIR DEFENCE Symbol Set Code: 10 Code: 130102 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
AIR AND MISSILE DEFENCE Type: Entity Subtype Entity/Entity Type: FIRES/AIR DEFENCE Symbol Set Code: 10 Code: 130103 Icon Type: Full Frame		N/A
AIR/LAND NAVAL GUNFIRE LIAISON Type: Entity Type Entity: FIRES Symbol Set Code: 10 Code: 130200 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.

Table 3-2: Land Unit Main Sector Icons

Note: See Table A-20 for associated Symbol Identification Codes.

Description	Icon	Remarks
FIELD ARTILLERY Type: Entity Type Entity: FIRES Symbol Set Code: 10 Code: 130300 Icon Type: Main		N/A
SELF-PROPELLED ARTILLERY Type: Entity Subtype Entity/Entity Type: FIRES/FIELD ARTILLERY Symbol Set Code: 10 Code: 130301 Icon Type: Main		N/A
RECONNAISSANCE Type: Entity Subtype Entity/Entity Type: FIRES/FIELD ARTILLERY Symbol Set Code: 10 Code: 130303 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
FIELD ARTILLERY OBSERVER Type: Entity Type Entity: FIRES Symbol Set Code: 10 Code: 130400 Icon Type: Main		N/A
JOINT FIRE SUPPORT Type: Entity Type Entity: FIRES Symbol Set Code: 10 Code: 130500 Icon Type: Main		N/A

Table 3-2: Land Unit Main Sector Icons

Note: See Table A-20 for associated Symbol Identification Codes.

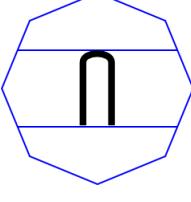
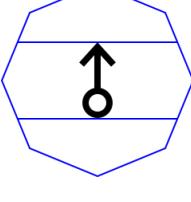
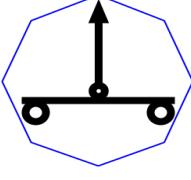
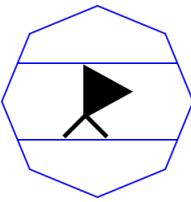
Description	Icon	Remarks
METEOROLOGICAL Type: Entity Type Entity: FIRES Symbol Set Code: 10 Code: 130600 Icon Type: Main		N/A
MISSILE Type: Entity Type Entity: FIRES Symbol Set Code: 10 Code: 130700 Icon Type: Main		N/A
MORTAR Type: Entity Type Entity: FIRES Symbol Set Code: 10 Code: 130800 Icon Type: Main		N/A
MORTAR SELF-PROPELLED WHEELED Type: Entity Subtype Entity/Entity Type: FIRES/MORTAR Symbol Set Code: 10 Code: 130802 Icon Type: Full Octagon		MIL-STD-2525 name is SELF-PROPELLED WHEELED.
SURVEY Type: Entity Type Entity: FIRES Symbol Set Code: 10 Code: 130900 Icon Type: Main		N/A
PROTECTION Type: Entity Symbol Set Code: 10 Code: 140000	N/A	Reserved for hierarchical purposes.

Table 3-2: Land Unit Main Sector Icons

Note: See Table A-20 for associated Symbol Identification Codes.

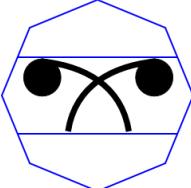
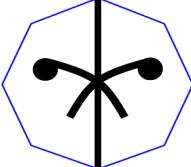
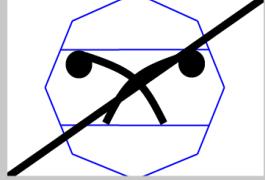
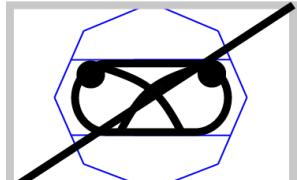
Description	Icon	Remarks
CHEMICAL BIOLOGICAL RADIOLOGICAL AND NUCLEAR Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 140100 Icon Type: Main		N/A
MOTORIZED Type: Entity Subtype Entity: PROTECTION/ CHEMICAL BIOLOGICAL RADIOLOGICAL AND NUCLEAR Symbol Set Code: 10 Code: 140102 Icon Type: Full Octagon		
RECONNAISSANCE Type: Entity Subtype Entity: PROTECTION/ CHEMICAL BIOLOGICAL RADIOLOGICAL AND NUCLEAR Symbol Set Code: 10 Code: 140103 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
RECONNAISSANCE ARMOURED Type: Entity Subtype Entity: PROTECTION/ CHEMICAL BIOLOGICAL RADIOLOGICAL AND NUCLEAR Symbol Set Code: 10 Code: 140104 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.

Table 3-2: Land Unit Main Sector Icons

Note: See Table A-20 for associated Symbol Identification Codes.

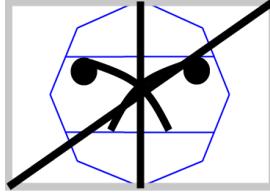
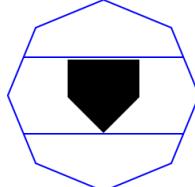
Description	Icon	Remarks
<p>RECONNAISSANCE MOTORIZED</p> <p>Type: Entity Subtype Entity: PROTECTION/ CHEMICAL BIOLOGICAL RADIOLOGICAL AND NUCLEAR Symbol Set Code: 10 Code: 140105 Icon Type: Full Frame</p>		<p>The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.</p>
<p>CBRN AND HIGH YIELD EXPLOSIVES</p> <p>Type: Entity Subtype Entity: PROTECTION/ CHEMICAL BIOLOGICAL RADIOLOGICAL AND NUCLEAR Symbol Set Code: 10 Code: 140106 Icon Type: Main</p>		<p>N/A</p>
<p>COMBAT SUPPORT (MANOEUVRE ENHANCEMENT)</p> <p>Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 140200 Icon Type: Main</p>		<p>N/A</p>
<p>CRIMINAL INVESTIGATION DIVISION</p> <p>Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 140300 Icon Type: Main</p>		<p>N/A</p>

Table 3-2: Land Unit Main Sector Icons

Note: See Table A-20 for associated Symbol Identification Codes.

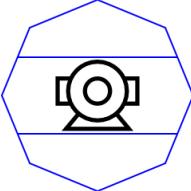
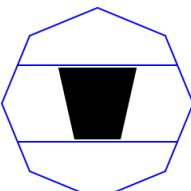
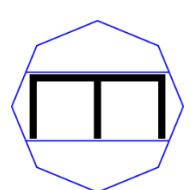
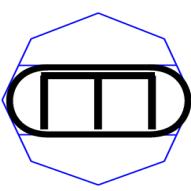
Description	Icon	Remarks
DIVING Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 140400 Icon Type: Main		N/A
DOG Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 140500 Icon Type: Main		N/A
DRILLING Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 140600 Icon Type: Main		N/A
ENGINEER Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 140700 Icon Type: Main		N/A
ARMOUR Type: Entity Subtype Entity: PROTECTION/ENGINEER Symbol Set Code: 10 Code: 140701 Icon Type: Main		N/A

Table 3-2: Land Unit Main Sector Icons

Note: See Table A-20 for associated Symbol Identification Codes.

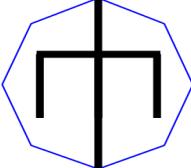
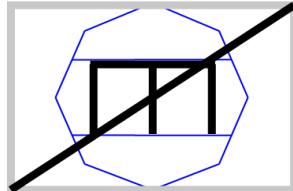
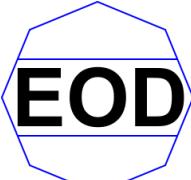
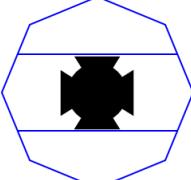
Description	Icon	Remarks
MOTORIZED Type: Entity Subtype Entity: PROTECTION/ENGINEER Symbol Set Code: 10 Code: 140702 Icon Type: Full Octagon		
RECONNAISSANCE Type: Entity Subtype Entity: PROTECTION/ENGINEER Symbol Set Code: 10 Code: 140703 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
EXPLOSIVE ORDNANCE DISPOSAL (EOD) Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 140800 Icon Type: Main		N/A
FIELD CAMP CONSTRUCTION Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 140900 Icon Type: Main+1		N/A
FIRE FIGHTING Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 141000 Icon Type: Main		N/A

Table 3-2: Land Unit Main Sector Icons

Note: See Table A-20 for associated Symbol Identification Codes.

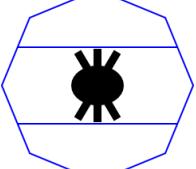
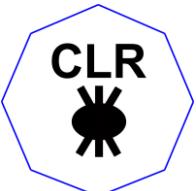
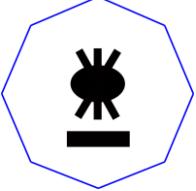
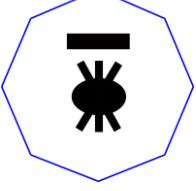
Description	Icon	Remarks
GEOSPATIAL SUPPORT/GEOSPATIAL INFORMATION SUPPORT Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 141100 Icon Type: Main		N/A
MILITARY POLICE Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 141200 Icon Type: Main		N/A
MINE Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 141300 Icon Type: Main		N/A
MINE CLEARING Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 141400 Icon Type: Full Octagon		N/A
MINE LAUNCHING Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 141500 Icon Type: Full Octagon		N/A
MINE LAYING Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 141600 Icon Type: Full Octagon		N/A

Table 3-2: Land Unit Main Sector Icons

Note: See Table A-20 for associated Symbol Identification Codes.

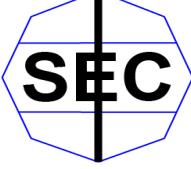
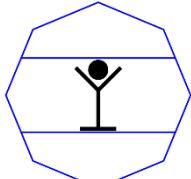
Description	Icon	Remarks
SECURITY Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 141700 Icon Type: Main		N/A
MOTORIZED Type: Entity Subtype Entity/Entity Type: PROTECTION/SECURITY Symbol Set Code: 10 Code: 141702 Icon Type: Main		
SEARCH AND RESCUE Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 141800 Icon Type: Main		
ISOLATED PERSONNEL Type: Entity Subtype Entity/Entity Type: PROTECTION Symbol Set Code: 10 Code: 141801 Icon Type: Main		N/A
SHORE PATROL / SECURITY POLICE Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 142000 Icon Type: Main		N/A

Table 3-2: Land Unit Main Sector Icons

Note: See Table A-20 for associated Symbol Identification Codes.

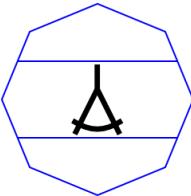
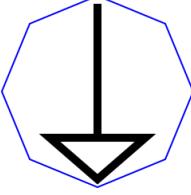
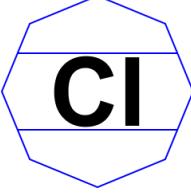
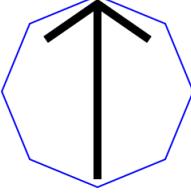
Description	Icon	Remarks
GEOSPATIAL INFORMATION Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 142100 Icon Type: Main		N/A
MISSILE DEFENCE Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 142200 Icon Type: Main		N/A
INTELLIGENCE Type: Entity Symbol Set Code: 10 Code: 150000	N/A	Reserved for hierarchical purposes.
ANALYSIS Type: Entity Type Entity: INTELLIGENCE Symbol Set Code: 10 Code: 150100 Icon Type: Full Octagon		N/A
COUNTERINTELLIGENCE Type: Entity Type Entity: INTELLIGENCE Symbol Set Code: 10 Code: 150200 Icon Type: Main		N/A
DIRECTION FINDING Type: Entity Type Entity: INTELLIGENCE Symbol Set Code: 10 Code: 150300 Icon Type: Full Octagon		N/A

Table 3-2: Land Unit Main Sector Icons

Note: See Table A-20 for associated Symbol Identification Codes.

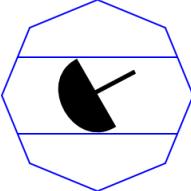
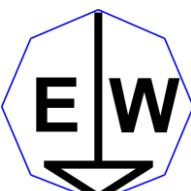
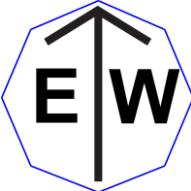
Description	Icon	Remarks
ELECTRONIC RANGING Type: Entity Type Entity: INTELLIGENCE Symbol Set Code: 10 Code: 150400 Icon Type: Main		N/A
ELECTROMAGNETIC WARFARE Type: Entity Type Entity: INTELLIGENCE Symbol Set Code: 10 Code: 150500 Icon Type: Main		N/A
ANALYSIS Type: Entity Subtype Entity/Entity Type: INTELLIGENCE/ ELECTROMAGNETIC WARFARE Symbol Set Code: 10 Code: 150501 Icon Type: Full Octagon		N/A
DIRECTION FINDING Type: Entity Subtype Entity/Entity Type: INTELLIGENCE/ ELECTROMAGNETIC WARFARE Symbol Set Code: 10 Code: 150502 Icon Type: Full Octagon		N/A
INTERCEPT Type: Entity Subtype Entity/Entity Type: INTELLIGENCE/ ELECTROMAGNETIC WARFARE Symbol Set Code: 10 Code: 150503 Icon Type: Full Octagon		N/A

Table 3-2: Land Unit Main Sector Icons

Note: See Table A-20 for associated Symbol Identification Codes.

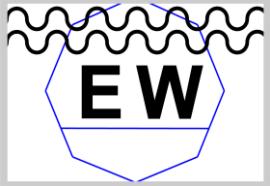
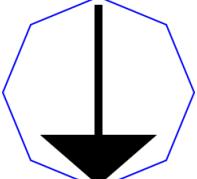
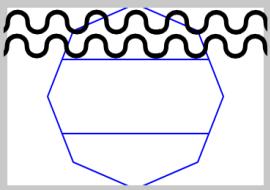
Description	Icon	Remarks
JAMMING Type: Entity Subtype Entity/Entity Type: INTELLIGENCE/ ELECTROMAGNETIC WARFARE Symbol Set Code: 10 Code: 150504 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
SEARCH Type: Entity Subtype Entity/Entity Type: INTELLIGENCE/ ELECTROMAGNETIC WARFARE Symbol Set Code: 10 Code: 150505 Icon Type: Full Octagon		N/A
INTERCEPT (SEARCH AND RECORDING) Type: Entity Type Entity: INTELLIGENCE Symbol Set Code: 10 Code: 150600 Icon Type: Full Octagon		N/A
INTERROGATION Type: Entity Type Entity: INTELLIGENCE Symbol Set Code: 10 Code: 150700 Icon Type: Main		N/A
JAMMING Type: Entity Type Entity: INTELLIGENCE Symbol Set Code: 10 Code: 150800 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.

Table 3-2: Land Unit Main Sector Icons

Note: See Table A-20 for associated Symbol Identification Codes.

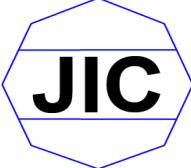
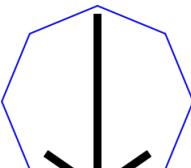
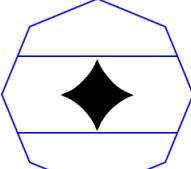
Description	Icon	Remarks
JOINT INTELLIGENCE CENTRE Type: Entity Type Entity: INTELLIGENCE Symbol Set Code: 10 Code: 150900 Icon Type: Main		N/A
MILITARY INTELLIGENCE Type: Entity Type Entity: INTELLIGENCE Symbol Set Code: 10 Code: 151000 Icon Type: Main		N/A
SEARCH Type: Entity Type Entity: INTELLIGENCE Symbol Set Code: 10 Code: 151100 Icon Type: Full Octagon		N/A
SENSOR Type: Entity Type Entity: INTELLIGENCE Symbol Set Code: 10 Code: 151200 Icon Type: Main		N/A
MILITARY HISTORY Type: Entity Type Entity: INTELLIGENCE Symbol Set Code: 10 Code: 151300 Icon Type: Main		N/A
SUSTAINMENT Type: Entity Symbol Set Code: 10 Code: 160000		N/A

Table 3-2: Land Unit Main Sector Icons

Note: See Table A-20 for associated Symbol Identification Codes.

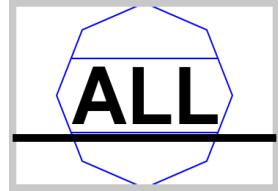
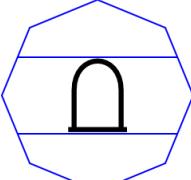
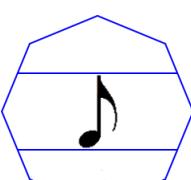
Description	Icon	Remarks
ADMINISTRATIVE Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 160100 Icon Type: Main		N/A
ALL CLASSES OF SUPPLY Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 160200 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
AMMUNITION Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 160400 Icon Type: Main		N/A
BAND Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 160500 Icon Type: Main		N/A
ARMY MUSIC Type: Entity Subtype Entity/Entity Type: SUSTAINMENT/BAND Symbol Set Code: 10 Code: 160501 Icon Type: Main		N/A

Table 3-2: Land Unit Main Sector Icons

Note: See Table A-20 for associated Symbol Identification Codes.

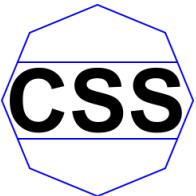
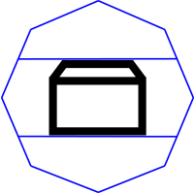
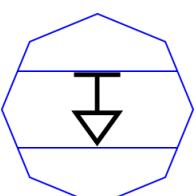
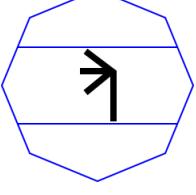
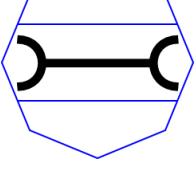
Description	Icon	Remarks
COMBAT SERVICE SUPPORT Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 160600 Icon Type: Main		N/A
FINANCE Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 160700 Icon Type: Main		N/A
JUDGE ADVOCATE GENERAL Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 160800 Icon Type: Main		N/A
LABOUR Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 160900 Icon Type: Main		N/A
LAUNDRY/BATH Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 161000 Icon Type: Main		N/A
MAINTENANCE Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 161100 Icon Type: Main		N/A

Table 3-2: Land Unit Main Sector Icons

Note: See Table A-20 for associated Symbol Identification Codes.

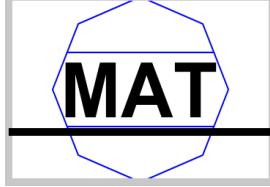
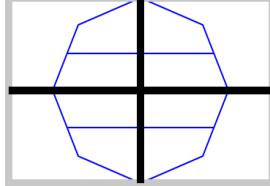
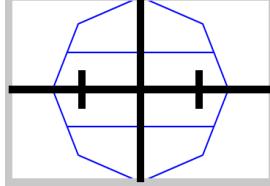
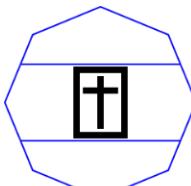
Description	Icon	Remarks
MATERIAL Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 161200 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
MEDICAL Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 161300 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
MEDICAL TREATMENT FACILITY Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 161400 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
MORALE, WELFARE AND RECREATION Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 161500 Icon Type: Main		N/A
MORTUARY AFFAIRS/GRAVES REGISTRATION Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 161600 Icon Type: Main		N/A

Table 3-2: Land Unit Main Sector Icons

Note: See Table A-20 for associated Symbol Identification Codes.

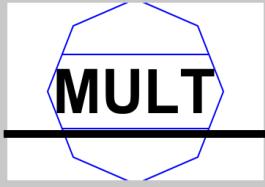
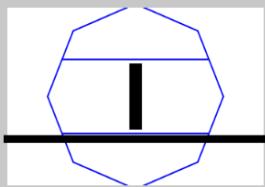
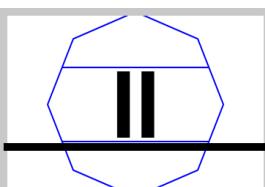
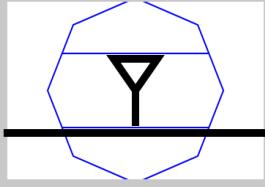
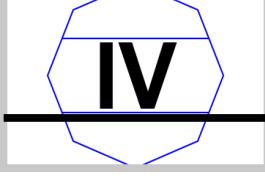
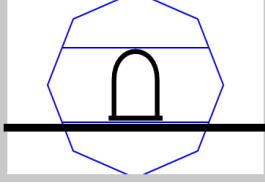
Description	Icon	Remarks
MULTIPLE CLASSES OF SUPPLY Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 161700 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
NATO SUPPLY CLASS I Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 161800 Icon Type: Full Frame		N/A
NATO SUPPLY CLASS II Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 161900 Icon Type: Full Frame		N/A
NATO SUPPLY CLASS III Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 162000 Icon Type: Full Frame		N/A
NATO SUPPLY CLASS IV Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 162100 Icon Type: Full Frame		N/A
NATO SUPPLY CLASS V Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 162200 Icon Type: Full Frame		N/A

Table 3-2: Land Unit Main Sector Icons

Note: See Table A-20 for associated Symbol Identification Codes.

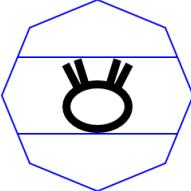
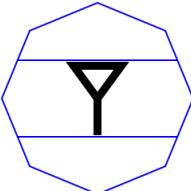
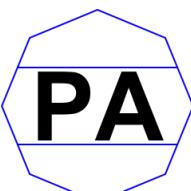
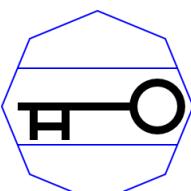
Description	Icon	Remarks
ORDNANCE Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 162300 Icon Type: Main		N/A
PERSONNEL SERVICES Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 162400 Icon Type: Main		N/A
PETROLEUM, OIL AND LUBRICANTS Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 162500 Icon Type: Main		N/A
PUBLIC AFFAIRS/PUBLIC INFORMATION Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 162800 Icon Type: Main		N/A
QUARTERMASTER Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 162900 Icon Type: Main		N/A
RELIGIOUS SUPPORT Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 163100 Icon Type: Main		N/A

Table 3-2: Land Unit Main Sector Icons

Note: See Table A-20 for associated Symbol Identification Codes.

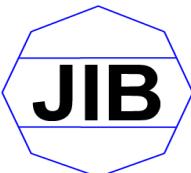
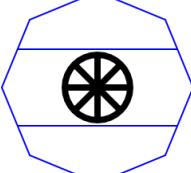
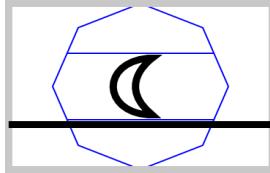
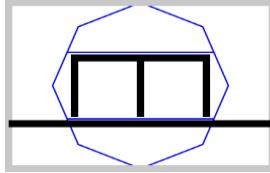
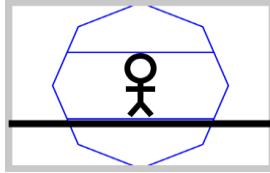
Description	Icon	Remarks
REPLACEMENT HOLDING UNIT Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 163200 Icon Type: Main		N/A
JOINT INFORMATION BUREAU (JIB) Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 163500 Icon Type: Main		N/A
TRANSPORTATION Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 163600 Icon Type: Main		N/A
US SUPPLY CLASS I Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 163700 Icon Type: Full Frame		N/A
US SUPPLY CLASS IV Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 164000 Icon Type: Full Frame		N/A
US SUPPLY CLASS VI Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 164200 Icon Type: Full Frame		N/A

Table 3-2: Land Unit Main Sector Icons

Note: See Table A-20 for associated Symbol Identification Codes.

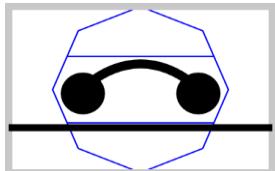
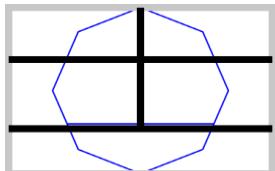
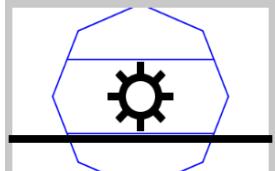
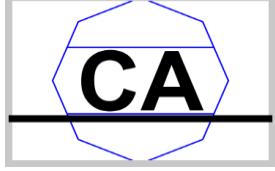
Description	Icon	Remarks
US SUPPLY CLASS VII Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 164300 Icon Type: Full Frame		N/A
US SUPPLY CLASS VIII Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 164400 Icon Type: Full Frame		N/A
US SUPPLY CLASS IX Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 164500 Icon Type: Full Frame		N/A
US SUPPLY CLASS X Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 164600 Icon Type: Full Frame		N/A
WATER PURIFICATION Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 164800 Icon Type: Main		N/A
BROADCAST Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 164900 Icon Type: Main		N/A

Table 3-2: Land Unit Main Sector Icons

Note: See Table A-20 for associated Symbol Identification Codes.

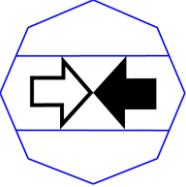
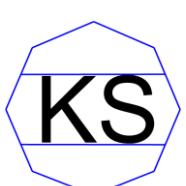
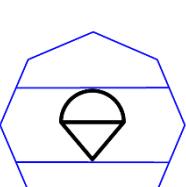
Description	Icon	Remarks
INTERPRETER/ TRANSLATOR Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 165100 Icon Type: Main		N/A
SUPPORT Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 165200 Icon Type: Main		N/A
ARMY FIELD SUPPORT Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 165300 Icon Type: Main		N/A
CONTRACTOR SUPPORT Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 165400 Icon Type: Main		N/A
PARACHUTE RIGGER Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 165500 Icon Type: Main		N/A

Table 3-2: Land Unit Main Sector Icons

Note: See Table A-20 for associated Symbol Identification Codes.

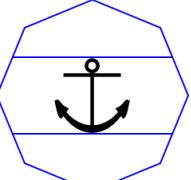
Description	Icon	Remarks
HUMAN RESOURCES (HR) Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 165600 Icon Type: Main		N/A
NAVAL Type: Entity Entity: NAVAL Symbol Set Code: 10 Code: 170000	N/A	Reserved for hierarchical purposes.
NAVAL Type: Entity Type Entity: NAVAL Symbol Set Code: 10 Code: 170100 Icon Type: Main		N/A
NAMED HEADQUARTERS Type: Entity Entity: NAMED HEADQUARTERS Symbol Set Code: 10 Code: 180000	N/A	Reserved for hierarchical purposes.
ALLIED COMMAND EUROPE RAPID REACTION CORPS (ARRC) Type: Entity Type Entity: NAMED HEADQUARTERS Symbol Set Code: 10 Code: 180100 Icon Type: Main		N/A

Table 3-2: Land Unit Main Sector Icons

Note: See Table A-20 for associated Symbol Identification Codes.

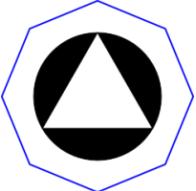
Description	Icon	Remarks
ALLIED COMMAND OPERATIONS Type: Entity Type Entity: NAMED HEADQUARTERS Symbol Set Code: 10 Code: 180200 Icon Type: Main		N/A
INTERNATIONAL SECURITY ASSISTANCE FORCE (ISAF) Type: Entity Type Entity: NAMED HEADQUARTERS Symbol Set Code: 10 Code: 180300 Icon Type: Main		N/A
MULTINATIONAL (MN) Type: Entity Type Entity: NAMED HEADQUARTERS Symbol Set Code: 10 Code: 180400 Icon Type: Main		N/A
EMERGENCY OPERATION Type: Entity Symbol Set Code: 10 Code: 190000 Icon Type: Full Octagon		N/A
LAW ENFORCEMENT Type: Entity Symbol Set Code: 10 Code: 200000	N/A	For training or hierarchical purposes only.

Table 3-2: Land Unit Main Sector Icons

Note: See Table A-20 for associated Symbol Identification Codes.

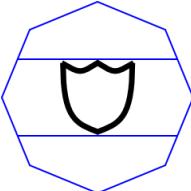
Description	Icon	Remarks
BUREAU OF ALCOHOL, TOBACCO, FIREARMS AND EXPLOSIVES (ATF) (DEPARTMENT OF JUSTICE) Type: Entity Type Entity: LAW ENFORCEMENT Symbol Set Code: 10 Code: 200100 Icon Type: Main		N/A
DRUG ENFORCEMENT ADMINISTRATION (DEA) Type: Entity Type Entity: LAW ENFORCEMENT Symbol Set Code: 10 Code: 200400 Icon Type: Main		N/A
FEDERAL BUREAU OF INVESTIGATION (FBI) Type: Entity Type Entity: LAW ENFORCEMENT Symbol Set Code: 10 Code: 200600 Icon Type: Main		N/A
POLICE Type: Entity Type Entity: LAW ENFORCEMENT Symbol Set Code: 10 Code: 200700 Icon Type: Main		N/A

Table 3-2: Land Unit Main Sector Icons

Note: See Table A-20 for associated Symbol Identification Codes.

Description	Icon	Remarks
UNITED STATES SECRET SERVICE (USSS) Type: Entity Type Entity: LAW ENFORCEMENT Symbol Set Code: 10 Code: 200900 Icon Type: Main		N/A
TRANSPORTATION SECURITY ADMINISTRATION (TSA) Type: Entity Type Entity: LAW ENFORCEMENT Symbol Set Code: 10 Code: 201000 Icon Type: Main		N/A
COAST GUARD Type: Entity Type Entity: LAW ENFORCEMENT Symbol Set Code: 10 Code: 201100 Icon Type: Full Octagon		N/A
INTERNAL SECURITY FORCE Type: Entity Type Entity: LAW ENFORCEMENT Symbol Set Code: 10 Code: 201300 Icon Type: Main		N/A
CYBERSPACE OPERATION Type: Entity Symbol Set Code: 10 Code: 210000 Icon Type: Main		N/A

Table 3-2: Land Unit Main Sector Icons.

3.3.6 Land Unit Sector 1 Modifiers

1. Sector 1 modifiers (Figure 3-7) depict additional information pertaining to the icon.



Figure 3-7: Sector 1 Modifiers Placement.

2. Table 3-3 below shows the modifiers for use in Land Unit symbols in sector 1 of the symbol. Additional Sector 1 Modifiers, where required, are included in Table 1-3. These modifiers are accessed using Common Modifiers. See Annex A Para A.13.

Table 3-3: Land Unit Sector 1 Modifiers			
Note: See Table A-21 for associated Symbol Identification Codes.			
Description	Category	Modifier	Remarks
TACTICAL SATELLITE Symbol Set Code: 10 Code: 01	MOBILITY		N/A
AREA Symbol Set Code: 10 Code: 02	CAPABILITY		N/A
BORDER Symbol Set Code: 10 Code: 05	CAPABILITY		N/A
COMMUNICATIONS CONTINGENCY PACKAGE Symbol Set Code: 10 Code: 11	CAPABILITY		N/A

Table 3-3: Land Unit Sector 1 Modifiers

Note: See Table A-21 for associated Symbol Identification Codes.

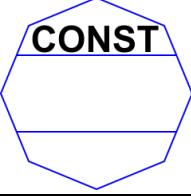
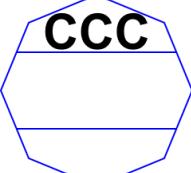
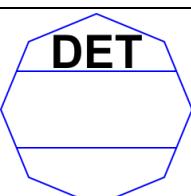
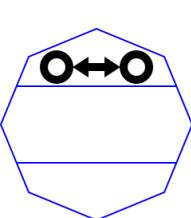
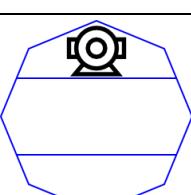
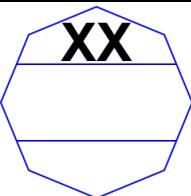
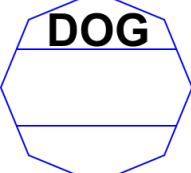
Description	Category	Modifier	Remarks
CONSTRUCTION Symbol Set Code: 10 Code: 12	CAPABILITY		N/A
CROSS CULTURAL COMMUNICATION Symbol Set Code: 10 Code: 13	CAPABILITY		N/A
DETENTION Symbol Set Code: 10 Code: 16	CAPABILITY		N/A
DIRECT COMMUNICATION S Symbol Set Code: 10 Code: 17	CAPABILITY		N/A
DIVING Symbol Set Code: 10 Code: 18	CAPABILITY		N/A
DIVISION Symbol Set Code: 10 Code: 19	CAPABILITY		N/A
DOG Symbol Set Code: 10 Code: 20	CAPABILITY		N/A

Table 3-3: Land Unit Sector 1 Modifiers

Note: See Table A-21 for associated Symbol Identification Codes.

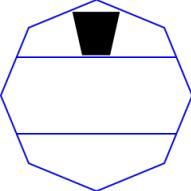
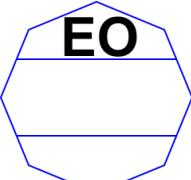
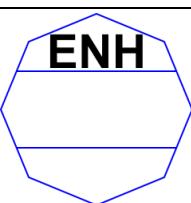
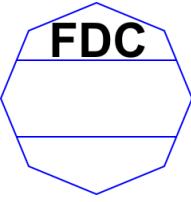
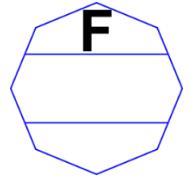
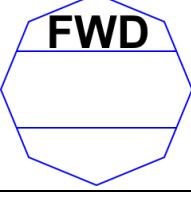
Description	Category	Modifier	Remarks
DRILLING Symbol Set Code: 10 Code: 21	CAPABILITY		N/A
ELECTRO- OPTICAL Symbol Set Code: 10 Code: 22	CAPABILITY		N/A
ENHANCED Symbol Set Code: 10 Code: 23	CAPABILITY		N/A
FIRE DIRECTION CENTRE Symbol Set Code: 10 Code: 25	CAPABILITY		N/A
FORCE Symbol Set Code: 10 Code: 26	CAPABILITY		N/A
FORWARD Symbol Set Code: 10 Code: 27	CAPABILITY		N/A
GROUND STATION MODULE Symbol Set Code: 10 Code: 28	CAPABILITY		N/A

Table 3-3: Land Unit Sector 1 Modifiers

Note: See Table A-21 for associated Symbol Identification Codes.

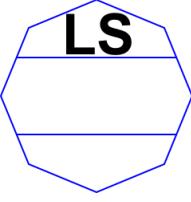
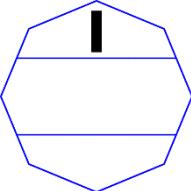
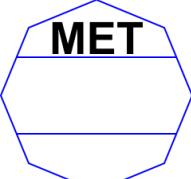
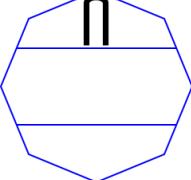
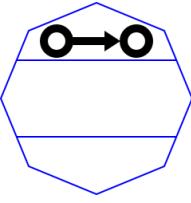
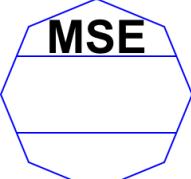
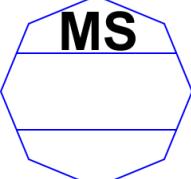
Description	Category	Modifier	Remarks
LANDING SUPPORT Symbol Set Code: 10 Code: 29	CAPABILITY		N/A
COMPANY (ECHELON OF SUPPORT) Symbol Set Code: 10 Code: 30	CAPABILITY		N/A
METEOROLOGICAL Symbol Set Code: 10 Code: 32	CAPABILITY		N/A
MISSILE Symbol Set Code: 10 Code: 34	CAPABILITY		N/A
MOBILE ADVISOR AND SUPPORT Symbol Set Code: 10 Code: 35	CAPABILITY		N/A
MOBILE SUBSCRIBER EQUIPMENT Symbol Set Code: 10 Code: 36	CAPABILITY		N/A
MOBILITY SUPPORT Symbol Set Code: 10 Code: 37	CAPABILITY		N/A

Table 3-3: Land Unit Sector 1 Modifiers

Note: See Table A-21 for associated Symbol Identification Codes.

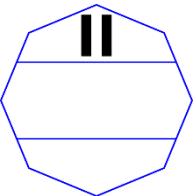
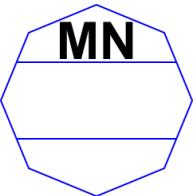
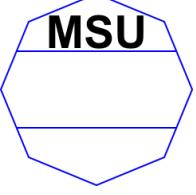
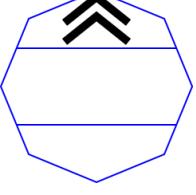
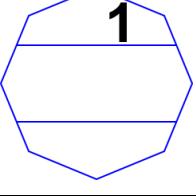
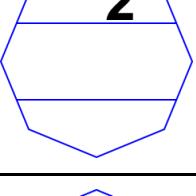
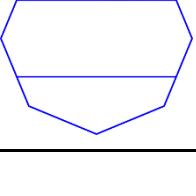
Description	Category	Modifier	Remarks
BATTALION (ECHELON OF SUPPORT) Symbol Set Code: 10 Code: 38	CAPABILITY		N/A
MULTINATIONAL Symbol Set Code: 10 Code: 39	CAPABILITY		N/A
MULTINATIONAL SPECIALIZED UNIT Symbol Set Code: 10 Code: 40	CAPABILITY		N/A
MULTIPLE ROCKET LAUNCHER Symbol Set Code: 10 Code: 41	CAPABILITY		N/A
NATO MEDICAL ROLE 1 Symbol Set Code: 10 Code: 42	CAPABILITY		Modifier is offset so that the modifier is not obscured by the full frame icon.
NATO MEDICAL ROLE 2 Symbol Set Code: 10 Code: 43	CAPABILITY		Modifier is offset so that the modifier is not obscured by the full frame icon.
NATO MEDICAL ROLE 2 BASIC Symbol Set Code: 10 Code: 81	CAPABILITY		See AJP-4.10 for an explanation of these roles.

Table 3-3: Land Unit Sector 1 Modifiers

Note: See Table A-21 for associated Symbol Identification Codes.

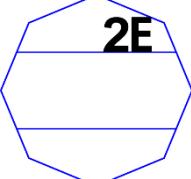
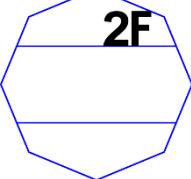
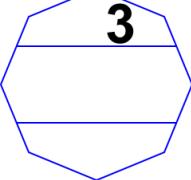
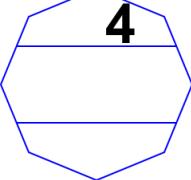
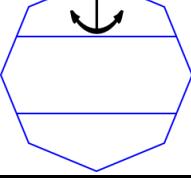
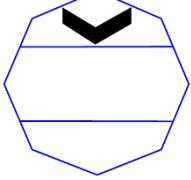
Description	Category	Modifier	Remarks
NATO MEDICAL ROLE 2 ENHANCED Symbol Set Code: 10 Code: 82	CAPABILITY		See AJP-4.10 for an explanation of these roles.
NATO MEDICAL ROLE 2 FORWARD Symbol Set Code: 10 Code: 83	CAPABILITY		See AJP-4.10 for an explanation of these roles.
NATO MEDICAL ROLE 3 Symbol Set Code: 10 Code: 44	CAPABILITY		Modifier is offset so that the modifier is not obscured by the full frame icon.
NATO MEDICAL ROLE 4 Symbol Set Code: 10 Code: 45	CAPABILITY		Modifier is offset so that the modifier is not obscured by the full frame icon.
NAVAL Symbol Set Code: 10 Code: 46	CAPABILITY		N/A
UNMANNED AIRCRAFT SYSTEMS (UAS) Symbol Set Code: 10 Code: 47	CAPABILITY		N/A
OPERATIONS Symbol Set Code: 10 Code: 49	CAPABILITY		N/A

Table 3-3: Land Unit Sector 1 Modifiers

Note: See Table A-21 for associated Symbol Identification Codes.

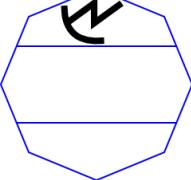
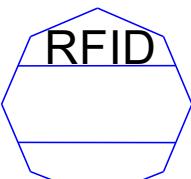
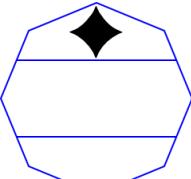
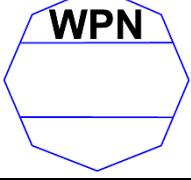
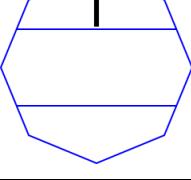
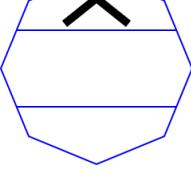
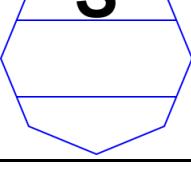
Description	Category	Modifier	Remarks
RADAR Symbol Set Code: 10 Code: 50	CAPABILITY		N/A
RADIO FREQUENCY IDENTIFICATION (RFID) INTERROGATOR/SENSOR Symbol Set Code: 10 Code: 51	CAPABILITY		N/A
SENSOR Symbol Set Code: 10 Code: 55	CAPABILITY		N/A
WEAPON Symbol Set Code: 10 Code: 56	CAPABILITY		N/A
SIGNALS INTELLIGENCE Symbol Set Code: 10 Code: 57	CAPABILITY		N/A
SINGLE ROCKET LAUNCHER Symbol Set Code: 10 Code: 59	CAPABILITY		N/A
SMOKE Symbol Set Code: 10 Code: 60	CAPABILITY		N/A

Table 3-3: Land Unit Sector 1 Modifiers

Note: See Table A-21 for associated Symbol Identification Codes.

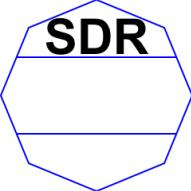
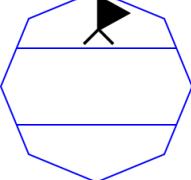
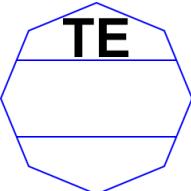
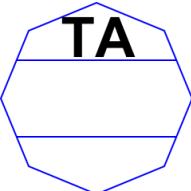
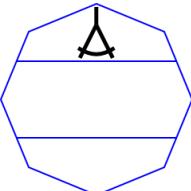
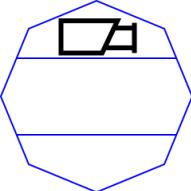
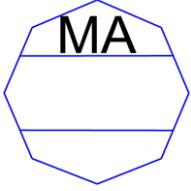
Description	Category	Modifier	Remarks
SOUND RANGING Symbol Set Code: 10 Code: 62	CAPABILITY		N/A
SURVEY Symbol Set Code: 10 Code: 65	CAPABILITY		N/A
TACTICAL EXPLOITATION Symbol Set Code: 10 Code: 66	CAPABILITY		N/A
TARGET ACQUISITION Symbol Set Code: 10 Code: 67	CAPABILITY		N/A
TOPOGRAPHIC/GEOSPATIAL Symbol Set Code: 10 Code: 68	CAPABILITY		N/A
VIDEO IMAGERY (COMBAT CAMERA) Symbol Set Code: 10 Code: 70	CAPABILITY		N/A
MOBILITY ASSAULT Symbol Set Code: 10 Code: 71	CAPABILITY		N/A

Table 3-3: Land Unit Sector 1 Modifiers

Note: See Table A-21 for associated Symbol Identification Codes.

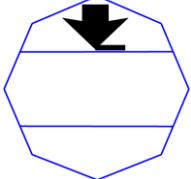
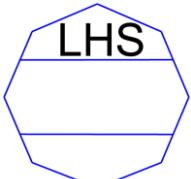
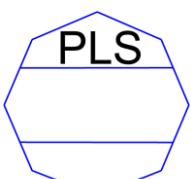
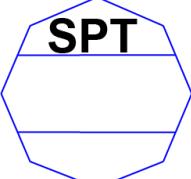
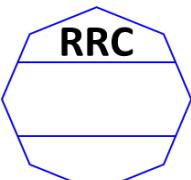
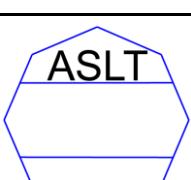
Description	Category	Modifier	Remarks
AMPHIBIOUS WARFARE SHIP Symbol Set Code: 10 Code: 72	CAPABILITY		N/A
LOAD HANDLING SYSTEM Symbol Set Code: 10 Code: 73	CAPABILITY		N/A
PALLETISED LOAD SYSTEM Symbol Set Code: 10 Code: 74	CAPABILITY		N/A
SUPPORT Symbol Set Code: 10 Code: 77	CAPABILITY		N/A
ROUTE, RECONNAISSANCE, AND CLEARANCE Symbol Set Code: 10 Code: 79	CAPABILITY		N/A
ASSAULT Symbol Set Code: 10 Code: 84	CAPABILITY		N/A

Table 3-3: Land Unit Sector 1 Modifiers

Note: See Table A-21 for associated Symbol Identification Codes.

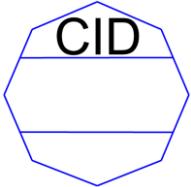
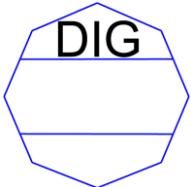
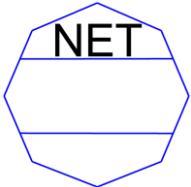
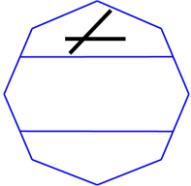
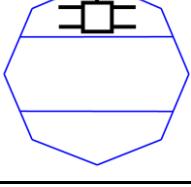
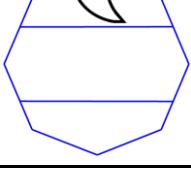
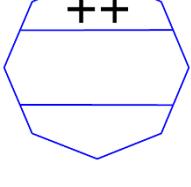
Description	Category	Modifier	Remarks
CRIMINAL INVESTIGATION DIVISION Symbol Set Code: 10 Code: 86	CAPABILITY	 CID	N/A
DIGITAL Symbol Set Code: 10 Code: 87	CAPABILITY	 DIG	N/A
NETWORK OR NETWORK OPERATIONS Symbol Set Code: 10 Code: 88	CAPABILITY	 NET	N/A
AIR TERMINAL Symbol Set Code: 10 Code: 89	CAPABILITY	 /	N/A
PIPELINE Symbol Set Code: 10 Code: 90	CAPABILITY	 T	N/A
POSTAL Symbol Set Code: 10 Code: 91	CAPABILITY	 C	N/A
INDEPENDENT COMMAND Symbol Set Code: 10 Code: 93	CAPABILITY	 ++	N/A

Table 3-3: Land Unit Sector 1 Modifiers

Note: See Table A-21 for associated Symbol Identification Codes.

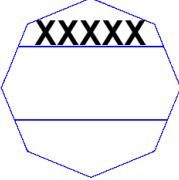
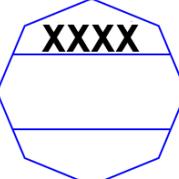
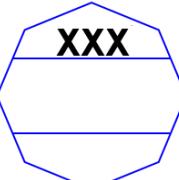
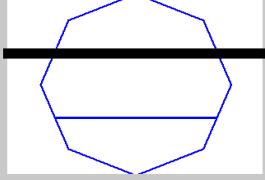
Description	Category	Modifier	Remarks
THEATRE Symbol Set Code: 10 Code: 94	CAPABILITY		N/A
ARMY or THEATRE ARMY Symbol Set Code: 10 Code: 95	CAPABILITY		N/A
CORPS Symbol Set Code: 10 Code: 96	CAPABILITY		N/A
HEADQUARTERS or HEADQUARTERS ELEMENT Symbol Set Code: 10 Code: 98	CAPABILITY		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.

Table 3-3: Land Unit Sector 1 Modifiers.

3.3.7 Land Unit Sector 2 Modifiers

- Icons in sector 2 (Figure 3-8) show modifying information.

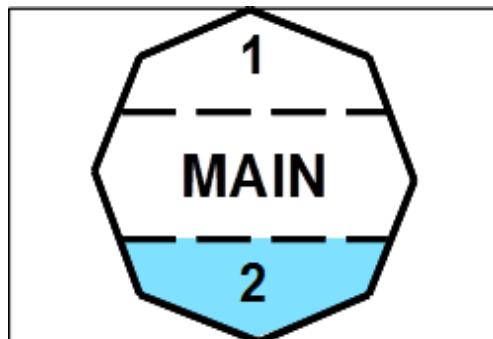


Figure 3-8: Location of Sector 2 Icons.

- Table 3-4 below shows the modifiers for use in Land Unit symbols in sector 2 of the symbol. Additional Sector 2 Modifiers, where required, are included in Table 1-4. These modifiers are accessed using Common Modifiers. See Annex A Para A.13.

Table 3-4: Land Unit Sector 2 Modifiers			
Note: See Table A-22 for associated Symbol Identification Codes.			
Description	Category	Modifier	Remarks
ARCTIC Symbol Set Code: 10 Code: 02	MOBILITY		N/A
BATTLE DAMAGE REPAIR Symbol Set Code: 10 Code: 03	CAPABILITY		N/A
CASUALTY STAGING Symbol Set Code: 10 Code: 05	CAPABILITY		Modifier is offset so that the modifier is not obscured by the full frame icon.
CLEARING Symbol Set Code: 10 Code: 06	CAPABILITY		N/A

Table 3-4: Land Unit Sector 2 Modifiers

Note: See Table A-22 for associated Symbol Identification Codes.

Description	Category	Modifier	Remarks
CONTROL Symbol Set Code: 10 Code: 08	CAPABILITY		N/A
DECONTAMINATION Symbol Set Code: 10 Code: 09	CAPABILITY		N/A
DEMOLITION Symbol Set Code: 10 Code: 10	CAPABILITY		N/A
DENTAL Symbol Set Code: 10 Code: 11	CAPABILITY		Modifier is offset so that the modifier is not obscured by the full frame icon.
DIGITAL Symbol Set Code: 10 Code: 12	CAPABILITY		N/A
ENHANCED POSITION LOCATION REPORTING SYSTEM (EPLRS) Symbol Set Code: 10 Code: 13	CAPABILITY		N/A
EQUIPMENT Symbol Set Code: 10 Code: 14	CAPABILITY		N/A

Table 3-4: Land Unit Sector 2 Modifiers

Note: See Table A-22 for associated Symbol Identification Codes.

Description	Category	Modifier	Remarks
HIGH ALTITUDE Symbol Set Code: 10 Code: 16	CAPABILITY	An octagonal frame containing the letters "HA".	N/A
INTERMODAL Symbol Set Code: 10 Code: 17	CAPABILITY	An octagonal frame containing a horizontal double-headed arrow symbol.	N/A
INTENSIVE CARE Symbol Set Code: 10 Code: 18	CAPABILITY	An octagonal frame containing the letters "IC".	Modifier is offset so that the modifier is not obscured by the full frame icon.
LABORATORY Symbol Set Code: 10 Code: 20	CAPABILITY	An octagonal frame containing the letters "LAB".	N/A
LAUNCHER Symbol Set Code: 10 Code: 21	CAPABILITY	An octagonal frame containing a diagonal hatch mark symbol.	N/A
LOW ALTITUDE Symbol Set Code: 10 Code: 23	CAPABILITY	An octagonal frame containing the letters "LA".	N/A
MEDIUM ALTITUDE Symbol Set Code: 10 Code: 25	CAPABILITY	An octagonal frame containing the letters "MA".	N/A
HIGH TO MEDIUM ALTITUDE Symbol Set Code: 10 Code: 28	CAPABILITY	An octagonal frame containing the letters "HMA".	N/A

Table 3-4: Land Unit Sector 2 Modifiers

Note: See Table A-22 for associated Symbol Identification Codes.

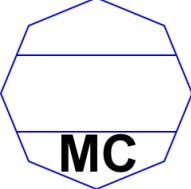
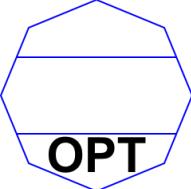
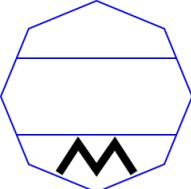
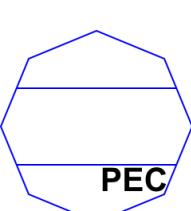
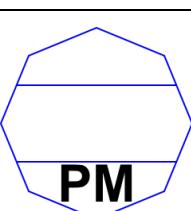
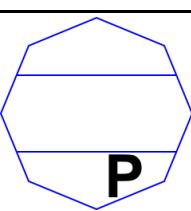
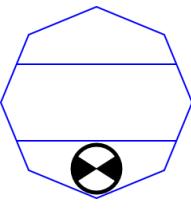
Description	Category	Modifier	Remarks
MULTI-CHANNEL Symbol Set Code: 10 Code: 29	CAPABILITY		N/A
OPTICAL (FLASH) Symbol Set Code: 10 Code: 30	CAPABILITY		N/A
PACK ANIMAL Symbol Set Code: 10 Code: 31	CAPABILITY		N/A
PATIENT EVACUATION COORDINATION Symbol Set Code: 10 Code: 32	CAPABILITY		Modifier is offset so that the modifier is not obscured by the full frame icon.
PREVENTIVE MAINTENANCE Symbol Set Code: 10 Code: 33	CAPABILITY		N/A
PSYCHOLOGICAL Symbol Set Code: 10 Code: 34	CAPABILITY		Modifier is offset so that the modifier is not obscured by the full frame icon.
RADIO RELAY LINE OF SIGHT Symbol Set Code: 10 Code: 35	CAPABILITY		N/A

Table 3-4: Land Unit Sector 2 Modifiers

Note: See Table A-22 for associated Symbol Identification Codes.

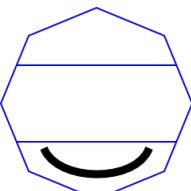
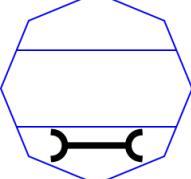
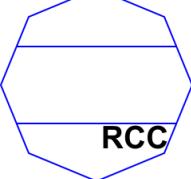
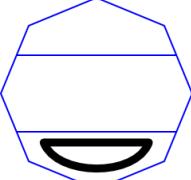
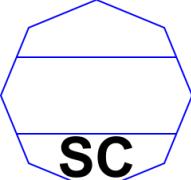
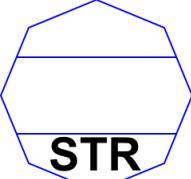
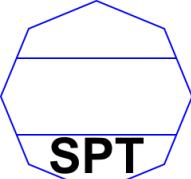
Description	Category	Modifier	Remarks
RECOVERY (UNMANNED SYSTEMS) Symbol Set Code: 10 Code: 37	CAPABILITY		N/A
RECOVERY (MAINTENANCE) Symbol Set Code: 10 Code: 38	CAPABILITY		N/A
RESUE COORDINATION CENTRE Symbol Set Code: 10 Code: 39	CAPABILITY		Modifier is offset so that the modifier is not obscured by the full frame icon.
RIVERINE Symbol Set Code: 10 Code: 40	MOBILITY		N/A
SINGLE CHANNEL Symbol Set Code: 10 Code: 41	CAPABILITY		N/A
STRATEGIC Symbol Set Code: 10 Code: 44	CAPABILITY		N/A
SUPPORT Symbol Set Code: 10 Code: 45	CAPABILITY		N/A

Table 3-4: Land Unit Sector 2 Modifiers

Note: See Table A-22 for associated Symbol Identification Codes.

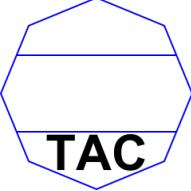
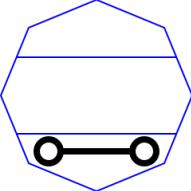
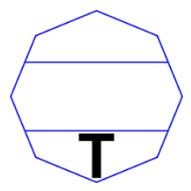
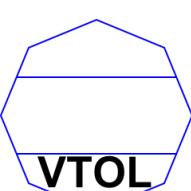
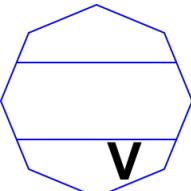
Description	Category	Modifier	Remarks
TACTICAL Symbol Set Code: 10 Code: 46	CAPABILITY		N/A
TOWED Symbol Set Code: 10 Code: 47	MOBILITY		N/A
TROOP Symbol Set Code: 10 Code: 48	CAPABILITY		N/A
VERTICAL TAKE-OFF AND LANDING (VTOL/VSTOL) Symbol Set Code: 10 Code: 49	MOBILITY		N/A
VETERINARY Symbol Set Code: 10 Code: 50	CAPABILITY		Modifier is offset so that the modifier is not obscured by the full frame icon.
HIGH TO LOW ALTITUDE Symbol Set Code: 10 Code: 52	CAPABILITY		N/A
MEDIUM TO LOW ALTITUDE Symbol Set Code: 10 Code: 53	CAPABILITY		N/A

Table 3-4: Land Unit Sector 2 Modifiers

Note: See Table A-22 for associated Symbol Identification Codes.

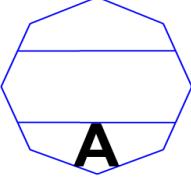
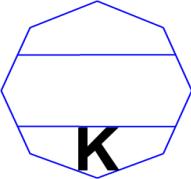
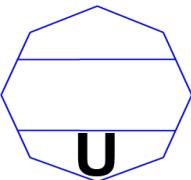
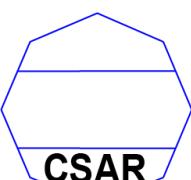
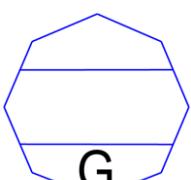
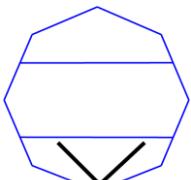
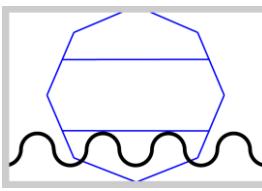
Description	Category	Modifier	Remarks
ATTACK Symbol Set Code: 10 Code: 54	CAPABILITY		N/A
REFUEL Symbol Set Code: 10 Code: 55	CAPABILITY		N/A
UTILITY Symbol Set Code: 10 Code: 56	CAPABILITY		N/A
COMBAT SEARCH AND RESCUE (CSAR) Symbol Set Code: 10 Code: 57	CAPABILITY		N/A
GUERRILLA Symbol Set Code: 10 Code: 58	CAPABILITY		N/A
AIR ASSAULT Symbol Set Code: 10 Code: 59	CAPABILITY		N/A
AMPHIBIOUS Symbol Set Code: 10 Code: 60	CAPABILITY		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.

Table 3-4: Land Unit Sector 2 Modifiers

Note: See Table A-22 for associated Symbol Identification Codes.

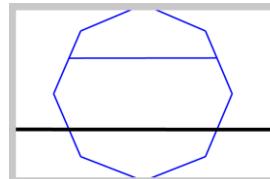
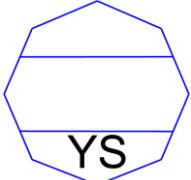
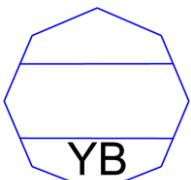
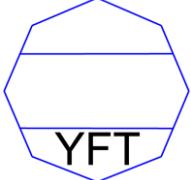
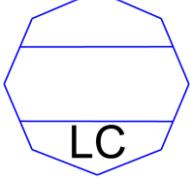
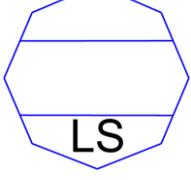
Description	Category	Modifier	Remarks
VERY HEAVY Symbol Set Code: 10 Code: 61	CAPABILITY		N/A
SUPPLY Symbol Set Code: 10 Code: 62	CAPABILITY		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
NAVY BARGE SELF-PROPELLED Symbol Set Code: 10 Code: 64	CAPABILITY		N/A
NAVY BARGE NOT SELF-PROPELLED Symbol Set Code: 10 Code: 65	CAPABILITY		N/A
LAUNCH Symbol Set Code: 10 Code: 66	CAPABILITY		N/A
LANDING CRAFT Symbol Set Code: 10 Code: 67	CAPABILITY		N/A
LANDING SHIP Symbol Set Code: 10 Code: 68	CAPABILITY		N/A

Table 3-4: Land Unit Sector 2 Modifiers

Note: See Table A-22 for associated Symbol Identification Codes.

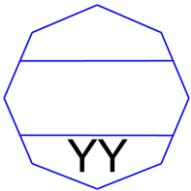
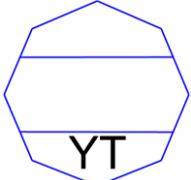
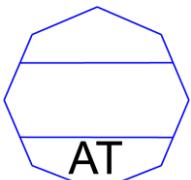
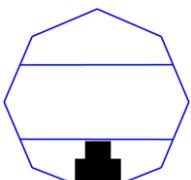
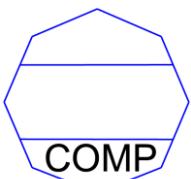
Description	Category	Modifier	Remarks
SERVICE CRAFT/YARD Symbol Set Code: 10 Code: 69	CAPABILITY		N/A
TUG HARBOUR Symbol Set Code: 10 Code: 70	CAPABILITY		N/A
TUG BOAT OCEAN GOING Symbol Set Code: 10 Code: 71	CAPABILITY		N/A
SURFACE DEPLOYMENT AND DISTRIBUTION COMMAND Symbol Set Code: 10 Code: 72	CAPABILITY		N/A
NON-COMBATANT GENERIC VESSEL Symbol Set Code: 10 Code: 73	CAPABILITY		N/A
COMPOSITE Symbol Set Code: 10 Code: 74	CAPABILITY		N/A

Table 3-4: Land Unit Sector 2 Modifiers

Note: See Table A-22 for associated Symbol Identification Codes.

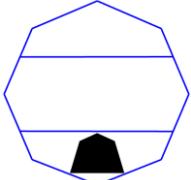
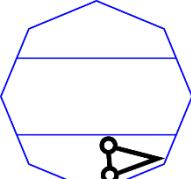
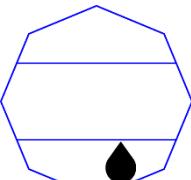
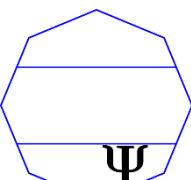
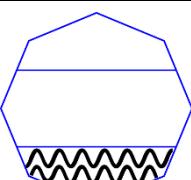
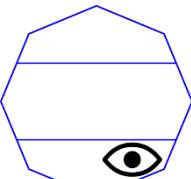
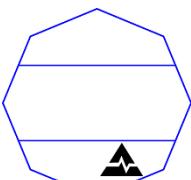
Description	Category	Modifier	Remarks
SHELTER Symbol Set Code: 10 Code: 75	CAPABILITY		N/A
SURGICAL Symbol Set Code: 10 Code: 81	CAPABILITY		Modifier is offset so that the modifier is not obscured by the full frame icon.
BLOOD SUPPORT Symbol Set Code: 10 Code: 82	CAPABILITY		Modifier is offset so that the modifier is not obscured by the full frame icon.
COMBAT AND OPERATIONAL STRESS CONTROL Symbol Set Code: 10 Code: 83	CAPABILITY		Modifier is offset so that the modifier is not obscured by the full frame icon.
JAMMING Symbol Set Code: 10 Code: 84	CAPABILITY		N/A
OPTOMETRY Symbol Set Code: 10 Code: 86	CAPABILITY		Modifier is offset so that the modifier is not obscured by the full frame icon.
PREVENTATIVE MEDICINE Symbol Set Code: 10 Code: 87	CAPABILITY		Modifier is offset so that the modifier is not obscured by the full frame icon.

Table 3-4: Land Unit Sector 2 Modifiers.**3.3.8 Land Unit Amplifier Symbols**

1. Named Command and Control Headquarters (Field AA). These are headquarters that are designated by a name, such as Allied Command Operations, Allied Command Transformation, etc. (see Table 3-5 for examples).

Function	Icon	Location	Remarks
UNITED STATES PACIFIC COMMAND	PACOM		None
SUPREME HEADQUARTERS ALLIED POWERS EUROPE	SHAPE		None
COMBINED JOINT TASK FORCE	CJTF		None

Table 3-5: Named Command and Control Headquarters (Field AA).

2. Headquarters Elements (Field AW). Table 3-6 below provides examples of named headquarters elements. The values shown in Table 3-6 are only examples and this is a free text field of up to 8 characters.

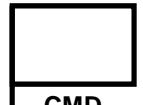
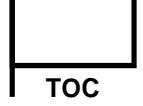
Table 3-6: Headquarters Element Field (AW).			
Function	Amplifier	Location	Remarks
ASSAULT COMMAND POST	ASLT	 ASLT	None
COMMAND GROUP	CMD	 CMD	None
FORWARD COMMAND POST	FWD	 FWD	None
MAIN COMMAND POST	MAIN	 MAIN	None
REAR COMMAND POST	REAR	 REAR	None
TACTICAL COMMAND POST	TAC	 TAC	None
TACTICAL OPERATIONS CENTRE	TOC	 TOC	None

Table 3-6: Headquarters Element Field (AW).

3.3.9 Land Civilian Organization Symbols

1. **Land Civilian Organization Main Sector Icons.** These icons represent non-military individuals and organizations. Table 3-7 below shows the icons for use in Land Civilian Organization symbols in the main sector of the symbol. In most cases, the dimensions of the icon will be sized to occupy as much area in the main sector as is available. The placement/sizing of icons and modifiers for Civilian Organisation symbols shall comply with the guidance in para 1.2.18.

Table 3-7: Land Civilian Organization Icons

Note: See Table A-23 for associated Symbol Identification Codes.

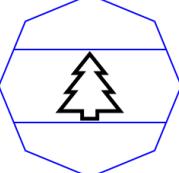
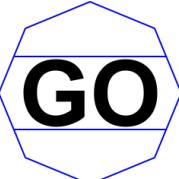
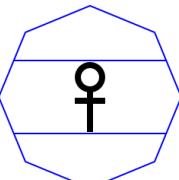
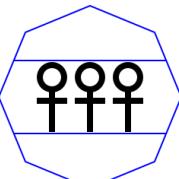
Description	Icon	Remarks
CIVILIAN Type: Entity Symbol Set Code: 11 Code: 110000 Icon Type: Main		This symbol shall not be displayed on a C2 system but may be displayed for training or hierarchical explanation purposes.
ENVIRONMENTAL PROTECTION Type: Entity Type Entity: CIVILIAN Symbol Set Code: 11 Code: 110100 Icon Type: Main		N/A
GOVERNMENT ORGANIZATION Type: Entity Type Entity: CIVILIAN Symbol Set Code: 11 Code: 110200 Icon Type: Main		N/A
INDIVIDUAL Type: Entity Type Entity: CIVILIAN Symbol Set Code: 11 Code: 110300 Icon Type: Main		N/A
GROUP Type: Entity Type Entity: CIVILIAN Symbol Set Code: 11 Code: 110400 Icon Type: Main		N/A

Table 3-7: Land Civilian Organization Icons

Note: See Table A-23 for associated Symbol Identification Codes.

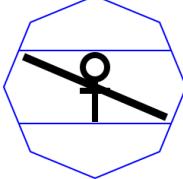
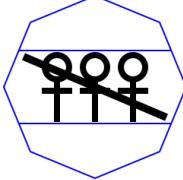
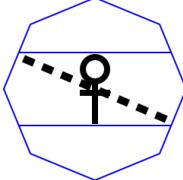
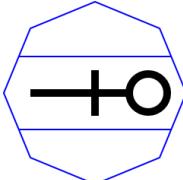
Description	Icon	Remarks
INDIVIDUAL VICTIM; KILLED BY CRIMINAL ACTIVITY Type: Entity Type Entity: CIVILIAN Symbol Set Code: 11 Code: 110500 Icon Type: Main		N/A
GROUP OF VICTIMS; KILLED BY CRIMINAL ACTIVITY Type: Entity Type Entity: CIVILIAN Symbol Set Code: 11 Code: 110600 Icon Type: Main		N/A
VICTIM OF AN ATTEMPTED CRIME Type: Entity Type Entity: CIVILIAN Symbol Set Code: 11 Code: 110700 Icon Type: Main		N/A
SPY Type: Entity Type Entity: CIVILIAN Symbol Set Code: 11 Code: 110800 Icon Type: Main		N/A
COMPOSITE LOSS Type: Entity Type Entity: CIVILIAN Symbol Set Code: 11 Code: 110900 Icon Type: Main		N/A

Table 3-7: Land Civilian Organization Icons

Note: See Table A-23 for associated Symbol Identification Codes.

Description	Icon	Remarks
EMERGENCY MEDICAL OPERATION Type: Entity Type Entity: CIVILIAN Symbol Set Code: 11 Code: 111000 Icon Type: Full Octagon		N/A

Table 3-7: Land Civilian Organization Icons.

2. **Land Civilian Organization Sector 1 Modifiers.** Table 3-8 shows the modifiers for use in Land Civilian Organization symbols in sector 1 of the symbol. Additional Sector 1 Modifiers, where required, are included in Table 1-3. These modifiers are accessed using Common Modifiers. See Annex A Para A.13.

Table 3-8: Land Civilian Organization Sector 1 Modifiers

Note: See Table A-24 for associated Symbol Identification Codes.

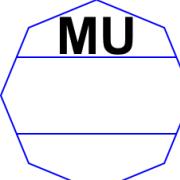
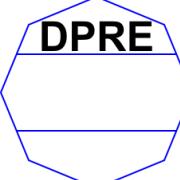
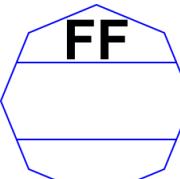
Description	Category	Modifier	Remarks
MURDER VICTIMS Symbol Set Code: 11 Code: 03	CRIME		N/A
DISPLACED PERSON(S), REFUGEE(S) AND EVACUEE(S) Symbol Set Code: 11 Code: 09	ORGANIZATION		N/A
FOREIGN FIGHTER(S) Symbol Set Code: 11 Code: 10	ORGANIZATION		N/A
GANG MEMBER OR GANG Symbol Set Code: 11 Code: 11	ORGANIZATION		N/A

Table 3-8: Land Civilian Organization Sector 1 Modifiers

Note: See Table A-24 for associated Symbol Identification Codes.

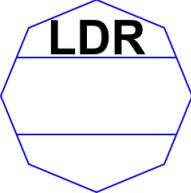
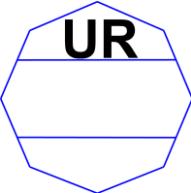
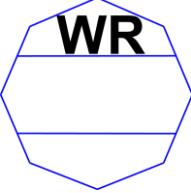
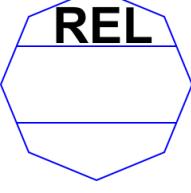
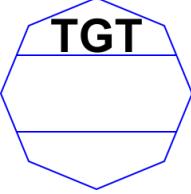
Description	Category	Modifier	Remarks
LEADER OR LEADERSHIP Symbol Set Code: 11 Code: 13	ORGANIZATION	 LDR	N/A
NON-GOVERNMENTAL ORGANIZATION MEMBER OR NON-GOVERNMENTAL ORGANIZATION Symbol Set Code: 11 Code: 14	ORGANIZATION	 NGO	N/A
COERCED/IMPRESSED RECRUIT Symbol Set Code: 11 Code: 15	ORGANIZATION	 UR	N/A
WILLING RECRUIT Symbol Set Code: 11 Code: 16	ORGANIZATION	 WR	N/A
RELIGIOUS OR RELIGIOUS ORGANIZATION Symbol Set Code: 11 Code: 17	ORGANIZATION	 REL	N/A
TARGETED INDIVIDUAL OR ORGANIZATION Symbol Set Code: 11 Code: 18	ORGANIZATION	 TGT	N/A

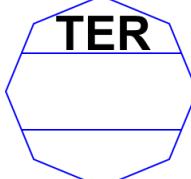
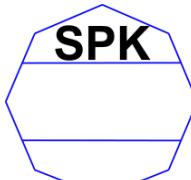
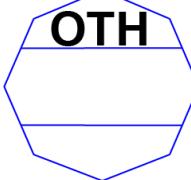
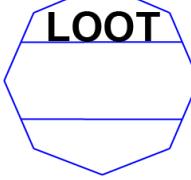
Table 3-8: Land Civilian Organization Sector 1 Modifiers			
Note: See Table A-24 for associated Symbol Identification Codes.			
Description	Category	Modifier	Remarks
TERRORIST OR TERRORIST ORGANIZATION Symbol Set Code: 11 Code: 19	ORGANIZATION		N/A
SPEAKER Symbol Set Code: 11 Code: 20	ORGANIZATION		N/A
OTHER Symbol Set Code: 11 Code: 23	COMPOSITE LOSS		N/A
LOOT Symbol Set Code: 11 Code: 24	CRIME		N/A

Table 3-8: Land Civilian Organization Sector 1 Modifiers.

3. **Land Civilian Organization Sector 2 Modifiers.** Table 3-9 shows the modifiers for use in Land Civilian Organization symbols in sector 2 of the symbol. Additional Sector 2 Modifiers, where required, are included in Table 1-4. These modifiers are accessed using Common Modifiers. See Annex A Para A.13.

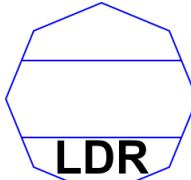
Table 3-9: Land Civilian Organization Sector 2 Modifiers			
Note: See Table A-25 for associated Symbol Identification Codes.			
Description	Category	Modifier	Remarks
LEADER OR LEADERSHIP Symbol Set Code: 11 Code: 01	ORGANIZATION		N/A

Table 3-9: Land Civilian Organization Sector 2 Modifiers.

3.4 LAND EQUIPMENT SYMBOLS

3.4.1 General

1. This section establishes a single standard for developing Land Equipment symbols. It provides a wide selection of Land Equipment icons with a standard method for constructing Land Equipment symbols. Once the user is familiar with the prescribed system, any Land Equipment symbol can be developed using the logical sequence provided in this chapter.

3.4.2 Equipment Symbol Composition

1. Land Equipment symbols are normally composed of a frame which is optional, colour (fill), equipment icon, modifier, and text or graphic amplifiers (see Figure 3-9).
2. Icons and modifiers for equipment are displayed differently for weapons systems and vehicles.
3. Most of the icons fill the entire frame and the size modifier is an integral part of the icon.
4. The mobility is shown outside the frame as a graphic amplifier.
5. A non-standard symbol is used for the building section to show a similar pattern for development while showing the variation of this legacy system.

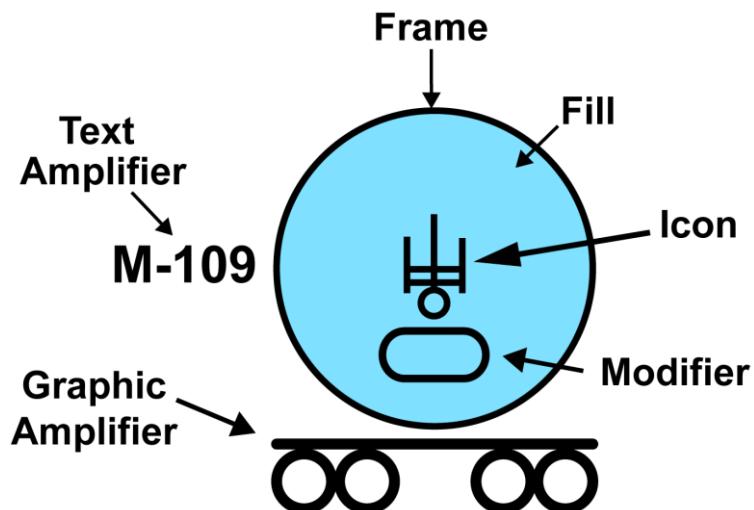


Figure 3-9: Land Equipment Symbol Composition.

3.4.3 Equipment Symbol Composition Process

Table 3-10 outlines the steps used to build equipment symbols.

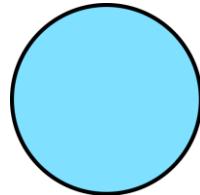
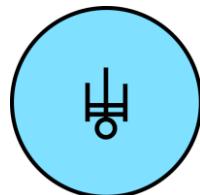
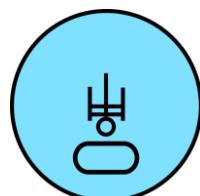
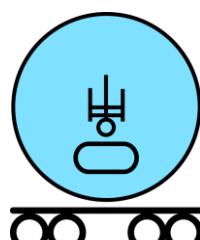
Table 3-10: Building Equipment Symbols with Frames.		
Step No.	Description	Example
Step 1	First choose the frame that matches the standard identity of the symbol (e.g. friendly, hostile, neutral). In this example, the Standard Identity is Friend	
Step 2	Choose and add main sector icon.	
Step 3	Choose and add a modifier in either sector 1 or sector 2 if applicable or deemed necessary for visualization.	
Step 4	Choose and add a mobility amplifier (if required).	

Table 3-10: Building Equipment Symbols with Frames.

3.4.4 Equipment Icon, Modifier, and Amplifier Fields

1. Figure 3-10 shows the placement of equipment labelling fields around the friendly Land Equipment symbol frame. The placement of equipment symbol modifier fields is the same regardless of frame shape or Standard Identity. See Table 1-5 for amplifier field definitions and maximum character lengths.

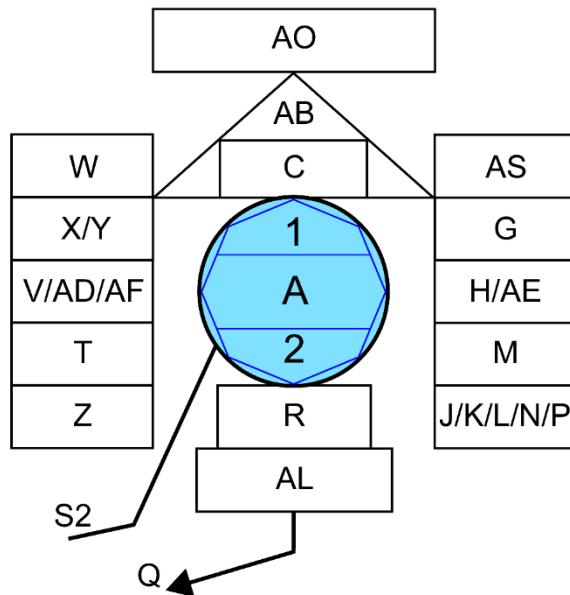


Figure 3-10: Equipment Icon, Modifier and Amplifier Fields.

3.4.5 Equipment Icons and Modifiers Placement Inside Bounding Octagon

1. Land Equipment symbols use the bounding octagon as described in chapter 1 in section 1.2.18. and as the foundation for placement of icons and modifiers. Those icons and modifiers will not extend outside the boundaries of the bounding octagon (See Figure 3-11).

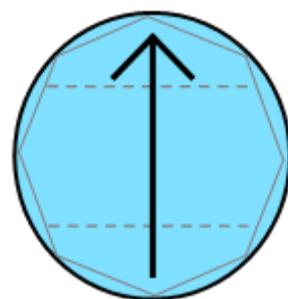


Figure 3-11: Icon Placement for Full Octagon Icons.

2. Icons in the main sector normally reflect the main function of the symbol, but in some cases can also reflect modifying information, e.g. size or capacity of the equipment depicted. Friendly frames (circles) are used in Table 3-11 simply to illustrate the framed location of equipment icons. The frame shape appropriate to the equipment being displayed would normally be used in practice. The placement/sizing of icons and modifiers for Land Equipment symbols shall comply with the guidance in para 1.2.18.

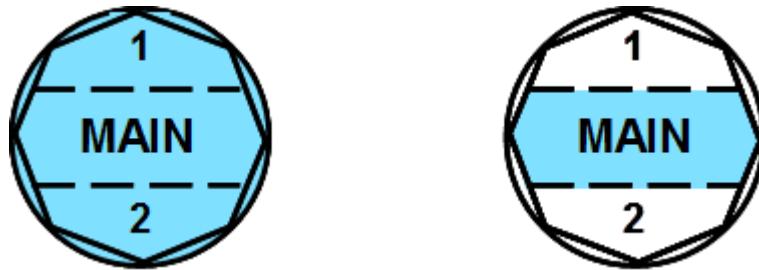


Figure 3-12: Full Octagon Icons and Main Sector Icons.

3.4.6 Land Equipment Icons

1. Table 3-11 provides the Land Equipment types to be used for equipment symbols.

Table 3-11: Land Equipment Icons

Note: See Table A-26 for associated Symbol Identification Codes.

Description	Icon	Remarks
WEAPONS/WEAPON SYSTEM Type: Entity Symbol Set Code: 15 Code: 110000 Icon Type: Main		This symbol shall not be displayed on a C2 system but may be displayed for training or hierarchical explanation purposes.
RIFLE Type: Entity Type Entity: WEAPONS/WEAPON SYSTEM Symbol Set Code: 15 Code: 110100 Icon Type: Main		N/A

Table 3-11: Land Equipment Icons

Note: See Table A-26 for associated Symbol Identification Codes.

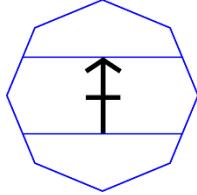
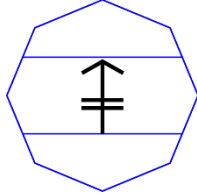
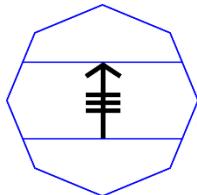
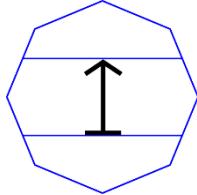
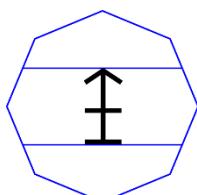
Description	Icon	Remarks
SINGLE SHOT RIFLE Type: Entity Subtype Entity/Entity Type: WEAPONS/WEAPON SYSTEM/ RIFLE Symbol Set Code: 15 Code: 110101 Icon Type: Main		N/A
SEMITAUTOMATIC RIFLE Type: Entity Subtype Entity/Entity Type: WEAPONS/WEAPON SYSTEM/ RIFLE Symbol Set Code: 15 Code: 110102 Icon Type: Main		N/A
AUTOMATIC RIFLE Type: Entity Subtype Entity/Entity Type: WEAPONS/WEAPON SYSTEM/ RIFLE Symbol Set Code: 15 Code: 110103 Icon Type: Main		N/A
MACHINE GUN Type: Entity Type Entity: WEAPONS/WEAPON SYSTEM Symbol Set Code: 15 Code: 110200 Icon Type: Main		N/A
MACHINE GUN – LIGHT Type: Entity Subtype Entity/Entity Type: WEAPONS/WEAPON SYSTEM/ MACHINE GUN Symbol Set Code: 15 Code: 110201 Icon Type: Main		N/A

Table 3-11: Land Equipment Icons

Note: See Table A-26 for associated Symbol Identification Codes.

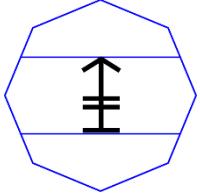
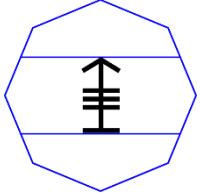
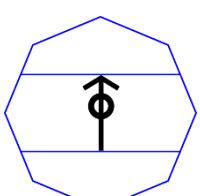
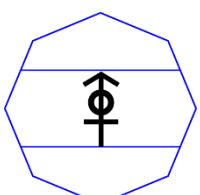
Description	Icon	Remarks
MACHINE GUN – MEDIUM Type: Entity Subtype Entity/Entity Type: WEAPONS/WEAPON SYSTEM/ MACHINE GUN Symbol Set Code: 15 Code: 110202 Icon Type: Main		N/A
MACHINE GUN – HEAVY Type: Entity Subtype Entity/Entity Type: WEAPONS/WEAPON SYSTEM/ MACHINE GUN Symbol Set Code: 15 Code: 110203 Icon Type: Main		N/A
GRENADE LAUNCHER Type: Entity Type Entity/Entity Type: WEAPONS/WEAPON SYSTEM/ GRENADE LAUNCHER Symbol Set Code: 15 Code: 110300 Icon Type: Main		N/A
GRENADE LAUNCHER – LIGHT Type: Entity Subtype Entity/Entity Type: WEAPONS/WEAPON SYSTEM/ GRENADE LAUNCHER Symbol Set Code: 15 Code: 110301 Icon Type: Main		N/A

Table 3-11: Land Equipment Icons

Note: See Table A-26 for associated Symbol Identification Codes.

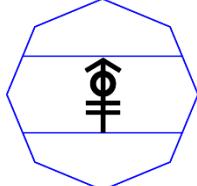
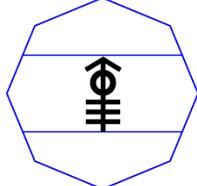
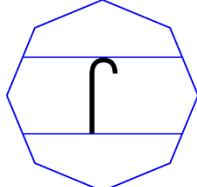
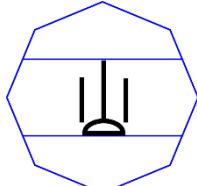
Description	Icon	Remarks
GRENADE LAUNCHER – MEDIUM Type: Entity Subtype Entity/Entity Type: WEAPONS/WEAPON SYSTEM/ GRENADE LAUNCHER Symbol Set Code: 15 Code: 110302 Icon Type: Main		N/A
GRENADE LAUNCHER – HEAVY Type: Entity Subtype Entity/Entity Type: WEAPONS/WEAPON SYSTEM/ GRENADE LAUNCHER Symbol Set Code: 15 Code: 110303 Icon Type: Main		N/A
FLAME THROWER Type: Entity Type Entity: WEAPONS/WEAPON SYSTEM Symbol Set Code: 15 Code: 110400 Icon Type: Main		N/A
AIR DEFENCE GUN Type: Entity Type Entity/Entity Type: WEAPONS/WEAPON SYSTEM/ GUN Symbol Set Code: 15 Code: 110500 Icon Type: Main		N/A

Table 3-11: Land Equipment Icons

Note: See Table A-26 for associated Symbol Identification Codes.

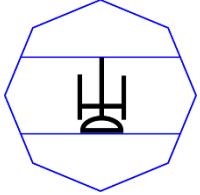
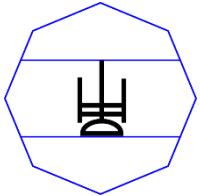
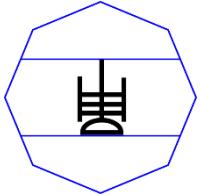
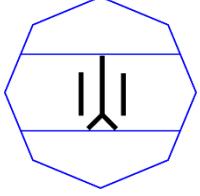
Description	Icon	Remarks
AIR DEFENCE GUN – LIGHT Type: Entity Subtype Entity/Entity Type: WEAPONS/WEAPON SYSTEM/ AIR DEFENCE GUN Symbol Set Code: 15 Code: 110501 Icon Type: Main		N/A
AIR DEFENCE GUN – MEDIUM Type: Entity Subtype Entity/Entity Type: WEAPONS/WEAPON SYSTEM/ AIR DEFENCE GUN Symbol Set Code: 15 Code: 110502 Icon Type: Main		N/A
AIR DEFENCE GUN – HEAVY Type: Entity Subtype Entity/Entity Type: WEAPONS/WEAPON SYSTEM/ AIR DEFENCE GUN Symbol Set Code: 15 Code: 110503 Icon Type: Main		N/A
ANTITANK GUN Type: Entity Type Entity/Entity Type: WEAPONS/WEAPON SYSTEM/ ANTITANK GUN Symbol Set Code: 15 Code: 110600 Icon Type: Main		N/A

Table 3-11: Land Equipment Icons

Note: See Table A-26 for associated Symbol Identification Codes.

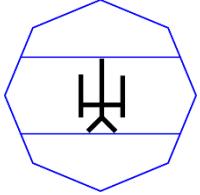
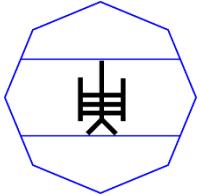
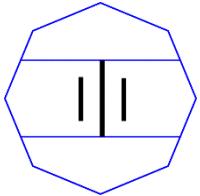
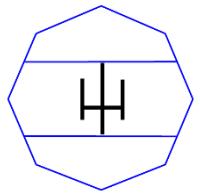
Description	Icon	Remarks
ANTITANK GUN – LIGHT Type: Entity Subtype Entity/Entity Type: WEAPONS/WEAPON SYSTEM/ ANTITANK GUN Symbol Set Code: 15 Code: 110601 Icon Type: Main		N/A
ANTITANK GUN – MEDIUM Type: Entity Subtype Entity/Entity Type: WEAPONS/WEAPON SYSTEM/ ANTITANK GUN Symbol Set Code: 15 Code: 110602 Icon Type: Main		N/A
ANTITANK GUN – HEAVY Type: Entity Subtype Entity/Entity Type: WEAPONS/WEAPON SYSTEM/ ANTITANK GUN Symbol Set Code: 15 Code: 110603 Icon Type: Main		N/A
DIRECT FIRE GUN Type: Entity Type Entity/Entity Type: WEAPONS/WEAPON SYSTEM/ DIRECT FIRE GUN Symbol Set Code: 15 Code: 110700 Icon Type: Main		N/A
DIRECT FIRE GUN – LIGHT Type: Entity Subtype Entity/Entity Type: WEAPONS/WEAPON SYSTEM/ DIRECT FIRE GUN Symbol Set Code: 15 Code: 110701 Icon Type: Main		N/A

Table 3-11: Land Equipment Icons

Note: See Table A-26 for associated Symbol Identification Codes.

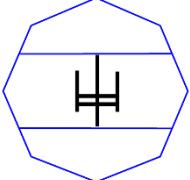
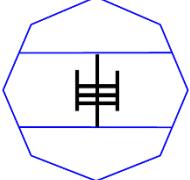
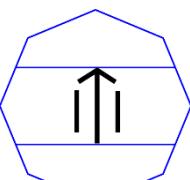
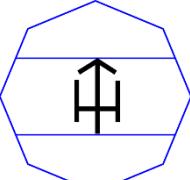
Description	Icon	Remarks
<p>DIRECT FIRE GUN – MEDIUM</p> <p>Type: Entity Subtype Entity/Entity Type: WEAPONS/WEAPON SYSTEM/ DIRECT FIRE GUN Symbol Set Code: 15 Code: 110702 Icon Type: Main</p>		N/A
<p>DIRECT FIRE GUN – HEAVY</p> <p>Type: Entity Subtype Entity/Entity Type: WEAPONS/WEAPON SYSTEM/ DIRECT FIRE GUN Symbol Set Code: 15 Code: 110703 Icon Type: Main</p>		N/A
<p>RECOILLESS GUN</p> <p>Type: Entity Type Entity/Entity Type: WEAPONS/WEAPON SYSTEM/ RECOILLESS GUN Symbol Set Code: 15 Code: 110800 Icon Type: Main</p>		N/A
<p>RECOILLESS GUN – LIGHT</p> <p>Type: Entity Subtype Entity/Entity Type: WEAPONS/WEAPON SYSTEM/ RECOILLESS GUN Symbol Set Code: 15 Code: 110801 Icon Type: Main</p>		N/A

Table 3-11: Land Equipment Icons

Note: See Table A-26 for associated Symbol Identification Codes.

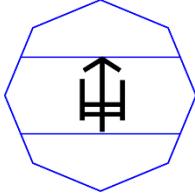
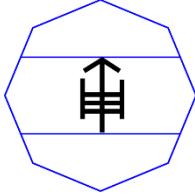
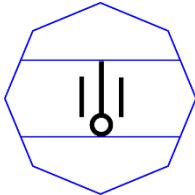
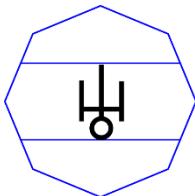
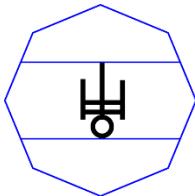
Description	Icon	Remarks
RECOILLESS GUN – MEDIUM Type: Entity Subtype Entity/Entity Type: WEAPONS/WEAPON SYSTEM/ RECOILLESS GUN Symbol Set Code: 15 Code: 110802 Icon Type: Main		N/A
RECOILLESS GUN – HEAVY Type: Entity Subtype Entity/Entity Type: WEAPONS/WEAPON SYSTEM/ RECOILLESS GUN Symbol Set Code: 15 Code: 110803 Icon Type: Main		N/A
HOWITZER Type: Entity Type Entity: WEAPONS/WEAPON SYSTEM Symbol Set Code: 15 Code: 110900 Icon Type: Main		N/A
HOWITZER – LIGHT Type: Entity Subtype Entity/Entity Type: WEAPONS/WEAPON SYSTEM/ HOWITZER Symbol Set Code: 15 Code: 110901 Icon Type: Main		N/A
HOWITZER – MEDIUM Type: Entity Subtype Entity/Entity Type: WEAPONS/WEAPON SYSTEM/ HOWITZER Symbol Set Code: 15 Code: 110902 Icon Type: Main		N/A

Table 3-11: Land Equipment Icons

Note: See Table A-26 for associated Symbol Identification Codes.

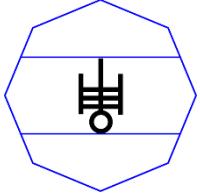
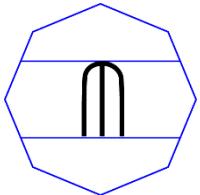
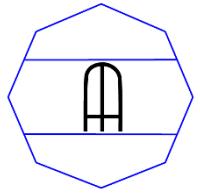
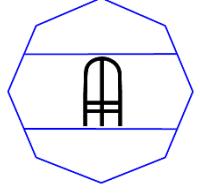
Description	Icon	Remarks
<p>HOWITZER – HEAVY</p> <p>Type: Entity Subtype Entity/Entity Type: WEAPONS/WEAPON SYSTEM/ HOWITZER Symbol Set Code: 15 Code: 110903 Icon Type: Main</p>		N/A
<p>MISSILE LAUNCHER</p> <p>Type: Entity Type Entity: WEAPONS/WEAPON SYSTEM Symbol Set Code: 15 Code: 111000 Icon Type: Main</p>		N/A
<p>MISSILE LAUNCHER – LIGHT</p> <p>Entity/Entity Subtype: WEAPONS/WEAPON SYSTEM/ MISSILE LAUNCHER Symbol Set Code: 15 Code: 111001 Icon Type: Main</p>		N/A
<p>MISSILE LAUNCHER – MEDIUM</p> <p>Entity/Entity Subtype: WEAPONS/WEAPON SYSTEM/ MISSILE LAUNCHER Symbol Set Code: 15 Code: 111002 Icon Type: Main</p>		N/A

Table 3-11: Land Equipment Icons

Note: See Table A-26 for associated Symbol Identification Codes.

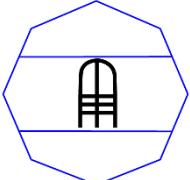
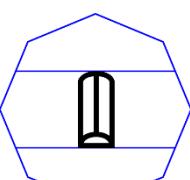
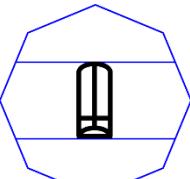
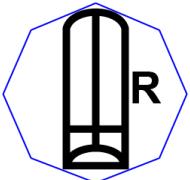
Description	Icon	Remarks
<p>MISSILE LAUNCHER – HEAVY</p> <p>Entity/Entity Subtype: WEAPONS/WEAPON SYSTEM/ MISSILE LAUNCHER</p> <p>Symbol Set Code: 15</p> <p>Code: 111003</p> <p>Icon Type: Main</p>		N/A
<p>AIR DEFENCE MISSILE LAUNCHER</p> <p>Type: Entity Type</p> <p>Entity: WEAPONS/WEAPON SYSTEM</p> <p>Symbol Set Code: 15</p> <p>Code: 111100</p> <p>Icon Type: Main</p>		N/A
<p>AIR DEFENCE MISSILE LAUNCHER – LIGHT</p> <p>Type: Entity Subtype</p> <p>Entity/Entity Type: WEAPONS/WEAPON SYSTEM/ AIR DEFENCE MISSILE LAUNCHER</p> <p>Symbol Set Code: 15</p> <p>Code: 111101</p> <p>Icon Type: Main</p>		N/A
<p>AIR DEFENCE MISSILE LAUNCHER – LIGHT, TLAR</p> <p>Type: Entity Subtype</p> <p>Entity/Entity Type: WEAPONS/WEAPON SYSTEM/ AIR DEFENCE MISSILE LAUNCHER</p> <p>Symbol Set Code: 15</p> <p>Code: 111102</p> <p>Icon Type: Full Octagon</p>		N/A

Table 3-11: Land Equipment Icons

Note: See Table A-26 for associated Symbol Identification Codes.

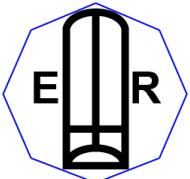
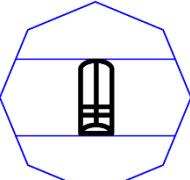
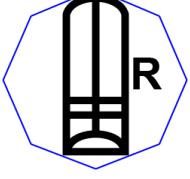
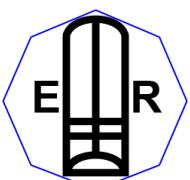
Description	Icon	Remarks
AIR DEFENCE MISSILE LAUNCHER – LIGHT, TELAR Type: Entity Subtype Entity/Entity Type: WEAPONS/WEAPON SYSTEM/ AIR DEFENCE MISSILE LAUNCHER Symbol Set Code: 15 Code: 111103 Icon Type: Full Octagon		N/A
AIR DEFENCE MISSILE LAUNCHER – MEDIUM Type: Entity Subtype Entity/Entity Type: WEAPONS/WEAPON SYSTEM/AIR DEFENCE MISSILE LAUNCHER Symbol Set Code: 15 Code: 111104 Icon Type: Main		N/A
AIR DEFENCE MISSILE LAUNCHER – MEDIUM, TLAR Type: Entity Subtype Entity/Entity Type: WEAPONS/WEAPON SYSTEM/ AIR DEFENCE MISSILE LAUNCHER Symbol Set Code: 15 Code: 111105 Icon Type: Full Octagon		N/A
AIR DEFENCE MISSILE LAUNCHER – MEDIUM, TELAR Type: Entity Subtype Entity/Entity Type: WEAPONS/WEAPON SYSTEM/ AIR DEFENCE MISSILE LAUNCHER Symbol Set Code: 15 Code: 111106 Icon Type: Full Octagon		N/A

Table 3-11: Land Equipment Icons

Note: See Table A-26 for associated Symbol Identification Codes.

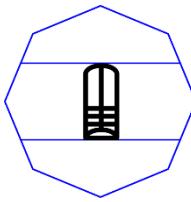
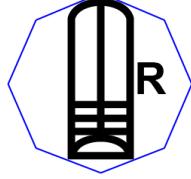
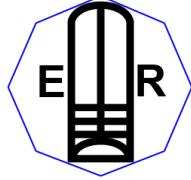
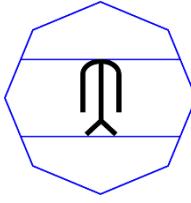
Description	Icon	Remarks
AIR DEFENCE MISSILE LAUNCHER – HEAVY Type: Entity Subtype Entity/Entity Type: WEAPONS/WEAPON SYSTEM/ AIR DEFENCE MISSILE LAUNCHER Symbol Set Code: 15 Code: 111107 Icon Type: Main		N/A
AIR DEFENCE MISSILE LAUNCHER – HEAVY, TLAR Type: Entity Subtype Entity/Entity Type: WEAPONS/WEAPON SYSTEM/ AIR DEFENCE MISSILE LAUNCHER Symbol Set Code: 15 Code: 111108 Icon Type: Full Octagon		N/A
AIR DEFENCE MISSILE LAUNCHER – HEAVY, TELAR Type: Entity Subtype Entity/Entity Type: WEAPONS/WEAPON SYSTEM/ AIR DEFENCE MISSILE LAUNCHER Symbol Set Code: 15 Code: 111109 Icon Type: Full Octagon		N/A
ANTITANK MISSILE LAUNCHER Type: Entity Type Entity: WEAPONS/WEAPON SYSTEM Symbol Set Code: 15 Code: 111200 Icon Type: Main		N/A

Table 3-11: Land Equipment Icons

Note: See Table A-26 for associated Symbol Identification Codes.

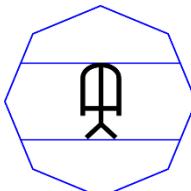
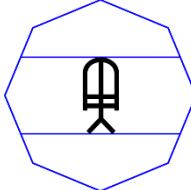
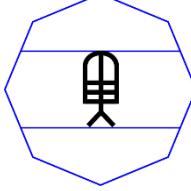
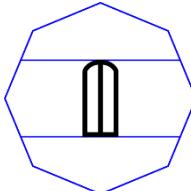
Description	Icon	Remarks
ANTITANK MISSILE LAUNCHER – LIGHT Type: Entity Subtype Entity/Entity Type: WEAPONS/WEAPON SYSTEM/ ANTITANK MISSILE LAUNCHER Symbol Set Code: 15 Code: 111201 Icon Type: Main		N/A
ANTITANK MISSILE LAUNCHER – MEDIUM Type: Entity Subtype Entity/Entity Type: WEAPONS/WEAPON SYSTEM/ ANTITANK MISSILE LAUNCHER Symbol Set Code: 15 Code: 111202 Icon Type: Main		N/A
ANTITANK MISSILE LAUNCHER – HEAVY Type: Entity Subtype Entity/Entity Type: WEAPONS/WEAPON SYSTEM/ ANTITANK MISSILE LAUNCHER Symbol Set Code: 15 Code: 111203 Icon Type: Main		N/A
SURFACE-TO-SURFACE MISSILE LAUNCHER Type: Entity Type Entity/Entity Type: WEAPONS/WEAPON SYSTEM Symbol Set Code: 15 Code: 111300 Icon Type: Main		N/A

Table 3-11: Land Equipment Icons

Note: See Table A-26 for associated Symbol Identification Codes.

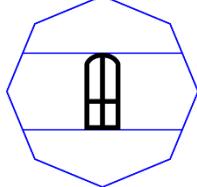
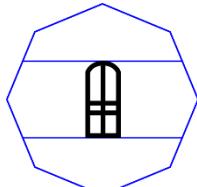
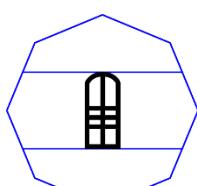
Description	Icon	Remarks
<p>SURFACE-TO-SURFACE MISSILE LAUNCHER – LIGHT</p> <p>Type: Entity Subtype Entity/Entity Type: WEAPONS/WEAPON SYSTEM/SURFACE TO SURFACE MISSILE LAUNCHER Symbol Set Code: 15 Code: 111301 Icon Type: Main</p>		N/A
<p>SURFACE-TO-SURFACE MISSILE LAUNCHER – MEDIUM</p> <p>Type: Entity Subtype Entity/Entity Type: WEAPONS/WEAPON SYSTEM/ SURFACE TO SURFACE MISSILE LAUNCHER Symbol Set Code: 15 Code: 111302 Icon Type: Main</p>		N/A
<p>SURFACE-TO-SURFACE MISSILE LAUNCHER – HEAVY</p> <p>Type: Entity Subtype Entity/Entity Type: WEAPONS/WEAPON SYSTEM/ SURFACE TO SURFACE MISSILE LAUNCHER Symbol Set Code: 15 Code: 111303 Icon Type: Main</p>		N/A

Table 3-11: Land Equipment Icons

Note: See Table A-26 for associated Symbol Identification Codes.

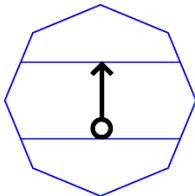
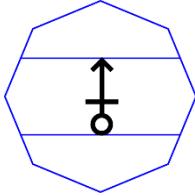
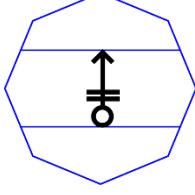
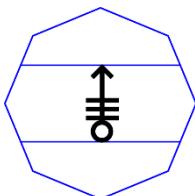
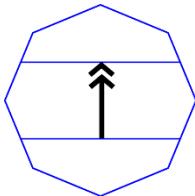
Description	Icon	Remarks
MORTAR Type: Entity Type Entity: WEAPONS/WEAPON SYSTEM Symbol Set Code: 15 Code: 111400 Icon Type: Main		N/A
MORTAR – LIGHT Type: Entity Subtype Entity/Entity Type: WEAPONS/WEAPON SYSTEM/ MORTAR Symbol Set Code: 15 Code: 111401 Icon Type: Main		N/A
MORTAR – MEDIUM Type: Entity Subtype Entity/Entity Type: WEAPONS/WEAPON SYSTEM/ MORTAR Symbol Set Code: 15 Code: 111402 Icon Type: Main		N/A
MORTAR – HEAVY Type: Entity Subtype Entity/Entity Type: WEAPONS/WEAPON SYSTEM/ MORTAR Symbol Set Code: 15 Code: 111403 Icon Type: Main		N/A
SINGLE ROCKET LAUNCHER Type: Entity Type Entity: WEAPONS/WEAPON SYSTEM Symbol Set Code: 15 Code: 111500 Icon Type: Main		N/A

Table 3-11: Land Equipment Icons

Note: See Table A-26 for associated Symbol Identification Codes.

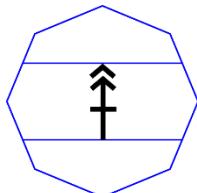
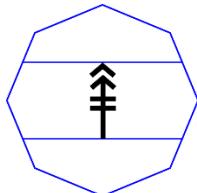
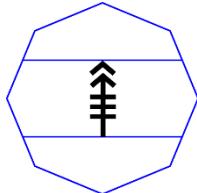
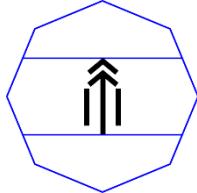
Description	Icon	Remarks
SINGLE ROCKET LAUNCHER – LIGHT Type: Entity Subtype Entity/Entity Type: WEAPONS/WEAPON SYSTEM/ SINGLE ROCKET LAUNCHER Symbol Set Code: 15 Code: 111501 Icon Type: Main		N/A
SINGLE ROCKET LAUNCHER – MEDIUM Type: Entity Subtype Entity/Entity Type: WEAPONS/WEAPON SYSTEM/ SINGLE ROCKET LAUNCHER Symbol Set Code: 15 Code: 111502 Icon Type: Main		N/A
SINGLE ROCKET LAUNCHER – HEAVY Type: Entity Subtype Entity/Entity Type: WEAPONS/WEAPON SYSTEM/ SINGLE ROCKET LAUNCHER Symbol Set Code: 15 Code: 111503 Icon Type: Main		N/A
MULTIPLE ROCKET LAUNCHER Type: Entity Type Entity: WEAPONS/WEAPON SYSTEM Symbol Set Code: 15 Code: 111600 Icon Type: Main		N/A

Table 3-11: Land Equipment Icons

Note: See Table A-26 for associated Symbol Identification Codes.

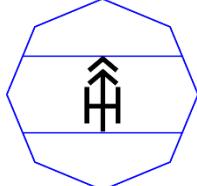
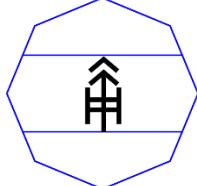
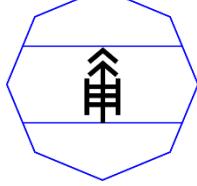
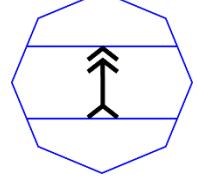
Description	Icon	Remarks
<p>MULTIPLE ROCKET LAUNCHER – LIGHT</p> <p>Type: Entity Subtype Entity/Entity Type: WEAPONS/WEAPON SYSTEM/ MULTIPLE ROCKET LAUNCHER Symbol Set Code: 15 Code: 111601 Icon Type: Main</p>		N/A
<p>MULTIPLE ROCKET LAUNCHER – MEDIUM</p> <p>Type: Entity Subtype Entity/Entity Type: WEAPONS/WEAPON SYSTEM/ MULTIPLE ROCKET LAUNCHER Symbol Set Code: 15 Code: 111602 Icon Type: Main</p>		N/A
<p>MULTIPLE ROCKET LAUNCHER/ – HEAVY</p> <p>Type: Entity Subtype Entity/Entity Type: WEAPONS/WEAPON SYSTEM/ MULTIPLE ROCKET LAUNCHER Symbol Set Code: 15 Code: 111603 Icon Type: Main</p>		N/A
<p>ANTITANK ROCKET LAUNCHER</p> <p>Type: Entity Type Entity: WEAPONS/WEAPON SYSTEM Symbol Set Code: 15 Code: 111700 Icon Type: Main</p>		N/A

Table 3-11: Land Equipment Icons

Note: See Table A-26 for associated Symbol Identification Codes.

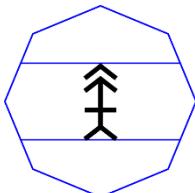
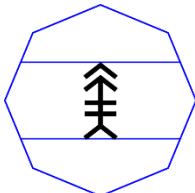
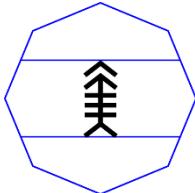
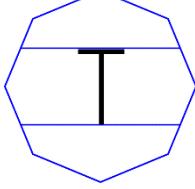
Description	Icon	Remarks
ANTITANK ROCKET LAUNCHER – LIGHT Type: Entity Subtype Entity/Entity Type: WEAPONS/WEAPON SYSTEM/ ANTITANK ROCKET LAUNCHER Symbol Set Code: 15 Code: 111701 Icon Type: Main		N/A
ANTITANK ROCKET LAUNCHER – MEDIUM Type: Entity Subtype Entity/Entity Type: WEAPONS/WEAPON SYSTEM/ ANTITANK ROCKET LAUNCHER Symbol Set Code: 15 Code: 111702 Icon Type: Main		N/A
ANTITANK ROCKET LAUNCHER – HEAVY Type: Entity Subtype Entity/Entity Type: WEAPONS/WEAPON SYSTEM/ ANTITANK ROCKET LAUNCHER Symbol Set Code: 15 Code: 111703 Icon Type: Main		N/A
NON-LETHAL WEAPON Type: Entity Type Entity: WEAPONS/WEAPON SYSTEM Symbol Set Code: 15 Code: 111800 Icon Type: Main		N/A

Table 3-11: Land Equipment Icons

Note: See Table A-26 for associated Symbol Identification Codes.

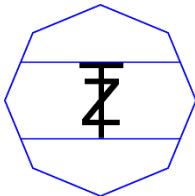
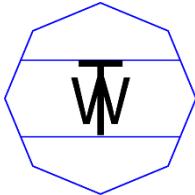
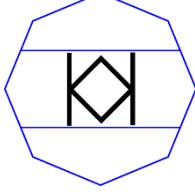
Description	Icon	Remarks
TASER Type: Entity Type Entity: WEAPONS/WEAPON SYSTEM Symbol Set Code: 15 Code: 111900 Icon Type: Main		N/A
WATER CANNON Type: Entity Type Entity: WEAPONS/WEAPON SYSTEM Symbol Set Code: 15 Code: 112000 Icon Type: Main		N/A
VEHICLES Type: Entity Symbol Set Code: 15 Code: 120000	N/A	Reserved for hierarchical purposes.
ARMoured Type: Entity Type Entity: VEHICLES Symbol Set Code: 15 Code: 120100	N/A	Reserved for hierarchical purposes.
ARMoured Fighting Vehicle Type: Entity Subtype Entity/Entity Type: VEHICLES/ARMoured Symbol Set Code: 15 Code: 120101 Icon Type: Main		N/A

Table 3-11: Land Equipment Icons

Note: See Table A-26 for associated Symbol Identification Codes.

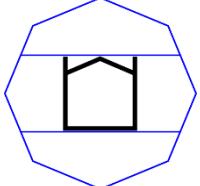
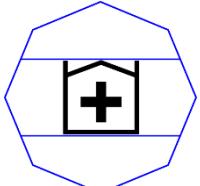
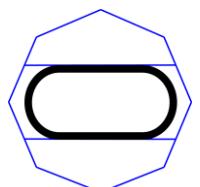
Description	Icon	Remarks
ARMOURED FIGHTING VEHICLE COMMAND AND CONTROL Type: Entity Subtype Entity/Entity Type: VEHICLES/ARMoured Symbol Set Code: 15 Code: 120102 Icon Type: Main		N/A
ARMOURED PERSONNEL CARRIER Type: Entity Subtype Entity/Entity Type: VEHICLES/ARMoured Symbol Set Code: 15 Code: 120103 Icon Type: Main		N/A
ARMOURED PERSONNEL CARRIER AMBULANCE Type: Entity Subtype Entity/Entity Type: VEHICLES/ARMoured Symbol Set Code: 15 Code: 120104 Icon Type: Main		N/A
ARMOURED PROTECTED VEHICLE Type: Entity Subtype Entity/Entity Type: VEHICLES/ARMoured Symbol Set Code: 15 Code: 120105 Icon Type: Main		N/A

Table 3-11: Land Equipment Icons

Note: See Table A-26 for associated Symbol Identification Codes.

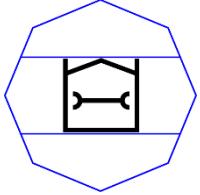
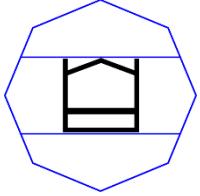
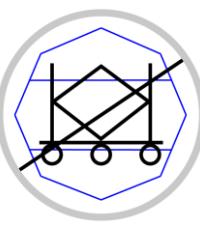
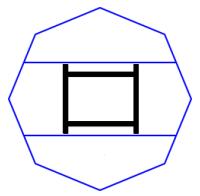
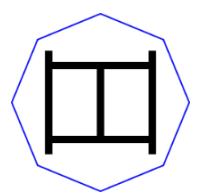
Description	Icon	Remarks
ARMoured Personnel Carrier, Recovery Type: Entity Subtype Entity/Entity Type: VEHICLES/ARMoured Symbol Set Code: 15 Code: 120108 Icon Type: Main		N/A
Combat Service Support Vehicle Type: Entity Subtype Entity/Entity Type: VEHICLES/ARMoured Symbol Set Code: 15 Code: 120109 Icon Type: Main		N/A
Light Armoured Reconnaissance Type: Entity Subtype Entity/Entity Type: VEHICLES/ARMoured Symbol Set Code: 15 Code: 120111 Icon Type: Full Frame		N/A
TANK Type: Entity Type Entity: VEHICLES Symbol Set Code: 15 Code: 120200 Icon Type: Full Octagon		N/A
TANK – LIGHT Type: Entity Subtype Entity/Entity Type: VEHICLES/TANK Symbol Set Code: 15 Code: 120201 Icon Type: Full Octagon		N/A

Table 3-11: Land Equipment Icons

Note: See Table A-26 for associated Symbol Identification Codes.

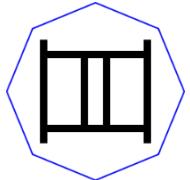
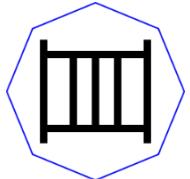
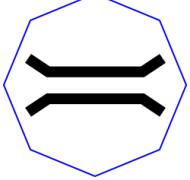
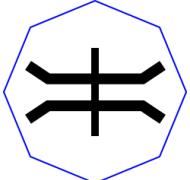
Description	Icon	Remarks
TANK – MEDIUM Type: Entity Subtype Entity/Entity Type: VEHICLES/TANK Symbol Set Code: 15 Code: 120202 Icon Type: Full Octagon		N/A
TANK – HEAVY Type: Entity Subtype Entity/Entity Type: VEHICLES/TANK Symbol Set Code: 15 Code: 120203 Icon Type: Full Octagon		N/A
ENGINEER VEHICLES AND EQUIPMENT Type: Entity Symbol Set Code: 15 Code: 130000 Icon Type: Full Octagon		N/A
BRIDGE Type: Entity Type Entity: ENGINEER VEHICLES AND EQUIPMENT Symbol Set Code: 15 Code: 130100 Icon Type: Full Octagon		N/A
FIXED BRIDGE Type: Entity Type Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT Symbol Set Code: 15 Code: 130300 Icon Type: Full Octagon		N/A

Table 3-11: Land Equipment Icons

Note: See Table A-26 for associated Symbol Identification Codes.

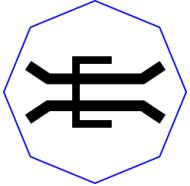
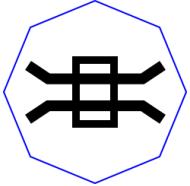
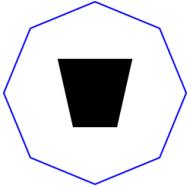
Description	Icon	Remarks
FLOATING BRIDGE Type: Entity Type Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT Symbol Set Code: 15 Code: 130400 Icon Type: Full Octagon		N/A
FOLDING GIRDER BRIDGE Type: Entity Type Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT Symbol Set Code: 15 Code: 130500 Icon Type: Full Octagon		N/A
HOLLOW DECK BRIDGE Type: Entity Type Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT Symbol Set Code: 15 Code: 130600 Icon Type: Full Octagon		N/A
DRILL Type: Entity Type Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT Symbol Set Code: 15 Code: 130700 Icon Type: Full Octagon		N/A
DRILL MOUNTED ON UTILITY VEHICLE Type: Entity Subtype Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT/DRILL Symbol Set Code: 15 Code: 130701 Icon Type: Full Octagon		N/A

Table 3-11: Land Equipment Icons

Note: See Table A-26 for associated Symbol Identification Codes.

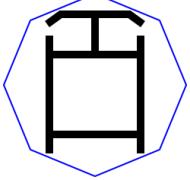
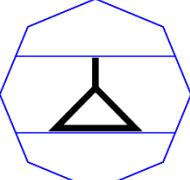
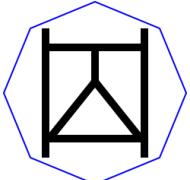
Description	Icon	Remarks
EARTHTOVERTER Type: Entity Type Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT Symbol Set Code: 15 Code: 130800 Icon Type: Full Octagon		N/A
MULTIFUNCTIONAL EARTHTOVERTER/DIGGER Type: Entity Subtype Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT/ EARTHTOVERTER Symbol Set Code: 15 Code: 130801 Icon Type: Full Octagon		N/A
MINE CLEARING EQUIPMENT Type: Entity Type Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT Symbol Set Code: 15 Code: 130900 Icon Type: Main		N/A
MINE CLEARING EQUIPMENT ON TANK CHASSIS Type: Entity Subtype Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT/ MINE CLEARING EQUIPMENT Symbol Set Code: 15 Code: 130902 Icon Type: Full Octagon		N/A

Table 3-11: Land Equipment Icons

Note: See Table A-26 for associated Symbol Identification Codes.

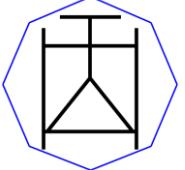
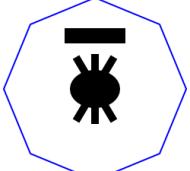
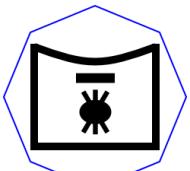
Description	Icon	Remarks
ASSAULT BREACHER VEHICLE (ABV) WITH COMBAT DOZER BLADE Type: Entity Subtype Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT/ MINE CLEARING EQUIPMENT Symbol Set Code: 15 Code: 130903 Icon Type: Full Octagon		N/A
MINE LAYING EQUIPMENT Type: Entity Type Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT Symbol Set Code: 15 Code: 131000 Icon Type: Full Octagon		N/A
MINE LAYING EQUIPMENT ON UTILITY VEHICLE Type: Entity Subtype Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT/ MINE LAYING EQUIPMENT Symbol Set Code: 15 Code: 131001 Icon Type: Full Octagon		N/A
ARMoured CARRIER WITH VOLCANO Type: Entity Subtype Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT/ MINE LAYING EQUIPMENT Symbol Set Code: 15 Code: 131002 Icon Type: Full Octagon		N/A

Table 3-11: Land Equipment Icons

Note: See Table A-26 for associated Symbol Identification Codes.

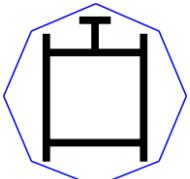
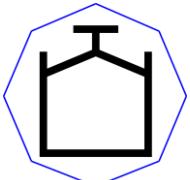
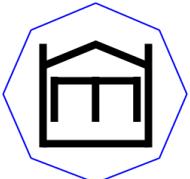
Description	Icon	Remarks
<p>TRUCK MOUNTED WITH VOLCANO</p> <p>Type: Entity Subtype Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT/MINE LAYING EQUIPMENT Symbol Set Code: 15 Code: 131003 Icon Type: Full Octagon</p>		N/A
<p>DOZER</p> <p>Type: Entity Type Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT Symbol Set Code: 15 Code: 131100 Icon Type: Full Octagon</p>		N/A
<p>DOZER, ARMOURED</p> <p>Type: Entity Subtype Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT/DOZER Symbol Set Code: 15 Code: 131101 Icon Type: Full Octagon</p>		N/A
<p>ARMOURED ASSAULT</p> <p>Type: Entity Type Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT Symbol Set Code: 15 Code: 131200 Icon Type: Full Octagon</p>		N/A
<p>ARMOURED ENGINEER RECON VEHICLE (AERV)</p> <p>Type: Entity Type Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT Symbol Set Code: 15 Code: 131300 Icon Type: Full Octagon</p>		N/A

Table 3-11: Land Equipment Icons

Note: See Table A-26 for associated Symbol Identification Codes.

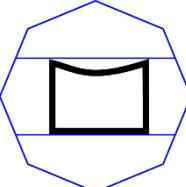
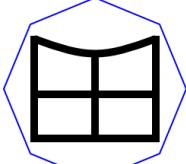
Description	Icon	Remarks
BACKHOE Type: Entity Type Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT Symbol Set Code: 15 Code: 131400 Icon Type: Full Octagon		N/A
CONSTRUCTION VEHICLE Type: Entity Type Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT Symbol Set Code: 15 Code: 131500 Icon Type: Full Octagon		N/A
FERRY TRANSPORTER Type: Entity Type Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT Symbol Set Code: 15 Code: 131600 Icon Type: Full Octagon		N/A
UTILITY VEHICLES Type: Entity Symbol Set Code: 15 Code: 140000	N/A	Reserved for hierarchical purposes.
VEHICLE Type: Entity Type Entity: UTILITY VEHICLES Symbol Set Code: 15 Code: 140100 Icon Type: Main		N/A
MEDICAL Type: Entity Type Entity: UTILITY VEHICLES Symbol Set Code: 15 Code: 140200 Icon Type: Full Octagon		N/A

Table 3-11: Land Equipment Icons

Note: See Table A-26 for associated Symbol Identification Codes.

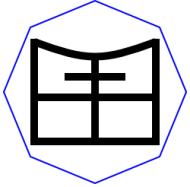
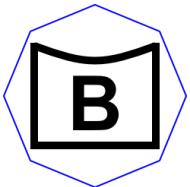
Description	Icon	Remarks
<p>MOBILE EMERGENCY PHYSICIAN</p> <p>Type: Entity Type Entity: UTILITY VEHICLES Symbol Set Code: 15 Code: 140400 Icon Type: Full Octagon</p>		N/A
<p>BUS</p> <p>Type: Entity Type Entity: UTILITY VEHICLES Symbol Set Code: 15 Code: 140500 Icon Type: Full Octagon</p>		N/A
<p>SEMI-TRAILER AND TRUCK</p> <p>Type: Entity Type Entity: UTILITY VEHICLES Symbol Set Code: 15 Code: 140600 Icon Type: Full Octagon</p>		N/A
<p>SEMI-TRAILER AND TRUCK - LIGHT</p> <p>Type: Entity Subtype Entity/Entity Type: UTILITY VEHICLES/SEMI-TRAILER AND TRUCK Symbol Set Code: 15 Code: 140601 Icon Type: Full Octagon</p>		N/A
<p>SEMI-TRAILER AND TRUCK - MEDIUM</p> <p>Type: Entity Subtype Entity/Entity Type: UTILITY VEHICLES/SEMI-TRAILER AND TRUCK Symbol Set Code: 15 Code: 140602 Icon Type: Full Octagon</p>		N/A

Table 3-11: Land Equipment Icons

Note: See Table A-26 for associated Symbol Identification Codes.

Description	Icon	Remarks
<p>SEMI-TRAILER AND TRUCK - HEAVY</p> <p>Type: Entity Subtype Entity/Entity Type: UTILITY VEHICLES/SEMI-TRAILER AND TRUCK Symbol Set Code: 15 Code: 140603 Icon Type: Full Octagon</p>		N/A
<p>LIMITED CROSS-COUNTRY TRUCK</p> <p>Type: Entity Type Entity: UTILITY VEHICLES Symbol Set Code: 15 Code: 140700 Icon Type: Full Octagon</p>		N/A
<p>CROSS-COUNTRY TRUCK</p> <p>Type: Entity Type Entity: UTILITY VEHICLES Symbol Set Code: 15 Code: 140800 Icon Type: Full Octagon</p>		N/A
<p>PETROLEUM, OIL AND LUBRICANT</p> <p>Type: Entity Type Entity: UTILITY VEHICLES Symbol Set Code: 15 Code: 140900 Icon Type: Full Octagon</p>		N/A
<p>WATER</p> <p>Type: Entity Type Entity: UTILITY VEHICLES Symbol Set Code: 15 Code: 141000 Icon Type: Full Octagon</p>		N/A

Table 3-11: Land Equipment Icons

Note: See Table A-26 for associated Symbol Identification Codes.

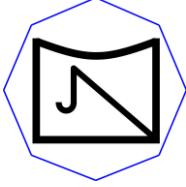
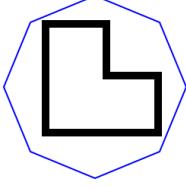
Description	Icon	Remarks
AMPHIBIOUS UTILITY WHEELED VEHICLE Type: Entity Type Entity: UTILITY VEHICLES Symbol Set Code: 15 Code: 141100 Icon Type: Full Octagon		N/A
TOW TRUCK Type: Entity Type Entity: UTILITY VEHICLES Symbol Set Code: 15 Code: 141200 Icon Type: Full Octagon		N/A
TOW TRUCK, LIGHT Type: Entity Subtype Entity/ Entity Type: UTILITY VEHICLES/TOW TRUCK Symbol Set Code: 15 Code: 141201 Icon Type: Full Octagon		N/A
TOW TRUCK, HEAVY Type: Entity Subtype Entity/ Entity Type: UTILITY VEHICLES/TOW TRUCK Symbol Set Code: 15 Code: 141202 Icon Type: Full Octagon		N/A
TRAINS Type: Entity Symbol Set Code: 15 Code: 150000	N/A	Reserved for hierarchical purposes.
LOCOMOTIVE Type: Entity Type Entity: TRAINS Symbol Set Code: 15 Code: 150100 Icon Type: Full Octagon		N/A

Table 3-11: Land Equipment Icons

Note: See Table A-26 for associated Symbol Identification Codes.

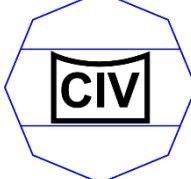
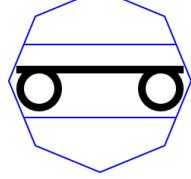
Description	Icon	Remarks
CIVILIAN VEHICLES Type: Entity Symbol Set Code: 15 Code: 160000	N/A	Reserved for hierarchical purposes.
UTILITY VEHICLE Type: Entity Type Entity: CIVILIAN VEHICLES Symbol Set Code: 15 Code: 160400 Icon Type: Main		N/A
KNOWN INSURGENT VEHICLE Type: Entity Type Entity: CIVILIAN VEHICLES Symbol Set Code: 15 Code: 160800 Icon Type: Main		N/A
DRUG VEHICLE Type: Entity Type Entity: CIVILIAN VEHICLES Symbol Set Code: 15 Code: 160900 Icon Type: Main		N/A
LAW ENFORCEMENT Type: Entity Symbol Set Code: 15 Code: 170000	N/A	Reserved for hierarchical purposes.
BUREAU OF ALCOHOL, TOBACCO, FIREARMS AND EXPLOSIVES (ATF) (DEPARTMENT OF JUSTICE) Type: Entity Type Entity: LAW ENFORCEMENT Symbol Set Code: 15 Code: 170100 Icon Type: Main		N/A

Table 3-11: Land Equipment Icons

Note: See Table A-26 for associated Symbol Identification Codes.

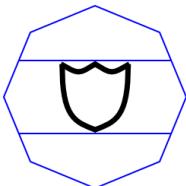
Description	Icon	Remarks
DRUG ENFORCEMENT ADMINISTRATION (DEA) Type: Entity Type Entity: LAW ENFORCEMENT Symbol Set Code: 15 Code: 170400 Icon Type: Main		N/A
FEDERAL BUREAU OF INVESTIGATION (FBI) Type: Entity Type Entity/Entity Type LAW ENFORCEMENT Symbol Set Code: 15 Code: 170600 Icon Type: Main		N/A
POLICE Type: Entity Type Entity/Entity Type: LAW ENFORCEMENT Symbol Set Code: 15 Code: 170700 Icon Type: Main		N/A
UNITED STATES SECRET SERVICE (USSS) Type: Entity Type Entity/Entity Type: LAW ENFORCEMENT Symbol Set Code: 15 Code: 170800 Icon Type: Main		N/A
TRANSPORTATION SECURITY ADMINISTRATION (TSA) Type: Entity Type Entity/Entity Type: LAW ENFORCEMENT Symbol Set Code: 15 Code: 170900 Icon Type: Main		N/A

Table 3-11: Land Equipment Icons

Note: See Table A-26 for associated Symbol Identification Codes.

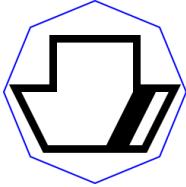
Description	Icon	Remarks
COAST GUARD Type: Entity Type Entity/Entity Type: LAW ENFORCEMENT Symbol Set Code: 15 Code: 171000 Icon Type: Full Octagon		N/A
PACK ANIMALS Type: Entity Symbol Set Code: 15 Code: 180000 Icon Type: Full Octagon		N/A
MISSILE SUPPORT Type: Entity Symbol Set Code: 15 Code: 190000 Icon Type: Full Octagon		N/A
TRANSLOADER Type: Entity Type Entity: MISSILE SUPPORT Symbol Set Code: 15 Code: 190100 Icon Type: Full Octagon		N/A
TRANSPORTER Type: Entity Type Entity: MISSILE SUPPORT Symbol Set Code: 15 Code: 190200 Icon Type: Full Octagon		N/A
CRANE/LOADING DEVICE Type: Entity Type Entity: MISSILE SUPPORT Symbol Set Code: 15 Code: 190300 Icon Type: Full Octagon		N/A

Table 3-11: Land Equipment Icons

Note: See Table A-26 for associated Symbol Identification Codes.

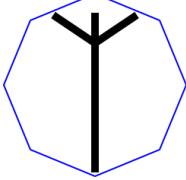
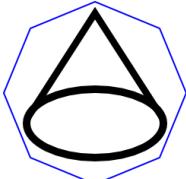
Description	Icon	Remarks
PROPELLANT TRANSPORTER Type: Entity Type Entity: MISSILE SUPPORT Symbol Set Code: 15 Code: 190400 Icon Type: Full Octagon		N/A
WARHEAD TRANSPORTER Type: Entity Type Entity: MISSILE SUPPORT Symbol Set Code: 15 Code: 190500 Icon Type: Full Octagon		N/A
OTHER EQUIPMENT Type: Entity Symbol Set Code: 15 Code: 200000	N/A	Reserved for hierarchical purposes.
ANTENNAE Type: Entity Type Entity: OTHER EQUIPMENT Symbol Set Code: 15 Code: 200100 Icon Type: Full Octagon		N/A
BOMB Type: Entity Type Entity: OTHER EQUIPMENT Symbol Set Code: 15 Code: 200200 Icon Type: Full Octagon		N/A
BOOBY TRAP Type: Entity Type Entity: OTHER EQUIPMENT Symbol Set Code: 15 Code: 200300 Icon Type: Full Octagon		N/A

Table 3-11: Land Equipment Icons

Note: See Table A-26 for associated Symbol Identification Codes.

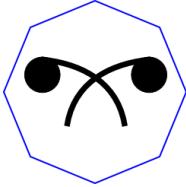
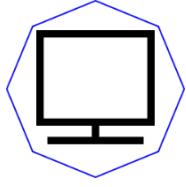
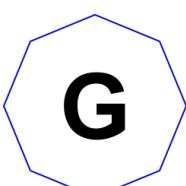
Description	Icon	Remarks
CBRN DEFENCE EQUIPMENT Type: Entity Type Entity: OTHER EQUIPMENT Symbol Set Code: 15 Code: 200400 Icon Type: Full Octagon		N/A
COMPUTER SYSTEM Type: Entity Type Entity: OTHER EQUIPMENT Symbol Set Code: 15 Code: 200500 Icon Type: Full Octagon		N/A
COMMAND LAUNCH EQUIPMENT (CLE) Type: Entity Type Entity: OTHER EQUIPMENT Symbol Set Code: 15 Code: 200600 Icon Type: Main		N/A
GENERATOR SET Type: Entity Type Entity: OTHER EQUIPMENT Symbol Set Code: 15 Code: 200700 Icon Type: Full Octagon		N/A
GROUND-BASED MIDCOURSE DEFENCE (GMD) FIRE CONTROL (GFC) CENTRE Type: Entity Type Entity: OTHER EQUIPMENT Symbol Set Code: 15 Code: 200800 Icon Type: Main		N/A

Table 3-11: Land Equipment Icons

Note: See Table A-26 for associated Symbol Identification Codes.

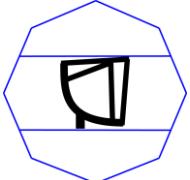
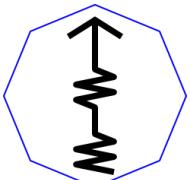
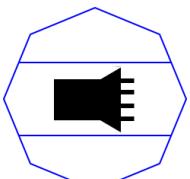
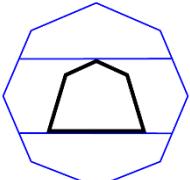
Description	Icon	Remarks
IN-FLIGHT INTERCEPTOR COMMUNICATIONS SYSTEM (IFICS) DATA TERMINAL (IDT)		N/A
Type: Entity Type Entity: OTHER EQUIPMENT Symbol Set Code: 15 Code: 200900 Icon Type: Main		
LASER		N/A
PSYCHOLOGICAL OPERATIONS (PSYOPS)		MIL-STD-2525 uses the terminology Military Information Support Operations (MISO).
Type: Entity Type Entity: OTHER EQUIPMENT Symbol Set Code: 15 Code: 201100 Icon Type: Main		
SUSTAINMENT SHIPMENTS		N/A
Type: Entity Type Entity: OTHER EQUIPMENT Symbol Set Code: 15 Code: 201200 Icon Type: Main		
TENT	N/A	Reserved for hierarchical purposes.
Type: Entity Type Entity: OTHER EQUIPMENT Symbol Set Code: 15 Code: 201300		
TENT-CIVILIAN		N/A
Type: Entity Type Entity: OTHER EQUIPMENT Symbol Set Code: 15 Code: 201301 Icon Type: Main		

Table 3-11: Land Equipment Icons

Note: See Table A-26 for associated Symbol Identification Codes.

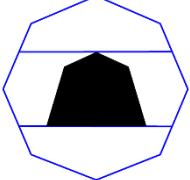
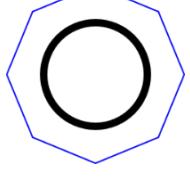
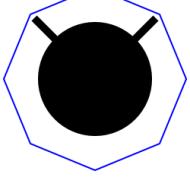
Description	Icon	Remarks
TENT-MILITARY Type: Entity Type Entity: OTHER EQUIPMENT Symbol Set Code: 15 Code: 201302 Icon Type: Main		N/A
UNIT DEPLOYMENT SHIPMENTS Type: Entity Type Entity: OTHER EQUIPMENT Symbol Set Code: 15 Code: 201400 Icon Type: Main		N/A
EMERGENCY MEDICAL OPERATION Type: Entity Type Entity: OTHER EQUIPMENT Symbol Set Code: 15 Code: 201500 Icon Type: Full Octagon		N/A
LAND MINES Type: Entity Symbol Set Code: 15 Code: 210000	N/A	Reserved for hierarchical purposes.
LAND MINE Type: Entity Type Entity: LAND MINE Symbol Set Code: 15 Code: 210100 Icon Type: Full Octagon		N/A
ANTIPERSONNEL LAND MINE (APL) Type: Entity Type Entity: LAND MINE Symbol Set Code: 15 Code: 210200 Icon Type: Full Octagon		N/A

Table 3-11: Land Equipment Icons

Note: See Table A-26 for associated Symbol Identification Codes.

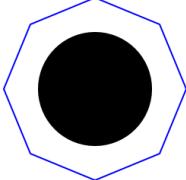
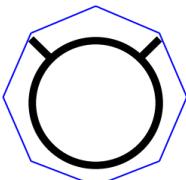
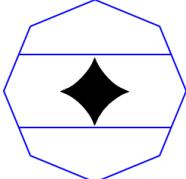
Description	Icon	Remarks
ANTITANK MINE Type: Entity Type Entity: LAND MINE Symbol Set Code: 15 Code: 210300 Icon Type: Full Octagon	 A full octagonal symbol with a black circle in the center.	N/A
IMPROVISED EXPLOSIVE DEVICE (IED) Type: Entity Type Entity: LAND MINE Symbol Set Code: 15 Code: 210400 Icon Type: Full Octagon	 A full octagonal symbol containing the letters "IED" in bold capital letters.	N/A
LESS THAN LETHAL Type: Entity Type Entity: LAND MINE Symbol Set Code: 15 Code: 210500 Icon Type: Full Octagon	 A full octagonal symbol with a thick black circle in the center.	N/A
SENSORS Type: Entity Symbol Set Code: 15 Code: 220000	N/A	Reserved for hierarchical purposes.
SENSOR Type: Entity Type Symbol Set Code: 15 Code: 220100 Icon Type: Main	 A full octagonal symbol containing a four-pointed black diamond shape.	N/A
SENSOR EMPLACED Type: Entity Type Entity: SENSOR Symbol Set Code: 15 Code: 220200 Icon Type: Full Octagon	 A full octagonal symbol containing a four-pointed black diamond shape with three wavy lines extending from its top edge.	N/A

Table 3-11: Land Equipment Icons

Note: See Table A-26 for associated Symbol Identification Codes.

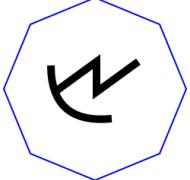
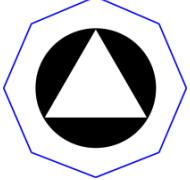
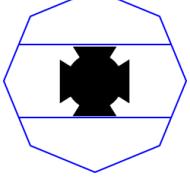
Description	Icon	Remarks
RADAR Type: Entity Type Entity: SENSOR Symbol Set Code: 15 Code: 220300 Icon Type: Full Octagon		N/A
EMERGENCY OPERATION Type: Entity Symbol Set Code: 15 Code: 230000 Icon Type: Full Octagon		N/A
FIRE FIGHTING Type: Entity Type Entity/Entity Type: EMERGENCY OPERATION Symbol Set Code: 15 Code: 230200 Icon Type: Main		N/A
MANUAL TRACK Type: Entity (Local) Symbol Set Code: 15 Code: 240000 Icon Type: Full Octagon		N/A

Table 3-11: Land Equipment Icons

Note: See Table A-26 for associated Symbol Identification Codes.

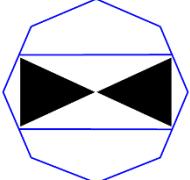
Description	Icon	Remarks
ROTARY WING Type: Entity Symbol Set Code: 15 Code:250000 Icon Type: Main		N/A

Table 3-11: Land Equipment Icons.

3.4.7 Land Equipment Sector 1 Modifiers

1. Sector 1 and 2 modifiers have been designated to portray additional information regarding a symbol's icon.
2. Table 3-12 below provides Land Equipment sector 1 modifiers. Additional Sector 1 Modifiers, where required, are included in Table 1-3. These modifiers are accessed using Common Modifiers. See Annex A Para A.13.

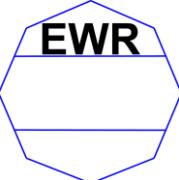
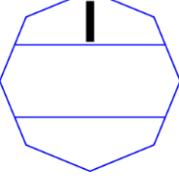
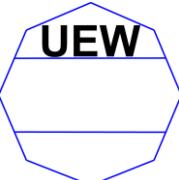
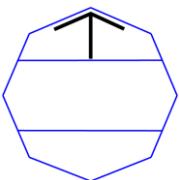
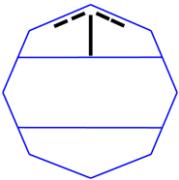
Table 3-12: Land Equipment Sector 1 Modifiers			
Note: See Table A-27 for associated Symbol Identification Codes.			
Description	Category	Modifier	Remarks
EARLY WARNING RADAR Symbol Set Code: 15 Code: 03	SENSOR TYPE		N/A
INTRUSION Symbol Set Code: 15 Code: 04	SENSOR TYPE		N/A
UPGRADED EARLY WARNING RADAR Symbol Set Code: 15 Code: 07	SENSOR TYPE		N/A
MULTI PURPOSE BLADE Symbol Set Code: 15 Code: 12	CAPABILITY		N/A
TANK WIDTH MINE PLOW Symbol Set Code: 15 Code: 13	CAPABILITY		N/A

Table 3-12: Land Equipment Sector 1 Modifiers.

3.4.8 Land Equipment Sector 2 Modifiers

1. Table 3-13 below provides Land Equipment sector 2 modifiers. Additional Sector 2 Modifiers, where required, are included in Table 1-4. These modifiers are accessed using the Common Modifiers. See Annex A Para A.13.

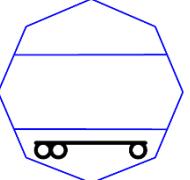
Table 3-13: Land Equipment Sector 2 Modifiers			
Note: See Table A-28 for associated Symbol Identification Codes.			
Description	Category	Modifier	Remarks
TRACTOR TRAILER Symbol Set Code: 15 Code: 06	CAPABILITY		N/A

Table 3-13: Land Equipment Sector 2 Modifiers.

3.4.9 Equipment Size or Range Indicators

1. In building equipment symbols, horizontal or vertical lines are added for size or range indicators. If an equipment symbol has no lines, it is a basic equipment symbol. Adding one line designates it as light or short-range. Adding two lines designates it as medium or medium-range. Finally, adding three lines designates it as heavy or long-range. Examples of weight and range indicator definitions are shown in Table 3-14.

Table 3-14: Examples of Equipment Systems Size and Range Indicators.				
System	Standard weight/ range/ calibre	Light/short	Medium/medium (intermediate)	Heavy/long
CANNON ARTILLERY	Calibre and Maximum Range ¹	120 mm or less	Greater than 120 mm but not greater than 160 mm	Greater than 160 mm but not greater than 210 mm
MORTAR	Calibre	60 mm or less	Greater than 60 mm but less than 107 mm	107 mm or larger
SEMI TRAILERS	Cargo Capacity	Less than 12 tons	Between 12 tons and 40 tons	Greater than 40 tons
UTILITY HELICOPTERS ²	Weight	Less than 4,000 lbs	Between 4,000 lbs and 10,000 lbs	Greater than 10,000 lbs
	Range	Less than 240 nautical miles	Between 240 and 320 nautical miles	Greater than 320 nautical miles
WATER-CRAFT (ARMY)	Capacity	Less than 300 tons	Between 300 tons and 1,700 tons	Greater than 1,700 tons

¹ Cannon artillery has a very heavy category: greater than 210 mm, but there is no modifier.

² A utility helicopter is a multi-purpose helicopter. A utility military helicopter can fill roles such as ground attack, air assault, military logistics, medical evacuation, command and control, and troop transport. Some overlap of terminology is inevitable with transport helicopter.

Table 3-14: Examples of Equipment Systems Size and Range Indicators.

3.5 LAND INSTALLATION SYMBOLS

1. Installations are sites that incorporate permanent, semi-permanent, and temporary structures.

3.5.1 General

1. This section establishes a single standard system for the development of a variety of Installation symbols. Avoid using any symbols, or combinations and modifications of symbols, different from those in this publication.

3.5.2 Installation Symbols Composition and Process

1. An Installation symbol is composed of a frame, colour (fill), Installation icon, text, or graphic modifiers (Figure 3-13), and text or graphic amplifiers.

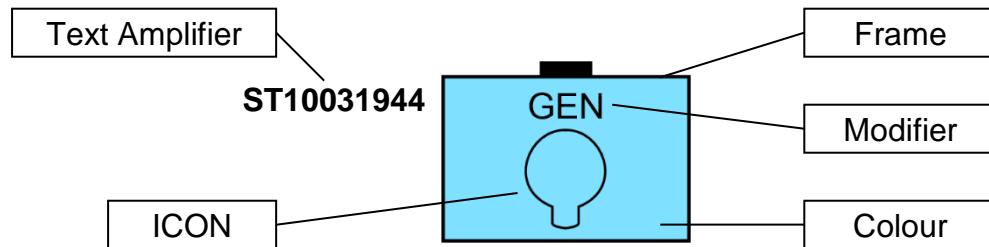


Figure 3-13: Installation Symbol Composition.

2. Table 3-15 below outlines the steps used to build Installation symbols.

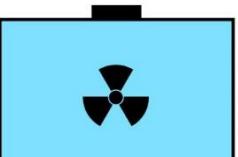
Table 3-15: Building Installation Symbols.		
Step No.	Description	Example
Step 1	Choose the frame according to Standard Identity.	
Step 2	Choose and add main sector icon.	
Step 3	Choose and add a modifier in either sector 1 or sector 2 if applicable or deemed necessary for visualization.	
Step 4	Choose and add a second modifier in either sector 1 or sector 2 if applicable or deemed necessary for visualization. Note: Only one modifier is permitted per modifier position.	

Table 3-15: Building Installation Symbols.

3.5.3 Installation Symbol Icons, Modifiers, and Amplifiers Fields

1. Figure 3-14 shows the placement of Installation symbol icons, modifiers, and amplifiers in and around the friendly land Installation symbol frame. The placement of Installation symbol icons, modifiers, and amplifiers is the same regardless of frame shape or affiliation. See Table 1-5 for amplifier field definitions and maximum character lengths.

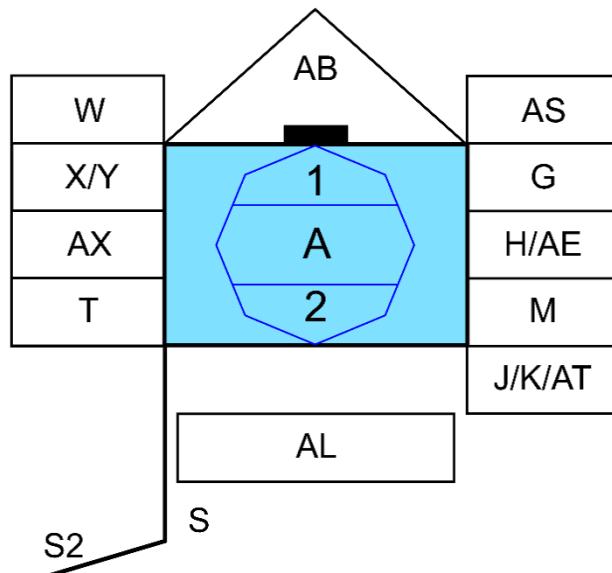


Figure 3-14: Land Installation Icon, Modifier, and Amplifier Fields.

3.5.4 Installation Icons and Modifiers Placement Inside Bounding Octagon

1. The bounding octagon is divided into three sectors that specify where icons and modifiers are positioned and how much space is available for sizing of icons and modifiers. Figure 3-15 provides examples showing the sectors for each of the frame shape types. The lettering size for text icons and modifiers will vary based on the number of letters used.

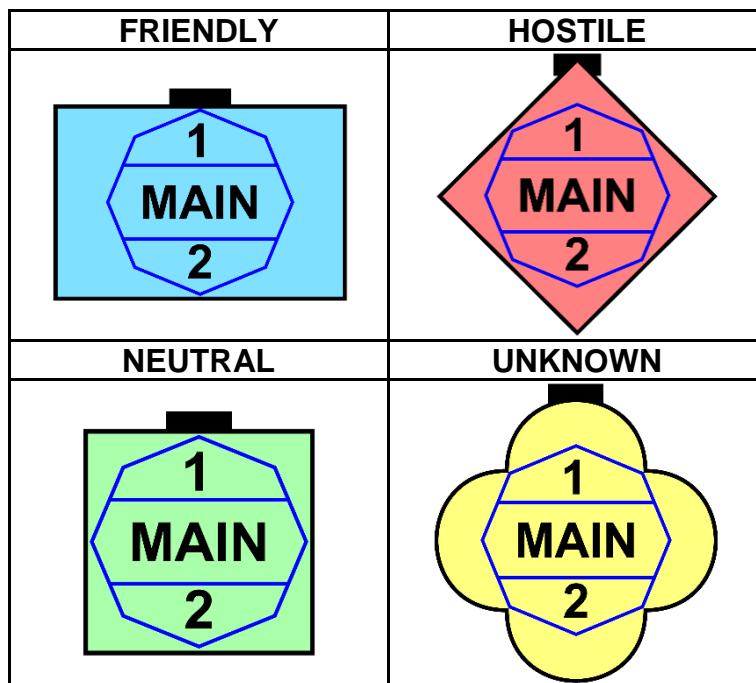


Figure 3-15: Location of Icons and Modifiers.

2. Most Icons do not exceed the dimensions of the main sector of the bounding octagon or touch the interior border of the frame. However, full frame icons are an exception to this size rule. Full frame icons exceed the dimensions of the main sector of the bounding octagon and touch the interior border of the frame (see Figure 3-16). The placing/sizing of icons and modifiers for Land Installation symbols shall comply with the guidance in para 1.2.18.

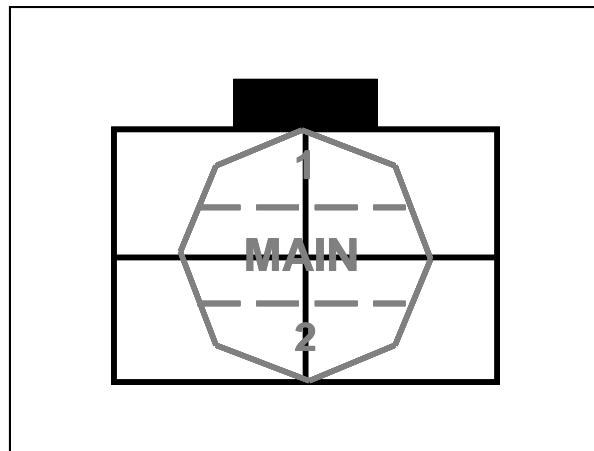


Figure 3-16: Icon Placement for Full Frame Icons.

3.5.5 Installation Main Icons

- Icons in the main sector (Figure 3-17) normally reflect the main function of the symbol.

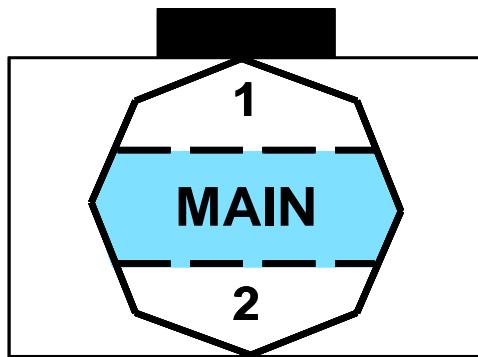


Figure 3-17: Main Sector Icons.

- Table 3-16 provides Installation icons for use in Land Unit symbols.

Table 3-16: Land Installation Icons

Note: See Table A-29 for associated Symbol Identification Codes.

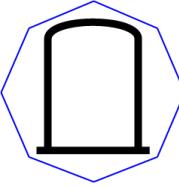
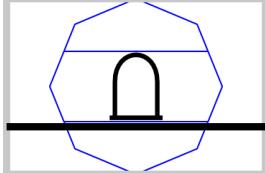
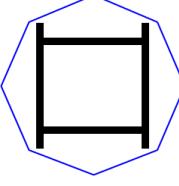
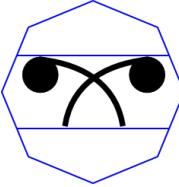
Description	Icon	Remarks
INSTALLATION Type: Entity Symbol Set Code: 20 Code: 110000		This symbol shall not be displayed on a C2 system but may be displayed for training or hierachal explanation purposes.
AMMUNITION AND EXPLOSIVE/PRODUCTION Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 110200 Icon Type: Full Octagon		N/A
AMMUNITION CACHE Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 110300 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
ARMAMENT PRODUCTION Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 110400 Icon Type: Full Octagon		N/A
BLACK LIST LOCATION Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 110500 Icon Type: Main		N/A
CHEMICAL, BIOLOGICAL, RADIOLOGICAL AND NUCLEAR (CBRN) Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 110600 Icon Type: Main		N/A

Table 3-16: Land Installation Icons

Note: See Table A-29 for associated Symbol Identification Codes.

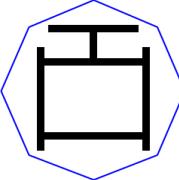
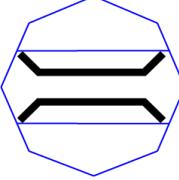
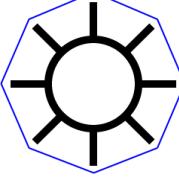
Description	Icon	Remarks
ENGINEER EQUIPMENT PRODUCTION Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 110700 Icon Type: Full Octagon		N/A
BRIDGE Type: Entity Subtype Entity: INSTALLATION/ENGINEER EQUIPMENT PRODUCTION Symbol Set Code: 20 Code: 110701 Icon Type: Main		N/A
EQUIPMENT MANUFACTURE Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 110800 Icon Type: Full Octagon		N/A
GOVERNMENT LEADERSHIP Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 110900 Icon Type: Main		N/A
GRAY LIST LOCATION Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 111000 Icon Type: Main		N/A

Table 3-16: Land Installation Icons

Note: See Table A-29 for associated Symbol Identification Codes.

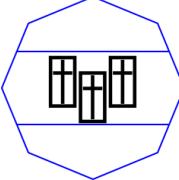
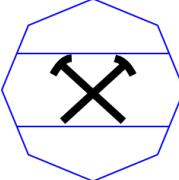
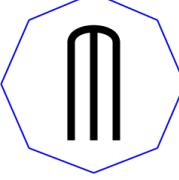
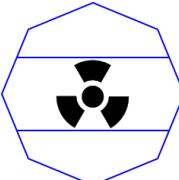
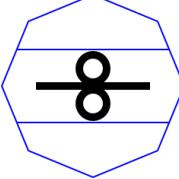
Description	Icon	Remarks
MASS GRAVE SITE Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 111100 Icon Type: Main		N/A
MATERIEL Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 111200 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
MINE Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 111300 Icon Type: Main		N/A
MISSILE AND SPACE SYSTEM PRODUCTION Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 111400 Icon Type: Full Octagon		N/A
NUCLEAR (NON CBRN DEFENCE) Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 111500 Icon Type: Main		N/A
PRINTED MEDIA Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 111600 Icon Type: Main		N/A

Table 3-16: Land Installation Icons

Note: See Table A-29 for associated Symbol Identification Codes.

Description	Icon	Remarks
SAFE HOUSE Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 111700 Icon Type: Main		N/A
WHITE LIST LOCATION Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 111800 Icon Type: Main		N/A
TENTED CAMP Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 111900 Icon Type: Full Octagon		N/A
DISPLACED PERSONS/ REFUGEE/EVACUEES CAMP Type: Entity Subtype Entity/Entity Type: INSTALLATION/TENTED CAMP Symbol Set Code: 20 Code: 111901 Icon Type: Full Octagon		N/A
TRAINING CAMP Type: Entity Subtype Entity/Entity Type: INSTALLATION/TENTED CAMP Symbol Set Code: 20 Code: 111902 Icon Type: Full Octagon		N/A

Table 3-16: Land Installation Icons

Note: See Table A-29 for associated Symbol Identification Codes.

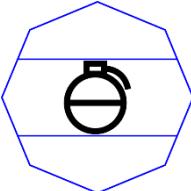
Description	Icon	Remarks
WAREHOUSE/STORAGE FACILITY Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 112000	N/A	For training or hierarchical purposes only.
GRENADE CACHE Type: Entity subtype Entity/Entity Type: INSTALLATION/ WAREHOUSE/STORAGE FACILITY Symbol Set Code: 20 Code: 112001 Icon Type: Main		
LAW ENFORCEMENT Type: Entity Type INSTALLATION Symbol Set Code: 20 Code: 112100	N/A	For training or hierarchical purposes only.
BUREAU OF ALCOHOL, TOBACCO, FIREARMS AND EXPLOSIVES (ATF) (DEPARTMENT OF JUSTICE) Type: Entity Subtype Entity/Entity Type: INSTALLATION/ LAW ENFORCEMENT Symbol Set Code: 20 Code: 112101 Icon Type: Main		N/A

Table 3-16: Land Installation Icons

Note: See Table A-29 for associated Symbol Identification Codes.

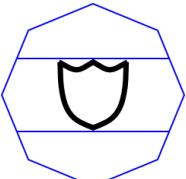
Description	Icon	Remarks
DRUG ENFORCEMENT ADMINISTRATION (DEA) Type: Entity Subtype Entity/Entity Type: INSTALLATION/ LAW ENFORCEMENT Symbol Set Code: 20 Code: 112104 Icon Type: Main		N/A
FEDERAL BUREAU OF INVESTIGATION (FBI) Type: Entity Subtype Entity/Entity Type: INSTALLATION/ LAW ENFORCEMENT Symbol Set Code: 20 Code: 112106 Icon Type: Main		N/A
POLICE Type: Entity Subtype Entity/Entity Type: INSTALLATION/ LAW ENFORCEMENT Symbol Set Code: 20 Code: 112107 Icon Type: Main		N/A
UNITED STATES SECRET SERVICE (USSS) Type: Entity Subtype Entity/Entity Type: INSTALLATION/ LAW ENFORCEMENT Symbol Set Code: 20 Code: 112109 Icon Type: Main		N/A

Table 3-16: Land Installation Icons

Note: See Table A-29 for associated Symbol Identification Codes.

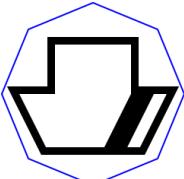
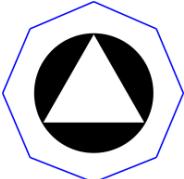
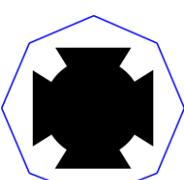
Description	Icon	Remarks
<p>TRANSPORTATION SECURITY ADMINISTRATION (TSA)</p> <p>Type: Entity Subtype Entity/Entity Type: INSTALLATION/ LAW ENFORCEMENT Symbol Set Code: 20 Code: 112110 Icon Type: Main</p>		N/A
<p>COAST GUARD</p> <p>Type: Entity Subtype Entity/Entity Type: INSTALLATION/ LAW ENFORCEMENT Symbol Set Code: 20 Code: 112111 Icon Type: Full Octagon</p>		N/A
<p>EMERGENCY OPERATION</p> <p>Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 112200 Icon Type: Full Octagon</p>		N/A
<p>FIRE STATION</p> <p>Type: Entity Subtype Entity/Entity Type: INSTALLATION/ EMERGENCY OPERATION Symbol Set Code: 20 Code: 112201 Icon Type: Full Octagon</p>		N/A

Table 3-16: Land Installation Icons

Note: See Table A-29 for associated Symbol Identification Codes.

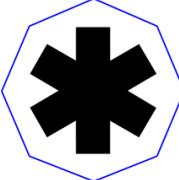
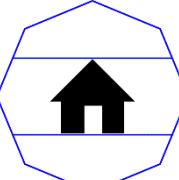
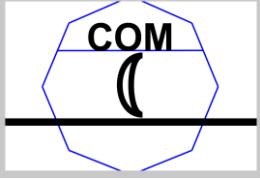
Description	Icon	Remarks
EMERGENCY MEDICAL OPERATION Type: Entity Subtype Entity: INSTALLATION/ EMERGENCY OPERATION Symbol Set Code: 20 Code: 112202 Icon Type: Full Octagon		N/A
HOUSE Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 112300 Icon Type: Main		
INFRASTRUCTURE Type: Entity Symbol Set Code: 20 Code: 120000	N/A	For training or hierarchical purposes only.
AGRICULTURE AND FOOD INFRASTRUCTURE Type: Entity Type Entity: INFRASTRUCTURE- Symbol Set Code: 20 Code: 120100	N/A	For training or hierarchical purposes only.
COMMERCIAL FOOD DISTRIBUTION CENTRE Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE- AGRICULTURE AND FOOD INFRASTRUCTURE Symbol Set Code: 20 Code: 120103 Icon Type: Full Octagon		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.

Table 3-16: Land Installation Icons

Note: See Table A-29 for associated Symbol Identification Codes.

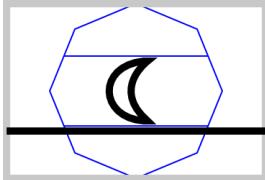
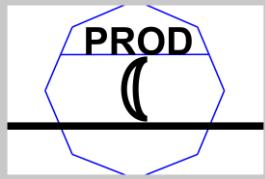
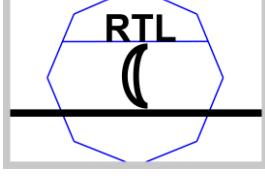
Description	Icon	Remarks
FOOD DISTRIBUTION Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ AGRICULTURAL LABORATORY Symbol Set Code: 20 Code: 120105 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
FOOD PRODUCTION CENTRE Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE- AGRICULTURE AND FOOD INFRASTRUCTURE Symbol Set Code: 20 Code: 120106 Icon Type: Full Octagon		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
FOOD RETAIL Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE- AGRICULTURE AND FOOD INFRASTRUCTURE Symbol Set Code: 20 Code: 120107 Icon Type: Full Octagon		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
BANKING FINANCE AND INSURANCE Type: Entity Type Entity: INFRASTRUCTURE Symbol Set Code: 20 Code: 120200 Icon Type: Full Octagon		N/A

Table 3-16: Land Installation Icons

Note: See Table A-29 for associated Symbol Identification Codes.

Description	Icon	Remarks
ECONOMIC INFRASTRUCTURE ASSET Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/BANKING FINANCE AND INSURANCE Symbol Set Code: 20 Code: 120204 Icon Type: Main		N/A
FINANCIAL SERVICES, OTHER Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/BANKING FINANCE AND INSURANCE Symbol Set Code: 20 Code: 120207 Icon Type: Full Octagon		N/A
COMMERCIAL Type: Entity Type Entity: INFRASTRUCTURE Symbol Set Code: 20 Code: 120300	N/A	For training or hierarchical purposes only.
HAZARDOUS MATERIAL STORAGE Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/COMMERCIAL Symbol Set Code: 20 Code: 120305 Icon Type: Full Octagon		N/A

Table 3-16: Land Installation Icons

Note: See Table A-29 for associated Symbol Identification Codes.

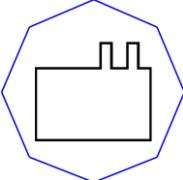
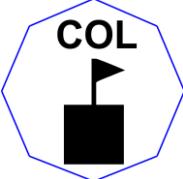
Description	Icon	Remarks
INDUSTRIAL SITE Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/COMMERCIAL Symbol Set Code: 20 Code: 120306 Icon Type: Full Octagon		N/A
PHARMACEUTICAL MANUFACTURER Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/COMMERCIAL Symbol Set Code: 20 Code: 120308 Icon Type: Full Octagon		N/A
EDUCATIONAL FACILITIES Type: Entity Type Entity: INFRASTRUCTURE Symbol Set Code: 20 Code: 120400 Icon Type: Full Octagon		N/A
COLLEGE/UNIVERSITY Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/EDUCATIONAL FACILITIES Symbol Set Code: 20 Code: 120401 Icon Type: Full Octagon		N/A

Table 3-16: Land Installation Icons

Note: See Table A-29 for associated Symbol Identification Codes.

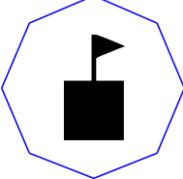
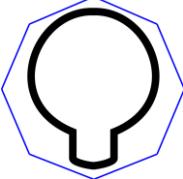
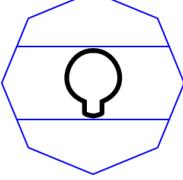
Description	Icon	Remarks
SCHOOL Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/EDUCATIONAL FACILITIES Symbol Set Code: 20 Code: 120402 Icon Type: Full Octagon		N/A
ENERGY FACILITY Type: Entity Type Entity: INFRASTRUCTURE Symbol Set Code: 20 Code: 120500 Icon Type: Full Octagon		N/A
ELECTRIC POWER Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ENERGY FACILITIES Symbol Set Code: 20 Code: 120501 Icon Type: Main		N/A
GENERATION STATION Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ENERGY FACILITIES Symbol Set Code: 20 Code: 120502 Icon Type: Full Octagon		N/A

Table 3-16: Land Installation Icons

Note: See Table A-29 for associated Symbol Identification Codes.

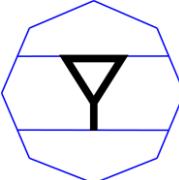
Description	Icon	Remarks
NATURAL GAS FACILITY Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ ENERGY FACILITIES Symbol Set Code: 20 Code: 120503 Icon Type: Full Octagon		N/A
PETROLEUM/GAS/OIL Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ ENERGY FACILITIES Symbol Set Code: 20 Code: 120505 Icon Type: Main		N/A
MEDICAL Type: Entity Type Entity: INFRASTRUCTURE Symbol Set Code: 20 Code: 120700	N/A	Reserved for hierarchical purposes.

Table 3-16: Land Installation Icons

Note: See Table A-29 for associated Symbol Identification Codes.

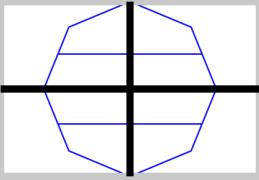
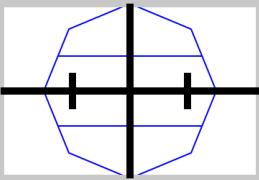
Description	Icon	Remarks
MEDICAL Type: Entity Subtype Entity: INSTALLATION Symbol Set Code: 20 Code: 120701 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
MEDICAL TREATMENT FACILITY (HOSPITAL) Type: Entity Subtype Entity: INSTALLATION Symbol Set Code: 20 Code: 120702 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
MILITARY Type: Entity Type Entity: INFRASTRUCTURE Symbol Set Code: 20 Code: 120800	N/A	For training or hierarchical purposes only.
MILITARY ARMOURY Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ MILITARY Symbol Set Code: 20 Code: 120801 Icon Type: Full Octagon		N/A
MILITARY BASE Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ MILITARY Symbol Set Code: 20 Code: 120802 Icon Type: Full Octagon		N/A

Table 3-16: Land Installation Icons

Note: See Table A-29 for associated Symbol Identification Codes.

Description	Icon	Remarks
POSTAL SERVICES Type: Entity Type Entity: INFRASTRUCTURE Symbol Set Code: 20 Code: 120900 Icon Type: Full Octagon		N/A
POSTAL DISTRIBUTION CENTRE Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ POSTAL SERVICES Symbol Set Code: 20 Code: 120901 Icon Type: Full Octagon		N/A
POST OFFICE Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ POSTAL SERVICES Symbol Set Code: 20 Code: 120902 Icon Type: Full Octagon		N/A
PUBLIC VENUES Type: Entity Type Entity: INFRASTRUCTURE Symbol Set Code: 20 Code: 121000 Icon Type: Full Octagon		N/A
RELIGIOUS INSTITUTION Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ PUBLIC VENUES Symbol Set Code: 20 Code: 121004 Icon Type: Main		N/A

Table 3-16: Land Installation Icons

Note: See Table A-29 for associated Symbol Identification Codes.

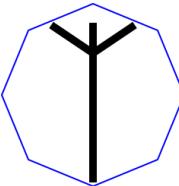
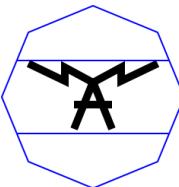
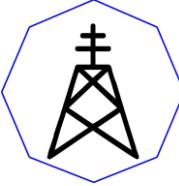
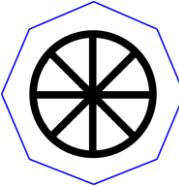
Description	Icon	Remarks
TELECOMMUNICATIONS Type: Entity Type Entity: INFRASTRUCTURE Symbol Set Code: 20 Code: 121200	N/A	For training or hierarchical purposes only.
BROADCAST ANTENNAE Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ TELECOMMUNICATIONS Symbol Set Code: 20 Code: 121201 Icon Type: Full Octagon		N/A
TELECOMMUNICATIONS (CIVILIAN) Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ TELECOMMUNICATIONS Symbol Set Code: 20 Code: 121202 Icon Type: Main		N/A
TELECOMMUNICATIONS TOWER Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ TELECOMMUNICATIONS Symbol Set Code: 20 Code: 121203 Icon Type: Full Octagon		N/A
TRANSPORTATION Type: Entity Type Entity: INFRASTRUCTURE Symbol Set Code: 20 Code: 121300 Icon Type: Full Octagon		N/A

Table 3-16: Land Installation Icons

Note: See Table A-29 for associated Symbol Identification Codes.

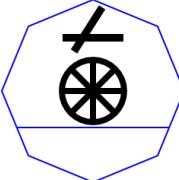
Description	Icon	Remarks
AIR TERMINAL Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ TRANSPORTATION Symbol Set Code: 20 Code: 121301 Icon Type: Main+1		N/A
AIR TRAFFIC CONTROL FACILITY Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ TRANSPORTATION Symbol Set Code: 20 Code: 121302 Icon Type: Full Octagon		N/A
FERRY TERMINAL Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ TRANSPORTATION Symbol Set Code: 20 Code: 121304 Icon Type: Full Octagon		N/A
HELICOPTER LANDING SITE Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ TRANSPORTATION Symbol Set Code: 20 Code: 121305 Icon Type: Full Octagon		N/A

Table 3-16: Land Installation Icons

Note: See Table A-29 for associated Symbol Identification Codes.

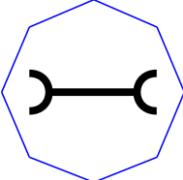
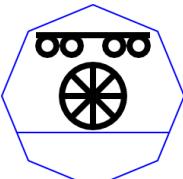
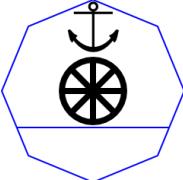
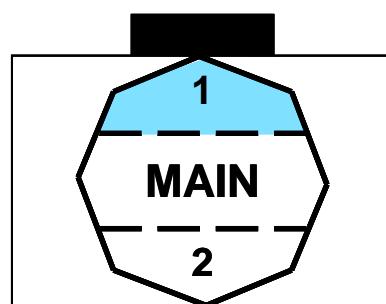
Description	Icon	Remarks
MAINTENANCE FACILITY Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ TRANSPORTATION Symbol Set Code: 20 Code: 121306 Icon Type: Full Octagon		N/A
RAILHEAD/RAILROAD STATION Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ TRANSPORTATION Symbol Set Code: 20 Code: 121307 Icon Type: Main+1		N/A
SEA TERMINAL Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ TRANSPORTATION Symbol Set Code: 20 Code: 121309 Icon Type: Main+1		N/A
SHIP YARD Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ TRANSPORTATION Symbol Set Code: 20 Code: 121310 Icon Type: Main+1		N/A
WATER SUPPLY Type: Entity Type Entity: INFRASTRUCTURE Symbol Set Code: 20 Code: 121400 Icon Type: Full Octagon		N/A

Table 3-16: Land Installation Icons		
Note: See Table A-29 for associated Symbol Identification Codes.		
Description	Icon	Remarks
GROUND WATER WELL Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ WATER SUPPLY Symbol Set Code: 20 Code: 121404 Icon Type: Full Octagon		N/A
WATER Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ WATER SUPPLY Symbol Set Code: 20 Code: 121410 Icon Type: Main		N/A
WATER TREATMENT Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ WATER SUPPLY Symbol Set Code: 20 Code: 121411 Icon Type: Main		N/A

Table 3-16: Land Installation Icons.**3.5.6 Installation Sector 1 Modifiers**

1. Land Installation sector 1 modifiers (Figure 3-18) provide additional information regarding the symbol's icon.

**Figure 3-18: Land Installation Sector 1 Icons.**

2. Table 3-17 shows the modifiers for use in Installation symbols in sector 1 of the field A of the symbol. Additional Sector 1 Modifiers, where required, are included in Table 1-3. These modifiers are accessed using Common Modifiers. See Annex A Para A.13.

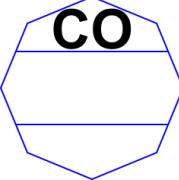
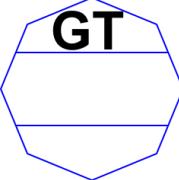
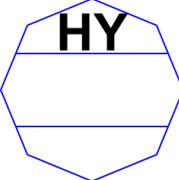
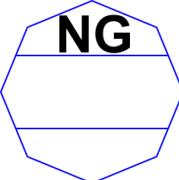
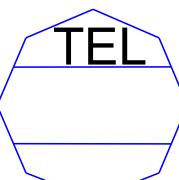
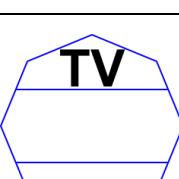
Table 3-17: Land Installation Sector 1 Modifiers			
Note: See Table A-30 for associated Symbol Identification Codes.			
Description	Category	Modifier	Remarks
COAL Symbol Set Code: 20 Code: 06	ELECTRIC POWER TYPE		N/A
GEOTHERMAL Symbol Set Code: 20 Code: 07	ELECTRIC POWER TYPE		N/A
HYDROELECTRIC Symbol Set Code: 20 Code: 08	ELECTRIC POWER TYPE		N/A
NATURAL GAS Symbol Set Code: 20 Code: 09	ELECTRIC POWER TYPE		N/A
CIVILIAN TELEPHONE Symbol Set Code: 20 Code: 12	CIVILIAN TELE COMMUNICATIONS TYPE		N/A
CIVILIAN TELEVISION Symbol Set Code: 20 Code: 13	CIVILIAN TELE COMMUNICATIONS TYPE		N/A

Table 3-17: Land Installation Sector 1 Modifiers.

3.5.7 Installation Sector 2 Modifiers

1. Table 3-18 provides Land Installation Sector 2 Modifiers. Sector 2 Modifiers identify additional information pertaining to the symbol's icon. Additional Sector 2

Modifiers, where required, are included in Table 1-4. These modifiers are accessed using Common Modifiers. See Annex A Para A.13.

Table 3-18: Land Installation Sector 2 Modifiers

Note: See Table A-31 for associated Symbol Identification Codes.

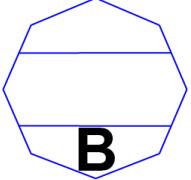
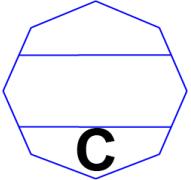
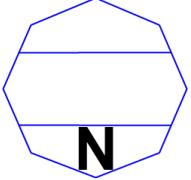
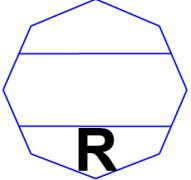
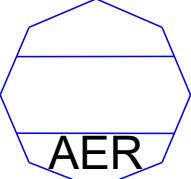
Description	Category	Modifier	Remarks
BIOLOGICAL WARFARE PRODUCTION Symbol Set Code: 20 Code: 01	CAPABILITY		N/A
CHEMICAL WARFARE PRODUCTION Symbol Set Code: 20 Code: 02	CAPABILITY		N/A
NUCLEAR WARFARE PRODUCTION Nuclear Warfare Production Symbol Set Code: 20 Code: 03	CAPABILITY		N/A
RADIOLOGICAL WARFARE PRODUCTION Radiological Warfare Production Symbol Set Code: 20 Code: 04	CAPABILITY		N/A
ATOMIC ENERGY REACTOR Symbol Set Code: 20 Code: 05	CAPABILITY		N/A

Table 3-18: Land Installation Sector 2 Modifiers

Note: See Table A-31 for associated Symbol Identification Codes.

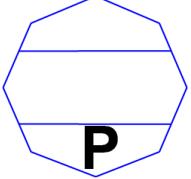
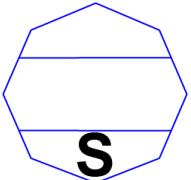
Description	Category	Modifier	Remarks
NUCLEAR MATERIAL PRODUCTION Symbol Set Code: 20 Code: 06	CAPABILITY		N/A
NUCLEAR MATERIAL STORAGE Symbol Set Code: 20 Code: 07	CAPABILITY		N/A
WEAPONS GRADE PRODUCTION Symbol Set Code: 20 Code: 08	CAPABILITY		N/A

Table 3-18: Land Installation Sector 2 Modifiers.

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CHAPTER 4. DISMOUNTED INDIVIDUAL SYMBOLS

4.1. GENERAL

1. This chapter establishes a single standard for developing land symbols representing individuals. It provides a selection of icons capable of depicting dismounted soldiers and other individuals with a standard construction method. Once the user is familiar with the prescribed system, any symbol of an individual can be developed using the logical sequence provided in this chapter.

4.2. DISMOUNTED INDIVIDUAL SYMBOL COMPOSITION

1. A Dismounted Individual symbol is normally composed of a frame (which is optional), colour (fill) and may include icons, modifiers, and text or graphic amplifiers (see Figure 4-1). A Dismounted Individual with a Standard Identity of Friend or Assumed Friend has a specific hexagon frame shape whereas for all other Standard Identities the usual frame shape for Land Unit symbols is used. In those cases a Dismounted Individual is identified by a short horizontal dash within the frame as a sector 1 modifier (see Table 4-4). Figure 4-2 provides examples for such symbols. Table 4-1 provides an example for the steps used to build Dismounted Individual symbols.

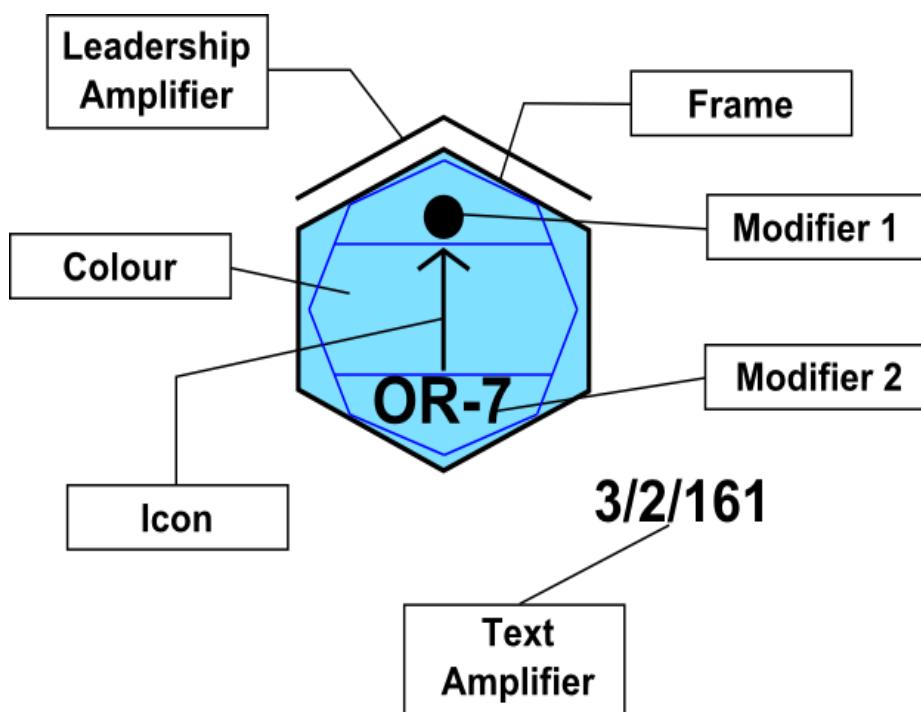


Figure 4-1: Dismounted Individual Symbol Composition.

4.2.1. Dismounted Individual Symbol Composition Process

- Table 4-1 provides the steps used to build Dismounted Individual symbols.

Table 4-1: Building Dismounted Individual Symbols with Frames

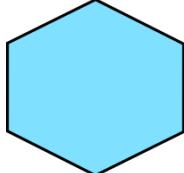
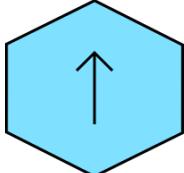
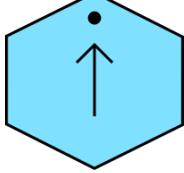
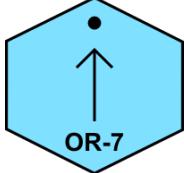
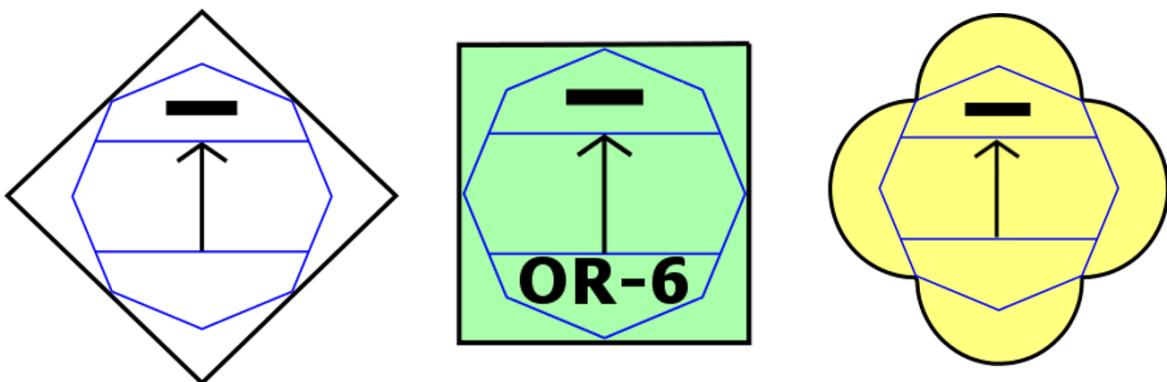
Step No.	Description	Examples
Step 1	First choose the frame that matches the standard identity of the Dismounted Individual symbol (e.g. friendly, hostile, neutral). In this example, the Standard Identity is Friend.	 Friendly Individual
Step 2	Then choose the basic icon for field "A." In this example, it is the icon Rifle. (See Figure 4-4 and Table 4-3.)	 Friendly Individual with Rifle
Step 3	If needed, choose the sector 1 modifier. In this example, it is the modifier "Squad". (See Table 4-4.)	 Friendly Individual with Rifle from Squad
Step 4	If needed, choose the sector 2 modifier. In this example, it is the rank code "OR-7". (See Table 4-5.)	 Friendly Individual, Rank OR-7, with Rifle from Squad
Step 5	Choose the leadership indicator amplifier for field "D." In this, the leadership indicator amplifier is "Leader". (See Table 4-6.)	 Friendly Individual, Rank OR-7, Squad Leader with Rifle

Table 4-1: Building Dismounted Individual Symbols with Frames

Step 6	<p>Choose text amplifiers as necessary to provide further information. In this example, the text amplifier indicates the higher formation.</p>	 <p>3/2/161 Friendly Individual, Rank OR-7, Squad Leader with Rifle, 3rd Platoon, 2nd Company, 161st Battalion</p>
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Table 4-1: Building Dismounted Individual Symbols with Frames.**Figure 4-2: Dismounted Individual Symbol Composition Examples.**

4.2.2. Dismounted Individual Symbology Icon, Modifier and Amplifier Fields

1. The placement of Dismounted Individual symbol modifier fields is the same regardless of frame shape or Standard Identity Figure 4-3 shows the placement of modifier and amplifier labelling fields in relationship to a frame with a Standard Identity of Friend. See Table 1-5 for amplifier field definitions and maximum character lengths.

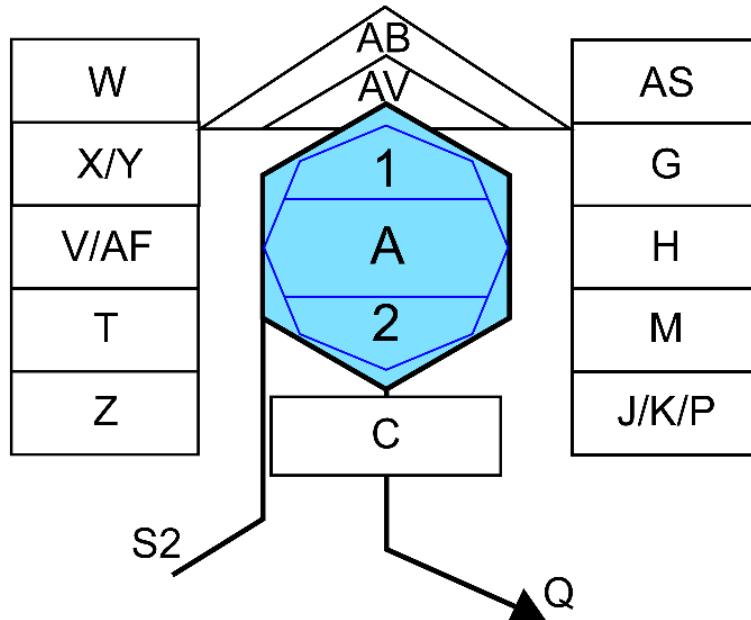


Figure 4-3: Dismounted Individual Symbology Icon, Modifier and Amplifier Fields¹.

¹ Fields AB and AV in Figure 4-3 are not examples of the graphic amplifier. They show the location of the amplifiers only. Both amplifiers are inverted "V"s and stack up when used together.

4.2.3. Dismounted Individual Icons and Modifiers Placement Inside Bounding Octagon

1. Chapter 1, section 1.2.18. serves as the foundation for placement of icons and modifiers within the bounding octagon. The bounding octagon is divided into three sectors that specify where icons and modifiers are positioned and how much space is available for sizing of icons and modifiers. The placing/sizing of icons and modifiers for Dismounted Individual symbols shall comply with the guidance at para 1.2.18. Figure 4-4 provides an example showing the sectors for a Dismounted Individual frame with a Standard Identity of Friend. The lettering size for text icons and modifiers will vary based on the number of letters used.



Figure 4-4: Location of Icons and Modifiers for the Land Dismounted Individual Symbol Frame (Friend).

4.2.4. Dismounted Individual Main Icons

1. Icons in the main sector (Figure 4-5) normally reflect the main function of the symbol. In most cases, the dimensions of the icon will be sized to occupy as much area in the main sector as is available.

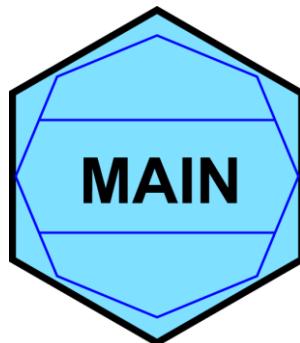


Figure 4-5: Main sector icons.

2. Most main icons do not exceed the dimensions of the main sector of the bounding octagon or touch the interior border of the frame.
3. Table 4-2 below shows main icons for use in Dismounted Individual symbols.

Table 4-2: Dismounted Individual Main Sector Icons

Note: See Table A-35 for associated Symbol Identification Codes.

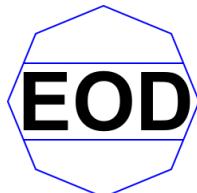
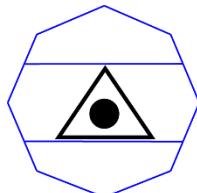
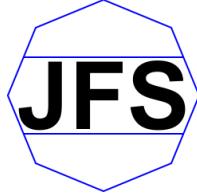
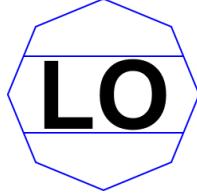
Description	Icon	Remarks
ACTIVITY/TASK Type: Entity Type Entity: MILITARY Symbol Set Code: 27 Code: 110200	N/A	No icon is associated with this entity. It is for hierarchical purposes only.
EXPLOSIVE ORDNANCE DISPOSAL (EOD) Type: Entity Subtype Entity/Entity Type: MILITARY/ACTIVITY/TASK Symbol Set Code: 27 Code: 110201 Icon Type: Main		N/A
FIELD ARTILLERY OBSERVER Type: Entity Subtype Entity/Entity Type: MILITARY/ACTIVITY/TASK Symbol Set Code: 27 Code: 110202 Icon Type: Main		N/A
JOINT FIRE SUPPORT Type: Entity Subtype Entity/Entity Type: MILITARY/ACTIVITY/TASK Symbol Set Code: 27 Code: 110203 Icon Type: Main		N/A
LIAISON Type: Entity Subtype Entity/Entity Type: MILITARY/ACTIVITY/TASK Symbol Set Code: 27 Code: 110204 Icon Type: Main		N/A

Table 4-2: Dismounted Individual Main Sector Icons

Note: See Table A-35 for associated Symbol Identification Codes.

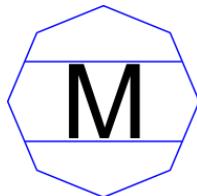
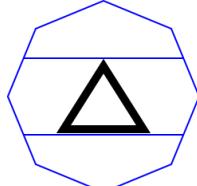
Description	Icon	Remarks
MESSENGER Entity/Entity Type: MILITARY/ACTIVITY/TASK Symbol Set Code: 27 Code: 110205 Icon Type: Main		N/A
MILITARY POLICE Type: Entity Subtype Entity/Entity Type: MILITARY/ACTIVITY/TASK Symbol Set Code: 27 Code: 110206 Icon Type: Main		N/A
OBSERVER Type: Entity Subtype Entity/Entity Type: MILITARY/ACTIVITY/TASK Symbol Set Code: 27 Code: 110207 Icon Type: Main		N/A
SECURITY Type: Entity Subtype Entity/Entity Type: MILITARY/ACTIVITY/TASK Symbol Set Code: 27 Code: 110208 Icon Type: Main		N/A

Table 4-2: Dismounted Individual Main Sector Icons

Note: See Table A-35 for associated Symbol Identification Codes.

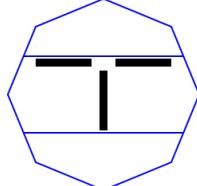
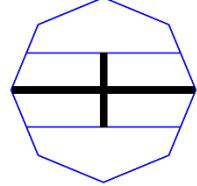
Description	Icon	Remarks
SNIPER Type: Entity Subtype Entity/Entity Type: MILITARY/ACTIVITY/TASK Symbol Set Code: 27 Code: 110209 Icon Type: Main		N/A
SPECIAL OPERATIONS FORCES (SOF) Type: Entity Subtype Entity/Entity Type: MILITARY/ACTIVITY/TASK Symbol Set Code: 27 Code: 110210 Icon Type: Main		N/A
DESIGNATED MARKSMAN Type: Entity Subtype Entity/Entity Type: MILITARY/ACTIVITY/TASK Symbol Set Code: 27 Code: 110211 Icon Type: Main		N/A
MEDIC Type: Entity Subtype Entity/Entity Type: MILITARY/ACTIVITY/TASK Symbol Set Code: 27 Code: 110212 Icon Type: Main		N/A

Table 4-2: Dismounted Individual Main Sector Icons

Note: See Table A-35 for associated Symbol Identification Codes.

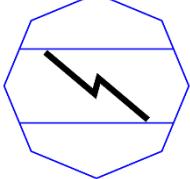
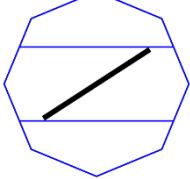
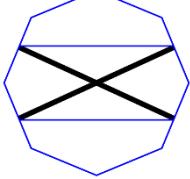
Description	Icon	Remarks
SIGNALLER Type: Entity Subtype Entity/Entity Type: MILITARY/ACTIVITY/TASK Symbol Set Code: 27 Code: 110213 Icon Type: Main		N/A
RECONNAISSANCE Type: Entity Subtype Entity/Entity Type: MILITARY/ACTIVITY/TASK Symbol Set Code: 27 Code: 110214 Icon Type: Main		N/A
INFANTRY Type: Entity Subtype Entity/Entity Type: MILITARY/ACTIVITY/TASK Symbol Set Code: 27 Code: 110215 Icon Type: Main		N/A
CLOSE PROTECTION Type: Entity Subtype Entity/Entity Type: MILITARY/ACTIVITY/TASK Symbol Set Code: 27 Code: 110216 Icon Type: Main		N/A

Table 4-2: Dismounted Individual Main Sector Icons

Note: See Table A-35 for associated Symbol Identification Codes.

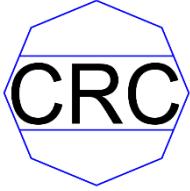
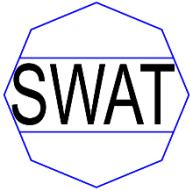
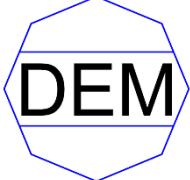
Description	Icon	Remarks
CROWD AND RIOT CONTROL Type: Entity Subtype Entity/Entity Type: MILITARY/ACTIVITY/TASK Symbol Set Code: 27 Code: 110217 Icon Type: Main		N/A
SPECIAL WEAPONS AND TACTICS (SWAT) Type: Entity Subtype Entity/Entity Type: MILITARY/ACTIVITY/TASK Symbol Set Code: 27 Code: 110218 Icon Type: Main		N/A
DEMOLITION Type: Entity Subtype Entity/Entity Type: MILITARY/ACTIVITY/TASK Symbol Set Code: 27 Code: 110219 Icon Type: Main		N/A
COMMANDER (CDR) Type: Entity Subtype Entity/Entity Type: MILITARY/ACTIVITY/TASK Symbol Set Code: 27 Code: 110220 Icon Type: Main		N/A
SECOND IN COMMAND (SIC) Type: Entity Subtype Entity/Entity Type: MILITARY/ACTIVITY/TASK Symbol Set Code: 27 Code: 110221 Icon Type: Main		N/A

Table 4-2: Dismounted Individual Main Sector Icons

Note: See Table A-35 for associated Symbol Identification Codes.

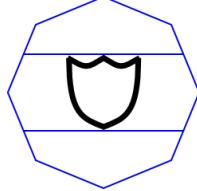
Description	Icon	Remarks
CIVILIAN Type: Entity Entity: Civilian Symbol Set Code: 27 Code: 120000	N/A	No icon is associated with this entity. It is for hierarchical purposes only.
ACTIVITY/TASK Type: Entity Type Entity: Civilian Symbol Set Code: 27 Code: 120100	N/A	No icon is associated with this entity. It is for hierarchical purposes only.
POLICE Type: Entity Subtype Entity/Entity Type: CIVILIAN/ACTIVITY/TASK Symbol Set Code: 27 Code: 120101 Icon Type: Main		N/A
NON-GOVERNMENTAL ORGANIZATION MEMBER Or NON-GOVERNMENTAL ORGANIZATION (NGO) Type: Entity Subtype Entity/Entity Type: CIVILIAN/ACTIVITY/TASK Symbol Set Code: 27 Code: 120102 Icon Type: Main		N/A
GOVERNMENT ORGANIZATION (GO) Type: Entity Subtype Entity/Entity Type: CIVILIAN/ACTIVITY/TASK Symbol Set Code: 27 Code: 120103 Icon Type: Main		N/A

Table 4-2: Dismounted Individual Main Sector Icons.

4.2.5. Alternative Main Icon Symbol Sizes

1. Main icons shall be placed within the "MAIN" sector of the bounding octagon. Icons may be re-sized accordingly due to the presence or absence of modifiers in order to optimise legibility, in particular on handheld devices. (See Figure 4-6).

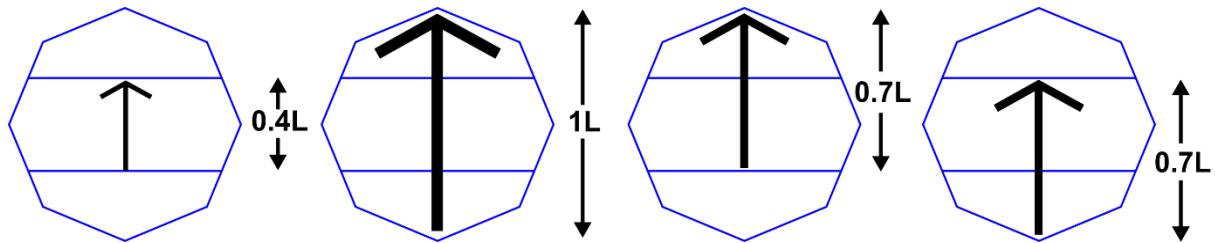


Figure 4-6: Alternative Main Icon Symbol Sizes.

4.2.6. Dismounted Individual Equipment Type Symbols

1. Table 4-3 provides the equipment types to be used for Dismounted Individual symbols.

Table 4-3: Dismounted Individual Equipment Type Main Sector Icons

Note: See Table A-35 for associated Symbol Identification Codes.

Description	Icon	Remarks
LETHAL WEAPONS Type: Entity Type Entity: Military Symbol Set Code: 27 Code: 110300	N/A	No icon is associated with this entity. It is for hierarchical purposes only.
RIFLE Type: Entity Subtype Entity/Entity Type: MILITARY/LETHAL WEAPONS Symbol Set Code: 27 Code: 110301 Icon Type: Main		N/A
SINGLE SHOT RIFLE Type: Entity Subtype Entity/Entity Type: MILITARY/LETHAL WEAPONS Symbol Set Code: 27 Code: 110302 Icon Type: Main		N/A

Table 4-3: Dismounted Individual Equipment Type Main Sector Icons

Note: See Table A-35 for associated Symbol Identification Codes.

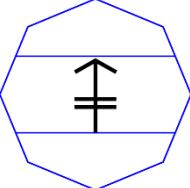
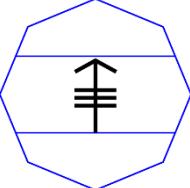
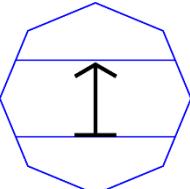
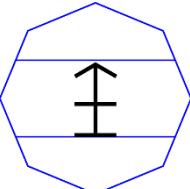
Description	Icon	Remarks
SEMAUTOMATIC RIFLE Type: Entity Subtype Entity/Entity Type: MILITARY/LETHAL WEAPONS Symbol Set Code: 27 Code: 110303 Icon Type: Main		N/A
AUTOMATIC RIFLE Type: Entity Subtype Entity/Entity Type: MILITARY/LETHAL WEAPONS Symbol Set Code: 27 Code: 110304 Icon Type: Main		N/A
MACHINE GUN Type: Entity Subtype Entity/Entity Type: MILITARY/LETHAL WEAPONS Symbol Set Code: 27 Code: 110305 Icon Type: Main		N/A
MACHINE GUN - LIGHT Type: Entity Subtype Entity/Entity Type: MILITARY/LETHAL WEAPONS Symbol Set Code: 27 Code: 110306 Icon Type: Main		N/A

Table 4-3: Dismounted Individual Equipment Type Main Sector Icons

Note: See Table A-35 for associated Symbol Identification Codes.

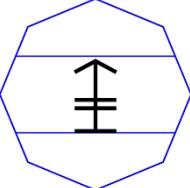
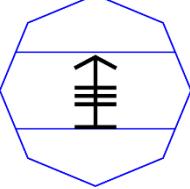
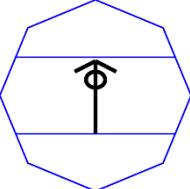
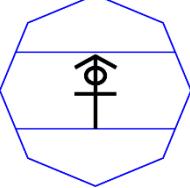
Description	Icon	Remarks
MACHINE GUN - MEDIUM Type: Entity Subtype Entity/Entity Type: MILITARY/LETHAL WEAPONS Symbol Set Code: 27 Code: 110307 Icon Type: Main		N/A
MACHINE GUN - HEAVY Type: Entity Subtype Entity/Entity Type: MILITARY/LETHAL WEAPONS Symbol Set Code: 27 Code: 110308 Icon Type: Main		N/A
GRENADE LAUNCHER Type: Entity Subtype Entity/Entity Type: MILITARY/LETHAL WEAPONS Symbol Set Code: 27 Code: 110309 Icon Type: Main		N/A
GRENADE LAUNCHER - LIGHT Type: Entity Subtype Entity/Entity Type: MILITARY/LETHAL WEAPONS Symbol Set Code: 27 Code: 110310 Icon Type: Main		N/A

Table 4-3: Dismounted Individual Equipment Type Main Sector Icons

Note: See Table A-35 for associated Symbol Identification Codes.

Description	Icon	Remarks
GRENADE LAUNCHER - MEDIUM Type: Entity Subtype Entity/Entity Type: MILITARY/LETHAL WEAPONS Symbol Set Code: 27 Code: 110311 Icon Type: Main		N/A
GRENADE LAUNCHER - HEAVY Type: Entity Subtype Entity/Entity Type: MILITARY/LETHAL WEAPONS Symbol Set Code: 27 Code: 110312 Icon Type: Main		N/A
FLAME THROWER Type: Entity Subtype Entity/Entity Type: MILITARY/LETHAL WEAPONS Symbol Set Code: 27 Code: 110313 Icon Type: Main		N/A
MORTAR Type: Entity Subtype Entity/Entity Type: MILITARY/LETHAL WEAPONS Symbol Set Code: 27 Code: 110314 Icon Type: Main		N/A

Table 4-3: Dismounted Individual Equipment Type Main Sector Icons

Note: See Table A-35 for associated Symbol Identification Codes.

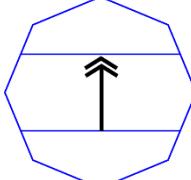
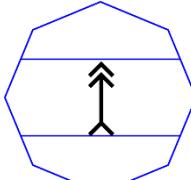
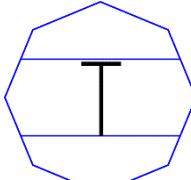
Description	Icon	Remarks
SINGLE ROCKET LAUNCHER Type: Entity Subtype Entity/Entity Type: MILITARY/LETHAL WEAPONS Symbol Set Code: 27 Code: 110315 Icon Type: Main		N/A
ANTITANK ROCKET LAUNCHER Type: Entity Subtype Entity/Entity Type: MILITARY/LETHAL WEAPONS Symbol Set Code: 27 Code: 110316 Icon Type: Main		N/A
NON-LETHAL WEAPONS Type: Entity Type Entity: Military Symbol Set Code: 27 Code: 110400	N/A	No icon is associated with this entity. It is for hierarchical purposes only.
NON-LETHAL WEAPON Type: Entity Subtype Entity/Entity Type: MILITARY/NON-LETHAL WEAPONS Symbol Set Code: 27 Code: 110401 Icon Type: Main		N/A

Table 4-3: Dismounted Individual Equipment Type Main Sector Icons

Note: See Table A-35 for associated Symbol Identification Codes.

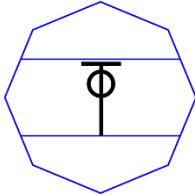
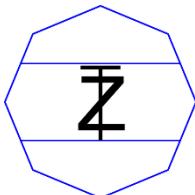
Description	Icon	Remarks
NON-LETHAL GRENADE LAUNCHER Type: Entity Subtype Entity/Entity Type: MILITARY/NON- LETHAL WEAPONS Symbol Set Code: 27 Code: 110402 Icon Type: Main		N/A
TASER Type: Entity Subtype Entity/Entity Type: MILITARY/NON- LETHAL WEAPONS Symbol Set Code: 27 Code: 110403 Icon Type: Main		N/A

Table 4-3: Dismounted Individual Equipment Type Main Sector Icons.

4.2.7. Dismounted Individual Sector 1 Modifiers

1. Sector 1 modifiers depict additional information pertaining to the icon (Figure 4-7).

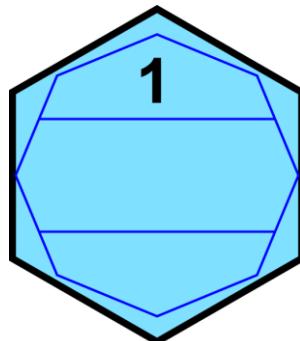


Figure 4-7: Sector 1 Modifiers Placement.

2. Table 4-4 shows the modifiers for use in Dismounted Individual symbols in sector 1 of the symbol. Additional Sector 1 Modifiers, where required, are included in Table 1-3. These modifiers are accessed using Common Modifiers. See Annex A Para A.13.

Table 4-4: Dismounted Individual Sector 1 Modifiers

Note: See Table A-36 for associated Symbol Identification Codes.

Description	Modifier	Remarks
NON-GOVERNMENTAL ORGANIZATION MEMBER Symbol Set Code: 27 Code: 07		N/A
FIELD ARTILLERY OBSERVER Symbol Set Code: 27 Code: 11		N/A
JOINT FIRE SUPPORT Symbol Set Code: 27 Code: 12		N/A

Table 4-4: Dismounted Individual Sector 1 Modifiers

Note: See Table A-36 for associated Symbol Identification Codes.

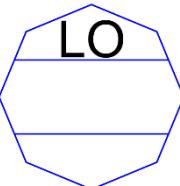
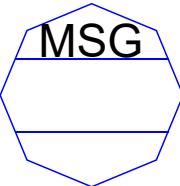
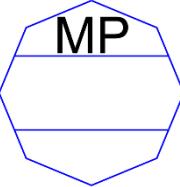
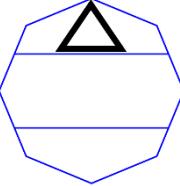
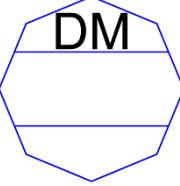
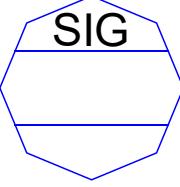
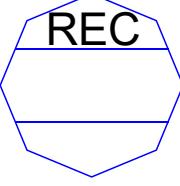
Description	Modifier	Remarks
LIAISON Symbol Set Code: 27 Code: 13		N/A
MESSENGER Symbol Set Code: 27 Code: 14		N/A
MILITARY POLICE Symbol Set Code: 27 Code: 15		N/A
OBSERVER Symbol Set Code: 27 Code: 16		N/A
DESIGNATED MARKSMAN Symbol Set Code: 27 Code: 17		N/A
SIGNALLER Symbol Set Code: 27 Code: 20		N/A
RECONNAISSANCE Symbol Set Code: 27 Code: 21		N/A

Table 4-4: Dismounted Individual Sector 1 Modifiers

Note: See Table A-36 for associated Symbol Identification Codes.

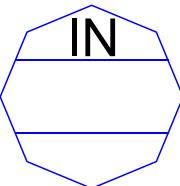
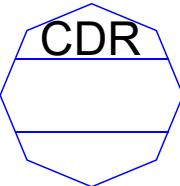
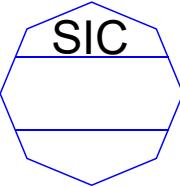
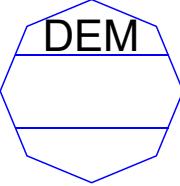
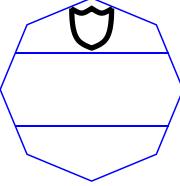
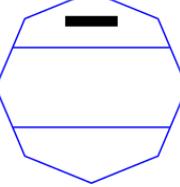
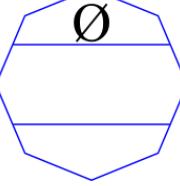
Description	Modifier	Remarks
INFANTRY Symbol Set Code: 27 Code: 22		N/A
COMMANDER (CDR) Symbol Set Code: 27 Code: 23		N/A
SECOND IN COMMAND (SIC) Symbol Set Code: 27 Code: 24		N/A
DEMOLITION Symbol Set Code: 27 Code: 25		N/A
POLICE Symbol Set Code: 27 Code: 26		N/A
INDIVIDUAL Symbol Set Code: 27 Code: 46		A horizontal dash in Sector 1 can also be used to differentiate symbols for individuals from those for equipment or units
TEAM/CREW Symbol Set Code: 27 Code: 47		Usually accompanied by leadership amplifier in Field D or a functional staff area modifier in Sector 2.

Table 4-4: Dismounted Individual Sector 1 Modifiers

Note: See Table A-36 for associated Symbol Identification Codes.

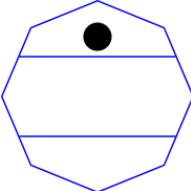
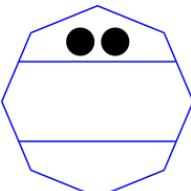
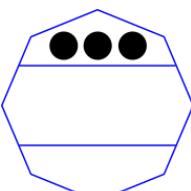
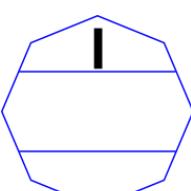
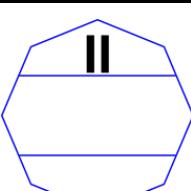
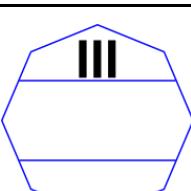
Description	Modifier	Remarks
SQUAD Symbol Set Code: 27 Code: 48		Indicates the echelon at which the individual fulfills a specific role (e.g. Platoon Commander, Battalion J3).
SECTION Symbol Set Code: 27 Code: 49		
PLATOON/DETACHMENT Symbol Set Code: 27 Code: 50		
COMPANY Symbol Set Code: 27 Code: 51		Usually accompanied by leadership amplifier in Field D or a functional staff area modifier in Sector 2.
BATTALION Symbol Set Code: 27 Code: 52		Indicates the echelon at which the individual fulfills a specific role (e.g. Platoon Commander, Battalion J3).
REGIMENT/GROUP Symbol Set Code: 27 Code: 53		

Table 4-4: Dismounted Individual Sector 1 Modifiers.

4.2.8. Dismounted Individual Sector 2 Modifiers

1. Sector 2 modifiers depict additional information pertaining to the icon (Figure 4-8).

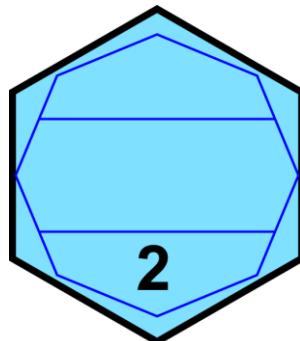


Figure 4-8: Location of Sector 2 Icons.

2. Table 4-5 shows the modifiers for use in Dismounted Individual symbols in Sector 2 of the symbol. Additional Sector 2 Modifiers, where required, are included in Table 1-4. These modifiers are accessed using Common Modifiers. See Annex A Para A.13.

Table 4-5: Dismounted Individual Sector 2 Modifiers		
Note: See Table A-37 for associated Symbol Identification Codes.		
Description	Modifier	Remarks
VIDEO IMAGERY (COMBAT CAMERA) Symbol Set Code: 27 Code: 03		N/A
FUNCTIONAL STAFF AREA J1 Symbol Set Code: 27 Code: 04		N/A
FUNCTIONAL STAFF AREA J2 Symbol Set Code: 27 Code: 05		N/A

Table 4-5: Dismounted Individual Sector 2 Modifiers

Note: See Table A-37 for associated Symbol Identification Codes.

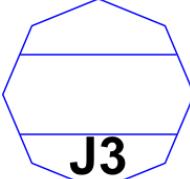
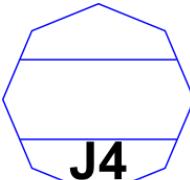
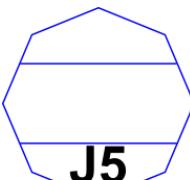
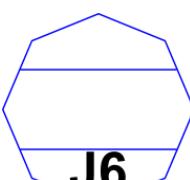
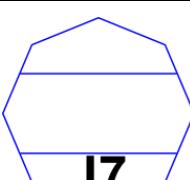
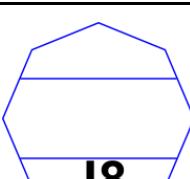
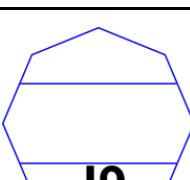
Description	Modifier	Remarks
FUNCTIONAL STAFF AREA J3 Symbol Set Code: 27 Code: 06	 A blue-outlined octagon containing the letter "J3".	N/A
FUNCTIONAL STAFF AREA J4 Symbol Set Code: 27 Code: 07	 A blue-outlined octagon containing the letter "J4".	N/A
FUNCTIONAL STAFF AREA J5 Symbol Set Code: 27 Code: 08	 A blue-outlined octagon containing the letter "J5".	N/A
FUNCTIONAL STAFF AREA J6 Symbol Set Code: 27 Code: 09	 A blue-outlined octagon containing the letter "J6".	N/A
FUNCTIONAL STAFF AREA J7 Symbol Set Code: 27 Code: 10	 A blue-outlined octagon containing the letter "J7".	N/A
FUNCTIONAL STAFF AREA J8 Symbol Set Code: 27 Code: 11	 A blue-outlined octagon containing the letter "J8".	N/A
FUNCTIONAL STAFF AREA J9 Symbol Set Code: 27 Code: 12	 A blue-outlined octagon containing the letter "J9".	N/A

Table 4-5: Dismounted Individual Sector 2 Modifiers

Note: See Table A-37 for associated Symbol Identification Codes.

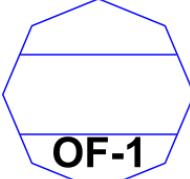
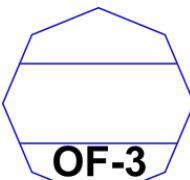
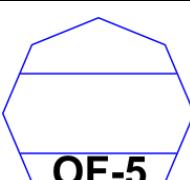
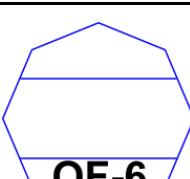
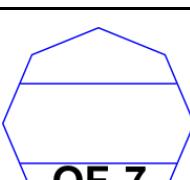
Description	Modifier	Remarks
RANK CODE OF-1 Symbol Set Code: 27 Code: 14		N/A
RANK CODE OF-2 Symbol Set Code: 27 Code: 15		N/A
RANK CODE OF-3 Symbol Set Code: 27 Code: 16		N/A
RANK CODE OF-4 Symbol Set Code: 27 Code: 17		N/A
RANK CODE OF-5 Symbol Set Code: 27 Code: 18		N/A
RANK CODE OF-6 Symbol Set Code: 27 Code: 19		N/A
RANK CODE OF-7 Symbol Set Code: 27 Code: 20		N/A

Table 4-5: Dismounted Individual Sector 2 Modifiers

Note: See Table A-37 for associated Symbol Identification Codes.

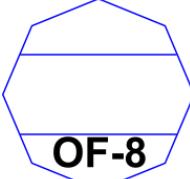
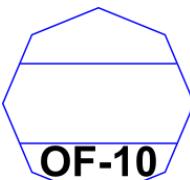
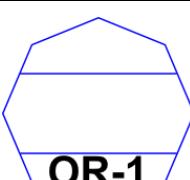
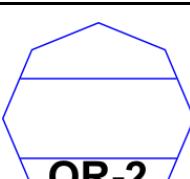
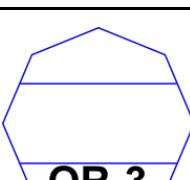
Description	Modifier	Remarks
RANK CODE OF-8 Symbol Set Code: 27 Code: 21		N/A
RANK CODE OF-9 Symbol Set Code: 27 Code: 22		N/A
RANK CODE OF-10 Symbol Set Code: 27 Code: 23		N/A
RANK CODE OF-D Symbol Set Code: 27 Code: 24		N/A
RANK CODE OR-1 Symbol Set Code: 27 Code: 25		N/A
RANK CODE OR-2 Symbol Set Code: 27 Code: 26		N/A
RANK CODE OR-3 Symbol Set Code: 27 Code: 27		N/A

Table 4-5: Dismounted Individual Sector 2 Modifiers

Note: See Table A-37 for associated Symbol Identification Codes.

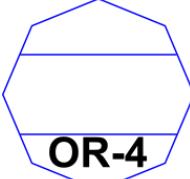
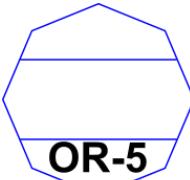
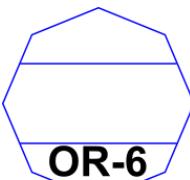
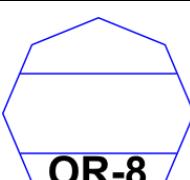
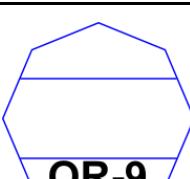
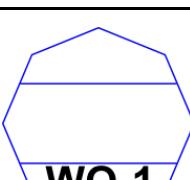
Description	Modifier	Remarks
RANK CODE OR-4 Symbol Set Code: 27 Code: 28		N/A
RANK CODE OR-5 Symbol Set Code: 27 Code: 29		N/A
RANK CODE OR-6 Symbol Set Code: 27 Code: 30		N/A
RANK CODE OR-7 Symbol Set Code: 27 Code: 31		N/A
RANK CODE OR-8 Symbol Set Code: 27 Code: 32		N/A
RANK CODE OR-9 Symbol Set Code: 27 Code: 33		N/A
RANK CODE WO-1 Symbol Set Code: 27 Code: 34		N/A

Table 4-5: Dismounted Individual Sector 2 Modifiers		
Note: See Table A-37 for associated Symbol Identification Codes.		
Description	Modifier	Remarks
RANK CODE WO-2 Symbol Set Code: 27 Code: 35		N/A
RANK CODE WO-3 Symbol Set Code: 27 Code: 36		N/A
RANK CODE WO-4 Symbol Set Code: 27 Code: 37		N/A
RANK CODE WO-5 Symbol Set Code: 27 Code: 38		N/A

Table 4-5: Dismounted Individual Sector 2 Modifiers.

4.2.9. Leadership Indicator Amplifiers

- Table 4-6 provides Leadership Indicator amplifier for the Dismounted Individual symbols for Field D.

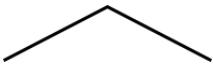
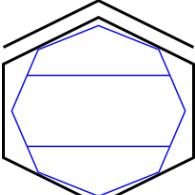
Table 4-6: Leadership Indicator Amplifier.			
Function	Icon	Location	Remarks
LEADER Friend For the Code see Table A-8			N/A

Table 4-6: Leadership Indicator Amplifier.

CHAPTER 5. MARITIME SYMBOLS

5.1. SCOPE

1. This chapter covers symbols for operations in the Maritime Dimension and establishes a single standard and the basics for building military symbols in the Maritime Dimension.

5.1.1. Maritime Dimension Symbol Characteristics

1. The Maritime Dimension is composed of the Sea Surface and Sea Subsurface operating environments.

2. In the Maritime Dimension, a ship is both a unit and equipment, and is normally represented by a Sea Surface or Sea Subsurface icon with equipment frame. Unmanned equipment exists in the Sea Surface and Sea Subsurface environments. Such equipment includes stationary or moving sensor carriers, autonomous underwater vehicles (AUV) or stationary or moving weapons (mines and torpedoes).

3. The Sea Surface environment contains a multitude of non-military ships and stationary objects (e.g. oil rigs), which are the primary objects of military operations (protect, control, deny, access, and destroy).

5.1.2. General

1. The chapter is divided into two sections. Section 5.2 covers Sea Surface symbols and Section 5.3 covers Sea Subsurface symbols. Each section contains both military and non-military, civilian symbols. The symbols are accordingly subdivided into:

- a. Sea Surface warfare units, equipment, and objects.
- b. Sea Subsurface warfare units, equipment, and objects.

2. Maritime Control Measures symbols (points, lines, areas, commands, standard positions, emergencies, hazards, and sonobuoys) are shown in Chapter 8.

5.2. SEA SURFACE SYMBOLS

5.2.1. Symbol Subset Structure

1. The units, equipment, and objects of maritime Sea Surface operations as described in paragraph 5.1.2., are further subdivided into the following:

- a. Military Sea Surface objects (units), consisting of:
 - (1) Surface warfare (line ships) units.
 - (2) Amphibious warfare units.
 - (3) Mine warfare units.

- (4) Task organization units military.
 - (5) Non-combatants /auxiliaries and service craft.
- b. Non-military Sea Surface objects (ships, boats, and installations).

5.2.2. Sea Surface Symbol Composition

1. A Sea Surface symbol is composed of a frame, colour (fill), functional icons (pictogram and/or letters), modifiers and amplifiers (Figure 5-1).

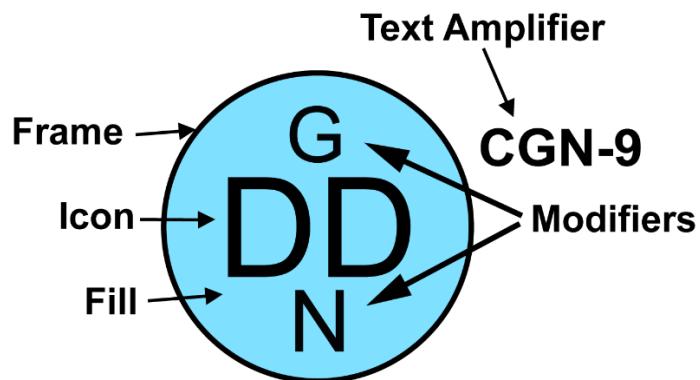


Figure 5-1: Sea Surface Symbol Composition.

2. Table 5-1 depicts the Sea Surface symbol composition process.

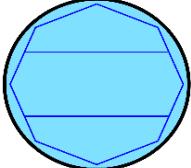
Table 5-1: Sea Surface Symbol Composition Process.		
Step No.	Description	Examples
Step 1	Choose frame according to Standard Identity	
Step 2	Choose and add main sector icon.	
Step 3	Choose and add a modifier in either sector 1 or sector 2 position if applicable or deemed necessary for visualization.	
Step 4	Choose and add a second modifier (if applicable and/or deemed necessary for visual representation. Note: only one modifier is permitted per modifier position.)	

Table 5-1: Sea Surface Symbol Composition Process.

5.2.3. Sea Surface Main Icons and Modifiers

1. To ensure that all icons and modifiers can be depicted in all Standard Identities, they must fit into the boundaries of the bounding octagon presented in Figure 5-2 and adhere to the rules provided in Chapter 1.
2. Main icons shall be placed within the "MAIN" sector of the bounding octagon. Icons may be re-sized accordingly due to the presence or absence of modifiers in order to optimise legibility.
3. Modifiers may be placed above (bounding octagon sector 1) and below (bounding octagon sector 2) of the icon (see Figure 5-2). Only one modifier may be placed within sector 1 or 2 at a given time. Multiple modifiers in the same position are prohibited due to legibility concerns. The placing/sizing of icons and modifiers for Sea Surface symbols shall comply with the guidance in para 1.2.18.

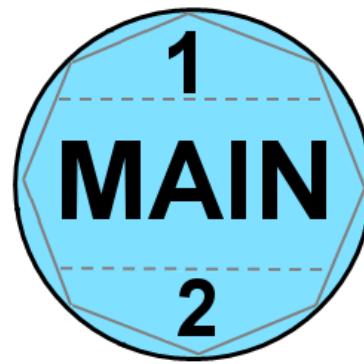


Figure 5-2: Icon and Modifier Sectors for Sea Surface Symbols.

4. Sea Surface Sector 1 Modifiers.

- a. Used to denote categories such as:
 - (1) Mission area.
 - (2) Weapons capability.
 - (3) Asset capability.
 - (4) Crime.

5. Sea Surface Sector 2 Modifiers.

- a. Used to denote categories such as:
 - (1) Ship propulsion.
 - (2) Ship mobility.
 - (3) Ship capacity.
 - (4) Cargo capacity.
 - (5) Unmanned Surface Water Vehicle (USV) control.

5.2.4. Sea Surface Amplifiers

1. The purpose of the amplifiers described in this section is to standardize the display of additional alphanumeric and graphical information on identity, movement and location, capabilities, etc. On the tactical display, information about a displayed object is conveyed by the symbol via frame shape, icon/letter, and colour coding.

2. The set of amplifiers for Sea Surface symbols including track number, type, location, speed etc., shall be displayed in the amplifier fields around the symbol. Figure 5-3 shows the placement of amplifiers with a symbol frame. The placement of the amplifier is the same regardless of frame shape or Standard Identity. See Table 1-5 for amplifier field definitions and maximum character lengths.

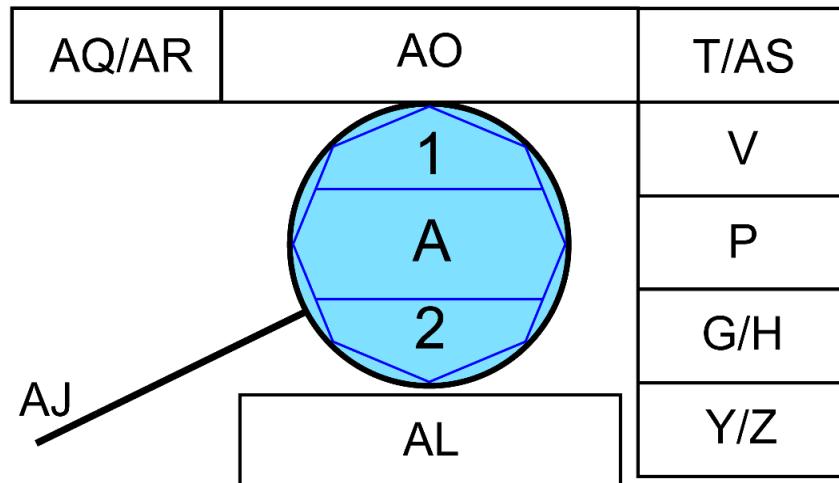


Figure 5-3: Sea Surface Symbol Amplifier Fields.

3. Maritime Dimension symbol amplifiers require a reduced amount of information to be displayed in one position relative to the symbol as compared to Land Symbols (see Chapter 3).
4. The following are 2 methods of adding additional information that can only be conveyed alphanumerically, and not by graphical means.
 - a. Use of amplifiers in the form of symbol labels.
 - b. Displaying in secondary information fields outside the tactical screen. This method forces the operator to a constant shift of focus and will not be considered further in this text.
5. In the default mode, the amplifier is not shown. It is the user's task to define and call up for display the information considered to be necessary. Additionally, the user must be enabled to suppress the amplifier to reduce screen clutter and call it up again as considered appropriate to the tactical situation.

5.2.5. Sea Surface Main Icons

1. The 2 and 3-letter codes are used in the military Sea Surface icons are in accordance with APP-20 (STANAG 1166).
2. Non-military, civilian Sea Surface icons:
 - a. Displayed with a Standard Identity colour frame, but with an unfilled icon to differentiate from military units.
 - b. The single letter codes used within the merchant ship icons are derived from the STANAG 1166 as the 3rd letter specifying the type of the merchant ship.
 - c. Other types of non-military sea surface vessels, the icons/letter codes of the symbol were chosen without STANAG reference.

- d. In order to enable the operator to "de-clutter" a large display, civilian symbols may be displayed in reduced-size symbols without a frame but with their Standard Identity colour.
- 3. The symbols of Table 5-2 through Table 5-13 are shown in the bounding octagon.
- 4. Table 5-2 below list the main icon for Military and Civilian Vessels/Ships.

Table 5-2: Sea Surface Military and Civilian Vessel/Ship Icons

Note: See Table A-38 for associated Symbol Identification Codes.

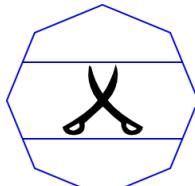
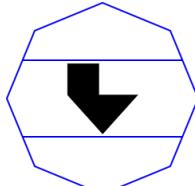
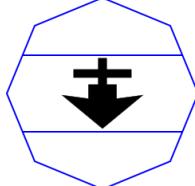
Description	Icon	Remarks
MILITARY Type: Entity Symbol Set Code: 30 Code: 110000 Icon Type: Main		This symbol shall not be displayed on a C2 system but may be displayed for training or hierarchical explanation purposes.
MILITARY COMBATANT Type: Entity Symbol Set Code: 30 Code: 120000 Icon Type: Main		N/A
CARRIER Type: Entity Type Entity: MILITARY COMBATANT Symbol Set Code: 30 Code: 120100 Icon Type: Main		N/A
SURFACE COMBATANT, LINE Type: Entity Type Entity: MILITARY COMBATANT Symbol Set Code: 30 Code: 120200 Icon Type: Main		N/A
BATTLESHIP Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/SURFACE COMBATANT, LINE Symbol Set Code: 30 Code: 120201 Icon Type: Main		N/A

Table 5-2: Sea Surface Military and Civilian Vessel/Ship Icons

Note: See Table A-38 for associated Symbol Identification Codes.

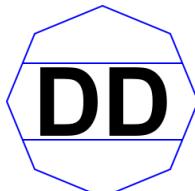
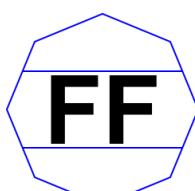
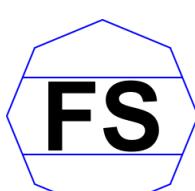
Description	Icon	Remarks
CRUISER Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/SURFACE COMBATANT, LINE Symbol Set Code: 30 Code: 120202 Icon Type: Main		N/A
DESTROYER Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/SURFACE COMBATANT, LINE Symbol Set Code: 30 Code: 120203 Icon Type: Main		N/A
FRIGATE Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/SURFACE COMBATANT, LINE Symbol Set Code: 30 Code: 120204 Icon Type: Main		N/A
CORVETTE Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/SURFACE COMBATANT, LINE Symbol Set Code: 30 Code: 120205 Icon Type: Main		N/A

Table 5-2: Sea Surface Military and Civilian Vessel/Ship Icons

Note: See Table A-38 for associated Symbol Identification Codes.

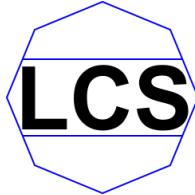
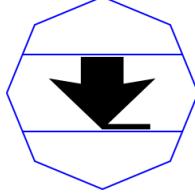
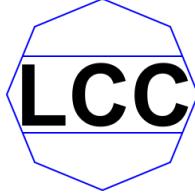
Description	Icon	Remarks
LITTORAL COMBATANT SHIP Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/SURFACE COMBATANT, LINE Symbol Set Code: 30 Code: 120206 Icon Type: Main		N/A
AMPHIBIOUS WARFARE SHIP Type: Entity Type Entity: MILITARY COMBATANT Symbol Set Code: 30 Code: 120300 Icon Type: Main		N/A
AMPHIBIOUS FORCE FLAGSHIP OR AMPHIBIOUS COMMAND SHIP Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/AMPHIBIOUS WARFARE SHIP Symbol Set Code: 30 Code: 120301 Icon Type: Main		MIL-STD-2525 name is AMPHIBIOUS COMMAND SHIP.
AMPHIBIOUS ASSAULT, NON-SPECIFIED Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/AMPHIBIOUS WARFARE SHIP Symbol Set Code: 30 Code: 120302 Icon Type: Main		N/A

Table 5-2: Sea Surface Military and Civilian Vessel/Ship Icons

Note: See Table A-38 for associated Symbol Identification Codes.

Description	Icon	Remarks
AMPHIBIOUS ASSAULT SHIP, GENERAL Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/AMPHIBIOUS WARFARE SHIP Symbol Set Code: 30 Code: 120303 Icon Type: Main		N/A
AMPHIBIOUS ASSAULT SHIP, MULTIPURPOSE Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/AMPHIBIOUS WARFARE SHIP Symbol Set Code: 30 Code: 120304 Icon Type: Main		N/A
AMPHIBIOUS ASSAULT SHIP, HELICOPTER Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/AMPHIBIOUS WARFARE SHIP Symbol Set Code: 30 Code: 120305 Icon Type: Main		N/A
AMPHIBIOUS TRANSPORT DOCK Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/AMPHIBIOUS WARFARE SHIP Symbol Set Code: 30 Code: 120306 Icon Type: Main		N/A

Table 5-2: Sea Surface Military and Civilian Vessel/Ship Icons

Note: See Table A-38 for associated Symbol Identification Codes.

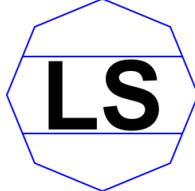
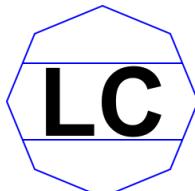
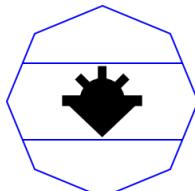
Description	Icon	Remarks
<p>LANDING SHIP GENERAL</p> <p>Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/AMPHIBIOUS WARFARE SHIP Symbol Set Code: 30 Code: 120307 Icon Type: Main</p>		MIL-STD-2525 name is LANDING SHIP.
<p>LANDING CRAFT</p> <p>Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/AMPHIBIOUS WARFARE SHIP Symbol Set Code: 30 Code: 120308 Icon Type: Main</p>		N/A
<p>MINE WARFARE SHIP, GENERAL</p> <p>Type: Entity Type Entity: MILITARY COMBATANT Symbol Set Code: 30 Code: 120400 Icon Type: Main</p>		MIL-STD-2525 name is MINE WARFARE SHIP
<p>MINE LAYER GENERAL</p> <p>Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/MINE WARFARE SHIP Symbol Set Code: 30 Code: 120401 Icon Type: Main</p>		MIL-STD-2525 name is MINE LAYER.

Table 5-2: Sea Surface Military and Civilian Vessel/Ship Icons

Note: See Table A-38 for associated Symbol Identification Codes.

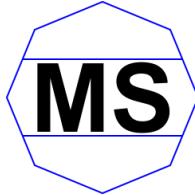
Description	Icon	Remarks
MINE SWEEPER GENERAL Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/MINE WARFARE SHIP Symbol Set Code: 30 Code: 120402 Icon Type: Main		MIL-STD-2525 name is MINE SWEEPER.
MINE SWEEPER, DRONE Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/MINE WARFARE SHIP Symbol Set Code: 30 Code: 120403 Icon Type: Main		N/A
MINE HUNTER GENERAL Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/MINE WARFARE SHIP Symbol Set Code: 30 Code: 120404 Icon Type: Main		MIL-STD-2525 name is MINE HUNTER.
MINE COUNTERMEASURES VESSEL, GENERAL Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/MINE WARFARE SHIP Symbol Set Code: 30 Code: 120405 Icon Type: Main		MIL-STD-2525 name is MINE COUNTERMEASURES

Table 5-2: Sea Surface Military and Civilian Vessel/Ship Icons

Note: See Table A-38 for associated Symbol Identification Codes.

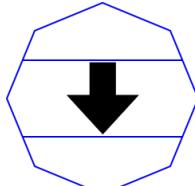
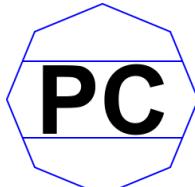
Description	Icon	Remarks
MINE COUNTERMEASURES, SUPPORT SHIP Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/MINE WARFARE SHIP Symbol Set Code: 30 Code: 120406 Icon Type: Main		N/A
PATROL BOAT GENERAL Type: Entity Type Entity: MILITARY COMBATANT Symbol Set Code: 30 Code: 120500 Icon Type: Main		MIL-STD-2525 name is PATROL BOAT.
PATROL CRAFT, SUBMARINE CHASER/ESCORT, GENERAL Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/PATROL BOAT Symbol Set Code: 30 Code: 120501 Icon Type: Main		N/A
PATROL SHIP, GUN EQUIPPED GENERAL Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/PATROL BOAT Symbol Set Code: 30 Code: 120502 Icon Type: Main		MIL-STD-2525 name is PATROL SHIP, GENERAL.

Table 5-2: Sea Surface Military and Civilian Vessel/Ship Icons

Note: See Table A-38 for associated Symbol Identification Codes.

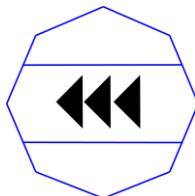
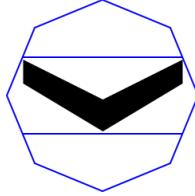
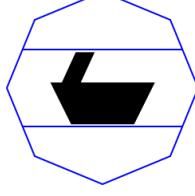
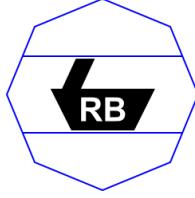
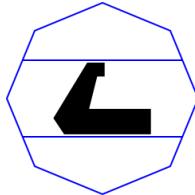
Description	Icon	Remarks
DECOY Type: Entity Type Entity: MILITARY COMBATANT Symbol Set Code: 30 Code: 120600 Icon Type: Main		N/A
UNMANNED SURFACE WATER VEHICLE (USV) Type: Entity Type Entity: MILITARY COMBATANT Symbol Set Code: 30 Code: 120700 Icon Type: Main		N/A
SPDBOAT Type: Entity Type Entity: MILITARY COMBATANT Symbol Set Code: 30 Code: 120800 Icon Type: Main		MIL-STD-2525 name is SPEEDBOAT.
RIGID-HULL INFLATABLE BOAT (RHIB) Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/SPEEDBOA T Symbol Set Code: 30 Code: 120801 Icon Type: Main		N/A
JET SKI Type: Entity Type Entity: MILITARY COMBATANT Symbol Set Code: 30 Code: 120900 Icon Type: Main		N/A

Table 5-2: Sea Surface Military and Civilian Vessel/Ship Icons

Note: See Table A-38 for associated Symbol Identification Codes.

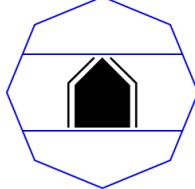
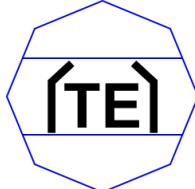
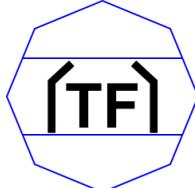
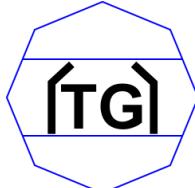
Description	Icon	Remarks
NAVY TASK ORGANIZATION Type: Entity Type Entity: MILITARY COMBATANT Symbol Set Code: 30 Code: 121000 Icon Type: Main		N/A
NAVY TASK ELEMENT Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/NAVY TASK ORGANIZATION Symbol Set Code: 30 Code: 121001 Icon Type: Main		N/A
NAVY TASK FORCE Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/NAVY TASK ORGANIZATION Symbol Set Code: 30 Code: 121002 Icon Type: Main		N/A
NAVY TASK GROUP Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/NAVY TASK ORGANIZATION Symbol Set Code: 30 Code: 121003 Icon Type: Main		N/A

Table 5-2: Sea Surface Military and Civilian Vessel/Ship Icons

Note: See Table A-38 for associated Symbol Identification Codes.

Description	Icon	Remarks
<p>NAVY TASK UNIT</p> <p>Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/NAVY TASK ORGANIZATION Symbol Set Code: 30 Code: 121004 Icon Type: Main</p>		N/A
<p>CONVOY</p> <p>Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/NAVY TASK ORGANIZATION Symbol Set Code: 30 Code: 121005 Icon Type: Main</p>		N/A
<p>SEA-BASED X-BAND (SBX) RADAR</p> <p>Type: Entity Type Entity: MILITARY COMBATANT Symbol Set Code: 30 Code: 121100 Icon Type: Main</p>		From MIL-STD-2525 Organic sensor
<p>MILITARY NONCOMBATANT</p> <p>Type: Entity Symbol Set Code: 30 Code: 130000 Icon Type: Main</p>		This symbol shall not be displayed on a C2 system but may be displayed for training or hierarchical explanation purposes.

Table 5-2: Sea Surface Military and Civilian Vessel/Ship Icons

Note: See Table A-38 for associated Symbol Identification Codes.

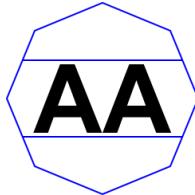
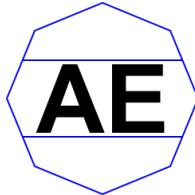
Description	Icon	Remarks
AUXILIARY SHIP GENERAL Type: Entity Type Entity: MILITARY NONCOMBATANT Symbol Set Code: 30 Code: 130100 Icon Type: Main		MIL-STD-2525 name is AUXILIARY SHIP.
AMMUNITION SHIP Type: Entity Subtype Entity/Entity Type: MILITARY NONCOMBATANT/ AUXILIARY SHIP Symbol Set Code: 30 Code: 130101 Icon Type: Main		N/A
STORES SHIP (NAVAL) Type: Entity Subtype Entity/Entity Type: MILITARY NONCOMBATANT/ AUXILIARY SHIP Symbol Set Code: 30 Code: 130102 Icon Type: Main		MIL-STD-2525 name is STORES SHIP.
AUXILIARY FLAG OR COMMAND SHIP Type: Entity Subtype Entity/Entity Type: MILITARY NONCOMBATANT/ AUXILIARY SHIP Symbol Set Code: 30 Code: 130103 Icon Type: Main		MIL-STD-2525 name is AUXILIARY FLAG SHIP.

Table 5-2: Sea Surface Military and Civilian Vessel/Ship Icons

Note: See Table A-38 for associated Symbol Identification Codes.

Description	Icon	Remarks
INTELLIGENCE COLLECTOR Type: Entity Subtype Entity/Entity Type: MILITARY NONCOMBATANT/ AUXILIARY SHIP Symbol Set Code: 30 Code: 130104 Icon Type: Main		N/A
OCEANOGRAPHIC RESEARCH SHIP (AGOR) Type: Entity Subtype Entity/Entity Type: MILITARY NONCOMBATANT/ AUXILIARY SHIP Symbol Set Code: 30 Code: 130105 Icon Type: Main		N/A
SURVEY SHIP Type: Entity Subtype Entity/Entity Type: MILITARY NONCOMBATANT/ AUXILIARY SHIP Symbol Set Code: 30 Code: 130106 Icon Type: Main		N/A
HOSPITAL SHIP Type: Entity Subtype Entity/Entity Type: MILITARY NONCOMBATANT/ AUXILIARY SHIP Symbol Set Code: 30 Code: 130107 Icon Type: Main		N/A

Table 5-2: Sea Surface Military and Civilian Vessel/Ship Icons

Note: See Table A-38 for associated Symbol Identification Codes.

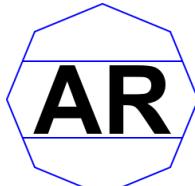
Description	Icon	Remarks
CARGO SHIP (NAVAL) Type: Entity Subtype Entity/Entity Type: MILITARY NONCOMBATANT/ AUXILIARY SHIP Symbol Set Code: 30 Code: 130108 Icon Type: Main		MIL-STD-2525 name is CARGO SHIP.
COMBAT SUPPORT SHIP, FAST (NAVAL) Type: Entity Subtype Entity/Entity Type: MILITARY NONCOMBATANT/ AUXILIARY SHIP Symbol Set Code: 30 Code: 130109 Icon Type: Main		MIL-STD-2525 name is COMBAT SUPPORT SHIP, FAST
OILER, REPLENISHMENT (NAVAL) Type: Entity Subtype Entity/Entity Type: MILITARY NONCOMBATANT/ AUXILIARY SHIP Symbol Set Code: 30 Code: 130110 Icon Type: Main		MIL-STD-2525 name is OILER, REPLENISHMENT
REPAIR SHIP Type: Entity Subtype Entity/Entity Type: MILITARY NONCOMBATANT/ AUXILIARY SHIP Symbol Set Code: 30 Code: 130111 Icon Type: Main		N/A

Table 5-2: Sea Surface Military and Civilian Vessel/Ship Icons

Note: See Table A-38 for associated Symbol Identification Codes.

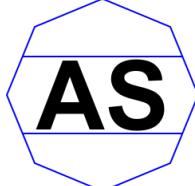
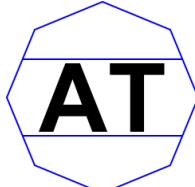
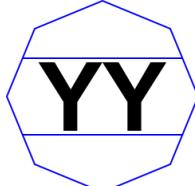
Description	Icon	Remarks
SUBMARINE TENDER Type: Entity Subtype Entity/Entity Type: MILITARY NONCOMBATANT/ AUXILIARY SHIP Symbol Set Code: 30 Code: 130112 Icon Type: Main		N/A
TUG, OCEAN GOING Type: Entity Subtype Entity/Entity Type: MILITARY NONCOMBATANT/ AUXILIARY SHIP Symbol Set Code: 30 Code: 130113 Icon Type: Main		N/A
SERVICE CRAFT/YARD Type: Entity Type Entity: MILITARY NONCOMBATANT Symbol Set Code: 30 Code: 130200 Icon Type: Main		N/A
BARGE, NOT SELF- PROPELLED Type: Entity Subtype Entity/Entity Type: MILITARY NONCOMBATANT/SERVIC E CRAFT/YARD Symbol Set Code: 30 Code: 130201 Icon Type: Main		N/A

Table 5-2: Sea Surface Military and Civilian Vessel/Ship Icons

Note: See Table A-38 for associated Symbol Identification Codes.

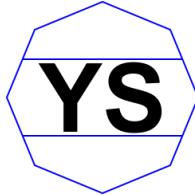
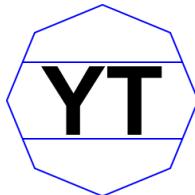
Description	Icon	Remarks
BARGE, SELF-PROPELLED Type: Entity Subtype Entity/Entity Type: MILITARY NONCOMBATANT/SERVICE CRAFT/YARD Symbol Set Code: 30 Code: 130202 Icon Type: Main		N/A
TUG, HARBOUR Type: Entity Subtype Entity/Entity Type: MILITARY NONCOMBATANT/SERVICE CRAFT/YARD Symbol Set Code: 30 Code: 130203 Icon Type: Main		N/A
LIGHTER, TORPEDO TRANSPORT Type: Entity Subtype Entity/Entity Type: MILITARY NONCOMBATANT/SERVICE CRAFT/YARD Symbol Set Code: 30 Code: 130204 Icon Type: Main		MIL-STD-2525 name is LAUNCH.
CIVILIAN Type: Entity Symbol Set Code: 30 Code: 140000 Icon Type: Main		N/A

Table 5-2: Sea Surface Military and Civilian Vessel/Ship Icons

Note: See Table A-38 for associated Symbol Identification Codes.

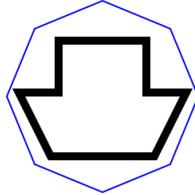
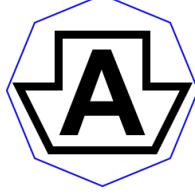
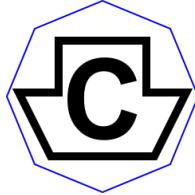
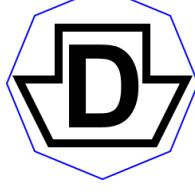
Description	Icon	Remarks
MERCHANT SHIP, GENERAL Type: Entity Type Entity: CIVILIAN Symbol Set Code: 30 Code: 140100 Icon Type: Full Octagon		MIL-STD-2525 name is MERCHANT SHIP.
MERCHANT SHIP, DRY CARGO, BREAK BULK Type: Entity Subtype Entity/Entity Type: CIVILIAN/MERCHANT SHIP Symbol Set Code: 30 Code: 140101 Icon Type: Full Octagon		MIL-STD-2525 name is CARGO, GENERAL.
MERCHANT SHIP, CONTAINER, NON-SELF SUSTAINED Type: Entity Subtype Entity/Entity Type: CIVILIAN/MERCHANT SHIP Symbol Set Code: 30 Code: 140102 Icon Type: Full Octagon		MIL-STD-2525 name is CONTAINER SHIP.
MERCHANT, DREDGER Type: Entity Subtype Entity/Entity Type: CIVILIAN/MERCHANT SHIP Symbol Set Code: 30 Code: 140103 Icon Type: Full Octagon		MIL-STD-2525 name is DREDGE.

Table 5-2: Sea Surface Military and Civilian Vessel/Ship Icons

Note: See Table A-38 for associated Symbol Identification Codes.

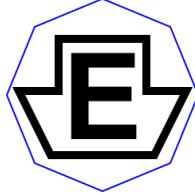
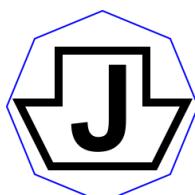
Description	Icon	Remarks
MERCHANT SHIP, ROLL-ON, ROLL-OFF (RO/RO) Type: Entity Subtype Entity/Entity Type: CIVILIAN/MERCHANT SHIP Symbol Set Code: 30 Code: 140104 Icon Type: Full Octagon		MIL-STD-2525 name is ROLL ON/ROLL OFF
MERCHANT SHIP, CAR/PASSENGER FERRY Type: Entity Subtype Entity/Entity Type: CIVILIAN/MERCHANT SHIP Symbol Set Code: 30 Code: 140105 Icon Type: Full Octagon		MIL-STD-2525 name is FERRY.
MERCHANT SHIP, HEAVY LIFT Type: Entity Subtype Entity/Entity Type: CIVILIAN/MERCHANT SHIP Symbol Set Code: 30 Code: 140106 Icon Type: Full Octagon		MIL-STD-2525 name is HEAVY LIFT.
HOVERCRAFT, GENERAL Type: Entity Subtype Entity/Entity Type: CIVILIAN/MERCHANT SHIP Symbol Set Code: 30 Code: 140107 Icon Type: Full Octagon		MIL-STD-2525 name is HOVERCRAFT.

Table 5-2: Sea Surface Military and Civilian Vessel/Ship Icons

Note: See Table A-38 for associated Symbol Identification Codes.

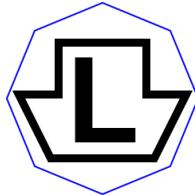
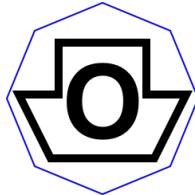
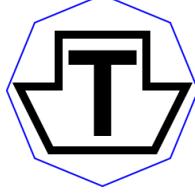
Description	Icon	Remarks
MERCHANT SHIP, LASH Type: Entity Subtype Entity/Entity Type: CIVILIAN/MERCHANT SHIP Symbol Set Code: 30 Code: 140108 Icon Type: Full Octagon		MIL-STD-2525 name is LASH.
MERCHANT SHIP, TANKER Type: Entity Subtype Entity/Entity Type: CIVILIAN/MERCHANT SHIP Symbol Set Code: 30 Code: 140109 Icon Type: Full Octagon		MIL-STD-2525 name is OILER/TANKER.
MERCHANT SHIP, PASSENGER Type: Entity Subtype Entity/Entity Type: CIVILIAN/MERCHANT SHIP Symbol Set Code: 30 Code: 140110 Icon Type: Full Octagon		MIL-STD-2525 name is PASSENGER.
MERCHANT SHIP, TUG, OCEAN GOING Type: Entity Subtype Entity/Entity Type: CIVILIAN/MERCHANT SHIP Symbol Set Code: 30 Code: 140111 Icon Type: Full Octagon		MIL-STD-2525 name is TUG, OCEAN GOING.

Table 5-2: Sea Surface Military and Civilian Vessel/Ship Icons

Note: See Table A-38 for associated Symbol Identification Codes.

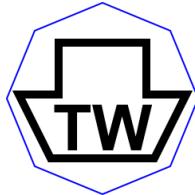
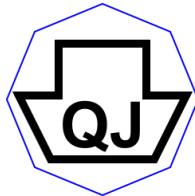
Description	Icon	Remarks
TOW Type: Entity Subtype Entity/Entity Type: CIVILIAN/MERCHANT SHIP Symbol Set Code: 30 Code: 140112 Icon Type: Full Octagon		N/A
TRANSPORT SHIP, HAZARDOUS MATERIAL Type: Entity Subtype Entity/Entity Type: CIVILIAN/MERCHANT SHIP Symbol Set Code: 30 Code: 140113 Icon Type: Full Octagon		N/A
JUNK/DHOW - DHOW Type: Entity Subtype Entity/Entity Type: CIVILIAN/MERCHANT SHIP Symbol Set Code: 30 Code: 140114 Icon Type: Full Octagon		MIL-STD-2525 name is JUNK/DHOW.
BARGE, NOT SELF- PROPELLED Type: Entity Subtype Entity/Entity Type: CIVILIAN/MERCHANT SHIP Symbol Set Code: 30 Code: 140115 Icon Type: Full Octagon		N/A

Table 5-2: Sea Surface Military and Civilian Vessel/Ship Icons

Note: See Table A-38 for associated Symbol Identification Codes.

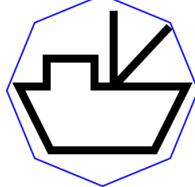
Description	Icon	Remarks
HOSPITAL SHIP Type: Entity Subtype Entity/Entity type: CIVILIAN/MERCHANT SHIP Symbol Set Code: 30 Code: 140116 Icon Type: Full Octagon		N/A
FISHING VESSEL, GENERAL (TU) Type: Entity Type Entity: CIVILIAN Symbol Set Code: 30 Code: 140200 Icon Type: Full Octagon		MIL-STD-2525 name is FISHING VESSEL.
DRIFTER Type: Entity Subtype Entity/Entity Type: CIVILIAN/FISHING VESSEL Symbol Set Code: 30 Code: 140201 Icon Type: Full Octagon		N/A
TRAWLER Type: Entity Subtype Entity/Entity Type: CIVILIAN/FISHING VESSEL Symbol Set Code: 30 Code: 140202 Icon Type: Full Octagon		N/A
MERCHANT, DREDGER Type: Entity Subtype Entity/Entity Type: CIVILIAN/FISHING VESSEL Symbol Set Code: 30 Code: 140203 Icon Type: Full Octagon		MIL-STD-2525 name is DREDGER.

Table 5-2: Sea Surface Military and Civilian Vessel/Ship Icons

Note: See Table A-38 for associated Symbol Identification Codes.

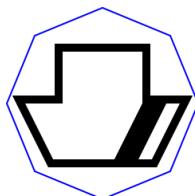
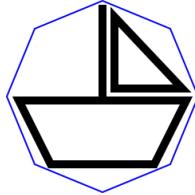
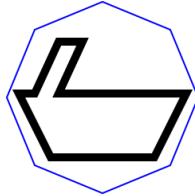
Description	Icon	Remarks
LAW ENFORCEMENT VESSEL Type: Entity Type Entity: CIVILIAN Symbol Set Code: 30 Code: 140300 Icon Type: Full Octagon		N/A
LEISURE CRAFT, SAILING Type: Entity Type Entity: CIVILIAN Symbol Set Code: 30 Code: 140400 Icon Type: Full Octagon		N/A
LEISURE CRAFT, MOTORIZED Type: Entity Type Entity: CIVILIAN Symbol Set Code: 30 Code: 140500 Icon Type: Full Octagon		N/A
RIGID-HULL INFLATABLE BOAT (RHIB) Type: Entity Subtype Entity/Entity Type: CIVILIAN/LEISURE CRAFT, MOTORIZED Symbol Set Code: 30 Code: 140501 Icon Type: Full Octagon		N/A
SPDBOAT Type: Entity Subtype Entity/Entity Type: CIVILIAN/LEISURE CRAFT, MOTORIZED Symbol Set Code: 30 Code: 140502 Icon Type: Full Octagon		MIL-STD-2525 name is SPEEDBOAT.

Table 5-2: Sea Surface Military and Civilian Vessel/Ship Icons

Note: See Table A-38 for associated Symbol Identification Codes.

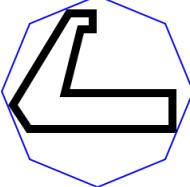
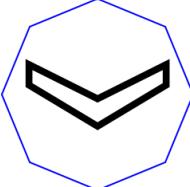
Description	Icon	Remarks
JET SKI Type: Entity Type Entity: CIVILIAN Symbol Set Code: 30 Code: 140600 Icon Type: Full Octagon		N/A
UNMANNED SURFACE WATER VEHICLE (USV) Type: Entity Type Entity: CIVILIAN Symbol Set Code: 30 Code: 140700 Icon Type: Full Octagon		N/A

Table 5-2: Sea Surface Military and Civilian Vessel/Ship Icons.

5. Table 5-3 shows the main icon for Own Ship civilian vessel. The singular own ship symbol is necessary in order to display the own position in an off-centre display mode.

Table 5-3: Own Ship.

Note: See Table A-38 for associated Symbol Identification Codes.

Description	Icon	Remarks
OWN SHIP Type: Entity (Local) Symbol Set Code: 30 Code: 150000 Icon Type: Full Octagon		The diameter of the icon shall be 1L. This icon shall be used with a friend Standard Identity only.

Table 5-3: Own Ship.

5.2.6. Sea Surface Local Tracks

- Fused tracks.** Fused tracks are tracks in the process of classification. Multiple sources of incoming information need to be adjudicated and combined (fused) into a single track. Fused tracks are denoted by a question mark ("?") encapsulated within an hourglass icon (see Table 5-4). All fused tracks have a Pending standard identity frame.
- Manual tracks.** Manual tracks are tracks internal to a particular Combat Information Centre (CIC). These tracks are not intended to be transmitted outside the

ship's CIC. Table 5-4 depicts local tracks. Modifiers are not permitted with local track symbols.

Table 5-4: Sea Surface Local Tracks.		
Note: See Table A-38 for associated Symbol Identification Codes		
Description	Icon	Remarks
FUSED TRACK Type: Entity (Local) Symbol Set Code: 30 Code: 160000 Icon Type: Full Octagon		All fused tracks shall have a pending standard identity frame.
MANUAL TRACK Type: Entity (Local) Symbol Set Code: 30 Code: 170000 Icon Type: Full Octagon		N/A

Table 5-4: Sea Surface Local Tracks.

5.2.7. Sea Surface Sector 1 Modifiers

1. Table 5-5 below shows Sea Surface Sector 1 Modifiers and illustrates their placement within the bounding octagon. Additional Sector 1 Modifiers, where required, are included in Table 1-3. These modifiers are accessed using Common Modifiers. See Annex A Para A.13.

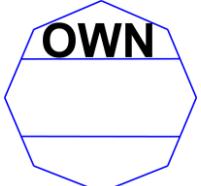
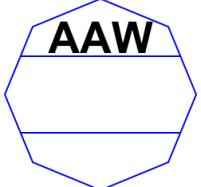
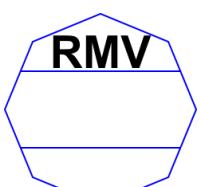
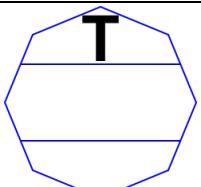
Table 5-5: Sea Surface Sector 1 Modifiers			
Note: See Table A-39 for associated Symbol Identification Codes.			
Description	Category	Modifier	Remarks
OWN SHIP Symbol Set Code: 30 Code: 01	MISSION AREA	 OWN	N/A
ANTI-AIR WARFARE Symbol Set Code: 30 Code: 02	MISSION AREA	 AAW	N/A
MISSILE DEFENCE Symbol Set Code: 30 Code: 08	MISSION AREA	 MD	N/A
REMOTE MULTIMISSION VEHICLE (RMV) Symbol Set Code: 30 Code: 11	MISSION AREA	 RMV	N/A
TORPEDO Symbol Set Code: 30 Code: 17	WEAPONS CAPABILITY	 T	N/A

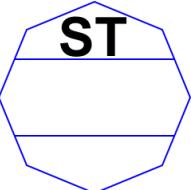
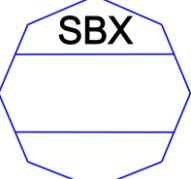
Table 5-5: Sea Surface Sector 1 Modifiers			
Note: See Table A-39 for associated Symbol Identification Codes.			
Description	Category	Modifier	Remarks
BALLISTIC MISSILE DEFENCE, LONG-RANGE SURVEILLANCE AND TRACK (LRS&T) Symbol Set Code: 30 Code: 21	MISSION AREA		N/A
SEA-BASE X-BAND Symbol Set Code: 30 Code: 22	MISSION AREA		Used with SBX Radar (Code: 121100) only

Table 5-5: Sea Surface Sector 1 Modifiers.

5.2.8. Sea Surface Sector 2 Modifiers

1. Table 5-6 below lists Sea Surface Sector 2 Modifiers and illustrates their placement within the bounding octagon. Additional Sector 2 Modifiers, where required, are included in Table 1-4. These modifiers are accessed using Common Modifiers. See Annex A Para A.13.

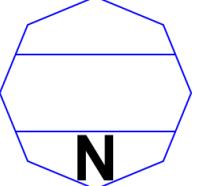
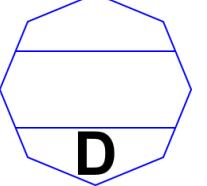
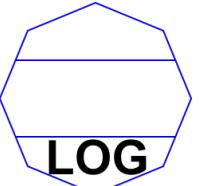
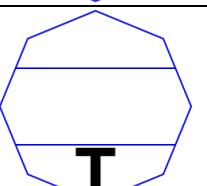
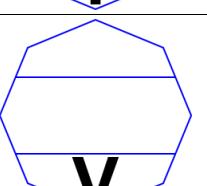
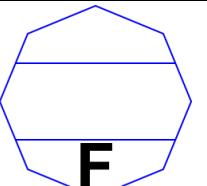
Table 5-6: Sea Surface Sector 2 Modifiers			
Note: See Table A-40 for associated Symbol Identification Codes.			
Description	Category	Modifier	Remarks
NUCLEAR POWERED Symbol Set Code: 30 Code: 01	SHIP PROPULSION		N/A
DOCK Symbol Set Code: 30 Code: 05	CARGO CAPACITY		N/A
LOGISTICS Symbol Set Code: 30 Code: 06	CARGO CAPACITY		N/A
TANK Symbol Set Code: 30 Code: 07	CARGO CAPACITY		N/A
VEHICLE Symbol Set Code: 30 Code: 08	CARGO CAPACITY		N/A
FAST Symbol Set Code: 30 Code: 09	SHIP MOBILITY		N/A

Table 5-6: Sea Surface Sector 2 Modifiers			
Note: See Table A-40 for associated Symbol Identification Codes.			
Description	Category	Modifier	Remarks
AIR-CUSHIONED (US) Symbol Set Code: 30 Code: 10	SHIP MOBILITY	An octagonal symbol with a blue border. Inside the octagon, the letters "AC" are written in bold black capital letters, positioned near the bottom center of the shape.	N/A
AIR-CUSHIONED (NATO) Symbol Set Code: 30 Code: 11	SHIP MOBILITY	An octagonal symbol with a blue border. Inside the octagon, the letter "J" is written in bold black capital letters, positioned near the bottom center of the shape.	N/A
HYDROFOIL Symbol Set Code: 30 Code: 12	SHIP MOBILITY	An octagonal symbol with a blue border. Inside the octagon, the letter "K" is written in bold black capital letters, positioned near the bottom center of the shape.	N/A

Table 5-6: Sea Surface Sector 2 Modifiers.

5.3. SEA SUBSURFACE SYMBOLS

5.3.1. Symbol Subset Structure

1. The units, equipment, and objects of Sea Subsurface operations as mentioned in paragraph 5.1.2, and are further subdivided in:

- a. Military Sea Subsurface objects (units):
 - (1) Submarines.
 - (2) Non-stationary sensors (i.e. AUV)
 - (3) Non-stationary weapons (torpedoes) and decoys.
 - (4) Stationary weapons (mines) with an additional display mode.
 - (5) Other (e.g. diver).
- b. Non-military Sea Subsurface objects.

5.3.2. Sea Subsurface Symbol Composition

1. A unit symbol is composed of a frame (in this case the Sea Subsurface frame), colour (fill), icon, (pictogram and/ or letters) modifier, and amplifiers. See Figure 5-4.

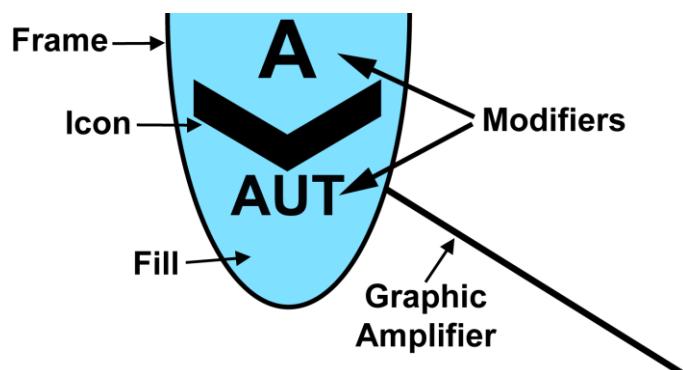


Figure 5-4: Sea Subsurface Symbol Composition.

2. Table 5-7 demonstrates the Sea Subsurface symbol composition process.

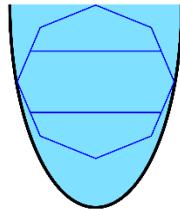
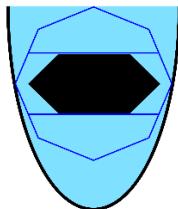
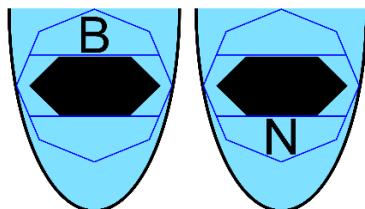
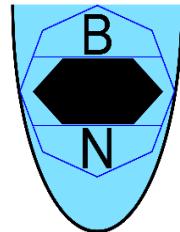
Table 5-7: Sea Subsurface Symbol Composition Process.		
Step No.	Description	Examples
Step 1	Choose frame according to Standard Identity	
Step 2	Choose and add functional icon.	
Step 3	Choose and add a modifier in either sector 1 or sector 2 position if applicable or deemed necessary for visualization.	
Step 4	Choose and add a second modifier (if applicable and/or deemed necessary for visual representation). Note: only one modifier is permitted per modifier position	

Table 5-7: Sea Subsurface Symbol Composition Process.

5.3.3. Sea Subsurface Modifiers

1. Sea Subsurface sector 1 modifiers denote categories such as:
 - a. Mission area.
 - b. Weapons capability.
 - c. Asset capability.
 - d. Submarine classification.
 - e. Crime.
2. Sea Subsurface sector 2 modifiers denote categories such as:
 - a. Ship propulsion.
 - b. Unmanned Underwater Vehicle (UUV) control.
3. Modifiers may be placed above (sector 1) and below (sector 2) of the icon (see Figure 5-5).



Figure 5-5: Icon and Modifier sectors for Sea Subsurface Symbols.

4. Only one modifier may be placed within sector 1 or 2 at a given time. Multiple modifiers in the same sector are prohibited. The placing/sizing of icons and modifiers for Sea Subsurface symbols shall comply with the guidance at para 1.2.18.

5.3.4. Sea Subsurface Amplifiers

1. Sea Subsurface Amplifiers use the same guidelines as Sea Surface (see paragraph 5.2.4). Figure 5-6 demonstrates the proper placement of Sea Subsurface

symbol amplifiers. See Table 1-5 for amplifier field definitions and maximum character lengths.

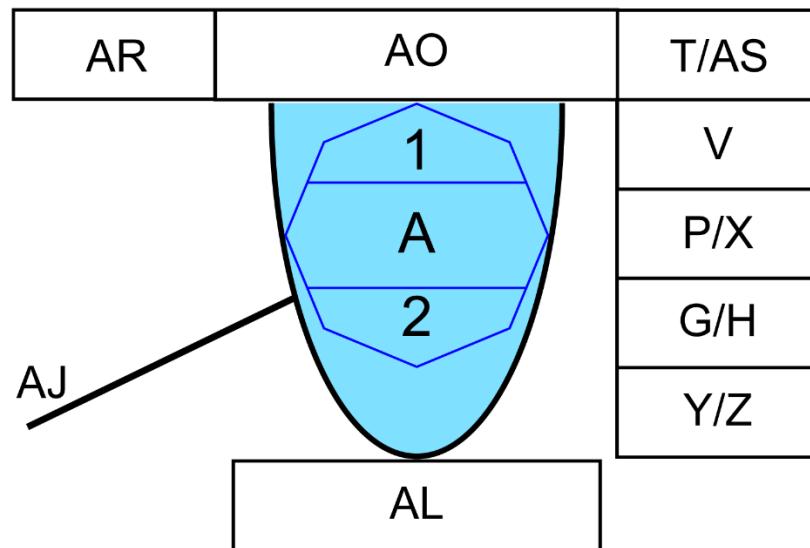


Figure 5-6: Placement of Sea Subsurface Symbol Amplifiers.

5.3.5. Sea Subsurface Main Icons

1. Table 5-8 below provides the Sea Subsurface symbol subset for military main icons.

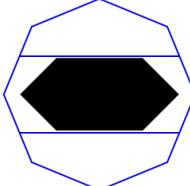
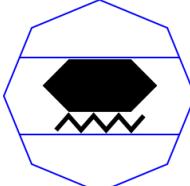
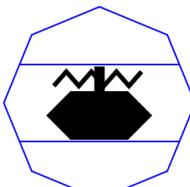
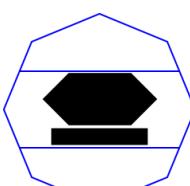
Table 5-8: Sea Subsurface Military and Civilian Main Icons		
Note: See Table A-41 for associated Symbol Identification Codes.		
Description	Icon	Remarks
MILITARY Type: Entity Symbol Set Code: 35 Code: 110000 Icon Type: Main		N/A
SUBMARINE, GENERAL Type: Entity Type Entity: MILITARY Symbol Set Code: 35 Code: 110100 Icon Type: Main		MIL-STD-2525 name is SUBMARINE.
SUBMARINE, SURFACED Type: Entity Subtype Entity/Entity Type: MILITARY/SUBMARINE Symbol Set Code: 35 Code: 110101 Icon Type: Main		N/A
SUBMARINE, SNORKELLING Type: Entity Subtype Entity/Entity Type: MILITARY/SUBMARINE Symbol Set Code: 35 Code: 110102 Icon Type: Main		N/A
SUBMARINE, BOTTOMED Type: Entity Subtype Entity/Entity Type: MILITARY/SUBMARINE Symbol Set Code: 35 Code: 110103 Icon Type: Main		N/A

Table 5-8: Sea Subsurface Military and Civilian Main Icons

Note: See Table A-41 for associated Symbol Identification Codes.

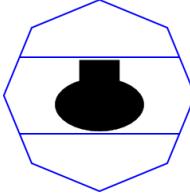
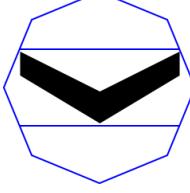
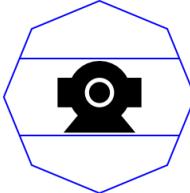
Description	Icon	Remarks
OTHER SUBMERSIBLE Type: Entity Type Entity: MILITARY Symbol Set Code: 35 Code: 110200 Icon Type: Main		N/A
NONSUBMARINE Type: Entity Type Entity: MILITARY Symbol Set Code: 35 Code: 110300 Icon Type: Full Octagon		N/A
AUTONOMOUS UNDERWATER VEHICLE (AUV)/UNMANNED UNDERWATER VEHICLE (UUV) Type: Entity Type Entity: MILITARY Symbol Set Code: 35 Code: 110400 Icon Type: Main		N/A
DIVER Type: Entity Type Entity: MILITARY Symbol Set Code: 35 Code: 110500 Icon Type: Main		N/A
CIVILIAN Type: Entity Symbol Set Code: 35 Code: 120000 Icon Type: Main		N/A

Table 5-8: Sea Subsurface Military and Civilian Main Icons

Note: See Table A-41 for associated Symbol Identification Codes.

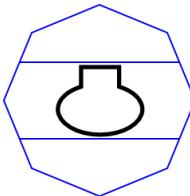
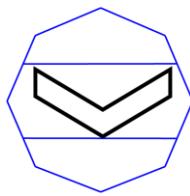
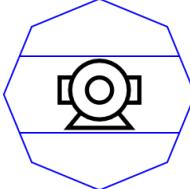
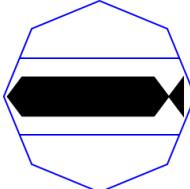
Description	Icon	Remarks
SUBMERSIBLE, GENERAL (COMMERCIAL) Type: Entity Type Entity: CIVILIAN Symbol Set Code: 35 Code: 120100 Icon Type: Main		MIL-STD-2525 name is SUBMERSIBLE.
AUTONOMOUS UNDERWATER VEHICLE (AUV)/UNMANNED UNDERWATER VEHICLE (UUVE) Type: Entity Type Entity: CIVILIAN Symbol Set Code: 35 Code: 120200 Icon Type: Main		N/A
DIVER Type: Entity Type Entity: CIVILIAN Symbol Set Code: 35 Code: 120300 Icon Type: Main		N/A
WEAPON Type: Entity Symbol Set Code: 35 Code: 130000 Icon Type: Main		N/A
TORPEDO Type: Entity Type Entity: WEAPON Symbol Set Code: 35 Code: 130100 Icon Type: Main		N/A

Table 5-8: Sea Subsurface Military and Civilian Main Icons

Note: See Table A-41 for associated Symbol Identification Codes.

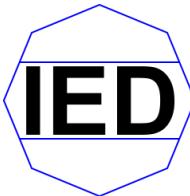
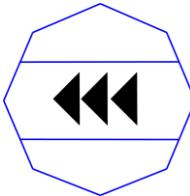
Description	Icon	Remarks
IMPROVISED EXPLOSIVE DEVICE (IED) Type: Entity Type Entity: WEAPON Symbol Set Code: 35 Code: 130200 Icon Type: Main		Used with hostile Standard Identity Frame only.
DECOY Type: Entity Type Entity: WEAPON Symbol Set Code: 35 Code: 130300 Icon Type: Main		N/A

Table 5-8: Sea Subsurface Military and Civilian Main Icons.

5.3.6. Sea Subsurface Sector 1 Modifiers

1. Sector 1 modifiers depict additional information pertaining to the icon. Table 5-9 lists Sea Subsurface sector 1 modifiers and illustrates their placement within the bounding octagon.

2. Table 5-9 below shows the Sea Subsurface Sector 1 Modifiers. Additional Sector 1 Modifiers, where required, are included in Table 1-3. These modifiers are accessed using Common Modifiers. See Annex A Para A.13.

Table 5-9: Sea Subsurface Sector 1 Modifiers

Note: See Table A-42 for associated Symbol Identification Codes.

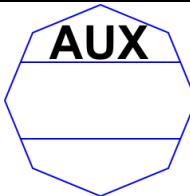
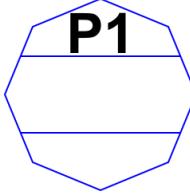
Description	Category	Modifier	Remarks
AUXILIARY Symbol Set Code: 35 Code: 02	MISSION AREA		Used with SUBMARINE entity type only.
POSSIBLE SUBMARINE - LOW CONFIDENCE Symbol Set Code: 35 Code: 13	SUBMARINE CONFIDENCE		Used with SUBMARINE entity type only.

Table 5-9: Sea Subsurface Sector 1 Modifiers

Note: See Table A-42 for associated Symbol Identification Codes.

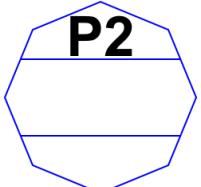
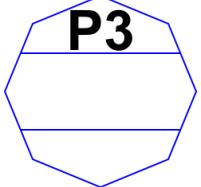
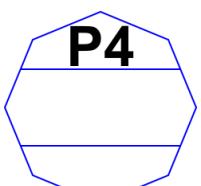
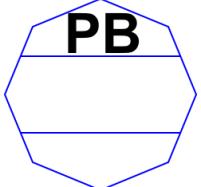
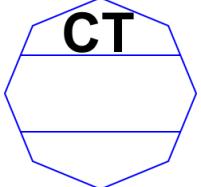
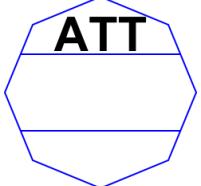
Description	Category	Modifier	Remarks
POSSIBLE SUBMARINE - LOW 2 Symbol Set Code: 35 Code: 14	SUBMARINE CONFIDENCE		Used with SUBMARINE entity type only.
POSSIBLE SUBMARINE - HIGH 3 Symbol Set Code: 35 Code: 15	SUBMARINE CONFIDENCE		Used with SUBMARINE entity type only.
POSSIBLE SUBMARINE - HIGH 4 Symbol Set Code: 35 Code: 16	SUBMARINE CONFIDENCE		Used with SUBMARINE entity type only.
PROBABLE SUBMARINE Symbol Set Code: 35 Code: 17	SUBMARINE CONFIDENCE		Used with SUBMARINE entity type only.
CERTAIN SUBMARINE Symbol Set Code: 35 Code: 18	SUBMARINE CONFIDENCE		Used with SUBMARINE entity type only.
ANTI-TORPEDO TORPEDO Symbol Set Code: 35 Code: 19	WEAPONS CAPABILITY		Used with TORPEDO entity type only.

Table 5-9: Sea Subsurface Sector 1 Modifiers.

5.3.7. Sea Subsurface Sector 2 Modifiers

1. Sector 2 modifiers depict additional information pertaining to the icon. Table 5-10 lists Sea Subsurface sector 2 modifiers and illustrates their placement within the bounding octagon.
2. Table 5-10 below shows the Sea Subsurface Sector 2 Modifiers. Additional Sector 2 Modifiers, where required, are included in Table 1-4. These modifiers are accessed using Common Modifiers. See Annex A Para A.13.

Table 5-10: Sea Subsurface Sector 2 Modifiers

Note: See Table A-43 for associated Symbol Identification Codes.

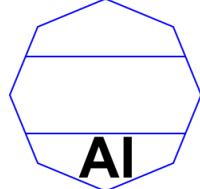
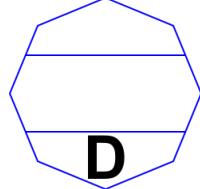
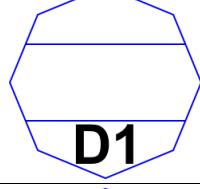
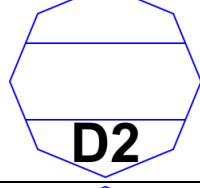
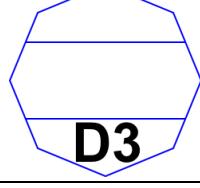
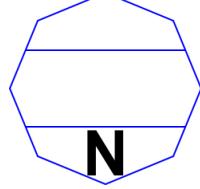
Description	Category	Modifier	Remarks
AIR INDEPENDENT PROPULSION Symbol Set Code: 35 Code: 01	SHIP PROPULSION	 AI	Used with SUBMARINE entity type only.
DIESEL ELECTRIC, GENERAL Symbol Set Code: 35 Code: 02	SHIP PROPULSION	 D	Used with SUBMARINE entity type only.
DIESEL - TYPE 1 Symbol Set Code: 35 Code: 03	SHIP PROPULSION	 D1	Used with SUBMARINE entity type only.
DIESEL - TYPE 2 Symbol Set Code: 35 Code: 04	SHIP PROPULSION	 D2	Used with SUBMARINE entity type only.
DIESEL - TYPE 3 Symbol Set Code: 35 Code: 05	SHIP PROPULSION	 D3	Used with SUBMARINE entity type only.
NUCLEAR POWERED, GENERAL Symbol Set Code: 35 Code: 06	SHIP PROPULSION	 N	Used with SUBMARINE entity type only.

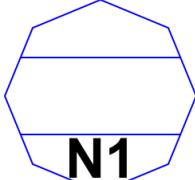
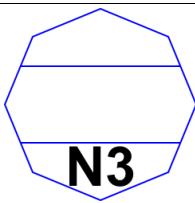
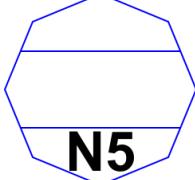
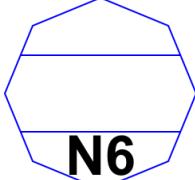
Table 5-10: Sea Subsurface Sector 2 Modifiers			
Note: See Table A-43 for associated Symbol Identification Codes.			
Description	Category	Modifier	Remarks
NUCLEAR - TYPE 1 Symbol Set Code: 35 Code: 07	SHIP PROPULSION		Used with SUBMARINE entity type only.
NUCLEAR - TYPE 2 Symbol Set Code: 35 Code: 08	SHIP PROPULSION		Used with SUBMARINE entity type only.
NUCLEAR - TYPE 3 Symbol Set Code: 35 Code: 09	SHIP PROPULSION		Used with SUBMARINE entity type only.
NUCLEAR - TYPE 4 Symbol Set Code: 35 Code: 10	SHIP PROPULSION		Used with SUBMARINE entity type only.
NUCLEAR - TYPE 5 Symbol Set Code: 35 Code: 11	SHIP PROPULSION		Used with SUBMARINE entity type only.
NUCLEAR - TYPE 6 Symbol Set Code: 35 Code: 12	SHIP PROPULSION		Used with SUBMARINE entity type only.
NUCLEAR - TYPE 7 Symbol Set Code: 35 Code: 13	SHIP PROPULSION		Used with SUBMARINE entity type only.

Table 5-10: Sea Subsurface Sector 2 Modifiers.

5.3.8. Sea Subsurface Local Tracks

- Fused tracks.** Fused tracks are tracks in the process of classification. Multiple sources of incoming information need to be adjudicated and combined (fused) into a

single track. Fused tracks are denoted by a question mark (?) encapsulated within an hourglass icon. All fused tracks have a Pending Standard Identity frame.

2. **Manual tracks.** Manual tracks are tracks internal to a particular Combat Information Centre (CIC). These tracks are not intended to be transmitted outside the ship's CIC. Modifiers are not permitted with local track symbols.

3. Table 5-11 depicts POSCON, fused track and manual track icons.

Table 5-11: Sea Subsurface Tracks. Note: See Table A-41 for associated Symbol Identification Codes		
Description	Icon	Remarks
ECHO TRACKER CLASSIFIER (ETC)/POSSIBLE CONTACT (POSCON) Type: Entity (Local) Symbol Set Code: 35 Code: 140000 Icon Type: Full Octagon		All ETC/POSCON tracks shall have a pending Standard Identity frame.
FUSED TRACK Type: Entity (Local) Symbol Set Code: 35 Code: 150000 Icon Type: Full Octagon		All fused tracks shall have a pending Standard Identity frame.
MANUAL TRACK Type: Entity (Local) Symbol Set Code: 35 Code: 160000 Icon Type: Full Octagon		N/A

Table 5-11: Sea Subsurface Tracks.

4. Table 5-12 below provides the Sea Subsurface symbol subset for Seabed Installations main icons.

Table 5-12: Sea Subsurface Seabed Installations.		
Note: See Table A-41 for associated Symbol Identification Codes.		
Description	Icon	Remarks
<p>SEABED INSTALLATION, HUMAN-MADE, MILITARY</p> <p>Type: Entity Symbol Set Code: 35 Code: 200000 Icon Type: Main</p>		To be used to generically describe fixed seabed installations. Additional information to be provided using amplifiers.
<p>SEABED INSTALLATION, HUMAN-MADE, NON- MILITARY</p> <p>Type: Entity Symbol Set Code: 35 Code: 210000 Icon Type: Main</p>		To be used to generically describe fixed seabed installations. Additional information to be provided using amplifiers.

Table 5-12: Sea Subsurface Seabed Installations.

5.3.9. Mine Warfare Icons

1. Mine Warfare (MW) symbols are represented using Mine Warfare Environmental Decision Aids Library (MEDAL) icons embedded within APP-06 standard identity frames. The colour in MEDAL icons represents the threat level of that contact. Red denotes mine, orange denotes mine-like contact (MILCO), yellow denotes mine-like echo (MILEC), dark green denotes non-mine mine-like object (or non-mine) and bright green denotes neutralized mine. An alternative icon set directly corresponding to MEDAL icons may also be used. The alternative set depicts the same MEDAL icons, but depicts them as black icons eliminating the colour threat coding scheme. The MEDAL icons shall be used with unfilled subsurface frames. The alternative icons shall be used with the normal subsurface frames.
2. Table 5-13 below provides the Sea Subsurface symbol subset for Mine Warfare icons.

Table 5-13: Mine Warfare Main Icons

Note: See Table A-44 for associated Symbol Identification Codes.

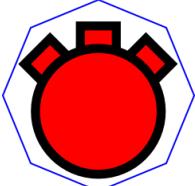
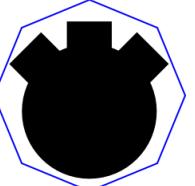
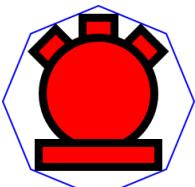
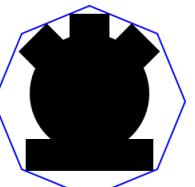
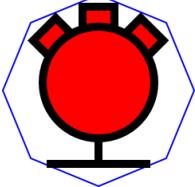
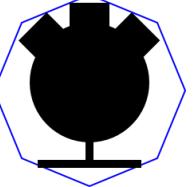
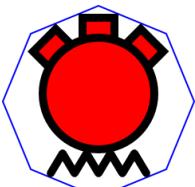
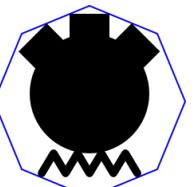
Description	Icon	Alternative icon	Remarks
SEA MINE, GENERAL Type: Entity Symbol Set Code: 36 Code: 110000 Icon Type: Full Octagon			N/A
SEA MINE, BOTTOM Type: Entity Type Entity: SEA MINE, GENERAL Symbol Set Code: 36 Code: 110100 Icon Type: Full Octagon			N/A
SEA MINE, MOORED Type: Entity Type Entity: SEA MINE, GENERAL Symbol Set Code: 36 Code: 110200 Icon Type: Full Octagon			N/A
SEA MINE, FLOATING Type: Entity Type Entity: SEA MINE, GENERAL Symbol Set Code: 36 Code: 110300 Icon Type: Full Octagon			N/A

Table 5-13: Mine Warfare Main Icons

Note: See Table A-44 for associated Symbol Identification Codes.

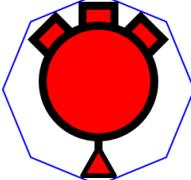
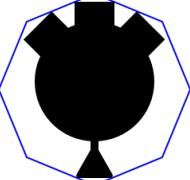
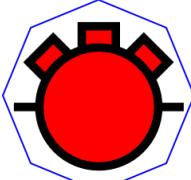
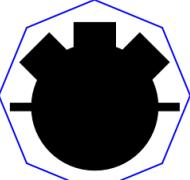
Description	Icon	Alternative icon	Remarks
SEA MINE, RISING Type: Entity Type Entity: SEA MINE, GENERAL Symbol Set Code: 36 Code: 110400 Icon Type: Full Octagon			N/A
SEA MINE, OTHER POSITION Type: Entity Type Entity: SEA MINE, GENERAL Symbol Set Code: 36 Code: 110500 Icon Type: Full Octagon			N/A
KINGFISHER Type: Entity Type Entity: SEA MINE, GENERAL Symbol Set Code: 36 Code: 110600 Icon Type: Full Octagon	N/A		N/A
SMALL OBJECT, MINE-LIKE Type: Entity Type Entity: SEA MINE, GENERAL Symbol Set Code: 36 Code: 110700 Icon Type: Full Octagon	N/A		N/A

Table 5-13: Mine Warfare Main Icons

Note: See Table A-44 for associated Symbol Identification Codes.

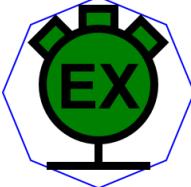
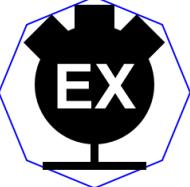
Description	Icon	Alternative icon	Remarks
EXERCISE MINE, GENERAL Type: Entity Type Entity: SEA MINE, GENERAL Symbol Set Code: 36 Code: 110800 Icon Type: Full Octagon			N/A
EXERCISE MINE, BOTTOM Type: Entity Subtype Entity/Entity Type: SEA MINE, GENERAL/EXERCISE MINE, GENERAL Symbol Set Code: 36 Code: 110801 Icon Type: Full Octagon			N/A
EXERCISE MINE, MOORED Type: Entity Subtype Entity/Entity Type: SEA MINE, GENERAL/EXERCISE MINE, GENERAL Symbol Set Code: 36 Code: 110802 Icon Type: Full Octagon			N/A

Table 5-13: Mine Warfare Main Icons

Note: See Table A-44 for associated Symbol Identification Codes.

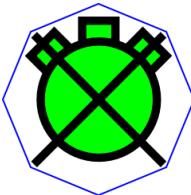
Description	Icon	Alternative icon	Remarks
EXERCISE MINE, FLOATING Type: Entity Subtype Entity/Entity Type: SEA MINE, GENERAL/EXERCISE MINE, GENERAL Symbol Set Code: 36 Code: 110803 Icon Type: Full Octagon			N/A
EXERCISE MINE, RISING Type: Entity Subtype Entity/Entity Type: SEA MINE, GENERAL/EXERCISE MINE, GENERAL Symbol Set Code: 36 Code: 110804 Icon Type: Full Octagon			N/A
NEUTRALIZED MINE, GENERAL Type: Entity Type Entity: SEA MINE, GENERAL Symbol Set Code: 36 Code: 110900 Icon Type: Full Octagon			N/A

Table 5-13: Mine Warfare Main Icons

Note: See Table A-44 for associated Symbol Identification Codes.

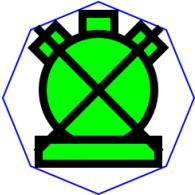
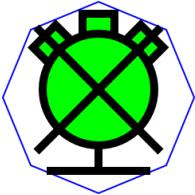
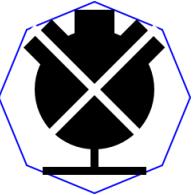
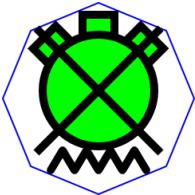
Description	Icon	Alternative icon	Remarks
NEUTRALIZED MINE, BOTTOM Type: Entity Subtype Entity/Entity Type: SEA MINE, GENERAL/NEUTRA LIZED MINE, GENERAL Symbol Set Code: 36 Code: 110901 Icon Type: Full Octagon			N/A
NEUTRALIZED MINE, MOORED Type: Entity Subtype Entity/Entity Type: SEA MINE, GENERAL/NEUTRA LIZED MINE, GENERAL Symbol Set Code: 36 Code: 110902 Icon Type: Full Octagon			N/A
NEUTRALIZED MINE, FLOATING Type: Entity Subtype Entity/Entity Type: SEA MINE, GENERAL/NEUTRA LIZED MINE, GENERAL Symbol Set Code: 36 Code: 110903 Icon Type: Full Octagon			N/A

Table 5-13: Mine Warfare Main Icons

Note: See Table A-44 for associated Symbol Identification Codes.

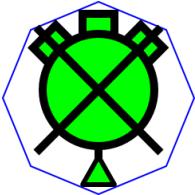
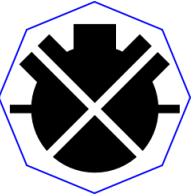
Description	Icon	Alternative icon	Remarks
NEUTRALIZED MINE, RISING Type: Entity Subtype Entity/Entity Type: SEA MINE, GENERAL/NEUTRALIZED MINE, GENERAL Symbol Set Code: 36 Code: 110904 Icon Type: Full Octagon			N/A
NEUTRALIZED MINE, OTHER POSITION Type: Entity Subtype Entity/Entity Type: SEA MINE, GENERAL/NEUTRALIZED MINE, GENERAL Symbol Set Code: 36 Code: 110905 Icon Type: Full Octagon			N/A
UNEXPLODED ORDNANCE Type: Entity Symbol Set Code: 36 Code: 120000 Icon Type: Full Octagon			N/A
SEA MINE DECOY Type: Entity Symbol Set Code: 36 Code: 130000 Icon Type: Full Octagon			N/A

Table 5-13: Mine Warfare Main Icons

Note: See Table A-44 for associated Symbol Identification Codes.

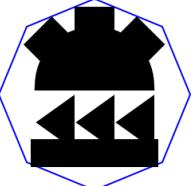
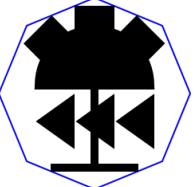
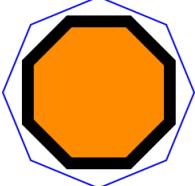
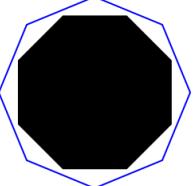
Description	Icon	Alternative icon	Remarks
SEA MINE DECOY, BOTTOM Type: Entity Type Entity: SEA MINE DECOY Symbol Set Code: 36 Code: 130100 Icon Type: Full Octagon			N/A
SEA MINE DECOY, MOORED Icon Type: Full Octagon Type: Entity Type Entity: SEA MINE DECOY Symbol Set Code: 36 Code: 130200 Icon Type: Full Octagon			N/A
MINE-LIKE CONTACT (MILCO) Type: Entity Symbol Set Code: 36 Code: 140000	N/A	N/A	No icon is associated with this entity. It is for hierarchical purposes only.
MILCO - GENERAL Type: Entity Type Entity: MILCO Symbol Set Code: 36 Code: 140100 Icon Type: Full Octagon			N/A

Table 5-13: Mine Warfare Main Icons

Note: See Table A-44 for associated Symbol Identification Codes.

Description	Icon	Alternative icon	Remarks
MILCO - GENERAL, CONFIDENCE LEVEL 1 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO- GENERAL Symbol Set Code: 36 Code: 140101 Icon Type: Full Octagon			N/A
MILCO - GENERAL, CONFIDENCE LEVEL 2 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO- GENERAL Symbol Set Code: 36 Code: 140102 Icon Type: Full Octagon			N/A
MILCO - GENERAL, CONFIDENCE LEVEL 3 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO- GENERAL Symbol Set Code: 36 Code: 140103 Icon Type: Full Octagon			N/A

Table 5-13: Mine Warfare Main Icons

Note: See Table A-44 for associated Symbol Identification Codes.

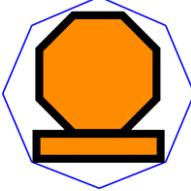
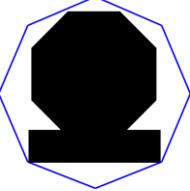
Description	Icon	Alternative icon	Remarks
MILCO - GENERAL, CONFIDENCE LEVEL 4 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO- GENERAL Symbol Set Code: 36 Code: 140104 Icon Type: Full Octagon			N/A
MILCO - GENERAL, CONFIDENCE LEVEL 5 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO- GENERAL Symbol Set Code: 36 Code: 140105 Icon Type: Full Octagon			N/A
MILCO - BOTTOM Type: Entity Type Entity: MILCO Symbol Set Code: 36 Code: 140200 Icon Type: Full Octagon			N/A

Table 5-13: Mine Warfare Main Icons

Note: See Table A-44 for associated Symbol Identification Codes.

Description	Icon	Alternative icon	Remarks
MILCO - BOTTOM, CONFIDENCE LEVEL 1 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO- BOTTOM Symbol Set Code: 36 Code: 140201 Icon Type: Full Octagon			N/A
MILCO - BOTTOM, CONFIDENCE LEVEL 2 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO- BOTTOM Symbol Set Code: 36 Code: 140202 Icon Type: Full Octagon			N/A
MILCO - BOTTOM, CONFIDENCE LEVEL 3 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO- BOTTOM Symbol Set Code: 36 Code: 140203 Icon Type: Full Octagon			N/A

Table 5-13: Mine Warfare Main Icons

Note: See Table A-44 for associated Symbol Identification Codes.

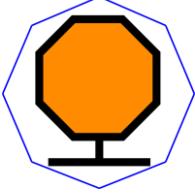
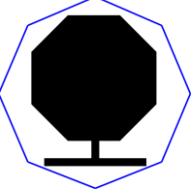
Description	Icon	Alternative icon	Remarks
MILCO - BOTTOM, CONFIDENCE LEVEL 4 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO- BOTTOM Symbol Set Code: 36 Code: 140204 Icon Type: Full Octagon			N/A
MILCO - BOTTOM, CONFIDENCE LEVEL 5 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO- BOTTOM Symbol Set Code: 36 Code: 140205 Icon Type: Full Octagon			N/A
MILCO - MOORED Type: Entity Type Entity: MILCO Symbol Set Code: 36 Code: 140300 Icon Type: Full Octagon			N/A

Table 5-13: Mine Warfare Main Icons

Note: See Table A-44 for associated Symbol Identification Codes.

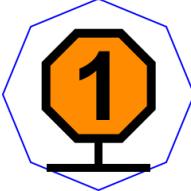
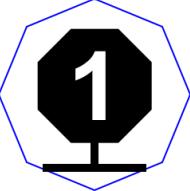
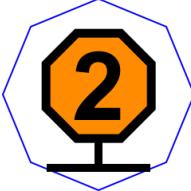
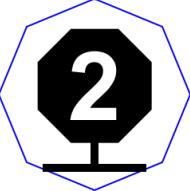
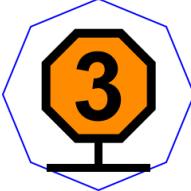
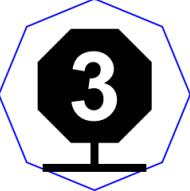
Description	Icon	Alternative icon	Remarks
MILCO - MOORED, CONFIDENCE LEVEL 1 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO- MOORED Symbol Set Code: 36 Code: 140301 Icon Type: Full Octagon			N/A
MILCO - MOORED, CONFIDENCE LEVEL 2 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO- MOORED Symbol Set Code: 36 Code: 140302 Icon Type: Full Octagon			N/A
MILCO - MOORED, CONFIDENCE LEVEL 3 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO- MOORED Symbol Set Code: 36 Code: 140303 Icon Type: Full Octagon			N/A

Table 5-13: Mine Warfare Main Icons

Note: See Table A-44 for associated Symbol Identification Codes.

Description	Icon	Alternative icon	Remarks
MILCO - MOORED, CONFIDENCE LEVEL 4 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO- MOORED Symbol Set Code: 36 Code: 140304 Icon Type: Full Octagon			N/A
MILCO - MOORED, CONFIDENCE LEVEL 5 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO- MOORED Symbol Set Code: 36 Code: 140305 Icon Type: Full Octagon			N/A
MILCO - FLOATING Type: Entity Type Entity: MILCO Symbol Set Code: 36 Code: 140400 Icon Type: Full Octagon			N/A

Table 5-13: Mine Warfare Main Icons

Note: See Table A-44 for associated Symbol Identification Codes.

Description	Icon	Alternative icon	Remarks
MILCO - FLOATING, CONFIDENCE LEVEL 1 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO- FLOATING Symbol Set Code: 36 Code: 140401 Icon Type: Full Octagon			N/A
MILCO - FLOATING, CONFIDENCE LEVEL 2 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO- FLOATING Symbol Set Code: 36 Code: 140402 Icon Type: Full Octagon			N/A
MILCO - FLOATING, CONFIDENCE LEVEL 3 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO- FLOATING Symbol Set Code: 36 Code: 140403 Icon Type: Full Octagon			N/A

Table 5-13: Mine Warfare Main Icons

Note: See Table A-44 for associated Symbol Identification Codes.

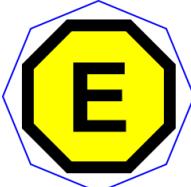
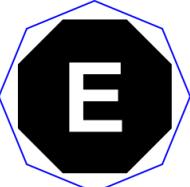
Description	Icon	Alternative icon	Remarks
MILCO - FLOATING, CONFIDENCE LEVEL 4 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO- FLOATING Symbol Set Code: 36 Code: 140404 Icon Type: Full Octagon			N/A
MILCO - FLOATING, CONFIDENCE LEVEL 5 Type: Entity Subtype Entity/Entity Type: MILCO/MILCO- FLOATING Symbol Set Code: 36 Code: 140405 Icon Type: Full Octagon			N/A
MINE-LIKE ECHO (MILEC), GENERAL Type: Entity Symbol Set Code: 36 Code: 150000 Icon Type: Full Octagon			N/A

Table 5-13: Mine Warfare Main Icons

Note: See Table A-44 for associated Symbol Identification Codes.

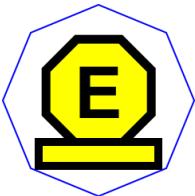
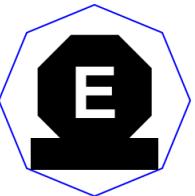
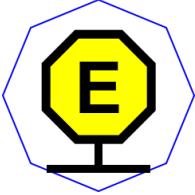
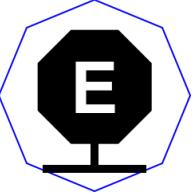
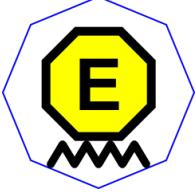
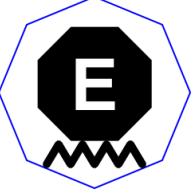
Description	Icon	Alternative icon	Remarks
MINE-LIKE ECHO, BOTTOM Type: Entity Type Entity: MINE-LIKE ECHO (MILEC), GENERAL Symbol Set Code: 36 Code: 150100 Icon Type: Full Octagon			N/A
MINE-LIKE ECHO, MOORED Type: Entity Type Entity: MINE-LIKE ECHO (MILEC), GENERAL Symbol Set Code: 36 Code: 150200 Icon Type: Full Octagon			N/A
MINE-LIKE ECHO, FLOATING Type: Entity Type Entity: MINE-LIKE ECHO (MILEC), GENERAL Symbol Set Code: 36 Code: 150300 Icon Type: Full Octagon			N/A
NEGATIVE REACQUISITION, GENERAL Type: Entity Symbol Set Code: 36 Code: 160000 Icon Type: Full Octagon			N/A

Table 5-13: Mine Warfare Main Icons

Note: See Table A-44 for associated Symbol Identification Codes.

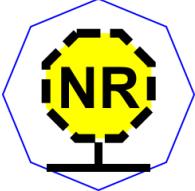
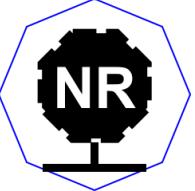
Description	Icon	Alternative icon	Remarks
NEGATIVE REACQUISITION, BOTTOM Type: Entity Type Entity: NEGATIVE REACQUISITION, GENERAL Symbol Set Code: 36 Code: 160100 Icon Type: Full Octagon			N/A
NEGATIVE REACQUISITION, MOORED Type: Entity Type Entity: NEGATIVE REACQUISITION, GENERAL Symbol Set Code: 36 Code: 160200 Icon Type: Full Octagon			N/A
NEGATIVE REACQUISITION, FLOATING Type: Entity Type Entity: NEGATIVE REACQUISITION, GENERAL Symbol Set Code: 36 Code: 160300 Icon Type: Full Octagon			N/A

Table 5-13: Mine Warfare Main Icons

Note: See Table A-44 for associated Symbol Identification Codes.

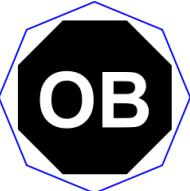
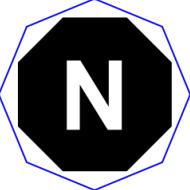
Description	Icon	Alternative icon	Remarks
OBSTRUCTOR Type: Entity Symbol Set Code: 36 Code: 170000 Icon Type: Full Octagon			N/A
NEUTRALIZED OBSTRUCTOR Type: Entity Type Entity: OBSTRUCTOR Symbol Set Code: 36 Code: 170100 Icon Type: Full Octagon			N/A
GENERAL MINE ANCHOR Type: Entity Symbol Set Code: 36 Code: 180000 Icon Type: Full Octagon			N/A
NON-MINE MINE-LIKE OBJECT (NMLO), GENERAL Type: Entity Symbol Set Code: 36 Code: 190000 Icon Type: Full Octagon			N/A

Table 5-13: Mine Warfare Main Icons

Note: See Table A-44 for associated Symbol Identification Codes.

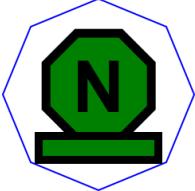
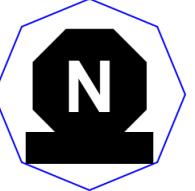
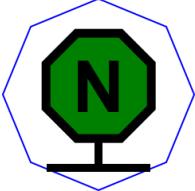
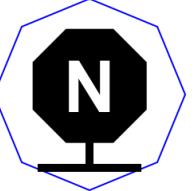
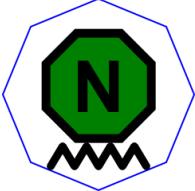
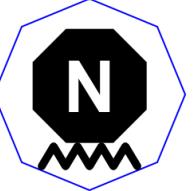
Description	Icon	Alternative icon	Remarks
NON-MINE MINE-LIKE OBJECT, BOTTOM Type: Entity Type Entity: NON-MINE MINE-LIKE OBJECT (NMLO), GENERAL Symbol Set Code: 36 Code: 190100 Icon Type: Full Octagon			N/A
NON-MINE MINE-LIKE OBJECT, MOORED Type: Entity Type Entity: NON-MINE MINE-LIKE OBJECT (NMLO), GENERAL Symbol Set Code: 36 Code: 190200 Icon Type: Full Octagon			N/A
NON-MINE MINE-LIKE OBJECT, FLOATING Type: Entity Type Entity: NON-MINE MINE-LIKE OBJECT (NMLO), GENERAL Symbol Set Code: 36 Code: 190300 Icon Type: Full Octagon			N/A

Table 5-13: Mine Warfare Main Icons

Note: See Table A-44 for associated Symbol Identification Codes.

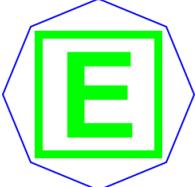
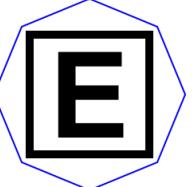
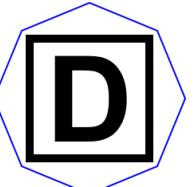
Description	Icon	Alternative icon	Remarks
ENVIRONMENTAL REPORT LOCATION Type: Entity Symbol Set Code: 36 Code: 200000 Icon Type: Full Octagon			N/A
DIVE REPORT LOCATION Type: Entity Symbol Set Code: 36 Code: 210000 Icon Type: Full Octagon			N/A

Table 5-13: Mine Warfare Main Icons.

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CHAPTER 6. SPACE SYMBOLS

6.1. SCOPE

1. This chapter covers symbols for space assets, related activities, and other relevant objects (debris) within Earth's orbit. Space-related ground installations are covered in Chapter 3 "Land Symbols".

6.1.1. Space Operations Symbol Characteristics

1. Security and military operations are dependent on space capabilities for command and control (C2), communications, situation awareness, and intelligence, surveillance, and reconnaissance (ISR). The persistence (always on orbit), perspective (high altitude), penetration (no over flight restrictions), and presence (ability to provide combat support without being physically located with forward forces) of space systems provide forces beyond line of sight secure communications.

2. In order to depict fast moving space users manoeuvring across large areas, the following specific requirements for the air picture production have to be met:

- a. The picture has to be updated in near real-time.
- b. Vectors have to be provided to help anticipate movement of own, neutral and hostile objects.
- c. Wherever known, relevant data like "type", "mission", "operator", "capabilities" etc. have to be affiliated to the objects without cluttering the display.
- d. Objects may overlap on the display but must still be recognisable to controllers.
- e. Depending on the scenario, the display may contain a multitude of moving objects (debris).

6.2. BUILDING SPACE SYMBOLS

6.2.1. General

1. This section establishes a single standard method for developing Space symbols. It includes a variety of Space related icons, modifiers, and amplifiers for building symbols. However, no attempt to depict all possible Space symbols has been made, but the symbols shown in this chapter are adequate for depicting all Standard Identities.

2. Once the user is familiar with the prescribed system, a symbol for any conceivable object can be created using the logical sequence provided in this chapter.

- a. When representing not yet defined objects, the most appropriate symbol combination contained herein shall be selected.
- b. Any symbols, or combinations and modifications of symbols that differ from those laid down in this publication should be avoided.
- c. Automated systems may have difficulty in passing non-standard symbols.

6.2.2. Space Symbol Composition

1. A Space symbol is composed of a frame, colour (fill), functional icon (main icon), and modifiers (secondary icons) (Figure 6-1). The placing/sizing of icons and modifiers for Space symbols shall comply with the guidance at para 1.2.17.

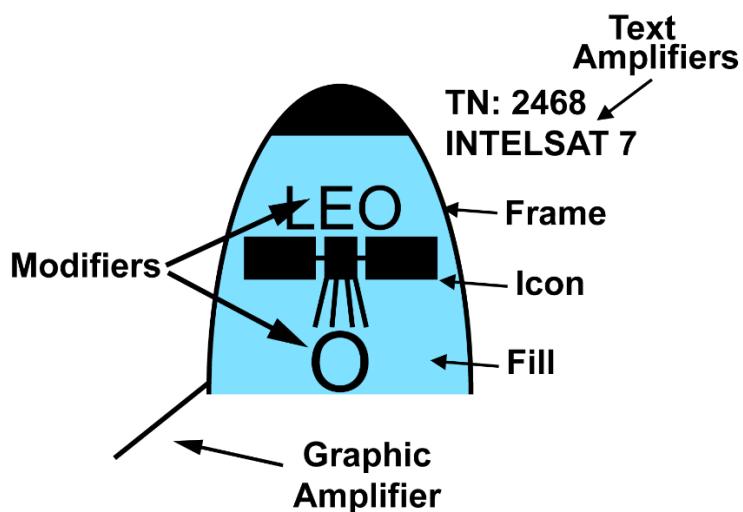


Figure 6-1: Space Symbol Composition.

6.2.3. Space Symbol Composition Process

- Table 6-1 provides the steps used to build Space symbols.

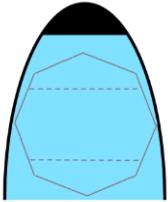
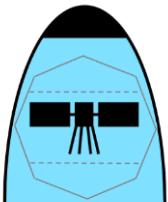
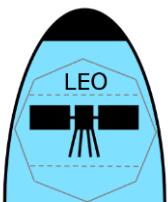
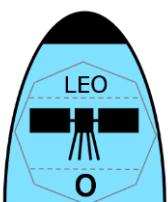
Figure 6-1: Space Symbol Composition.		
Step No.	Description	Example
Step 1	Choose the frame according to Standard Identity.	
Step 2	Choose and add main sector icon.	
Step 3	Choose and add a modifier in either sector 1 or sector 2 if applicable or deemed necessary for visualization.	
Step 4	Choose and add a modifier in either sector 1 or sector 2 if applicable or deemed necessary for visualization. Note: Only one modifier is permitted per modifier position.	

Table 6-1: Building Space Symbols.

6.2.4. Amplifier Fields

2. The purpose of the amplifier fields described in this section is to standardize the display of additional alphanumeric and graphical information, i.e. on identity, location and movement, capabilities. On the tactical display, information about a displayed object is conveyed by the symbol via frame shape, icon/letter, and colour coding.

3. Space amplifier fields are to be displayed in one position relative to the symbol, its right side and not in different and separate positions all around it. Track number, name, position, and nation are considered essential information and displayed in fields 1 through 5 to the right of the symbol. The placement of the label is the same regardless of frame shape or affiliation. Figure 6-2 shows the placement of amplifier

fields around a Space symbol frame. See Table 1-5 for amplifier field definitions and maximum character lengths.

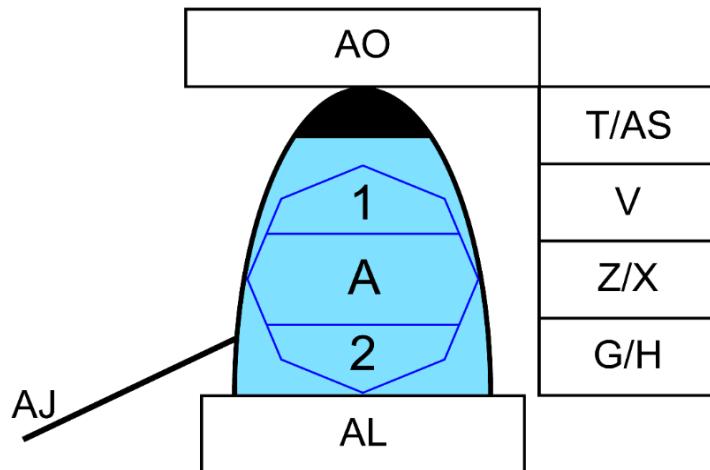


Figure 6-2: Space Symbol Amplifier Fields.

4. The following are 2 methods of adding additional information that can only be conveyed alphanumerically, and not by graphical means.

- Use of amplifiers in the form of symbol labels.
- Displaying in secondary information fields outside the tactical screen. This method forces the operator to a constant shift of focus and will not be considered further in this text.

5. Labels are not shown in default mode. It is the user's task to define and call up for display the information considered to be necessary. Additionally, the user must be enabled to suppress the filled and displayed labels to reduce screen clutter and call it up again as considered appropriate to the tactical situation.

6.2.5. Space Main Icons

1. Icons in the main sector reflect the main function or capability to be depicted by a symbol. See **Figure 6-3**.

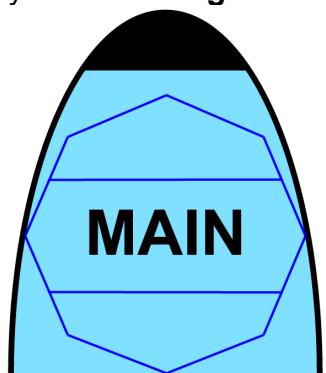


Figure 6-3: Space Main Sector Icons Placement

2. Table 6-2 below shows the icons for use in Space symbols in the main sector of the symbol.

Table 6-2: Space Equipment and Platform Icons

Note: See Table A-17 for associated Symbol Identification Codes.

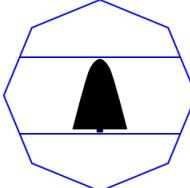
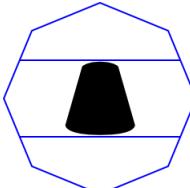
Description	Icon	Remarks
MILITARY Type: Entity Symbol Set Code: 05 Code: 110000 Icon Type: Main		This symbol shall not be displayed on a C2 system but may be displayed for training or hierarchical explanation purposes.
SPACE VEHICLE Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: 110100 Icon Type: Main		N/A
RE-ENTRY VEHICLE Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: 110200 Icon Type: Main		N/A
PLANET LANDER Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: 110300 Icon Type: Main		N/A
ORBITER SHUTTLE Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: 110400 Icon Type: Main		N/A
CAPSULE Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: 110500 Icon Type: Main		N/A

Table 6-2: Space Equipment and Platform Icons

Note: See Table A-17 for associated Symbol Identification Codes.

Description	Icon	Remarks
SATELLITE, GENERAL Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: 110600 Icon Type: Main		N/A
SATELLITE Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: 110700 Icon Type: Main		N/A
ANTISATELLITE WEAPON Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: 110800 Icon Type: Main		N/A
ASTRONOMICAL SATELLITE Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: 110900 Icon Type: Main		N/A
BIOSATELLITE Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: 111000 Icon Type: Main		N/A
COMMUNICATIONS SATELLITE Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: 111100 Icon Type: Main		N/A

Table 6-2: Space Equipment and Platform Icons

Note: See Table A-17 for associated Symbol Identification Codes.

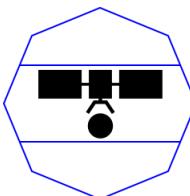
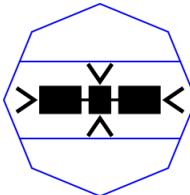
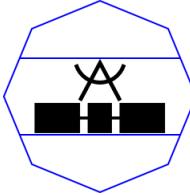
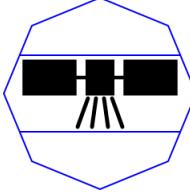
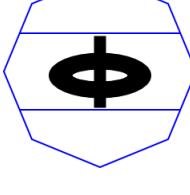
Description	Icon	Remarks
EARTH OBSERVATION SATELLITE Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: 111200 Icon Type: Main		N/A
MINIATURIZED SATELLITE Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: 111300 Icon Type: Main		N/A
NAVIGATIONAL SATELLITE Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: 111400 Icon Type: Main		N/A
RECONNAISSANCE SATELLITE Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: 111500 Icon Type: Main		N/A
SPACE STATION Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: 111600 Icon Type: Main		N/A

Table 6-2: Space Equipment and Platform Icons

Note: See Table A-17 for associated Symbol Identification Codes.

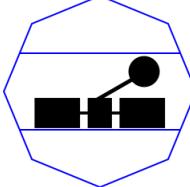
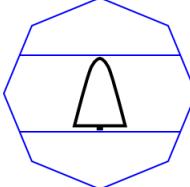
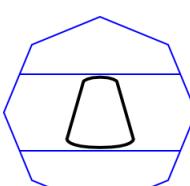
Description	Icon	Remarks
TETHERED SATELLITE Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: 111700 Icon Type: Main		N/A
WEATHER SATELLITE Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: 111800 Icon Type: Main		N/A
SPACE LAUNCHED VEHICLE (SLV) Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: 111900 Icon Type: Main		N/A
CIVILIAN Type: Entity Symbol Set Code: 05 Code: 120000 Icon Type: Main		This symbol shall not be displayed on a C2 system but may be displayed for training or hierarchical explanation purposes.
ORBITER SHUTTLE Type: Entity Type Entity: CIVILIAN Symbol Set Code: 05 Code: 120100 Icon Type: Main		N/A
CAPSULE Type: Entity Type Entity: CIVILIAN Symbol Set Code: 05 Code: 120200 Icon Type: Main		N/A

Table 6-2: Space Equipment and Platform Icons

Note: See Table A-17 for associated Symbol Identification Codes.

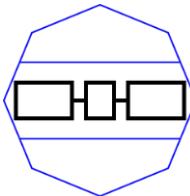
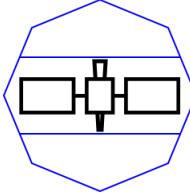
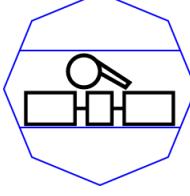
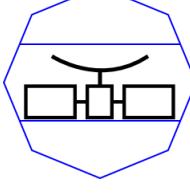
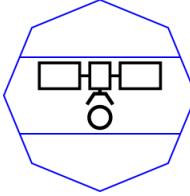
Description	Icon	Remarks
SATELLITE Type: Entity Type Entity: CIVILIAN Symbol Set Code: 05 Code: 120300 Icon Type: Main		N/A
ASTRONOMICAL SATELLITE Type: Entity Type Entity: CIVILIAN Symbol Set Code: 05 Code: 120400 Icon Type: Main		N/A
BIOSATELLITE Type: Entity Type Entity: CIVILIAN Symbol Set Code: 05 Code: 120500 Icon Type: Main		N/A
COMMUNICATIONS SATELLITE Type: Entity Type Entity: CIVILIAN Symbol Set Code: 05 Code: 120600 Icon Type: Main		N/A
EARTH OBSERVATION SATELLITE Type: Entity Type Entity: CIVILIAN Symbol Set Code: 05 Code: 120700 Icon Type: Main		N/A

Table 6-2: Space Equipment and Platform Icons

Note: See Table A-17 for associated Symbol Identification Codes.

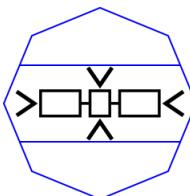
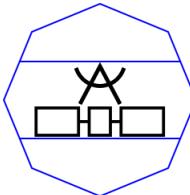
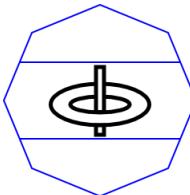
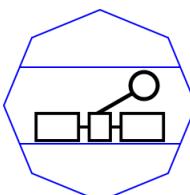
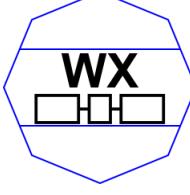
Description	Icon	Remarks
MINIATURIZED SATELLITE Type: Entity Type Entity: CIVILIAN Symbol Set Code: 05 Code: 120800 Icon Type: Main		N/A
NAVIGATIONAL SATELLITE Type: Entity Type Entity: CIVILIAN Symbol Set Code: 05 Code: 120900 Icon Type: Main		N/A
SPACE STATION Type: Entity Type Entity: CIVILIAN Symbol Set Code: 05 Code: 121000 Icon Type: Main		N/A
TETHERED SATELLITE Type: Entity Type Entity: CIVILIAN Symbol Set Code: 05 Code: 121100 Icon Type: Main		N/A
WEATHER SATELLITE Type: Entity Type Entity: CIVILIAN Symbol Set Code: 05 Code: 121200 Icon Type: Main		N/A

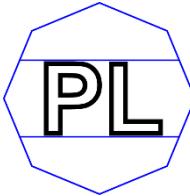
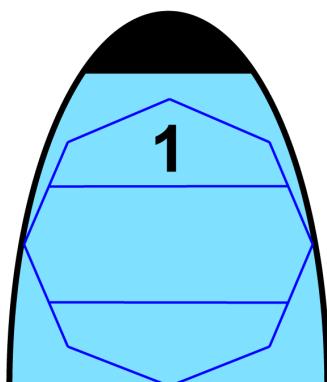
Table 6-2: Space Equipment and Platform Icons		
Note: See Table A-17 for associated Symbol Identification Codes.		
Description	Icon	Remarks
PLANETARY LANDER Type: Entity Type Entity: CIVILIAN Symbol Set Code: 05 Code: 121300 Icon Type: Main		N/A
SPACE VEHICLE Type: Entity Type Entity: CIVILIAN Symbol Set Code: 05 Code: 121400 Icon Type: Main		N/A
MANUAL TRACK Type: Entity (Local) Symbol Set Code: 05 Code: 130000 Icon Type: Full Octagon		N/A

Table 6-2: Space Equipment and Platform Icons.**6.2.6. Space Sector 1 Modifiers**

1. Modifiers in sector 1 placement identifies modifying information (Figure 6-4) pertaining to orbit.

**Figure 6-4: Space Sector 1 Modifier Placement.**

2. Table 6-3 show the icons for use in Space symbols in sector 1 modifiers. Additional Sector 1 Modifiers, where required, are included in Table 1-3. These modifiers are accessed using Common Modifiers. See Annex A Para A.13.

Table 6-3: Space Equipment and Platform Sector 1 Modifiers

Note: See Table A-18 for associated Symbol Identification Codes.

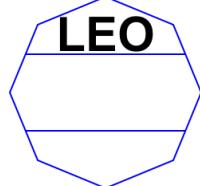
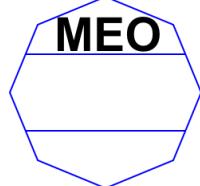
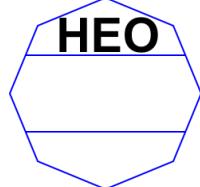
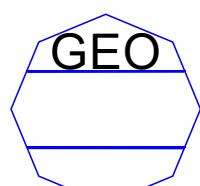
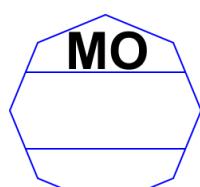
Description	Category	Modifier	Remarks
LOW EARTH ORBIT (LEO) Symbol Set Code: 05 Code: 01	ORBIT		N/A
MEDIUM EARTH ORBIT (MEO) Symbol Set Code: 05 Code: 02	ORBIT		N/A
HIGH EARTH ORBIT (HEO) Symbol Set Code: 05 Code: 03	ORBIT		N/A
GEO SYNCHRONOUS ORBIT (GSO) Symbol Set Code: 05 Code: 04	ORBIT		N/A
GEOSTATIONARY ORBIT (GEO) Symbol Set Code: 05 Code: 05	ORBIT		N/A
MOLNIYA ORBIT (MO) Symbol Set Code: 05 Code: 06	ORBIT		N/A

Table 6-3: Space Equipment and Platform Sector 1 Modifiers.

6.2.7. Space Sector 2 Modifiers

1. Space modifiers in sector 2 placement identifies modifying information (Figure 6-5) pertaining to sensors.

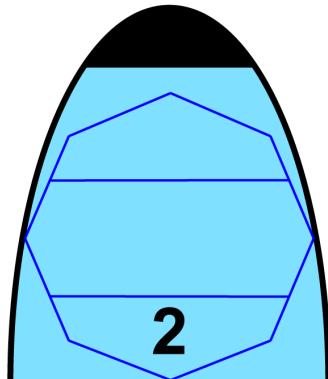


Figure 6-5: Space Sector 2 Modifier Placement.

2. Table 6-4 show the icons for use in Space symbols in sector 2 modifiers. Additional Sector 2 Modifiers, where required, are included in Table 1-4. These modifiers are accessed using Common Modifiers. See Annex A Para A.13.

Table 6-4: Space Equipment and Platform Sector 2 Modifiers.

Note: See Table A-19 for associated Symbol Identification Codes.

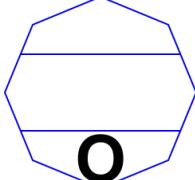
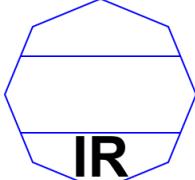
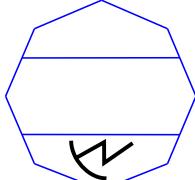
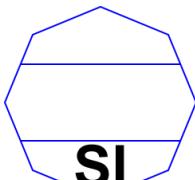
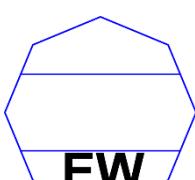
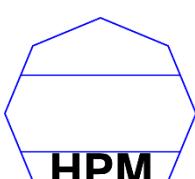
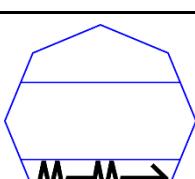
Description	Category	Modifier	Remarks
OPTICAL Symbol Set Code: 05 Code: 01	SENSOR		Only used with satellite icons.
INFRARED Symbol Set Code: 05 Code: 02	SENSOR		Only used with satellite icons.
RADAR Symbol Set Code: 05 Code: 03	SENSOR		Only used with satellite icons.
SIGNALS INTELLIGENCE (SIGINT) Symbol Set Code: 05 Code: 04	SENSOR		Only used with satellite icons.
ELECTROMAGNETIC WARFARE (ASAT) Symbol Set Code: 05 Code: 06	CAPABILITY		Only used with Antisatellite Weapon Main Icon.
HIGH POWER MICROWAVE (ASAT) Symbol Set Code: 05 Code: 07	CAPABILITY		Only used with Antisatellite Weapon Main Icon.
LASER (ASAT) Symbol Set Code: 05 Code: 08	CAPABILITY		Only used with Antisatellite Weapon Main Icon.

Table 6-4: Space Equipment and Platform Sector 2 Modifiers.

Note: See Table A-19 for associated Symbol Identification Codes.

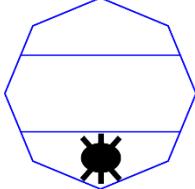
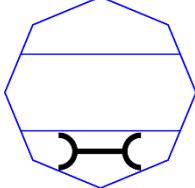
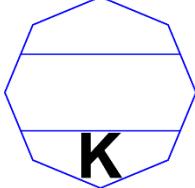
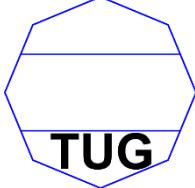
Description	Category	Modifier	Remarks
MINE (ASAT) Symbol Set Code: 05 Code: 09	CAPABILITY		Only used with Antisatellite Weapon Main Icon
MAINTENANCE Symbol Set Code: 05 Code: 10	CAPABILITY		
REFUEL Symbol Set Code: 05 Code: 11	CAPABILITY		
TUG Symbol Set Code: 05 Code: 12	CAPABILITY		

Table 6-4: Space Equipment and Platform Sector 2 Modifiers.

CHAPTER 7. STABILITY AND CIVIL SUPPORT ACTIVITIES SYMBOLS

7.1. SCOPE

1. This chapter covers symbols used in relation to stability and civil support activities.

7.1.1. Stability and Civil Support Activities Symbol Characteristics

1. Alliance security interests can be affected by risks of a wide nature, including acts of terrorism, sabotage, and organized crime, and by the disruption of the flow of vital resources. Additionally, the uncontrolled movement of large numbers of people, particularly because of armed conflicts, can also pose problems for security and stability affecting the Alliance.

2. The Joint Force Commander requires a set of symbols that provide the capability to depict stability activities and civil support activities across the continuum of operations. This set of symbols, as with the other sets in this publication, is built upon the basics as described in Chapter 1.

7.2. BUILDING STABILITY AND CIVIL SUPPORT ACTIVITIES SYMBOLS

7.2.1. Stability and Civil Support Activities Symbol Composition

1. An Activity symbol is composed of a frame, colour (fill), Activity functional icon, modifiers (secondary icons), and text/graphic amplifiers (Figure 7-1).

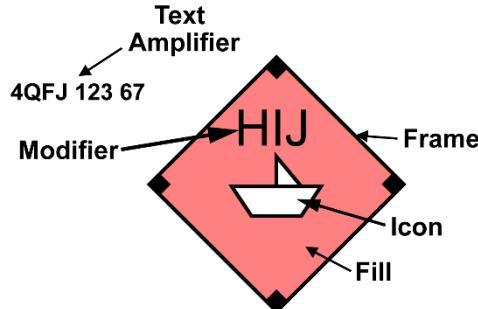


Figure 7-1: Stability and Civil Support Activities Symbol Composition.

7.2.2. Stability and Civil Support Activities Symbol Composition Process

1. Table 7-1 provides the steps for building an Activity symbol. Once the user is familiar with the system any desired symbol can be developed using this logical sequence.

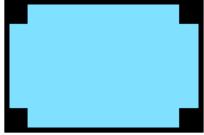
Figure 7-1: Stability and Civil Support Activities Symbol Composition.		
Step No.	Description	Example
Step 1	Choose the frame according to Standard Identity.	
Step 2	Choose and add main sector icon.	
Step 3	Choose and add a modifier in either sector 1 or sector 2 if applicable or deemed necessary for visualization.	
Step 4	Choose and add a modifier in either sector 1 or sector 2 if applicable or deemed necessary for visualization. Note: Only one modifier is permitted per modifier position.	There are no specific sector 2 modifiers at this time.

Table 7-1: Building Stability and Civil Support Activities Symbol.

7.2.3. Stability and Civil Support Activities Icon, Modifier, and Amplifier Fields

1. The purpose of Activity icon, modifier, and amplifier fields is to standardize the location of information that graphically describes a stability and civil support activity and to provide additional information on capabilities, status, location, etc.
2. The placement of Activity icon, modifier, and amplifier information fields is the same regardless of frame shape or affiliation. Figure 7-2 shows the placement of the Activity icon, modifier, and amplifier fields around the friendly Activity symbol frame. See Table 1-1 for amplifier field definitions and maximum character lengths.

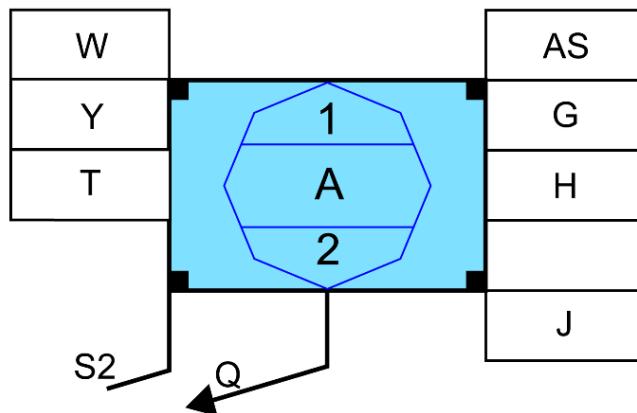


Figure 7-2: Stability and Civil Support Activities Icon, Modifier, and Amplifier Fields.

7.2.4. Icons and Modifiers Placement Inside Bounding Octagon

1. In general, icons should not be so large as to exceed the dimensions of the main sector of the bounding octagon or touch the interior border of the frame.
2. Full frame icons are exceptions to this size rule and exceed the dimensions of the main sector of the bounding octagon and touch the interior border of the frame. See Chapter 3 for more information concerning full frame icons.
3. The bounding octagon is divided into three sectors that specify where icons and modifiers are positioned and how much space is available for sizing. The lettering size for text icons and modifiers will vary based on the number of letters used. Figure 7-3 provides examples showing the sectors for each of the frame shape types. The placing/sizing of icons and modifiers for Activity symbols shall comply with the guidance at para 1.2.18.

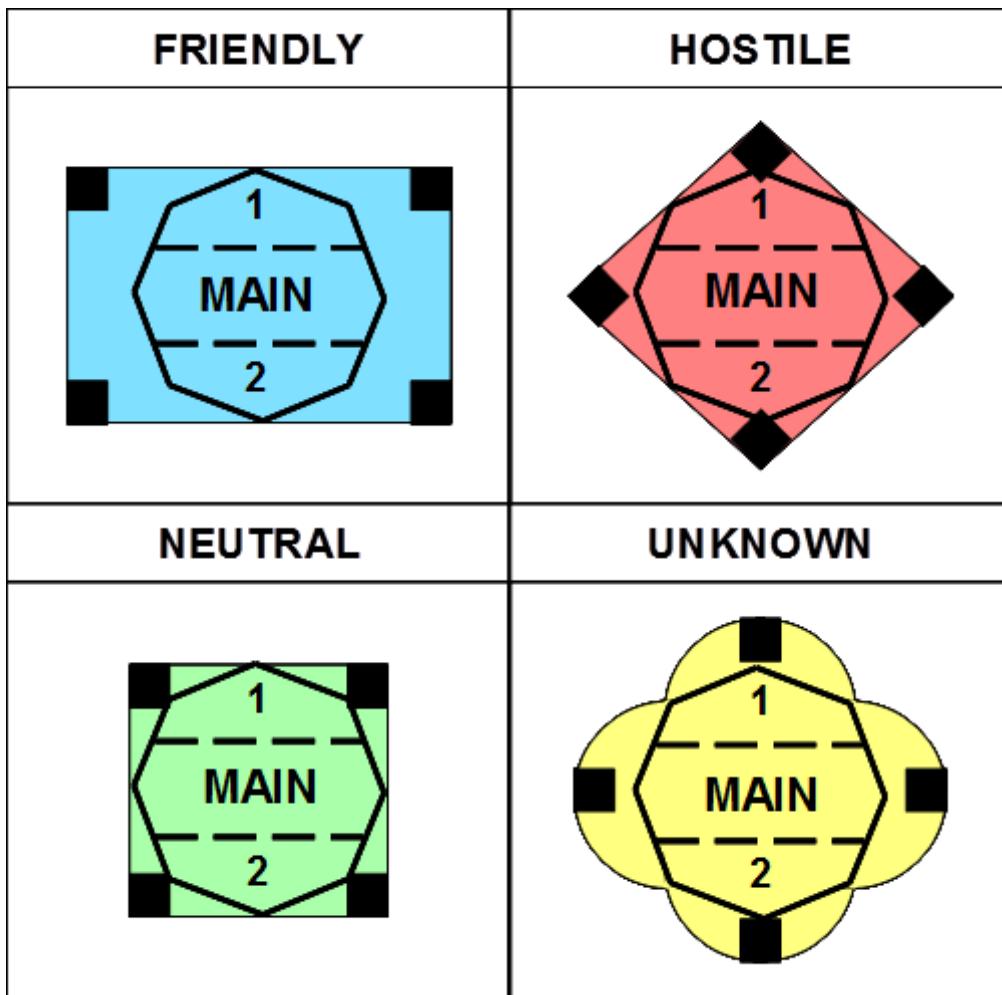


Figure 7-3: Locations of Icons and Modifiers.

7.2.5. Main Sector Icons

- Icons in the main sector (Figure 7-4) normally reflect the main function of the symbol, but in some cases can also reflect modifying information as well.

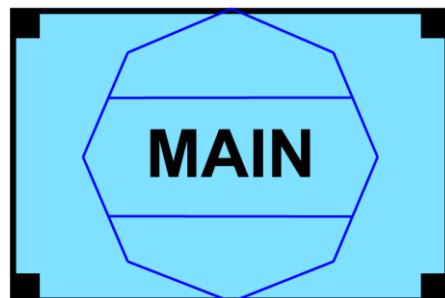


Figure 7-4: Main Sector Icons.

2. Table 7-2 below shows the Stability and Civil Support Activities icons for use in the main sector of the A field of the symbol.

Table 7-2: Stability and Civil Support Activities Main Sector Icons

Note: See Table A-45 for associated Symbol Identification Codes.

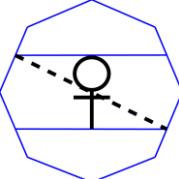
Description	Icon	Remarks
INCIDENT Type: Entity Symbol Set Code: 40 Code: 110000	N/A	Reserved for hierarchical purposes.
CRIMINAL ACTIVITY INCIDENT Type: Entity Type Entity: INCIDENT Symbol Set Code: 40 Code: 110100	N/A	For training or hierarchical purposes only.
ARREST/APPREHEND/ DETAIN Type: Entity Subtype Entity: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 110101 Icon Type: Full Octagon		N/A
ATTEMPTED CRIMINAL ACTIVITY Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 110103 Icon Type: Main		N/A

Table 7-2: Stability and Civil Support Activities Main Sector Icons

Note: See Table A-45 for associated Symbol Identification Codes.

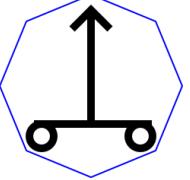
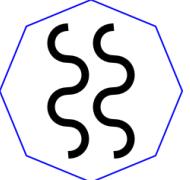
Description	Icon	Remarks
<p>DRIVE-BY SHOOTING</p> <p>Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 110104 Icon Type: Full Octagon</p>		N/A
<p>DRUG RELATED</p> <p>Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 110105 Icon Type: Main</p>		N/A
<p>EXTORTION</p> <p>Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 110106 Icon Type: Full Octagon</p>		N/A
<p>GRAFFITI</p> <p>Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 110107 Icon Type: Full Octagon</p>		N/A

Table 7-2: Stability and Civil Support Activities Main Sector Icons

Note: See Table A-45 for associated Symbol Identification Codes.

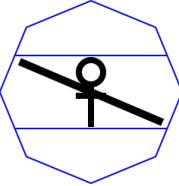
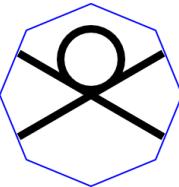
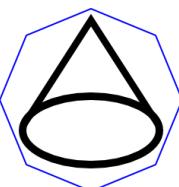
Description	Icon	Remarks
KILLING Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 110108 Icon Type: Main		N/A
POISONING Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 110109 Icon Type: Full Octagon		N/A
CIVIL RIOTING Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 110110 Icon Type: Main		N/A
BOOBY TRAP Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 110111 Icon Type: Full Octagon		N/A

Table 7-2: Stability and Civil Support Activities Main Sector Icons

Note: See Table A-45 for associated Symbol Identification Codes.

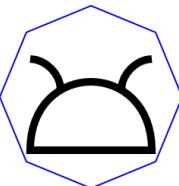
Description	Icon	Remarks
BLACK MARKETING Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 110113 Icon Type: Full Octagon		N/A
VANDALISM / LOOT / RANSACK / PLUNDER Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 110114 Icon Type: Full Octagon		N/A
ROBBERY Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 110116 Icon Type: Main		N/A
THEFT Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 110117 Icon Type: Main		N/A

Table 7-2: Stability and Civil Support Activities Main Sector Icons

Note: See Table A-45 for associated Symbol Identification Codes.

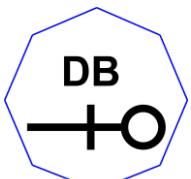
Description	Icon	Remarks
BURGLARY Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 110118 Icon Type: Main		N/A
SMUGGLING Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 110119 Icon Type: Main		N/A
DEAD BODY Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 110121 Icon Type: Full Octagon		N/A
SABOTAGE Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Code: 110122 Icon Type: Main		N/A
BOMB/BOMBING Type: Entity Type Entity: INCIDENT Symbol Set Code: 40 Code: 110200 Icon Type: Main		N/A

Table 7-2: Stability and Civil Support Activities Main Sector Icons

Note: See Table A-45 for associated Symbol Identification Codes.

Description	Icon	Remarks
BOMB THREAT Type: Entity Subtype Entity/Entity Type: INCIDENT/BOMB/BOMBING Symbol Set Code: 40 Code: 110201 Icon Type: Full Octagon		N/A
IED Type: Entity Type Entity: INCIDENT Symbol Set Code: 40 Code: 110300 Icon Type: Main		N/A
IED EXPLOSION Type: Entity Subtype Entity/Entity Type: INCIDENT/ IED Symbol Set Code: 40 Code: 110301 Icon Type: Full Octagon		N/A
PREMATURE IED EXPLOSION Type: Entity Subtype Entity/Entity Type: INCIDENT/ IED Symbol Set Code: 40 Code: 110302 Icon Type: Full Octagon		N/A
IED CACHE Type: Entity Subtype Entity/Entity Type: INCIDENT/ IED Symbol Set Code: 40 Code: 110303 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.

Table 7-2: Stability and Civil Support Activities Main Sector Icons

Note: See Table A-45 for associated Symbol Identification Codes.

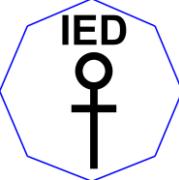
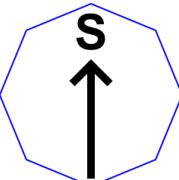
Description	Icon	Remarks
IED SUICIDE BOMBER Type: Entity Subtype Entity/Entity Type: INCIDENT/ IED Symbol Set Code: 40 Code: 110304 Icon Type: Full Octagon		N/A
SHOOTING Type: Entity Type Entity: INCIDENT Symbol Set Code: 40 Code: 110400	N/A	For training or hierarchical purposes only.
SNIPING Type: Entity Subtype Entity/Entity Type: INCIDENT/SHOOTING Symbol Set Code: 40 Code: 110401 Icon Type: Full Octagon		N/A
ILLEGAL DRUG OPERATION Type: Entity Type Entity: INCIDENT Symbol Set Code: 40 Code: 110500 Icon Type: Main		N/A
TRAFFICKING Type: Entity Subtype Entity/Entity Type: INCIDENT/ILLEGAL DRUG OPERATION Symbol Set Code: 40 Code: 110501 Icon Type: Full Octagon		N/A

Table 7-2: Stability and Civil Support Activities Main Sector Icons

Note: See Table A-45 for associated Symbol Identification Codes.

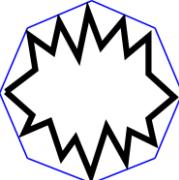
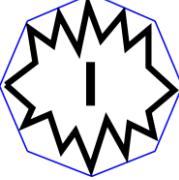
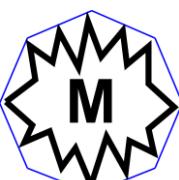
Description	Icon	Remarks
ILLEGAL DRUG LAB Type: Entity Subtype Entity/Entity Type: INCIDENT/ILLEGAL DRUG OPERATION Symbol Set Code: 40 Code: 110502 Icon Type: Full Octagon		N/A
EXPLOSION Type: Entity Type Entity: INCIDENT Symbol Set Code: 40 Code: 110600 Icon Type: Full Octagon		N/A
GRENADE EXPLOSION Type: Entity Subtype Entity: INCIDENT/EXPLOSION Symbol Set Code: 40 Code: 110601 Icon Type: Full Octagon		N/A
INCENDIARY EXPLOSION Type: Entity Subtype Entity: INCIDENT/EXPLOSION Symbol Set Code: 40 Code: 110602 Icon Type: Full Octagon		N/A
MINE EXPLOSION Type: Entity Subtype Entity: INCIDENT/EXPLOSION Symbol Set Code: 40 Code: 110603 Icon Type: Full Octagon		N/A

Table 7-2: Stability and Civil Support Activities Main Sector Icons

Note: See Table A-45 for associated Symbol Identification Codes.

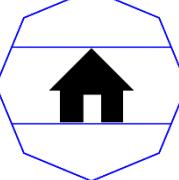
Description	Icon	Remarks
MORTAR FIRE EXPLOSION Type: Entity Subtype Entity: INCIDENT/EXPLOSION Symbol Set Code: 40 Code: 110604 Icon Type: Full Octagon		N/A
ROCKET EXPLOSION Type: Entity Subtype Entity: INCIDENT/EXPLOSION Symbol Set Code: 40 Code: 110605 Icon Type: Full Octagon		N/A
BOMB EXPLOSION Type: Entity Subtype Entity: INCIDENT/EXPLOSION Symbol Set Code: 40 Code: 110606 Icon Type: Full Octagon		N/A
HOUSE Type: Entity type Entity: INCIDENT Symbol Set Code: 40 Code: 110700 Icon Type: Main		N/A
CIVIL DISTURBANCE Type: Entity Symbol Set Code: 40 Code: 120000	N/A	For training or hierarchical purposes only.

Table 7-2: Stability and Civil Support Activities Main Sector Icons

Note: See Table A-45 for associated Symbol Identification Codes.

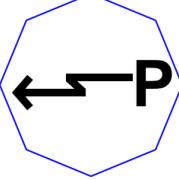
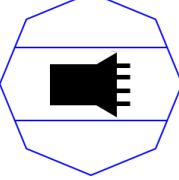
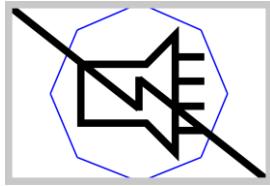
Description	Icon	Remarks
DEMONSTRATION Type: Entity Type Entity/Entity Type: CIVIL DISTURBANCE Symbol Set Code: 40 Code: 120100 Icon Type: Main		N/A
OPERATION Type: Entity Symbol Set Code: 40 Code: 130000	N/A	Reserved for hierarchical purposes.
PATROL Type: Entity Type Entity: OPERATION Symbol Set Code: 40 Code: 130100 Icon Type: Full Octagon		N/A
PSYCHOLOGICAL OPERATIONS (PSYOPS) Type: Entity Type Entity: OPERATION Symbol Set Code: 40 Code: 130200 Icon Type: Main Icon		MIL-STD-2525 uses the terminology Military Information Support Operations (MISO)
TV AND RADIO PROPAGANDA Type: Entity Subtype Entity/Entity Type: OPERATION/PSYOPS OPERATION Symbol Set Code: 40 Code: 130201 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.

Table 7-2: Stability and Civil Support Activities Main Sector Icons

Note: See Table A-45 for associated Symbol Identification Codes.

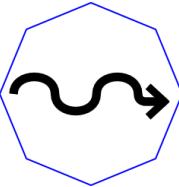
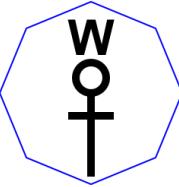
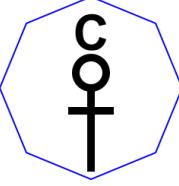
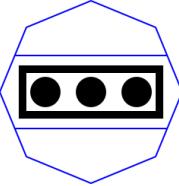
Description	Icon	Remarks
FORAGING/SEARCHING Type: Entity Type Entity: OPERATION Symbol Set Code: 40 Code: 130300 Icon Type: Full Octagon		N/A
RECRUITMENT Type: Entity Type Entity: OPERATION Symbol Set Code: 40 Code: 130400	N/A	No icon is associated with this entity. It is for hierarchical purposes only.
WILLING Type: Entity Subtype Entity/Entity Type: OPERATION/RECRUITMENT Symbol Set Code: 40 Code: 130401 Icon Type: Full Octagon		N/A
COERCED/IMPRESSED Type: Entity Subtype Entity/Entity Type: OPERATION/RECRUITMENT Symbol Set Code: 40 Code: 130402 Icon Type: Full Octagon		N/A
MINE LAYING Type: Entity Type Entity: OPERATION Symbol Set Code: 40 Code: 130500 Icon Type: Main		N/A

Table 7-2: Stability and Civil Support Activities Main Sector Icons

Note: See Table A-45 for associated Symbol Identification Codes.

Description	Icon	Remarks
SPY Type: Entity Type Entity: OPERATION Symbol Set Code: 40 Code: 130600 Icon Type: Main		N/A
WARRANT SERVED Type: Entity Type Entity: OPERATION Symbol Set Code: 40 Code: 130700 Icon Type: Main		N/A
EXFILTRATION Type: Entity Type Entity: OPERATION Symbol Set Code: 40 Code: 130800 Icon Type: Full Octagon		N/A
INFILTRATION Type: Entity Type Entity: OPERATION Symbol Set Code: 40 Code: 130900 Icon Type: Full Octagon		N/A
MEETING Type: Entity Type Entity: OPERATION Symbol Set Code: 40 Code: 131000 Icon Type: Full Octagon		N/A

Table 7-2: Stability and Civil Support Activities Main Sector Icons

Note: See Table A-45 for associated Symbol Identification Codes.

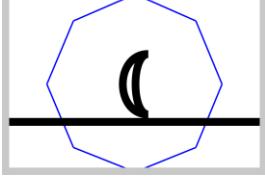
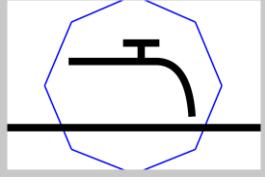
Description	Icon	Remarks
POLLING PLACE/ELECTION Type: Entity Type Entity: OPERATION/MEETING Symbol Set Code: 40 Code: 131001 Icon Type: Main		N/A
RAID ON HOUSE Type: Entity Type Entity: OPERATION Symbol Set Code: 40 Code: 131100 Icon Type: Full Octagon		N/A
EMERGENCY OPERATION Type: Entity Type Entity: OPERATION Symbol Set Code: 40 Code: 131200	N/A	For training or hierarchical purposes only.
EMERGENCY FOOD DISTRIBUTION Type: Entity Subtype Entity: OPERATION Symbol Set Code: 40 Code: 131202 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
EMERGENCY WATER DISTRIBUTION CENTRE Type: Entity Subtype Entity/Entity Type: OPERATION/EMERGENCY OPERATION Symbol Set Code: 40 Code: 131208 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.

Table 7-2: Stability and Civil Support Activities Main Sector Icons

Note: See Table A-45 for associated Symbol Identification Codes.

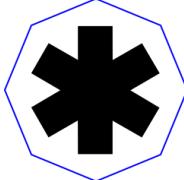
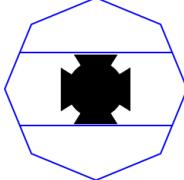
Description	Icon	Remarks
EMERGENCY MEDICAL OPERATIONS Type: Entity Type Entity: OPERATION Symbol Set Code: 40 Code: 131300 Icon Type: Full Octagon		N/A
PHARMACY Type: Entity Subtype Entity/Entity Type: OPERATION/EMERGENCY MEDICAL OPERATION Symbol Set Code: 40 Code: 131305 Icon Type: Full Octagon		N/A
FIRE FIGHTING Type: Entity Type Entity: OPERATION Symbol Set Code: 40 Code: 131400 Icon Type: Main		N/A
LAW ENFORCEMENT OPERATION Type: Entity Type Entity: OPERATION Symbol Set Code: 40 Code: 131500	N/A	For training or hierarchical purposes only.

Table 7-2: Stability and Civil Support Activities Main Sector Icons

Note: See Table A-45 for associated Symbol Identification Codes.

Description	Icon	Remarks
BUREAU OF ALCOHOL, TOBACCO, FIREARMS AND EXPLOSIVES (ATF) (DEPARTMENT OF JUSTICE) Type: Entity Subtype Entity/Entity Type: OPERATION/LAW ENFORCEMENT OPERATION Symbol Set Code: 40 Code: 131501 Icon Type: Main		N/A
DRUG ENFORCEMENT ADMINISTRATION (DEA) Type: Entity Subtype Entity/Entity Type: OPERATION/LAW ENFORCEMENT OPERATION Symbol Set Code: 40 Code: 131504 Icon Type: Main		N/A
FEDERAL BUREAU OF INVESTIGATION (FBI) Type: Entity Subtype Entity/Entity Type: OPERATION/LAW ENFORCEMENT OPERATION Symbol Set Code: 40 Code: 131506 Icon Type: Main		N/A

Table 7-2: Stability and Civil Support Activities Main Sector Icons

Note: See Table A-45 for associated Symbol Identification Codes.

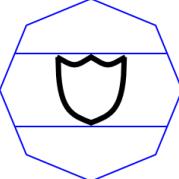
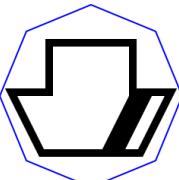
Description	Icon	Remarks
POLICE Type: Entity Subtype Entity/Entity Type: OPERATION/LAW ENFORCEMENT OPERATION Symbol Set Code: 40 Code: 131507 Icon Type: Main		N/A
UNITED STATES SECRET SERVICE (USSS) Type: Entity Subtype Entity/Entity Type: OPERATION/LAW ENFORCEMENT OPERATION Symbol Set Code: 40 Code: 131509 Icon Type: Main		N/A
TRANSPORTATION SECURITY ADMINISTRATION (TSA) Type: Entity Subtype Entity/Entity Type: OPERATION/LAW ENFORCEMENT OPERATION Symbol Set Code: 40 Code: 131510 Icon Type: Main		N/A
COAST GUARD Type: Entity Subtype Entity/Entity Type: OPERATION/LAW ENFORCEMENT OPERATION Symbol Set Code: 40 Code: 131511 Icon Type: Full Octagon		N/A

Table 7-2: Stability and Civil Support Activities Main Sector Icons

Note: See Table A-45 for associated Symbol Identification Codes.

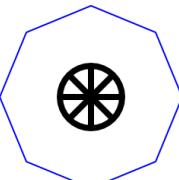
Description	Icon	Remarks
INTERNAL SECURITY FORCE Type: Entity Subtype Entity/Entity Type: OPERATION/LAW ENFORCEMENT OPERATION Symbol Set Code: 40 Code: 131513 Icon Type: Main		N/A
HAZARDOUS MATERIALS Type: Entity Symbol Set Code: 40 Code: 150000	N/A	Reserved for hierarchical purposes.
HAZARDOUS MATERIALS INCIDENT Type: Entity Type Entity: INCIDENT Symbol Set Code: 40 Code: 150100	N/A	For training or hierarchical purposes only.
UNEXPLODED ORDNANCE Type: Entity Subtype Entity/Entity Type: INCIDENT/HAZARDOUS MATERIALS INCIDENT Symbol Set Code: 40 Code: 150115 Icon Type: Full Octagon		N/A
TRANSPORTATION INCIDENT Type: Entity Symbol Set Code: 40 Code: 160000 Icon Type: Full Octagon		This symbol shall not be displayed on a C2 system but may be displayed for training or hierarchical explanation purposes.

Table 7-2: Stability and Civil Support Activities Main Sector Icons

Note: See Table A-45 for associated Symbol Identification Codes.

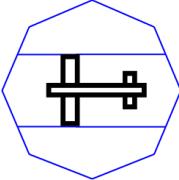
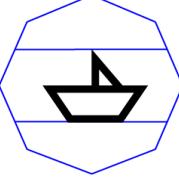
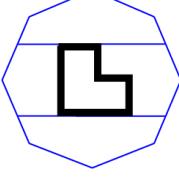
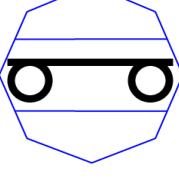
Description	Icon	Remarks
AIR Type: Entity Type Entity: TRANSPORTATION INCIDENT Symbol Set Code: 40 Code: 160100 Icon Type: Main		N/A
MARINE Type: Entity Type Entity: TRANSPORTATION INCIDENT Symbol Set Code: 40 Code: 160200 Icon Type: Main		N/A
RAIL Type: Entity Type Entity: TRANSPORTATION INCIDENT Symbol Set Code: 40 Code: 160300 Icon Type: Main		N/A
VEHICLE Type: Entity Type Entity: TRANSPORTATION INCIDENT Symbol Set Code: 40 Code: 160400 Icon Type: Main		N/A
NATURAL EVENT Type: Entity Symbol Set Code: 40 Code: 170000 Icon Type: Main		This symbol shall not be displayed on a C2 system but may be displayed for training or hierachal explanation purposes.

Table 7-2: Stability and Civil Support Activities Main Sector Icons

Note: See Table A-45 for associated Symbol Identification Codes.

Description	Icon	Remarks
GEOLOGIC Type: Entity Type Entity: NATURAL EVENT Symbol Set Code: 40 Code: 170100 Icon Type: Main		This symbol shall not be displayed on a C2 system but may be displayed for training or hierachal explanation purposes.
VOLCANIC ERUPTION Type: Entity Subtype Entity/Entity Type: NATURAL EVENT/GEOLOGIC Symbol Set Code: 40 Code: 170106 Icon Type: Full Octagon		N/A
VOLCANIC THREAT Type: Entity Subtype Entity/Entity Type: NATURAL EVENT/GEOLOGIC Symbol Set Code: 40 Code: 170107 Icon Type: Full Octagon		N/A
CAVE ENTRANCE Type: Entity Subtype Entity/Entity Type: NATURAL EVENT/GEOLOGIC Symbol Set Code: 40 Code: 170108 Icon Type: Full Octagon		N/A
HYDRO-METEOROLOGICAL Type: Entity Type Entity: NATURAL EVENT Symbol Set Code: 40 Code: 170200 Icon Type: Main		This symbol shall not be displayed on a C2 system but may be displayed for training or hierachal explanation purposes.

Table 7-2: Stability and Civil Support Activities Main Sector Icons

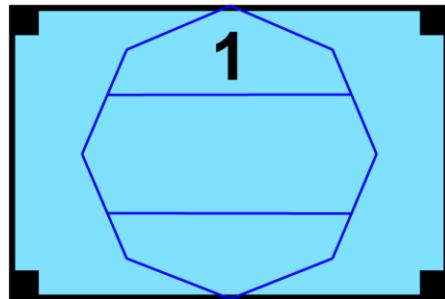
Note: See Table A-45 for associated Symbol Identification Codes.

Description	Icon	Remarks
INFESTATION Type: Entity Type Entity: NATURAL EVENT Symbol Set Code: 40 Code: 170300 Icon Type: Main		N/A
INDIVIDUAL Type: Entity Symbol Set Code: 40 Code: 180000	N/A	Reserved for hierarchical purposes.
RELIGIOUS LEADER Type: Entity Type Entity: INDIVIDUAL Symbol Set Code: 40 Code: 180100 Icon Type: Full Octagon		N/A
SPEAKER Type: Entity Type Entity: INDIVIDUAL Symbol Set Code: 40 Code: 180200 Icon Type: Full Octagon		N/A

Table 7-2: Stability and Civil Support Activities Main Sector Icons.

7.2.6. Stability and Civil Support Activities Sector 1 Modifiers

1. Sector 1 modifiers provide additional information regarding the icon within the symbol. Figure 7-5 demonstrates the proper placement of this modifier.

**Figure 7-5: Sector 1 Modifier Placement.**

2. Table 7-3 shows the modifiers for use in activity, location, or non-military organization symbols in sector 1 of the symbol. Additional Sector 1 Modifiers, where required, are included in Table 1-3. These modifiers are accessed using Common Modifiers. See Annex A Para A.13.

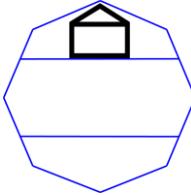
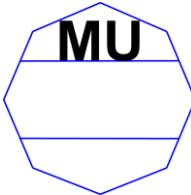
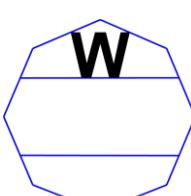
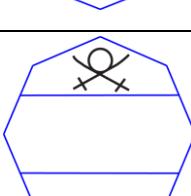
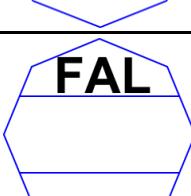
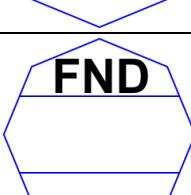
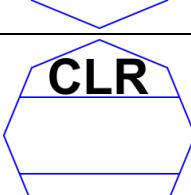
Table 7-3: Activities Sector 1 Modifiers.			
Note: See Table A-46 for associated Symbol Identification Codes.			
Description	Category	Modifier	Remarks
HOUSE-TO-HOUSE Symbol Set Code: 40 Code: 04	PSYCHOLOGICAL OPERATIONS (PSYOPS)		N/A
MURDER Symbol Set Code: 40 Code: 06	CRIME		N/A
WRITTEN PSYCHOLOGICAL OPERATIONS (PSYOPS) Symbol Set Code: 40 Code: 09	PSYCHOLOGICAL OPERATIONS (PSYOPS)		N/A
PIRATE Symbol Set Code: 40 Code: 10	CRIME		N/A
FALSE Symbol Set Code: 40 Code: 11	IED CATEGORY		N/A
FIND Symbol Set Code: 40 Code: 12	IED CATEGORY		N/A
FOUND AND CLEARED Symbol Set Code: 40 Code: 13	IED CATEGORY		N/A

Table 7-3: Activities Sector 1 Modifiers.

Note: See Table A-46 for associated Symbol Identification Codes.

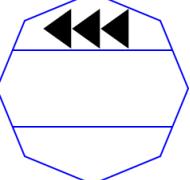
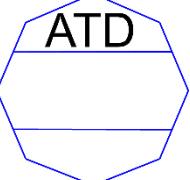
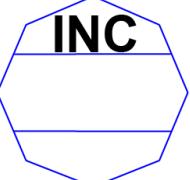
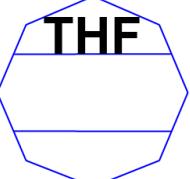
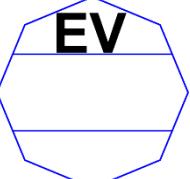
Description	Category	Modifier	Remarks
HOAX (DECOY) Symbol Set Code: 40 Code: 14	IED CATEGORY		N/A
ATTEMPTED Symbol Set Code: 40 Code: 15	INCIDENT QUALIFIER		N/A
INCIDENT Symbol Set Code: 40 Code: 17	INCIDENT QUALIFIER		N/A
THEFT Symbol Set Code: 40 Code: 18	CRIME		N/A
EVICTION Symbol Set Code: 40 Code: 21			N/A

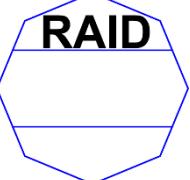
Table 7-3: Activities Sector 1 Modifiers.			
Note: See Table A-46 for associated Symbol Identification Codes.			
Description	Category	Modifier	Remarks
RAID Symbol Set Code: 40 Code: 22			N/A

Table 7-3: Activities Sector 1 Modifiers.**7.2.7. Stability and Civil Support Activities Sector 2 Modifiers**

- Presently, there are no specific sector 2 modifiers for Stability and Civil Support Activities.

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CHAPTER 8. CONTROL MEASURE SYMBOLS

8.1. SCOPE

1. This chapter establishes a standard system for the development and use of Control Measures symbols. This chapter provides rules for automated and hand-drawn symbols and examples for all Control Measures symbols. These Control Measures symbols are the standard for all command and control systems and simulations, including those used in live, virtual, and planning environments.

8.1.1. Control Measure Symbol Characteristics

1. Ultimately, the Joint Force Commander and their forces must be capable of accomplishing their mission, either directly or indirectly, by the employment of capabilities to create physical or psychological effects, and be able to sustain such operations for as long as is necessary to achieve operational objectives.
2. The principal method by which this capability is delivered is through the combination of joint operational capabilities and a range of mechanisms and Control Measures.
3. The standard system within this chapter provides:
 - a. A series of Control Measures symbols that follow standard formats and Control Measures symbols that follow standalone formats.
 - b. Corresponding Control Measures symbol colouring.
 - c. Proper labelling of Control Measures symbols.
 - d. Corresponding definitions to help add clarity in using these symbols.

8.1.2. General

1. This chapter divides the Control Measures symbols into groups that correspond to the joint functions of command and control to include joint targeting, manoeuvre and fires, intelligence, force protection, sustainment, and information including deception.
2. The symbol groups are divided into the following Control Measures sections:
 - a. Boundaries (8.2)
 - b. Areas of Operation (8.6)
 - c. Command and Control (8.7)
 - d. Manoeuvre (8.8)
 - e. Airspace (8.9)
 - f. Maritime (8.10)

- g. Deception (8.11)
- h. Fire Support (8.12)
- i. Targets (8.13)
- j. Target Acquisition (8.14)
- k. Force Protection (8.15)
- l. Sustainment (8.16)
- m. Intelligence (8.17)
- n. Space Debris (8.18)

8.1.3. Composition of Control Measure Symbols

1. Control Measure symbols can be combined with other symbols, icons, and amplifiers to display operational information (see Figure 8-1). They do not follow the same building rules as the icon-based symbols but shall be built in accordance with the draw rules specified in the symbol tables.

Control Measure Components		Completed Control Measure Symbol
Control Measure Components		Completed Control Measure Symbol

Figure 8-1: Composition of Control Measure Symbols.

8.1.4. Standard Identity Colouring Control Measures

1. Friendly graphic Control Measures will be shown in black or blue when drawn manually or on a colour computer-generated display.

2. Hostile graphic Control Measures will be shown in red. If red is not available, they will be drawn in black with the abbreviation “ENY” placed on the graphic in at least two places.
3. Obstacles and obstructions as shown in this chapter (friendly, hostile, neutral, unknown, or factional) are to be drawn using the colour green. However, if the colour green is not available obstacles are to be drawn using black.
4. The colour yellow will be used for the hatching for CBRN contaminated areas.
NOTE: The use of green and yellow for obstacles and CBRN is in contradiction to the Standard Identities.

8.1.5. Status

1. Status refers to whether a Control Measure exists at the location identified (status is “present”) or will in the future reside at that location (status is “planned”, “anticipated”, “suspected”, or “on order”). If a Control Measure is on order, the status code shall be specified “Anticipated/Planned” and field amplifier “W” shall be present and specified “O/O”. In general, linear Control Measures (including boundary lines) and area Control Measures shall be a solid line when indicating present status and a dashed line when indicating anticipated or planned status, as depicted in Figure 8-2. There are certain Control Measures such as counterattack which are drawn in the “present” status with dashed lines. The codes for status in the SIDC are provided in Table A-6 of Annex A.

	Point Graphics	Boundary Line Graphics	Area Graphics
Present Position (P)			
Anticipated, Planned, Suspected, or On Order (A)			

Figure 8-2: Present and Planned Status for Control Measure Symbols.

2. Planned/Anticipated/Suspect CM Point symbols that would become confused or illegible if the guidance in Para 8.1.5.1. were to be utilised. These icons should be represented within a dotted and dashed circle that encompasses the icon. The dotted and dashed circle may also be black on white to increase legibility on dark backgrounds.

3. Planned/Anticipated/Suspect Point CM symbols utilising the dotted and dashed circle will be identified within the symbol tables with the "Status Type" identified by exception.

Point Graphics	
Present Position (P)	
Anticipated, Planned, Suspected, or On Order (A) CM Status Type: Circled	

Figure 8-3: Present and Planned Status for Control Measure Symbols.

8.1.6. Labelling Control Measures

1. Make all text labelling in upper case letters. The reader should be able to read the labels for all text labels of modifier or amplifier fields for Control Measures symbols when the bottom of the overlay is closest to the reader.
2. Labelling written on an angle should be readable to the viewer, so they do not have to turn their head.

8.1.7. Amplifiers

1. An amplifier provides optional additional information about a tactical symbol. The field ID, field title, description and maximum allowable display lengths of tactical symbol amplifiers are presented in Table 1-5. An example of each amplifier (both text and graphic indicators) is included in Figure 8-4. Amplifiers can be defined as either Static or Dynamic:

- a. **Static Amplifiers.** An amplifier whose size and placement are fixed and remain constant.
- b. **Dynamic Amplifiers.** An amplifier whose size and placement are based on the attributes of an object and can change as these attributes and the scale of the background change.

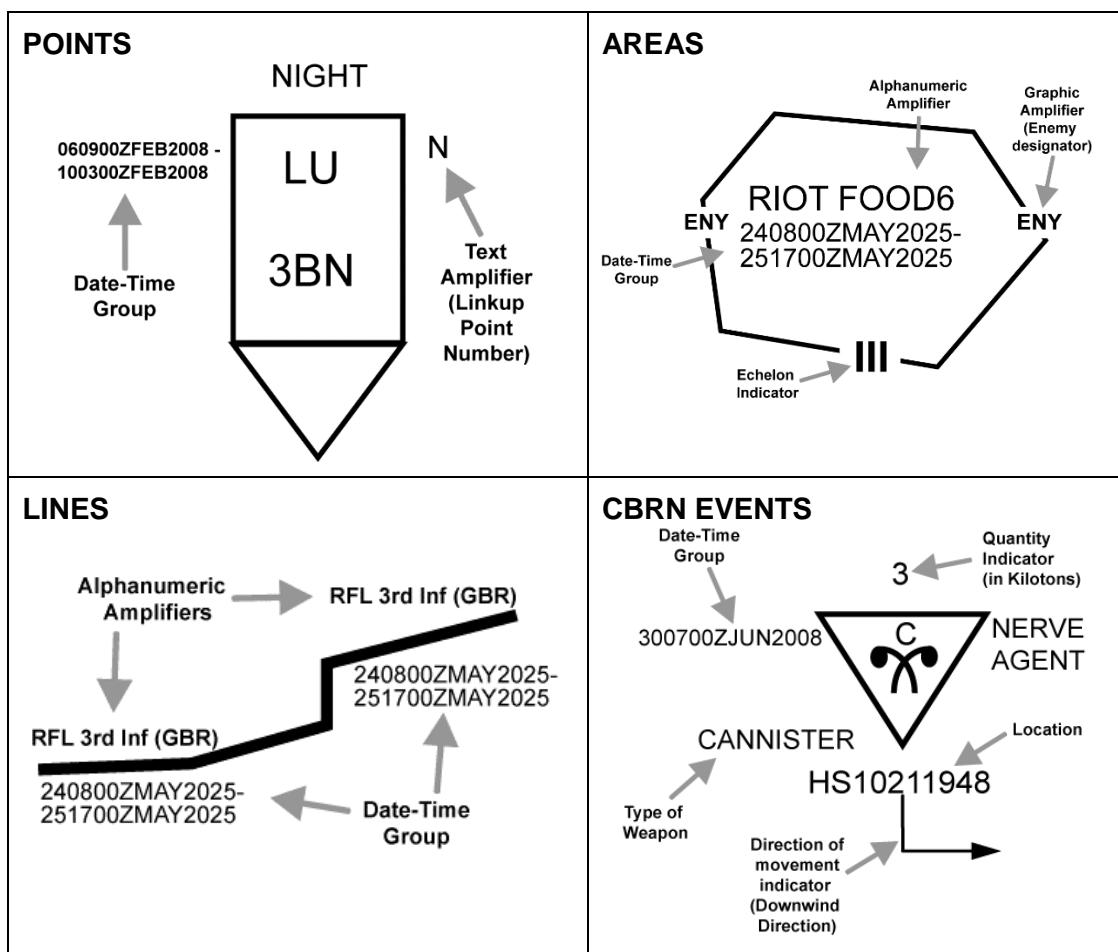


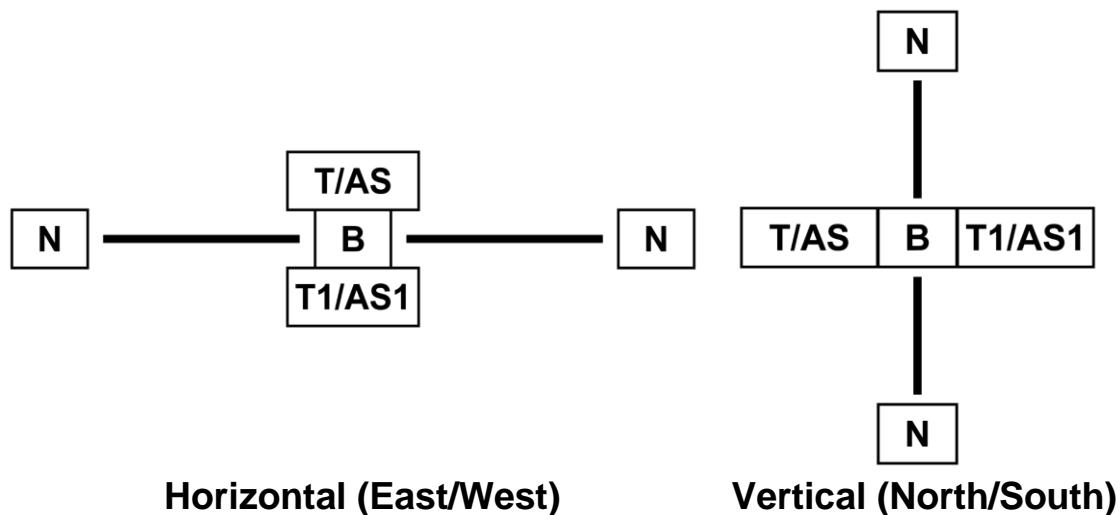
Figure 8-4: Graphic Amplifiers for Control Measure Symbols.

8.2. BOUNDARIES

1. In land warfare, a boundary is a line by which areas of responsibility between adjacent units/formations are defined.

8.2.1. Boundary Composition

1. Boundaries are composed of the following:
 - a. Line.
 - b. The graphic for the highest echelon (Field B) unit on lateral boundaries is used for the boundary line. The graphic for the lower echelon (Field B) unit on a rear or forward boundary is used for the boundary line. (See Table 8-1) When units of the same echelon are adjacent to each other, the abbreviated echelon designator (Field T) can be omitted from the alphanumeric designator.
 - c. When the boundary is between units of different countries, the three-letter geographical entity country code (Field AS) is shown in parenthesis behind or below the unit designation.
 - d. Numerals.
 - e. Arabic numerals to show the numbers of units.
 - f. Roman numerals to show the number of corps.
 - g. Field labels. All field labels are displayed perpendicular to the boundary line.
2. Figure 8-5 below provides a boundary composition template that includes orientation of field labels for horizontal (east/west) and vertical (north/south) boundaries.
 - a. Horizontal (East/West) Orientation boundary line segments are those line segments that are oriented between 46 and 135 degrees.
 - b. Vertical (North/South) Orientation boundary line segments are those line segments that are oriented between 315 and 45 degrees.

**Figure 8-5: Boundary Composition Templates.**

3. Table 8-1 below shows examples of Boundary Control Measures.

Table 8-1: Examples of Boundary Control Measure Symbols

Control Measure	Template	Draw Rules	Example
BOUNDARY		<u>Anchor Points.</u> This symbol requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend and shape the line.	Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure. N/A
FRIENDLY PRESENT BOUNDARY	See Boundary Template	<u>Size/Shape.</u> The first and last anchor points determine the length of the line. The line segment between each pair of anchor points will	2ID (USA)  52ID (GBR)
FRIENDLY PLANNED OR ON ORDER BOUNDARY	See Boundary Template		ID (CAN)  2ID (FRA)

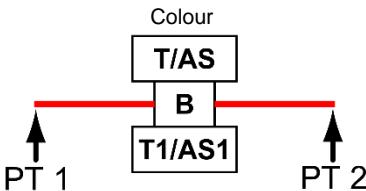
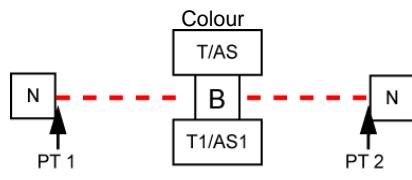
Table 8-1: Examples of Boundary Control Measure Symbols			
Control Measure	Template	Draw Rules	Example
ENEMY KNOWN BOUNDARY	Monochrome See Boundary Template	repeat all information associated with the line segment between points 1 and 2. Orientation. Orientation is determined by the anchor points.	I2IN ENY ————— X ————— ENY 7IN
			 3ARBIN
ENEMY SUSPECTED OR TEMPLATED BOUNDARY	Monochrome See Boundary Template		211AR ENY - - - - X - - - - ENY 12ARCOY
			 8ABR

Table 8-1: Examples of Boundary Control Measure Symbols.

4. Table 8-2 below lists Lateral, Forward, and Rear Command and Control Line Boundaries.

Table 8-2: Command and Control Line Control Measure Symbols

Note: See Table A-32 for associated Symbol Identification Codes

Boundary Type	Example
COMMAND AND CONTROL LINES Symbol Set Code: 25 Code: 110000	Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure. There is no associated symbol. It is included for training or hierarchical explanation purposes.
BOUNDARY Symbol Set Code: 25 Code: 110100	See Table 8-1 and examples below
LATERAL BOUNDARY	
FORWARD BOUNDARY	

Table 8-2: Command and Control Line Control Measure Symbols

Note: See Table A-32 for associated Symbol Identification Codes

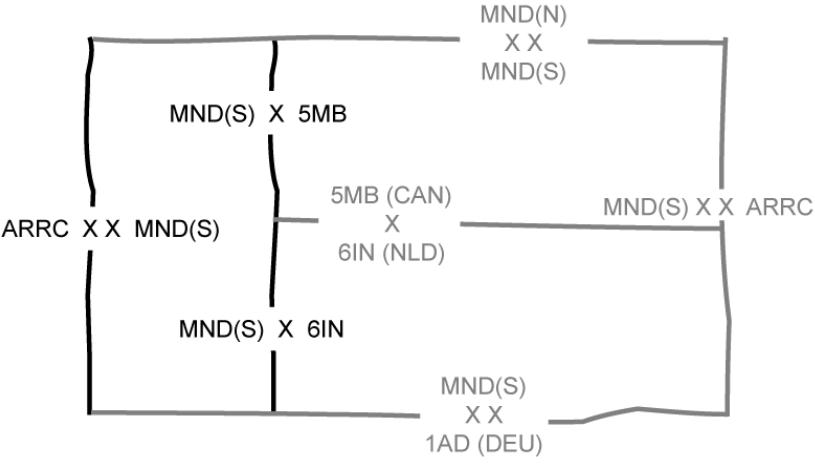
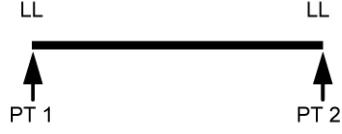
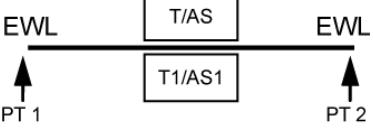
Boundary Type	Example Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.		
REAR BOUNDARY	 <p>Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.</p>		
Control Measure	Template	Draw Rules	EXAMPLE Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.
LIGHT LINE Symbol Set Code: 25 Code: 110200		Anchor Points. This symbol requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend and shape the line.	
ENGINEER WORK LINE Symbol Set Code: 25 Code: 110300		Size/Shape. The first and last anchor points determine the length of the line. The line segment between each pair of anchor points will repeat all information associated with the line segment between points 1 and 2. Orientation. Orientation is determined by the anchor points.	

Table 8-2: Command and Control Line Control Measure Symbols

Note: See Table A-32 for associated Symbol Identification Codes

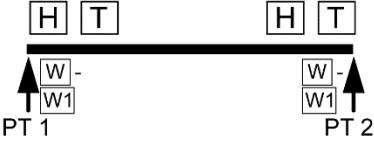
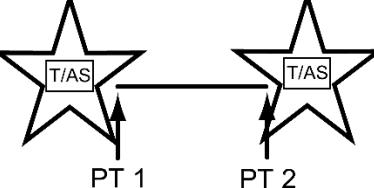
Boundary Type	Example
<p>LINE, GENERIC</p> <p>Symbol Set Code: 25 Code: 110400</p>	<p>Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.</p>  <p><u>Anchor Points.</u> This symbol requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend and shape the line.</p> <p><u>Size/Shape.</u> The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen.</p> <p><u>Orientation.</u> Orientation is determined by the order in which the anchor points are entered.</p> <p>Static/Dynamic: D</p>
<p>DECISION LINE</p> <p>Symbol Set Code: 25 Code: 110500</p>	 <p><u>Anchor Points.</u> This symbol requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line.</p> <p><u>Size/Shape.</u> The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line within the stars as it is displayed on the screen.</p> <p><u>Orientation.</u> Orientation is determined by the order in which the anchor points are entered.</p> <p>Static/Dynamic: D</p>

Table 8-2: Command and Control Line Control Measures.

8.3. POINTS

1. In a number of tables that follow (Sustainment, CBRN decontamination, and Special C2), there are Point Control Measure symbols that follow a specific format as shown in Figure 8-6 below.
2. Supply Points follow this same format with a modification to the symbol. Supply Points use the same icon used for Supply Units. The Supply icon is placed toward the bottom of the box as shown in Figure 8-6 below.
3. The format in Figure 8-6 is only used for Point and Supply Point Control Measures. Other points such as Contact, Coordination, Decision and Targets, etc. are formatted differently
4. The point type is abbreviated and positioned in Field A. For Supply symbols this may be a graphical depiction.
5. Below the abbreviation of the point name, the designation of the unit servicing that point can be included in Field T. To differentiate points, they can be identified by a number, letter, or a number/letter combination in Field T.
6. Date-time groups can be associated with the point by utilising Fields W and W1.
7. Additional information can be provided in Field H.
8. Point symbols cannot be rotated and therefore text will not be written on an angle.
9. Figure 8-6 below provides the template for Point and Supply Point Control Measure Symbols.

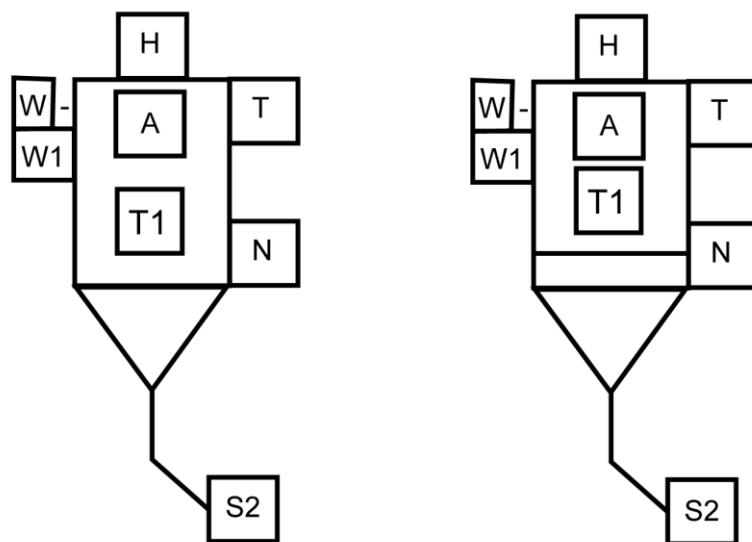
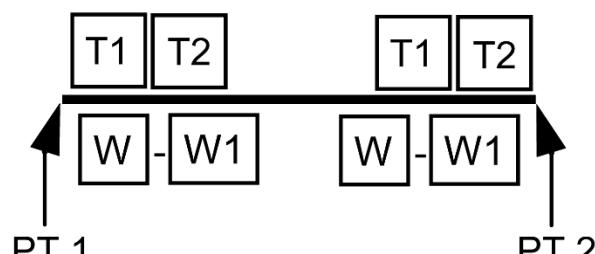
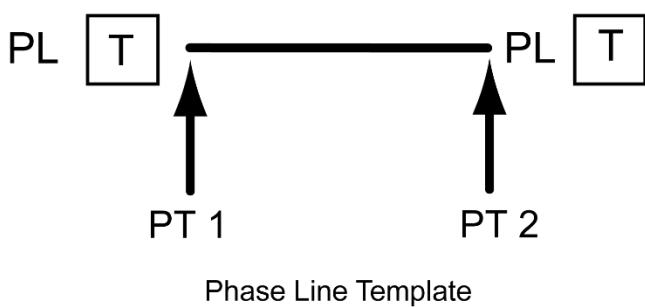


Figure 8-6: Template for Point and Supply Point Control Measure Symbols.

8.4. LINES

1. In the tables that follow, there are Line Control Measures symbols that follow a specific format as shown in Figure 8-7 below.
2. Most lines are also named as a phase line for ease of reference in orders and during transmissions.
3. Phase lines will be marked as PL with the name in Field T. Other lines that have a specific purpose and are also named as phase lines (such as restrictive fire line "RFL") should have the primary purpose in the Field T1 labelled on top of the line at both ends of the line inside the lateral boundaries or as often as necessary for clarity.
4. The designation of the controlling headquarters for Fire Support Coordination Measures is depicted in Field T2.
5. The use of phase lines to mark Line Control Measures symbols is not mandatory.
6. Figure 8-7 below provides templates for Line Control Measures symbols.



Note: Field T shows the PL name.
 T1 shows the primary purpose for the line being depicted, e.g. RFL.
 T2 shows the designation of the controlling headquarters, e.g. 2DIV

Figure 8-7: Example Templates for Line Control Measure Symbols.

8.5. AREAS

1. In the tables that follow, there are Area Control Measures symbols that follow a specific format as shown in Figure 8-8.
2. Areas will normally be marked with the abbreviation for the area type in the space reserved for the "Area Name Acronym" followed immediately by the name for the area in Field T. This labelling should be in the centre of the area unless the area is too small, or the labelling would interfere with the location of units.
3. For every area depicted all the amplifier fields should be available for use by operators although not all fields are required for each area as some areas may use only one field, while other will use several.
4. Figure 8-8 provides template for Area Control Measures symbols.

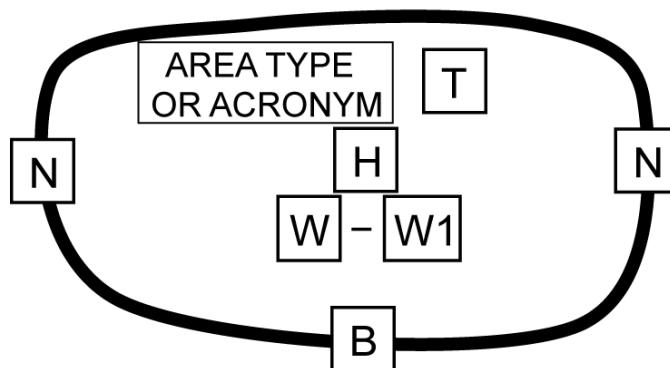


Figure 8-8: Template for Area Control Measure Symbols.

8.6. AREA OF OPERATIONS

1. An area of operations is an area within a joint operations area defined by the joint force commander for conducting tactical level operations.
2. Table 8-3 below lists Area of Operations Control Measures symbols.

Table 8-3: Area of Operations Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

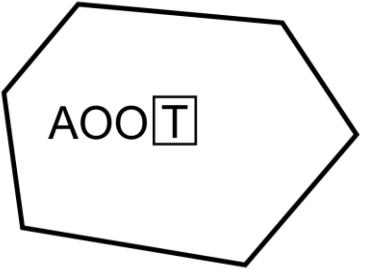
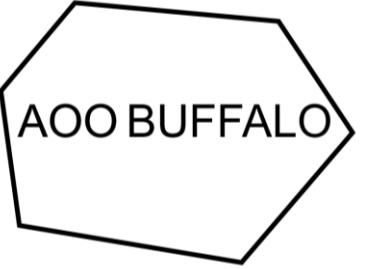
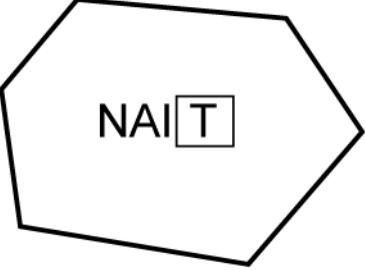
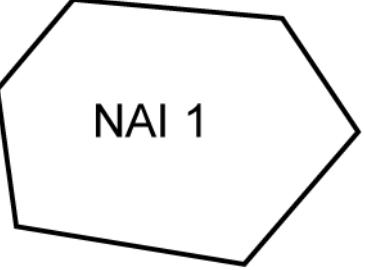
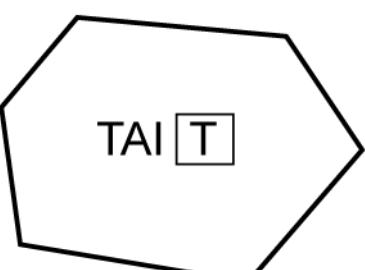
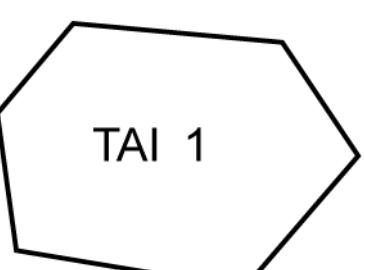
Control Measure	Template	Draw Rules	Example
COMMAND AND CONTROL AREAS Symbol Set Code: 25 Code: 120000	There is no associated symbol. It is included for training or hierarchical explanation purposes.		N/A
AREA OF OPERATIONS Symbol Set Code: 25 Code: 120100		<u>Anchor Points.</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.	
NAMED AREA OF INTEREST (NAI) Symbol Set Code: 25 Code: 120200		<u>Size/Shape.</u> Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. <u>Orientation.</u> Not applicable. Static/Dynamic: D	
TARGET AREA OF INTEREST (TAI) Symbol Set Code: 25 Code: 120300			

Table 8-3: Area of Operations Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

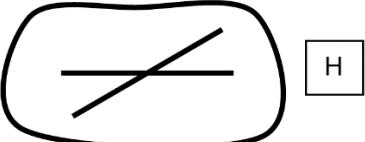
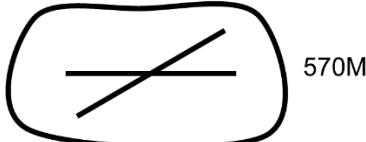
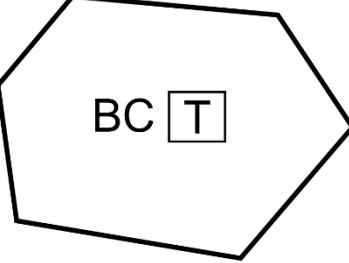
Control Measure	Template	Draw Rules	Example
AIRFIELD ZONE Symbol Set Code: 25 Code: 120400	 <small>Note: The Field "H" for this symbol includes type of airfield, length of runway and other pertinent information.</small>	<u>Anchor Points.</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape.</u> Determined by the anchor points. <u>Orientation.</u> Not applicable. <u>Static/Dynamic:</u> D	
BASE CAMP Symbol Set Code: 25 Code: 120500		<u>Anchor Points.</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape.</u> Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. <u>Orientation.</u> Not applicable.	

Table 8-3: Area of Operations Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

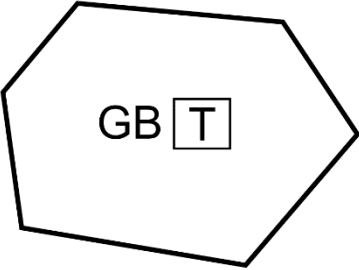
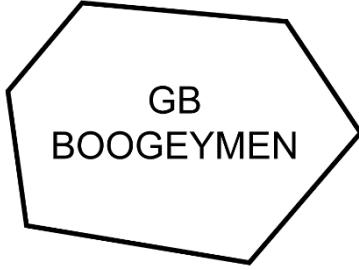
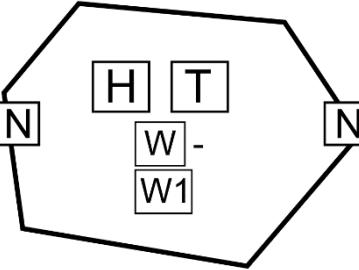
Control Measure	Template	Draw Rules	Example
GUERRILLA BASE Symbol Set Code: 25 Code: 120600		<u>Anchor Points.</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape.</u> Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. <u>Orientation.</u> Not applicable.	
AREA, GENERIC Symbol Set Code: 25 Code: 120700		<u>Anchor Points.</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape.</u> Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. <u>Orientation.</u> Not applicable.	

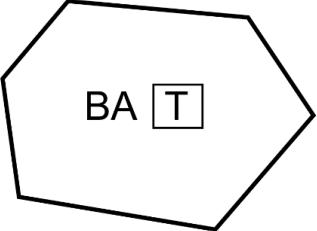
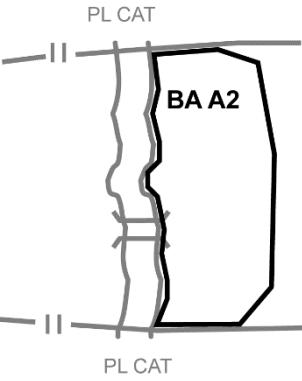
Table 8-3: Area of Operations Control Measures Symbols Note: See Table A-32 for associated Symbol Identification Codes			
Control Measure	Template	Draw Rules	Example
BRIDGEHEAD Symbol Set Code: 25 Code: 120800		<u>Anchor Points.</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape.</u> Determined by the anchor points. <u>Orientation.</u> Not applicable. Static/Dynamic: D	

Table 8-3: Area of Operations Control Measures.

8.7. COMMAND AND CONTROL MEASURE SYMBOLS

1. The Command and Control Measure symbols are used in the exercise of authority and direction by a properly designated commander over assigned and attached forces in the accomplishment of the mission.

2. Table 8-4 below lists the Command and Control Point Control Measures.

Table 8-4: Command and Control Point Control Measure Symbols Note: See Table A-32 for associated Symbol Identification Codes			
Control Measure	Template	Draw Rules	Example
COMMAND AND CONTROL POINTS Type: Entity Symbol Set Code: 25 Code: 130000	There is no associated symbol. It is included for training or hierarchical explanation purposes.		N/A

Table 8-4: Command and Control Point Control Measure Symbols

Note: See Table A-32 for associated Symbol Identification Codes

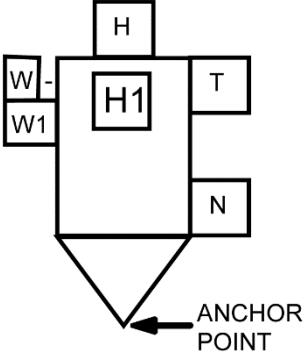
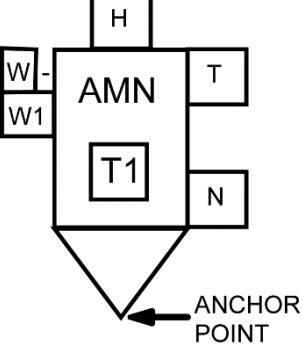
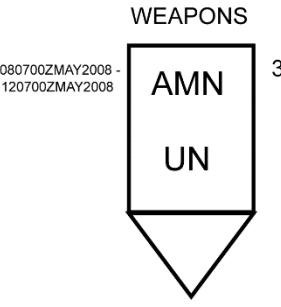
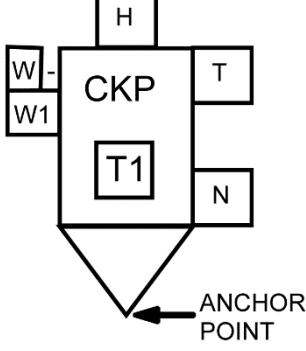
Control Measure	Template	Draw Rules	Example
ACTION POINT (GENERAL) Symbol Set Code: 25 Code: 130100		<u>Anchor Points.</u> This symbol requires one anchor point. The point defines the tip of the inverted cone. <u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol will typically be oriented upright, as shown in the example to the right.	Examples follow.
AMNESTY POINT Symbol Set Code: 25 Code: 130200		Static/Dynamic: S	
CHECKPOINT Symbol Set Code: 25 Code: 130300		Static/Dynamic: S	

Table 8-4: Command and Control Point Control Measure Symbols

Note: See Table A-32 for associated Symbol Identification Codes

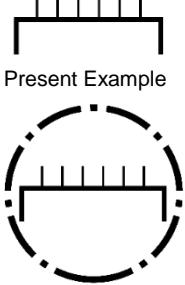
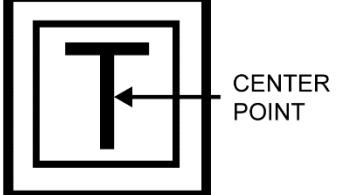
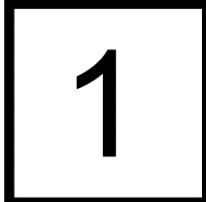
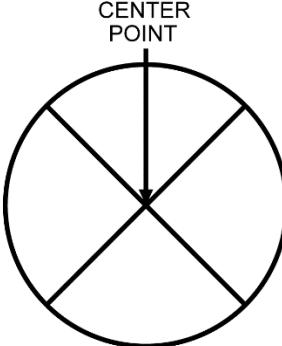
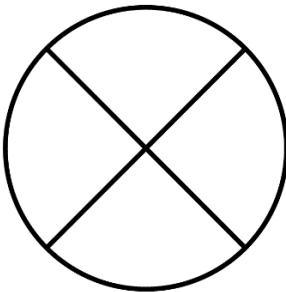
Control Measure	Template	Draw Rules	Example
CENTRE OF MAIN EFFORT Symbol Set Code: 25 Code: 130400 CM Status Type: Circled		<u>Anchor Points.</u> This symbol requires one anchor point. The centre point defines the centre of the symbol. <u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol is typically centred over the desired location. Note: For the Centre of Main effort, the symbol can be rotated so that the lines at the top of the symbol are oriented toward the point of main effort. <u>Static/Dynamic:</u> S	 Present Example  Planned Example
CONTACT POINT Symbol Set Code: 25 Code: 130500			
COORDINATING POINT Symbol Set Code: 25 Code: 130600			

Table 8-4: Command and Control Point Control Measure Symbols

Note: See Table A-32 for associated Symbol Identification Codes

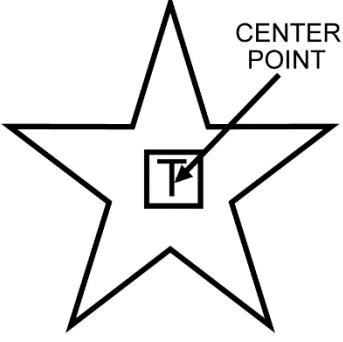
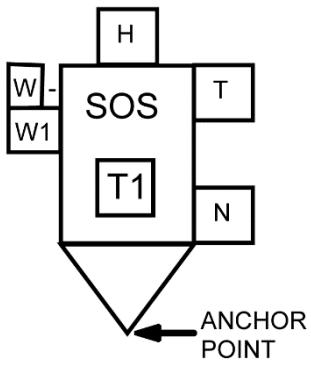
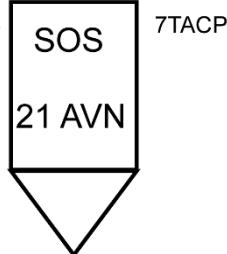
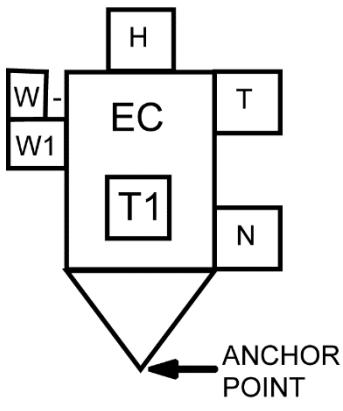
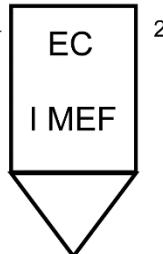
Control Measure	Template	Draw Rules	Example <small>Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.</small>
DECISION POINT Symbol Set Code: 25 Code: 130700			
DISTRESS CALL Symbol Set Code: 25 Code: 130800		<u>Anchor Points.</u> This symbol requires one anchor point. The point defines the tip of the inverted cone. <u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol will typically be oriented upright, as shown in the example to the right. <u>Static/Dynamic:</u> S	 <p>141413ZNOV2007 - 152014ZNOV2007</p> <p>7TACP</p>
ENTRY CONTROL POINT Symbol Set Code: 25 Code: 130900			 <p>080700ZJUN2008 - 110600ZJUN2008</p> <p>PERSONNEL</p> <p>2</p>
FLY-TO-POINT Symbol Set Code: 25 Code: 131000	<p>There is no associated symbol. It is included for training or hierarchical explanation purposes.</p>		<p>N/A</p>

Table 8-4: Command and Control Point Control Measure Symbols

Note: See Table A-32 for associated Symbol Identification Codes

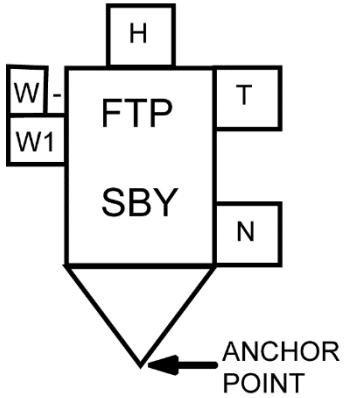
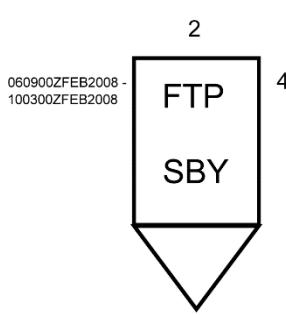
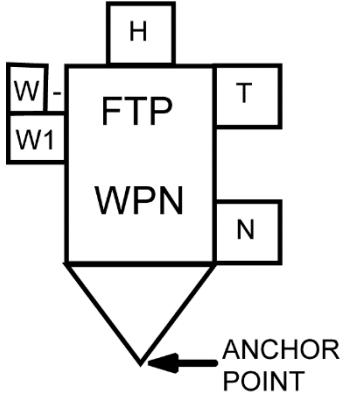
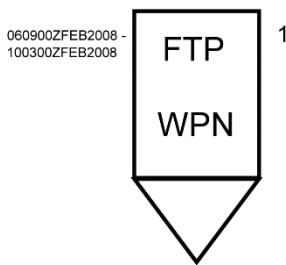
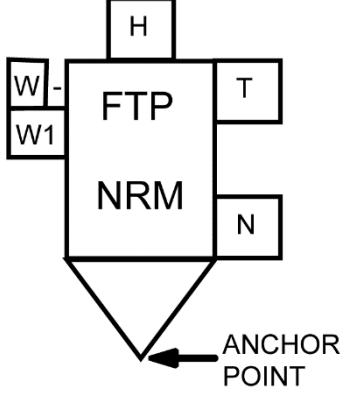
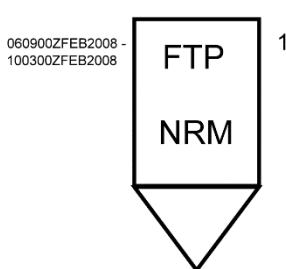
Control Measure	Template	Draw Rules	Example Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.
FLY-TO-POINT (SONOBUOY) Symbol Set Code: 25 Code: 131001			
FLY-TO-POINT (WEAPON) Symbol Set Code: 25 Code: 131002			
FLY-TO-POINT (NORMAL) Symbol Set Code: 25 Code: 131003			

Table 8-4: Command and Control Point Control Measure Symbols

Note: See Table A-32 for associated Symbol Identification Codes

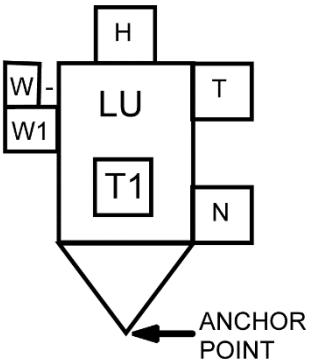
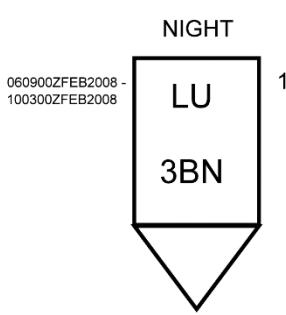
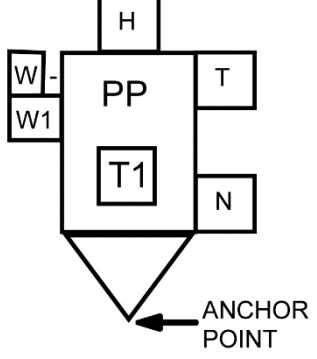
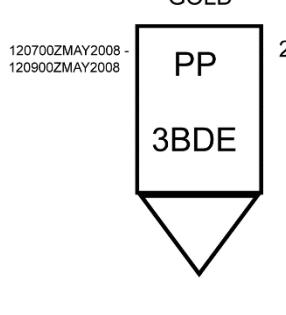
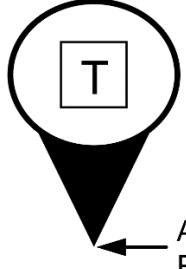
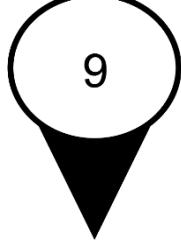
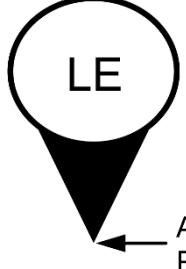
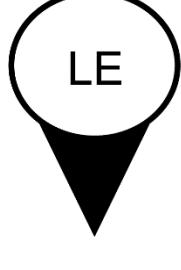
Control Measure	Template	Draw Rules	Example Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.
LINKUP POINT Symbol Set Code: 25 Code: 131100			
PASSAGE POINT Symbol Set Code: 25 Code: 131200			
POINT OF INTEREST Symbol Set Code: 25 Code: 131300			
POINT OF INTEREST – LAUNCH EVENT Symbol Set Code: 25 Code: 131301			

Table 8-4: Command and Control Point Control Measure Symbols

Note: See Table A-32 for associated Symbol Identification Codes

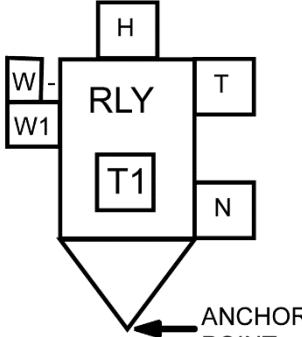
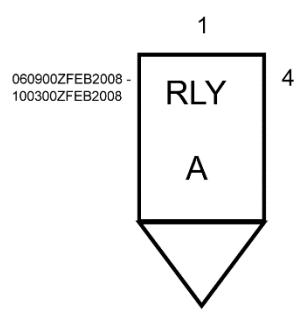
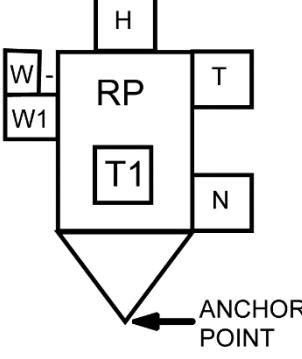
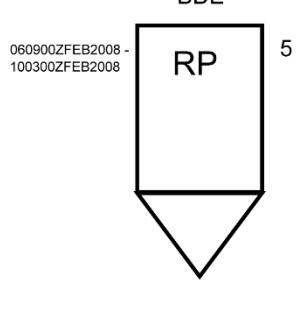
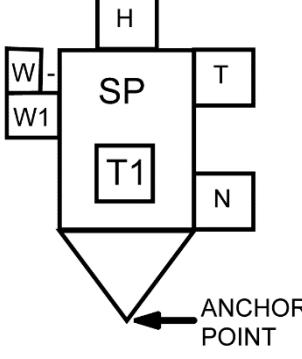
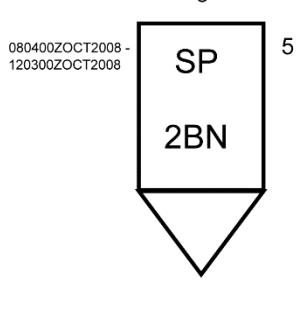
Control Measure	Template	Draw Rules	Example Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.
RALLY POINT Symbol Set Code: 25 Code: 131400			
RELEASE POINT Symbol Set Code: 25 Code: 131500			
START POINT Symbol Set Code: 25 Code: 131600			

Table 8-4: Command and Control Point Control Measure Symbols

Note: See Table A-32 for associated Symbol Identification Codes

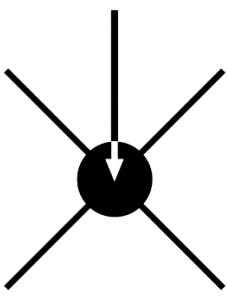
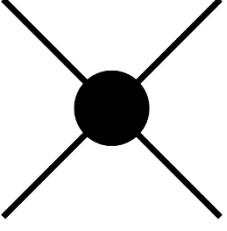
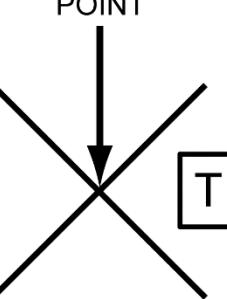
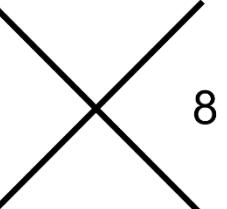
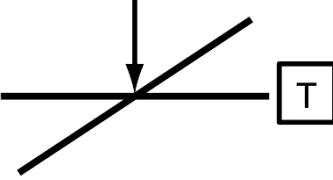
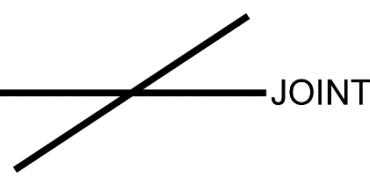
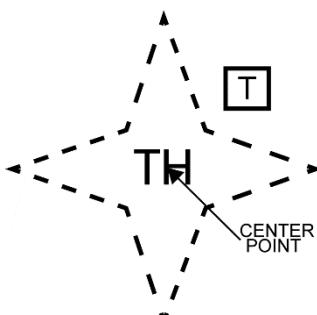
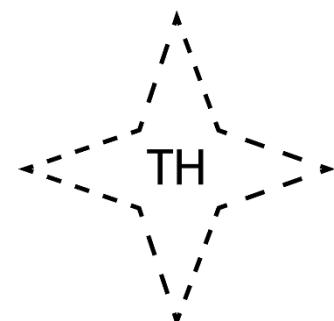
Control Measure	Template	Draw Rules	Example <small>Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.</small>
SPECIAL POINT Symbol Set Code: 25 Code: 131700	<p>CENTER POINT</p> 		
WAYPOINT Symbol Set Code: 25 Code: 131800	<p>CENTER POINT</p> 	<u>Anchor Points.</u> This symbol requires one anchor point. The centre point defines the centre of the symbol. <u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol is typically centred over the desired location. <u>Static/Dynamic:</u> S	
AIRFIELD Symbol Set Code: 25 Code: 131900	<p>CENTER POINT</p> 		
TARGET HANDOVER Symbol Set Code: 25 Code: 132000			

Table 8-4: Command and Control Point Control Measure Symbols

Note: See Table A-32 for associated Symbol Identification Codes

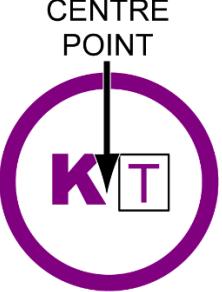
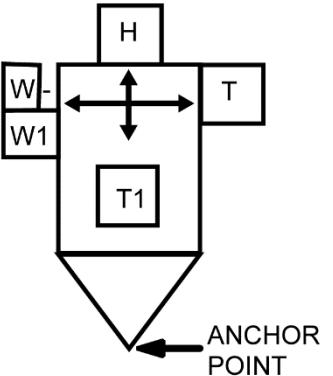
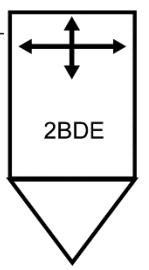
Control Measure	Template	Draw Rules	Example <small>Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.</small>
KEY TERRAIN Symbol Set Code: 25 Code: 132100	 <p>CENTRE POINT</p>	<u>Anchor Points.</u> This symbol requires one anchor point. The centre point defines the centre of the symbol. <u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol is typically centred over the desired location. <u>Static/Dynamic:</u> S	 Present Example  Planned Example
CONTROL POINT (CP) Symbol Set Code: 25 Code: 132200	 <p>H</p> <p>W W1</p> <p>T</p> <p>T1</p> <p>ANCHOR POINT</p>	<u>Anchor Points.</u> This symbol requires one anchor point. The point defines the tip of the inverted cone. <u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol will typically be oriented upright. <u>Static/ Dynamic:</u> S	 240200ZMAY2026 - 250700ZMAY2026 5 8 2BDE

Table 8-4: Command and Control Point Control Measure Symbols

Note: See Table A-32 for associated Symbol Identification Codes

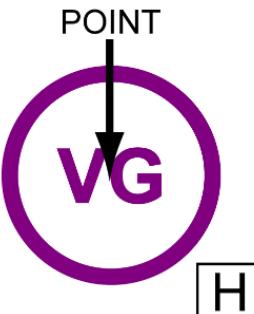
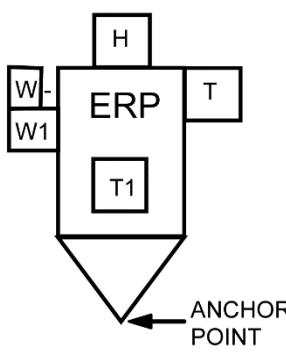
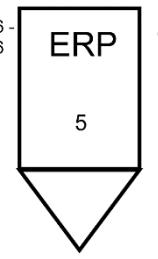
Control Measure	Template	Draw Rules	Example <small>Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.</small>
VITAL GROUND Symbol Set Code: 25 Code: 132300	<p style="text-align: center;">CENTRE POINT</p> 	<u>Anchor Points.</u> This symbol requires one anchor point. The centre point defines the centre of the symbol. <u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol is typically centred over the desired location. Static/Dynamic: D	  Planned Example
ENGINEER REGULATING POINT Symbol Set Code: 25 Code: 280800		<u>Anchor Points.</u> This symbol requires one anchor point. The point defines/is the tip of the inverted cone. <u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol will typically be oriented upright. Static/Dynamic: S	 241030ZMAY2026 - 251600ZMAY2026

Table 8-4: Command and Control Measure Symbols.

8.8. MANOEUVRE

1. Manoeuvre is the employment of forces on the battlefield through movement in combination with fire, or fire potential, to achieve a position of advantage in respect to the enemy in order to accomplish the mission.

8.8.1. Manoeuvre Control Measure Symbols

1. Table 8-5 below lists Manoeuvre Control Measures symbols.

Table 8-5: Manoeuvre Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

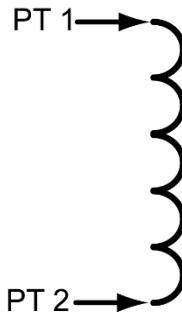
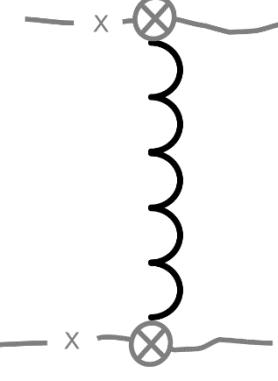
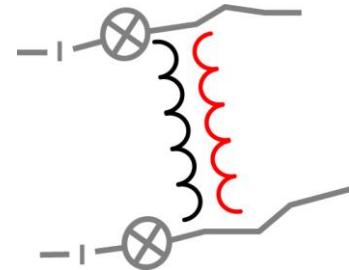
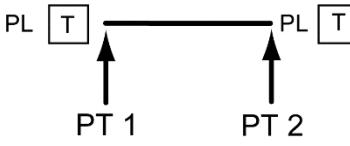
Control Measure	Template	Draw Rules	Example
MANOEUVRE LINES Symbol Set Code: 25 Code: 140000	There is no associated symbol. It is included for training or hierarchical explanation purposes.		N/A
FORWARD LINE OF TROOPS Symbol Set Code: 25 Code: 140100		<p><u>Anchor Points.</u> This symbol requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line.</p> <p><u>Size/Shape.</u> The first and last anchor points determine the length of the line.</p> <p><u>Orientation.</u> Orientation is determined by the order in which the anchor points are entered.</p> <p>Note: The open side of the arc reflects the reported unit.</p> <p>Static/Dynamic: D</p>	
LINE OF CONTACT Symbol Set Code: N/A Code: N/A	A general trace delineating the locations where two opposing forces are engaged.	The line of contact symbol is created when both the friendly and enemy forward line of troops symbols are displayed.	
PHASE LINE Symbol Set Code: 25 Code: 140300		<p><u>Anchor Points.</u> This symbol requires at least two points, points 1 and 2, to define the line. Additional points can be</p>	

Table 8-5: Manoeuvre Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

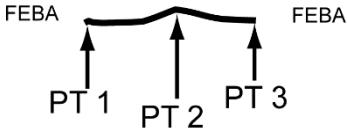
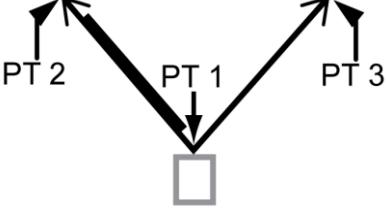
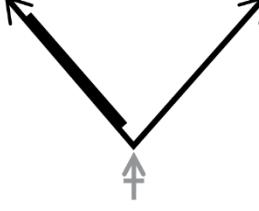
Control Measure	Template	Draw Rules	Example
FORWARD EDGE OF THE BATTLE AREA Symbol Set Code: 25 Code: 140400		<p>defined to extend the line.</p> <p><u>Size/Shape</u>. The first and last anchor points determine the length of the line. The end-of-line information will typically be posted at the ends of the line as it is displayed on the screen.</p> <p><u>Orientation</u>. Orientation is determined by the order in which the anchor points are entered.</p> <p>Static/Dynamic: D</p>	
PRINCIPAL DIRECTION OF FIRE Symbol Set Code: 25 Code: 140500		<p><u>Anchor Points</u>. This symbol requires three anchor points. Point 1 defines the vertex of the symbol. Points 2 and 3 define the tips of the arrowheads.</p> <p><u>Size/Shape</u>. The length and orientation of the arrows can vary independently.</p> <p><u>Orientation</u>. Orientation is determined by the anchor points. The arrowheads may touch other symbols that define the limits of the task. The top of the tactical symbol indicator may touch point 1.</p>	

Table 8-5: Manoeuvre Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

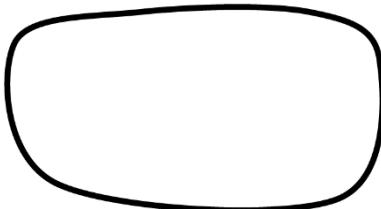
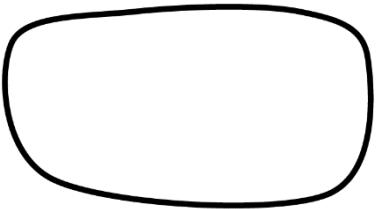
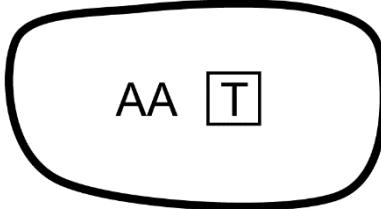
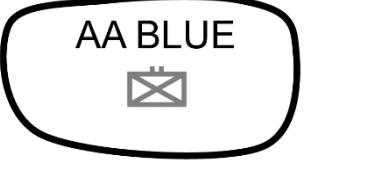
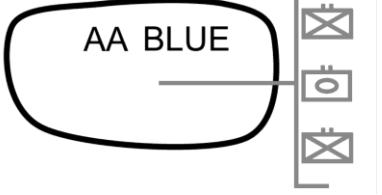
Control Measure	Template	Draw Rules	Example
Areas			
MANOEUVRE AREAS Symbol Set Code: 25 Code: 150000	There is no associated symbol. It is included for training or hierarchical explanation purposes.		N/A
Anchor Points.			
AREA Symbol Set Code: 25 Code: 150100			
ASSEMBLY AREA (AA) Symbol Set Code: 25 Code: 150200		<u>Anchor Points.</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape.</u> Determined by the anchor points. The information field should be moveable within the area. <u>Orientation.</u> Not applicable.	
OCCUPIED ASSEMBLY AREA	Example only		
OCCUPIED ASSEMBLY AREA WITH OFFSET UNIT	Example only	Note: Although unit symbols are not part of this Control Measure symbol area, numerous unit symbols can be included in the area for presentation.	
OCCUPIED ASSEMBLY AREA WITH OFFSET UNITS	Example only		

Table 8-5: Manoeuvre Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

Control Measure	Template	Draw Rules	Example
			Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.
ACTION AREA Symbol Set Code: 25 Code: 150500	There is no associated symbol. It is included for training or hierarchical explanation purposes.		N/A
JOINT TACTICAL ACTION AREA (JTAA) Symbol Set Code: 25 Code: 150501		<u>Anchor Points.</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.	
SUBMARINE ACTION AREA (SAA) Symbol Set Code: 25 Code: 150502		<u>Size/Shape.</u> Determined by the anchor points. The information field should be moveable within the area.	
SUBMARINE-GENERATED ACTION AREA (SGAA) Symbol Set Code: 25 Code: 150503		<u>Orientation.</u> Not applicable. <u>Static/Dynamic:</u> D	
DROP ZONE (DZ) Symbol Set Code: 25 Code: 150600			
EXTRACTION ZONE (EZ) Symbol Set Code: 25 Code: 150700			

Table 8-5: Manoeuvre Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

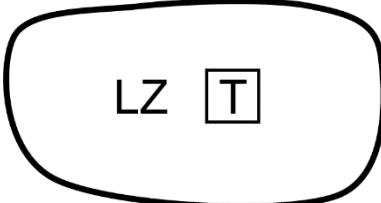
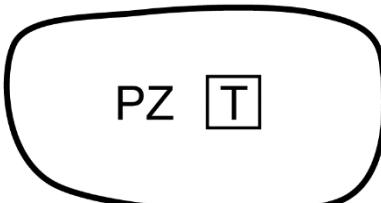
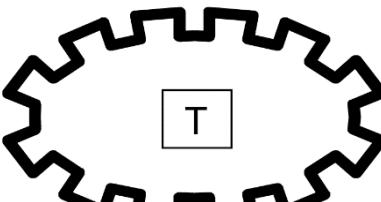
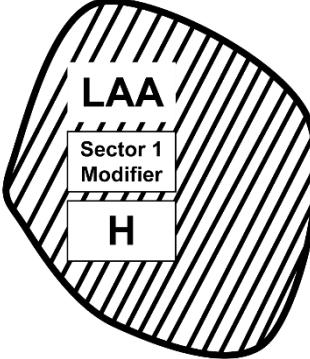
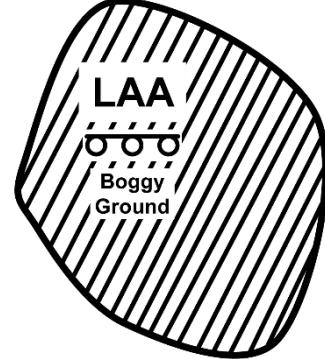
Control Measure	Template	Draw Rules	Example
LANDING ZONE (LZ) Symbol Set Code: 25 Code: 150800			
PICKUP ZONE (PZ) Symbol Set Code: 25 Code: 150900			
FORTIFIED AREA. Symbol Set Code: 25 Code: 151000			
LIMITED ACCESS AREA Symbol Set Code: 25 Code: 151100		<p><u>Anchor Points.</u> The area symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.</p> <p><u>Size/Shape.</u> Determined by the anchor points. The information field should be moveable within the area.</p> <p><u>Orientation.</u> Not applicable.</p> <p>Static/Dynamic: D</p>	

Table 8-5: Manoeuvre Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

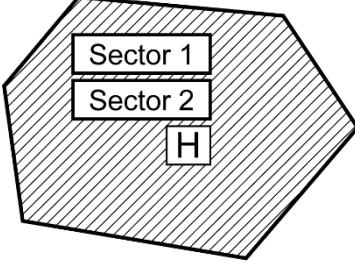
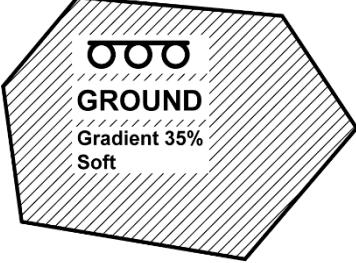
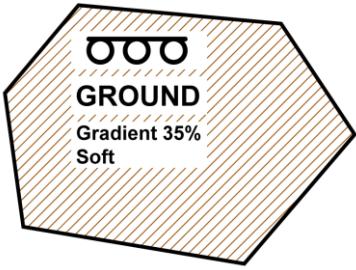
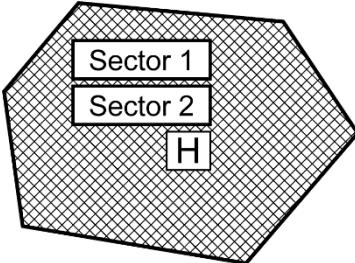
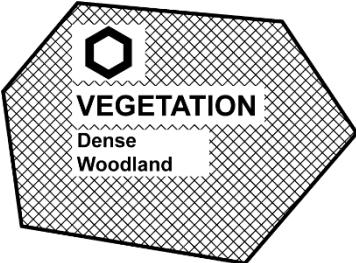
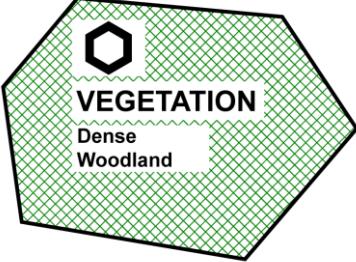
Control Measure	Template	Draw Rules	Example
RESTRICTED TERRAIN Symbol Set Code: 25 Code: 152400		<p><u>Anchor Points.</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.</p> <p><u>Size/Shape.</u> Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.</p> <p><u>Orientation.</u> Not applicable.</p> <p>Static/Dynamic: D</p>	  <p>Note: Optional sector 2 defined colour hatching.</p>
SEVERELY RESTRICTED TERRAIN Symbol Set Code: 25 Code: 152500		<p><u>Anchor Points.</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.</p> <p><u>Size/Shape.</u> Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.</p> <p><u>Orientation.</u> Not applicable.</p> <p>Static/Dynamic: D</p>	  <p>Note: Optional sector 2 defined colour cross hatching.</p>

Table 8-5: Manoeuvre Control Measure Symbols.**8.8.2. Defensive Manoeuvre Control Measure Symbols**

1. Defensive operations defeat an enemy attack, buy time, economize forces, or develop conditions favourable for offensive operations.

2. Table 8-6 below lists Defensive Manoeuvre Control Measures symbols.

Table 8-6: Defensive Manoeuvre Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

Control Measure	Template	Draw Rules	Example
BATTLE POSITION Symbol Set Code: 25 Code: 151200		<u>Anchor Points</u> . This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape</u> . Determined by the anchor points. The information field should be moveable and scalable within the area. <u>Orientation</u> . The side opposite Field B (Echelon) faces toward the hostile force. <u>Static/Dynamic</u> : D	
BATTLE POSITION PREPARED (P) BUT NOT OCCUPIED Symbol Set Code: 25 Code: 151202			
STRONG POINT Symbol Set Code: 25 Code: 151203		<u>Anchor Points</u> . This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape</u> . Determined by the anchor points. The information field should be moveable	

Table 8-6: Defensive Manoeuvre Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

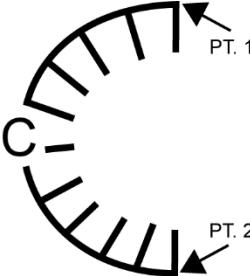
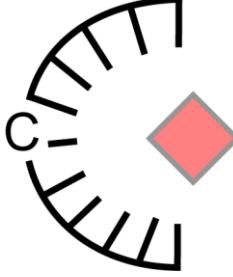
Control Measure	Template	Draw Rules	Example
		<p>within the area. The default tic length should be the same as the text height of the echelon field (B). Spacing between the tics should also be the height of B. Users should be provided a facility to allow them to manually alter the height of B, which in turn should affect the tic length and spacing accordingly.</p> <p><u>Orientation</u>. Not applicable.</p> <p>Static/Dynamic: D</p>	
CONTAIN Symbol Set Code: 25 Code: 151204		<p><u>Anchor Points</u>. This symbol requires two anchor points. Points 1 and 2 define the endpoints of the semicircle's opening. Point 3 defines the end of the arrow.</p> <p><u>Size/Shape</u>. Points 1 and 2 determine the diameter of the semicircle. The default tic length should be the same as the text height of the identifying letter. Spacing between the tics should also be the height of the identifying letter. Users should be provided a facility to allow them to manually alter the height of the identifying letter, which in turn should affect the tic length and spacing accordingly.</p> <p><u>Orientation</u>. The order of the points determines the orientation of the symbol.</p> <p>Static/Dynamic: D</p>	

Table 8-6: Defensive Manoeuvre Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

Control Measure	Template	Draw Rules	Example
RETAIN Symbol Set Code: 25 Code: 151205	<p>The template shows a semicircular graphic with a central dot labeled 'PT.1 (CENTRE POINT)'. At the left end of the semicircle, there is a small square corner with an arrow pointing towards it, labeled 'PT.2 (START POINT)'.</p>	<p><u>Anchor Points</u>. This symbol requires two anchor points. Point 1 defines the centre point of the graphic and point 2 defines the graphic's start point and radius.</p> <p><u>Size/Shape</u>. Points 1 and 2 determine the diameter of the semicircle and point 3 determines the length of the arrow. The tip of the arrowhead will be at the centre point of the semicircle's diameter and will project perpendicularly from the line between points 1 and 2. The default tic length should be the same as the text height of the identifying letter. Spacing between the tics should also be the height of the identifying letter. Users should be provided a facility to allow them to manually alter the height of the identifying letter, which in turn should affect the tic length and spacing accordingly.</p> <p><u>Orientation</u>. The opening will be on the friendly side of the symbol.</p> <p>Static/Dynamic: D</p>	<p>Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.</p> <p>The example shows a complete symbol consisting of a semicircle with a grey arrowhead at its center, pointing upwards. To the right of the semicircle, the letters 'R-' are written vertically.</p>

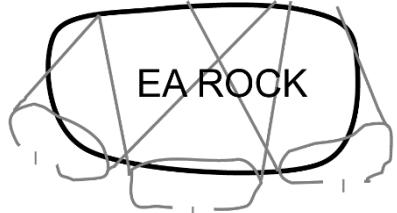
Table 8-6: Defensive Manoeuvre Control Measures Symbols Note: See Table A-32 for associated Symbol Identification Codes			
Control Measure	Template	Draw Rules	Example
ENGAGEMENT AREA (EA) Symbol Set Code: 25 Code: 151300		<u>Anchor Points.</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape.</u> Determined by the anchor points. The information field should be moveable as a block within the area. <u>Orientation.</u> Not applicable. Static/Dynamic: D	<p>Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.</p> 

Table 8-6: Defensive Manoeuvre Control Measure Symbols.

8.8.3. Observation Post Control Measures

1. Table 8-7 below lists the Observation Post Control Measures.

Table 8-7: Observation Post Control Measure Symbols

Note: See Table A-32 for associated Symbol Identification Codes

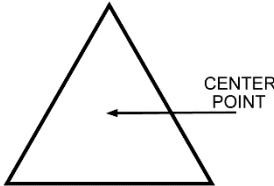
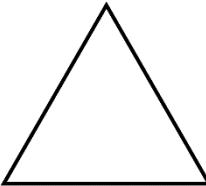
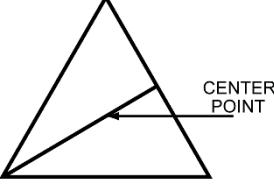
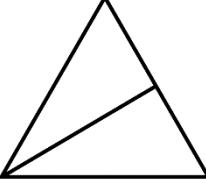
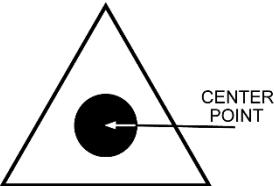
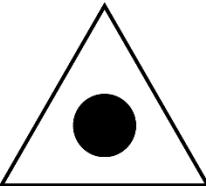
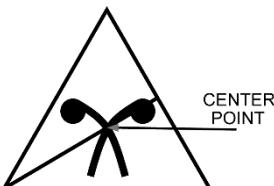
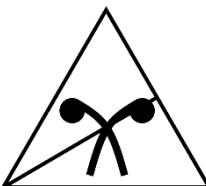
Control Measure	Template	Draw Rules	Example
MANOEUVRE POINTS Symbol Set Code: 25 Code: 160000	There is no associated symbol. It is included for training or hierarchical explanation purposes.		N/A
OBSERVATION POST /OUTPOST (UNSPECIFIED) Symbol Set Code: 25 Code: 160100		<u>Anchor Points.</u> This symbol requires one anchor point. The centre point defines the centre of the symbol. <u>Size/Shape.</u> Static.	
OBSERVATION POST /OUTPOST (SPECIFIED) Symbol Set Code: 25 Code: 160200	N/A Templates follow.	<u>Orientation.</u> The symbol is typically centred over the desired location. Static/ Dynamic: S	N/A Examples follow.
RECONNAISSANCE OUTPOST Symbol Set Code: 25 Code: 160201			
FORWARD OBSERVER SPOTTER OUTPOST/ POSITION Symbol Set Code: 25 Code: 160202			
CBRN OBSERVATION OUTPOST Symbol Set Code: 25 Code: 160203			

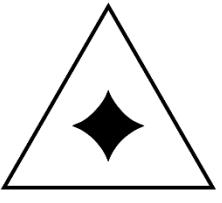
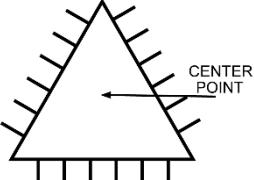
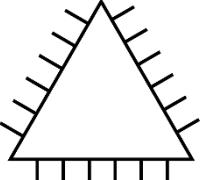
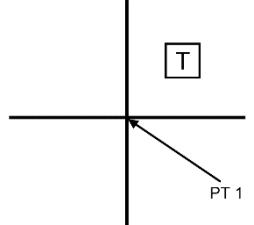
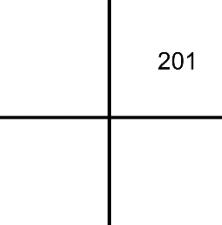
Table 8-7: Observation Post Control Measure Symbols			
Note: See Table A-32 for associated Symbol Identification Codes			
Control Measure	Template	Draw Rules	Example
SENSOR OUTPOST/ LISTENING POST Symbol Set Code: 25 Code: 160204			
COMBAT OUTPOST Symbol Set Code: 25 Code: 160205			
TARGET REFERENCE POINT Symbol Set Code: 25 Code: 160300			

Table 8-7: Observation Post Control Measure Symbols.**8.8.4. Offensive Manoeuvre Control Measure Symbols**

1. Offensive operations aim at destroying or defeating an enemy.
2. Table 8-8 below lists Offensive Manoeuvre Control Measures symbols.

Table 8-8: Offensive Manoeuvre Control Measure Symbols

Note: See Table A-32 for associated Symbol Identification Codes

Control Measure	Template	Draw Rules	Example Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.
AXIS OF ADVANCE Symbol Set Code: 25 Code: 151400	There is no associated symbol. It is included for training or hierarchical explanation purposes.		N/A
AIRBORNE/AVIATION Symbol Set Code: 25 Code: 151401		<u>Anchor Points.</u> The symbol requires N anchor points, where N is between 3 and 50. Point 1 defines the tip of the arrowhead. Point N-1 defines the rear of the symbol. Point N defines the back of the arrowhead. Anchor points are numbered sequentially beginning with point number one (1), in increments of one (1). <u>Size/Shape.</u> Points 1 through N-1 and 2 determine the graphic's centreline and Point N	 <p>Friendly Airborne</p> <p>Enemy Aviation</p>

Table 8-8: Offensive Manoeuvre Control Measure Symbols

Note: See Table A-32 for associated Symbol Identification Codes

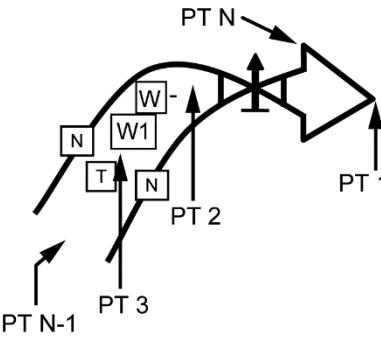
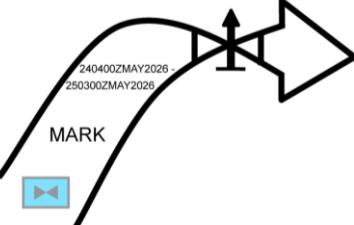
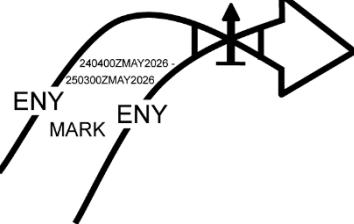
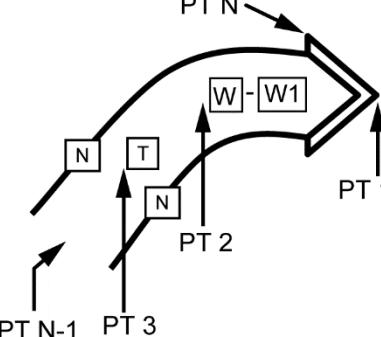
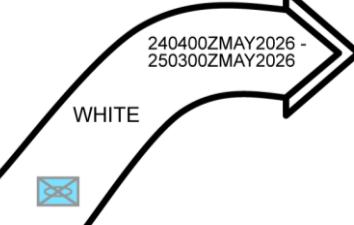
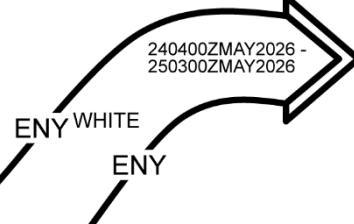
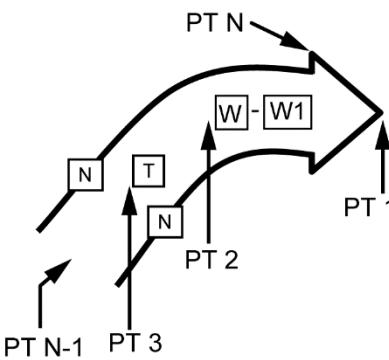
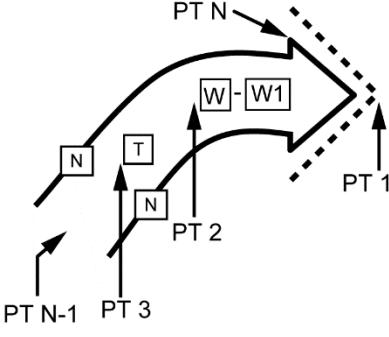
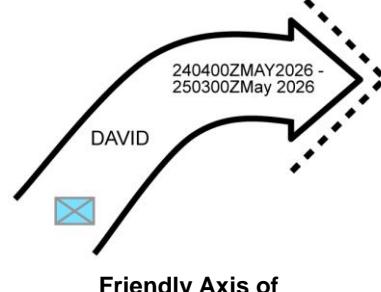
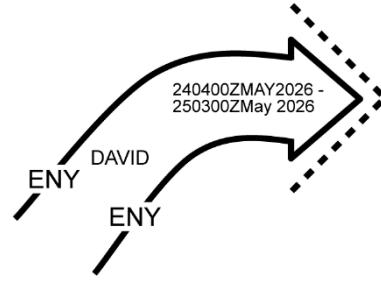
Control Measure	Template	Draw Rules	Example
ATTACK HELICOPTER Symbol Set Code: 25 Code: 151402		<p>determines the width. The crossover point on the symbol shall occur between Points 1 and 2.</p> <p><u>Orientation</u>. The arrowhead typically points toward enemy forces.</p> <p>Static/Dynamic: D</p>	<p>Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.</p>  <p>Friendly Attack Helicopter</p>  <p>Enemy Attack Helicopter</p>
MAIN ATTACK Symbol Set Code: 25 Code: 151403		<p><u>Anchor Points</u>. The symbol requires N anchor points, where N is between 3 and 50. Point 1 defines the tip of the arrowhead. Point N-1 defines the rear of the symbol. Point N defines the back of the arrowhead. Anchor points are numbered sequentially beginning with point number one (1), in increments of one (1).</p> <p><u>Size/Shape</u>. Points 1 through N-1 and 2 determine the</p>	 <p>Friendly Main Attack</p>  <p>Enemy Main Attack</p>

Table 8-8: Offensive Manoeuvre Control Measure Symbols

Note: See Table A-32 for associated Symbol Identification Codes

Control Measure	Template	Draw Rules	Example
SUPPORTING ATTACK Symbol Set Code: 25 Code: 151404		symbol's centreline and Point N determines the width. <u>Orientation</u> . The arrowhead typically points toward enemy forces. Static/Dynamic: D	 Friendly Supporting Attack
			 Friendly Axis of Advance for a Feint
			 Enemy Axis of Advance for a Feint

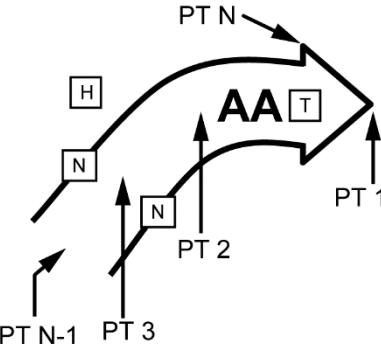
Control Measure	Template	Draw Rules	Example
AVENUE OF APPROACH Symbol Set Code: 25 Code: 152300	 <p data-bbox="425 833 806 968">Note: Field H should be movable to avoid obscuring key geographic information from the underlying foundation GEOINT (map or imagery).</p>	<u>Anchor Points.</u> The symbol requires N anchor points, where N is between 3 and 50. Point 1 defines the tip of the arrowhead. Point N-1 defines the rear of the symbol. Point N defines the back of the arrowhead. Anchor points are numbered sequentially beginning with point number one (1), in increments of one (1). <u>Size/Shape.</u> Points 1 through N-1 and 2 determine the symbol's centreline and Point N determines the width. <u>Orientation.</u> The arrowhead typically points toward opposing forces. <u>Static/Dynamic:</u> D	<p data-bbox="1044 489 1414 698">STEEP-SIDED WADIS AA3 ENY ENY</p>

Table 8-8: Offensive Manoeuvre Control Measure Symbols.

8.8.5. Direction of Attack Control Measure Symbols

1. A specific direction or route that the main attack or centre of mass of the unit will follow. Table 8-9 lists the Direction of Attack Control Measure symbols.

Table 8-9: Direction of Attack Control Measure Symbols

Note: See Table A-32 for associated Symbol Identification Codes

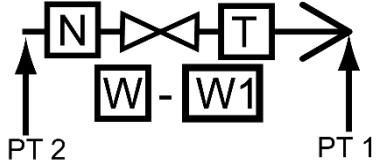
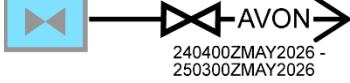
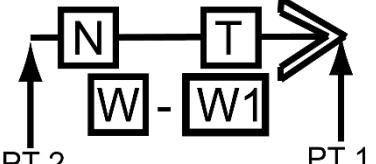
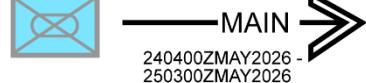
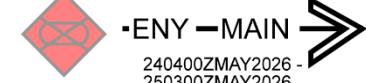
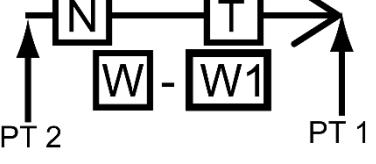
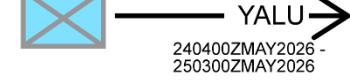
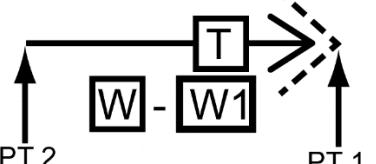
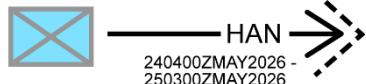
Control Measure	Template	Draw Rules	Example
DIRECTION OF ATTACK Symbol Set Code: 25 Code: 140600	There is no associated symbol. It is included for training or hierarchical explanation purposes.		Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure. N/A
AVIATION Symbol Set Code: 25 Code: 140601		<u>Anchor Points.</u> This symbol requires at least two points, points 1 and 2, to define the line. <u>Size/Shape.</u> The first and last anchor points determine the length of the line. <u>Orientation.</u> Orientation is determined by the anchor points. Static/Dynamic: D	 
MAIN ATTACK Symbol Set Code: 25 Code: 140602		 	
SUPPORTING ATTACK Symbol Set Code: 25 Code: 140603		 	
DIRECTION OF ATTACK FEINT Symbol Set Code: 25 Code: 140605			

Table 8-9: Direction of Attack Control Measure Symbols

Note: See Table A-32 for associated Symbol Identification Codes

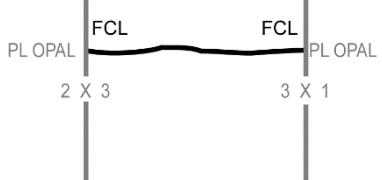
Control Measure	Template	Draw Rules	Example
Lines			
FINAL COORDINATION LINE Symbol Set Code: 25 Code: 140700		<u>Anchor Points.</u> This symbol requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line. <u>Size/Shape.</u> The first and last anchor points determine the length of the line. The end-of-line information will typically be posted at the ends of the line as it is displayed on the screen. <u>Orientation.</u> Orientation is determined by the order in which the anchor points are entered. Static/Dynamic: D	<p>Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.</p> 

Table 8-9: Direction of Attack Control Measure Symbols

Note: See Table A-32 for associated Symbol Identification Codes

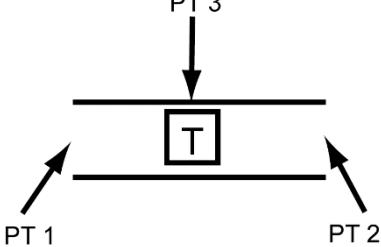
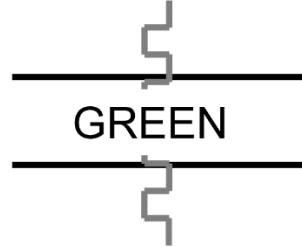
Control Measure	Template	Draw Rules	Example
INFILTRATION LANE Symbol Set Code: 25 Code: 140800		<u>Anchor Points.</u> This symbol requires three anchor points. Points 1 and 2 define the endpoints of the infiltration lane and point 3 defines one side of the lane. <u>Size/Shape.</u> Points 1 and 2 determine the centreline of the symbol and point 3 determines the width of the infiltration lane. The rest of the symbol stays proportional to the length of the centreline. <u>Orientation.</u> Orientation is determined by points 1 and 2. <u>Static/Dynamic:</u> D	<p>Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.</p> 

Table 8-9: Direction of Attack Control Measure Symbols

Note: See Table A-32 for associated Symbol Identification Codes

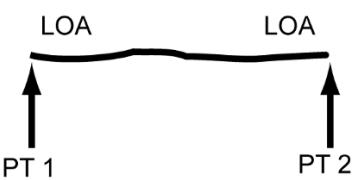
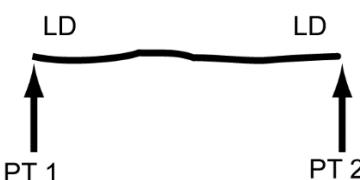
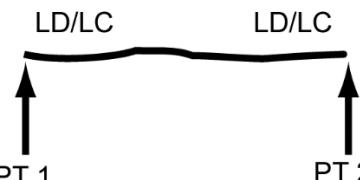
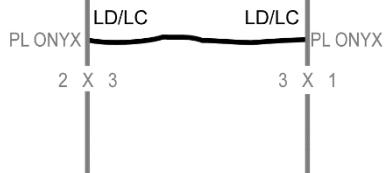
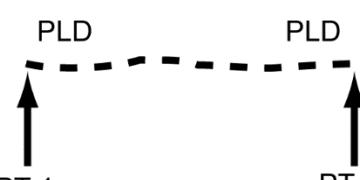
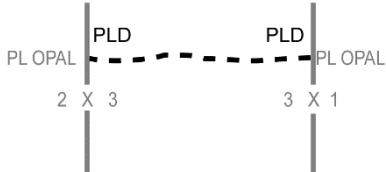
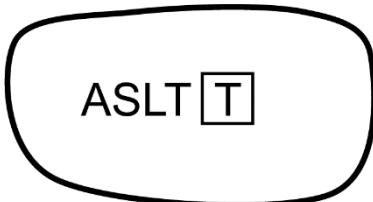
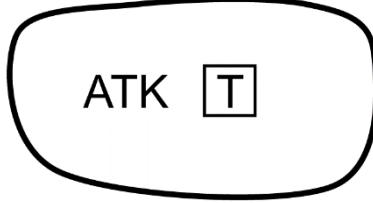
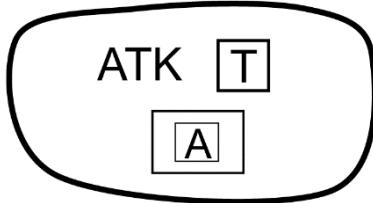
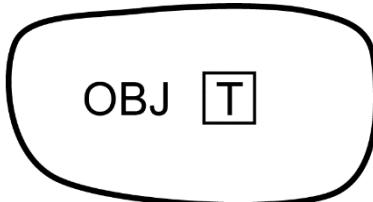
Control Measure	Template	Draw Rules	Example
LIMIT OF ADVANCE Symbol Set Code: 25 Code: 140900		<u>Anchor Points.</u> This symbol requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line.	
LINE OF DEPARTURE Symbol Set Code: 25 Code: 141000		<u>Size/Shape.</u> The first and last anchor points determine the length of the line. The end-of-line information will typically be posted at the ends of the line as it is displayed on the screen.	
LINE OF DEPARTURE / LINE OF CONTACT Symbol Set Code: 25 Code: 141100		<u>Orientation.</u> Orientation is determined by the order in which the anchor points are entered. <u>Static/Dynamic:</u> D	
PROBABLE LINE OF DEPLOYMENT Symbol Set Code: 25 Code: 141200		<u>Note:</u> The dashed lines in this graphic shall be displayed in present and anticipated status.	

Table 8-9: Direction of Attack Control Measure Symbols

Note: See Table A-32 for associated Symbol Identification Codes

Control Measure	Template	Draw Rules	Example Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.
Areas			
ASSAULT POSITION. Symbol Set Code: 25 Code: 151500	ASLT 	<u>Anchor Points.</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.	ASLT DANUBE
ATTACK POSITION Symbol Set Code: 25 Code: 151600	ATK  ATK 	<u>Size/Shape.</u> Determined by the anchor points. The information field should be moveable and scalable as a block within the area. <u>Orientation.</u> Not applicable. <u>Static/Dynamic:</u> D <u>Note:</u> The 'A' modifier is used only used if a unit must stop in the attack position. Offset indicator may also be used.	ATK NILE ATK AMAZON 
OBJECTIVE AREA Symbol Set Code: 25 Code: 151700	OBJ 		OBJ FIVE

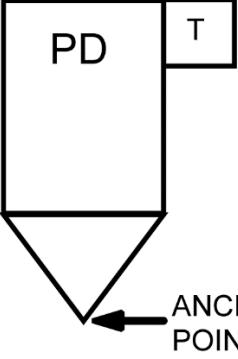
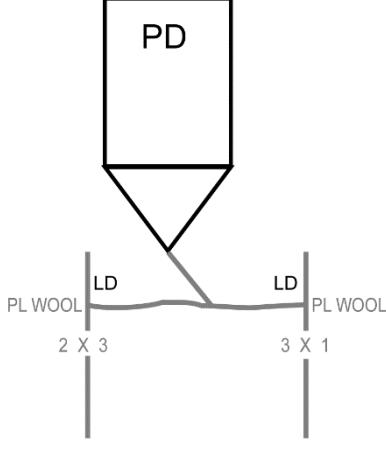
Control Measure	Template	Draw Rules	Example
Points			
POINT OF DEPARTURE Symbol Set Code: 25 Code: 160400		<u>Anchor Points.</u> This symbol requires one anchor point. The point defines the tip of the inverted cone. <u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol will typically be oriented upright. <u>Static/Dynamic:</u> S Note: The offset indicator is used in the example to allow the viewer to better see the LD. It is not required	

Table 8-9: Direction of Attack Control Measure Symbols.

8.8.6. Manoeuvre Control Measure Symbols

1. The employment of forces on the battlefield through movement in combination with fire, or fire potential, to achieve a position of advantage in respect to the enemy in order to accomplish the mission. Table 8-10 lists the Manoeuvre Control Measure Symbols.

Table 8-10: Manoeuvre Control Measure Symbols

Note: See Table A-32 for associated Symbol Identification Codes

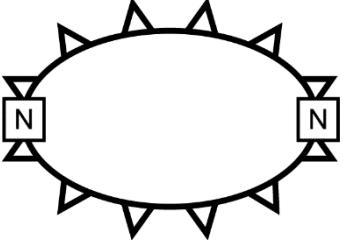
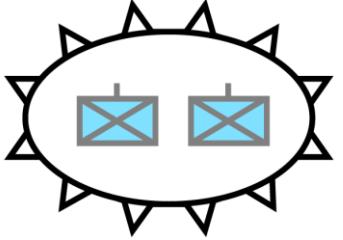
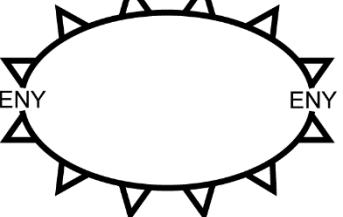
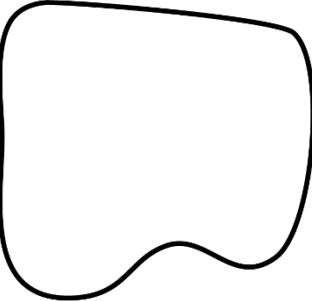
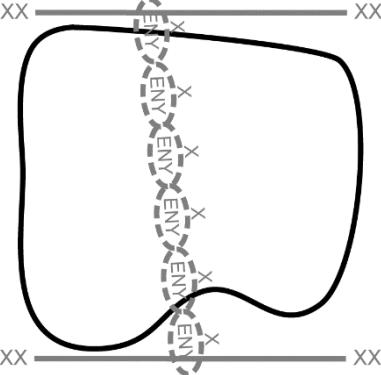
Control Measure	Template	Draw Rules	Example
Areas			
ENCIRCLEMENT Symbol Set Code: 25 Code: 151800		<u>Anchor Points.</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape.</u> Determined by the anchor points. <u>Orientation.</u> Not applicable. Note: Although unit symbols are not part of a Control Measure symbol area, numerous unit symbols can be included in the area for presentation. <u>Static/Dynamic:</u> D	 Friendly Example  Monochrome Enemy Example
PENETRATION BOX Symbol Set Code: 25 Code: 151900		<u>Anchor Points.</u> This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape.</u> Determined by the anchor points. <u>Orientation.</u> Not applicable. <u>Static/Dynamic:</u> D	

Table 8-10: Manoeuvre Control Measure Symbols

Note: See Table A-32 for associated Symbol Identification Codes

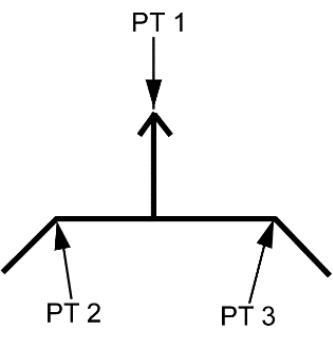
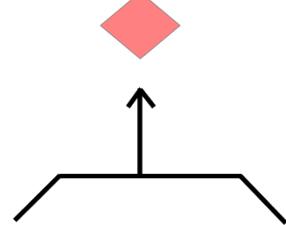
Control Measure	Template	Draw Rules	Example
ATTACK BY FIRE Symbol Set Code: 25 Code: 152000	 <p>Anchor Points: This symbol requires three anchor points. Point 1 is the tip of the arrowhead. Points 2 and 3 define the endpoints of the straight line on the back side of the symbol.</p> <p>Size/Shape: Points 2 and 3 determine the length of the straight line on the back side of the symbol. The rear of the arrowhead line shall connect to the midpoint of the line between points 2 and 3. The arrowhead line shall be perpendicular to the line formed by points 2 and 3.</p> <p>Orientation: Orientation is determined by the anchor points. The back side of the symbol encompasses the firing position, while the arrowhead typically points at the target.</p> <p>Static/Dynamic: D</p>		

Table 8-10: Manoeuvre Control Measure Symbols

Note: See Table A-32 for associated Symbol Identification Codes

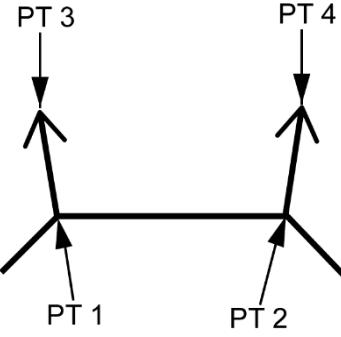
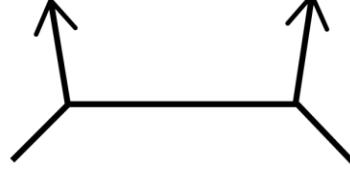
Control Measure	Template	Draw Rules	Example
SUPPORT BY FIRE Symbol Set Code: 25 Code: 152100		<u>Anchor Points.</u> This symbol requires four anchor points. Points 1 and 2 define the endpoints of the straight line on the back side of the symbol. Points 3 and 4 define the tips of the arrowheads. <u>Size/Shape.</u> Points 1 and 2 determine the length of the straight line on the back side of the symbol. The rear of the arrows should connect to points 1 and 2. <u>Orientation.</u> Orientation is determined by the anchor points. The back side of the symbol encompasses the firing position, while the arrowheads typically indicate the left and right limits of coverage that the firing position is meant to support. <u>Static/Dynamic:</u> D	 

Table 8-10: Manoeuvre Control Measure Symbols

Note: See Table A-32 for associated Symbol Identification Codes

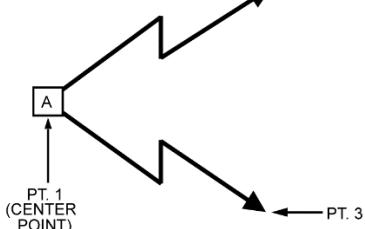
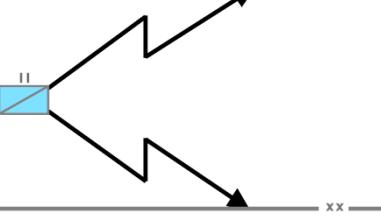
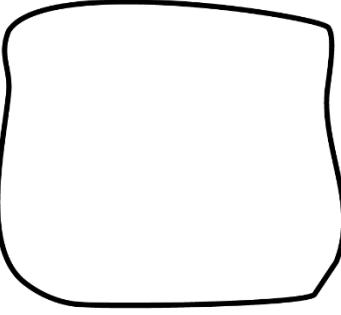
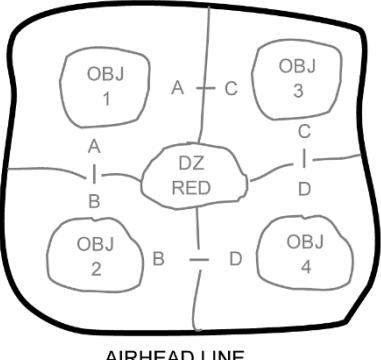
Control Measure	Template	Draw Rules	Example
SEARCH AREA/ RECONNAISSANCE AREA Symbol Set Code: 25 Code: 152200		<u>Anchor Points.</u> This symbol requires three anchor points. Point 1 defines the vertex of the graphic. Points 2 and 3 define the tips of the arrowheads. <u>Size/Shape.</u> Points 1 and 2 and points 1 and 3 determine the length of the arrows. The length and orientation of the arrows can vary independently. <u>Orientation.</u> Orientation is determined by the anchor points. The arrowheads may touch other graphics that define the limits of the task. The tactical symbol indicator is centred over point 1. Static/Dynamic: D	
Lines			
AIRHEAD LINE Symbol Set Code: 25 Code: 141300	 <p style="text-align: center;">AIRHEAD LINE</p>	<u>Anchor Points.</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape.</u> Determined by the anchor points. <u>Orientation.</u> Not applicable. Static/Dynamic: D	 <p style="text-align: center;">AIRHEAD LINE</p>

Table 8-10: Manoeuvre Control Measure Symbols

Note: See Table A-32 for associated Symbol Identification Codes

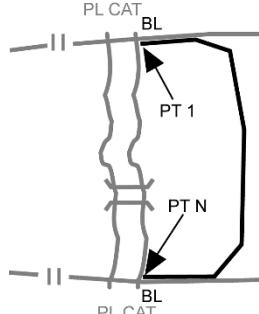
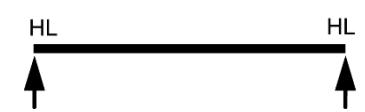
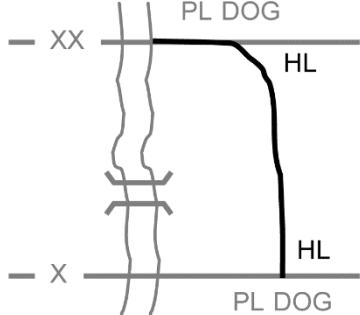
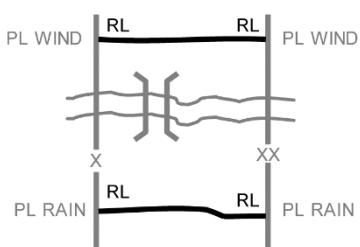
Control Measure	Template	Draw Rules	Example
BRIDGEHEAD LINE (BL) Symbol Set Code: 25 Code: 141400		<u>Anchor Points.</u> This symbol requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line. <u>Size/Shape.</u> The first and last anchor points determine the length of the line. The end-of-line information will typically be posted as it is displayed on the screen.	
HOLDING LINE (HL) Symbol Set Code: 25 Code: 141500		<u>Orientation.</u> Orientation is determined by the order in which the anchor points are entered.	
RELEASE LINE Symbol Set Code: 25 Code: 141600		<u>Static/Dynamic:</u> D	

Table 8-10: Manoeuvre Control Measure Symbols

Note: See Table A-32 for associated Symbol Identification Codes

Control Measure	Template	Draw Rules	Example
AMBUSH Symbol Set Code: 25 Code: 141700		<u>Anchor Points:</u> This symbol requires three anchor points. Point 1 is the tip of the arrowhead. Points 2 and 3 define the endpoints of the curved line on the back side of the symbol. <u>Size/Shape:</u> Points 2 and 3 determine the length of the curved line on the back side of the symbol. The rear of the arrowhead line shall connect to the midpoint of the line between points 2 and 3. The arrowhead line shall be perpendicular to the line formed by points 2 and 3. <u>Orientation:</u> Orientation is determined by the anchor points. The back side of the symbol encompasses the ambush position, while the arrowhead typically points at the target. <u>Static/Dynamic:</u> D	
HANOVER LINE (HOL) Symbol Set Code: 25 Code: 141800		<u>Anchor Points:</u> This symbol requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line.	

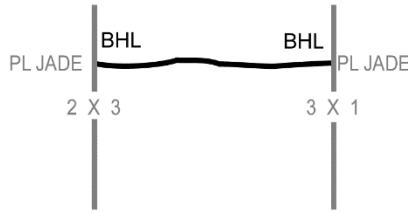
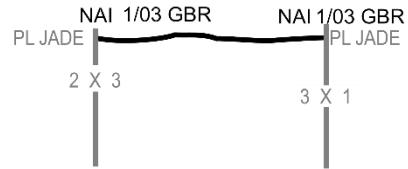
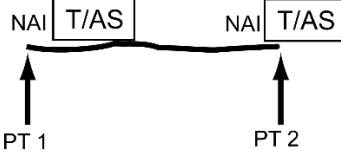
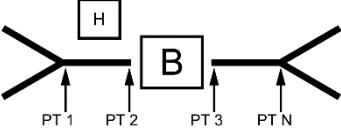
Table 8-10: Manoeuvre Control Measure Symbols Note: See Table A-32 for associated Symbol Identification Codes			
Control Measure	Template	Draw Rules	Example
BATTLE HANDOVER LINE (BHL) Symbol Set Code: 25 Code: 141900		<u>Size/Shape.</u> The first and last anchor points determine the length of the line. The end-of-line information will typically be posted as it is displayed on the screen. <u>Orientation.</u> Orientation is determined by the order in which the anchor points are entered. Static/Dynamic: D	 
NAMED AREA OF INTEREST LINE (NAI) Symbol Set Code: 25 Code: 142000		<u>Size/Shape.</u> The first and last anchor points determine the length of the line. The line segment between each pair of anchor points will repeat all information associated with the line segment between points 1 and 2. <u>Orientation.</u> Orientation is determined by the anchor points. Static/Dynamic: D	
MOBILITY CORRIDOR Symbol Set Code: 25 Code: 142100	 Note: Field B is mandatory to articulate the size of force that could exploit the Mobility Corridor. Field H should be movable to avoid obscuring key geographic information from the underlying foundation GEOINT (map or imagery).	<u>Anchor Points.</u> This symbol requires at least two points to define the line. Additional points can be defined to extend and shape the line. <u>Size/Shape.</u> The first and last anchor points determine the length of the line. The line segment between each pair of anchor points will repeat all information associated with the line segment between points 1 and 2. <u>Orientation.</u> Orientation is determined by the anchor points. Static/Dynamic: D	

Table 8-10: Manoeuvre Control Measure Symbols.

8.9. AIRSPACE CONTROL MEASURES (MEANS)

1. Airspace Control Measures (means) are Control Measures used by NATO to segregate, control and/or reserve airspace for allied operations.

2. Airspace Control Means can be broken down into the following groups:
 - a. Points.
 - b. Lines.
 - c. Air corridors, routes, and areas.
3. Airspace Control Means are used to:
 - a. Enhance the effectiveness of accomplishing the joint force commander's objectives.
 - b. Prevent mutual interference.
 - c. Facilitate air defence identification.
 - d. Prevent fratricide.
 - e. Help in safely accommodating the flow of all air traffic in the area of operations.
4. Table 8-11 below lists Airspace Control Means symbols.

Table 8-11: Airspace Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

Control Measure	Template	Draw Rules	Example Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.
Corridors (Areas)			
AIRSPACE CONTROL AREAS Symbol Set Code: 25 Code: 170000	There is no associated symbol. It is included for training or hierarchical explanation purposes.		N/A

Table 8-11: Airspace Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

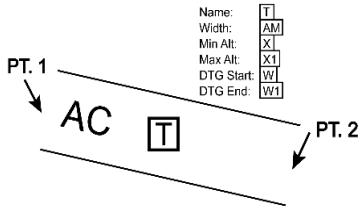
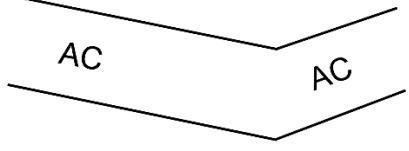
Control Measure	Template	Draw Rules	Example																								
AIR CORRIDOR Symbol Set Code: 25 Code: 170100	 <table border="1" data-bbox="636 451 727 557"> <tr><td>Name:</td><td>T</td></tr> <tr><td>Width:</td><td>AM</td></tr> <tr><td>Min Alt:</td><td>X1</td></tr> <tr><td>Max Alt:</td><td>X1</td></tr> <tr><td>DTG Start:</td><td>W</td></tr> <tr><td>DTG End:</td><td>W1</td></tr> </table>	Name:	T	Width:	AM	Min Alt:	X1	Max Alt:	X1	DTG Start:	W	DTG End:	W1	<u>Anchor Points.</u> This symbol requires a minimum of two anchor points. Each additional anchor point will add another segment to the air corridor. The anchor points define the centreline of the air corridor. <u>Size/Shape.</u> Points 1 and 2 determine the length of a segment. Amplifier AM defines the full width of the air corridor. Where segments are joined, the corridor's boundaries should be extended to form a continuous corridor. The information field inside each segment should be moveable and scalable within each segment. The information box outside the symbol should be placed between points 1 and 2 in such a way it does not obscure the symbol. <u>Orientation.</u> The anchor points determine orientation. <u>Static/ Dynamic:</u> D	<p>Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.</p> <table border="1" data-bbox="1108 473 1298 570"> <tr><td>Name:</td><td>GOLD</td></tr> <tr><td>Width:</td><td>1200FT</td></tr> <tr><td>Min Alt:</td><td>1500FT AGL</td></tr> <tr><td>Max Alt:</td><td>20000FT AGL</td></tr> <tr><td>DTG Start:</td><td>240600ZMAY2026</td></tr> <tr><td>DTG End:</td><td>2718452ZMAY2026</td></tr> </table> 	Name:	GOLD	Width:	1200FT	Min Alt:	1500FT AGL	Max Alt:	20000FT AGL	DTG Start:	240600ZMAY2026	DTG End:	2718452ZMAY2026
Name:	T																										
Width:	AM																										
Min Alt:	X1																										
Max Alt:	X1																										
DTG Start:	W																										
DTG End:	W1																										
Name:	GOLD																										
Width:	1200FT																										
Min Alt:	1500FT AGL																										
Max Alt:	20000FT AGL																										
DTG Start:	240600ZMAY2026																										
DTG End:	2718452ZMAY2026																										

Table 8-11: Airspace Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

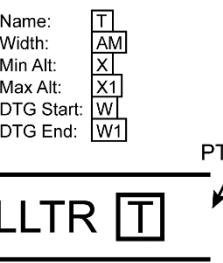
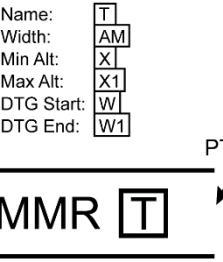
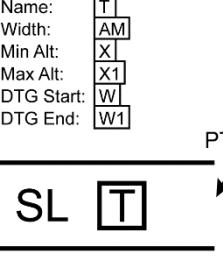
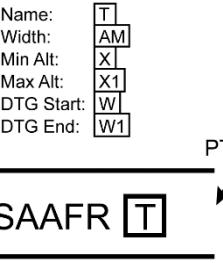
Control Measure	Template	Draw Rules	Example
LOW-LEVEL TRANSIT ROUTE Symbol Set Code: 25 Code: 170200	<p>Name: </p> 	<u>Anchor Points.</u> This symbol requires a minimum of two anchor points. Each additional anchor point will add another segment to the air corridor. The anchor points define the end points of the centreline of the air corridor.	Name: COBRA Width: 300FT Min Alt: 150FT AGL Max Alt: 3000FT AGL DTG Start: 240500ZOCT2025 DTG End: 241845ZOCT2025 LLTR COBRA
TEMPORARY MINIMUM-RISK ROUTE Symbol Set Code: 25 Code: 170300	<p>Name: </p> 	<u>Size/Shape.</u> Points 1 and 2 determine the length of a segment. Amplifier AM defines the full width of the air corridor. Where segments are joined, the corridor's boundaries should be extended to form a continuous corridor. The information field inside each segment should be moveable and scalable within each segment.	Name: RED Width: 1500FT Min Alt: 3000FT AGL Max Alt: 21000FT AGL DTG Start: 110200ZSEP2025 DTG End: 140300ZSEP2025 MMR RED
SAFE LANE Symbol Set Code: 25 Code: 170400	<p>Name: </p> 	The corridor's boundaries should be extended to form a continuous corridor. The information field inside each segment should be moveable and scalable within each segment.	Name: LION Width: 600FT Min Alt: 600FT AGL Max Alt: 3000FT AGL DTG Start: 240730ZFEB2025 DTG End: 280900ZFEB2025 SL LION
SLOW AVIATION ASSETS FLIGHT ROUTES (SAAFR) Symbol Set Code: 25 Code: 170500	<p>Name: </p> 	The symbol should be placed between points 1 and 2 in such a way it does not obscure the symbol. <u>Orientation.</u> The anchor points	Name: BLUE Width: 600FT Min Alt: 150FT AGL Max Alt: 3000FT AGL DTG Start: 260930ZMAY2025 DTG End: 280700ZMAY2025 SAAFR BLUE

Table 8-11: Airspace Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

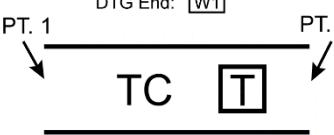
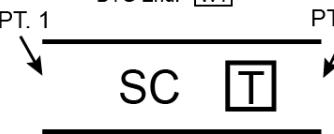
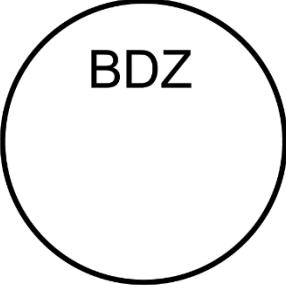
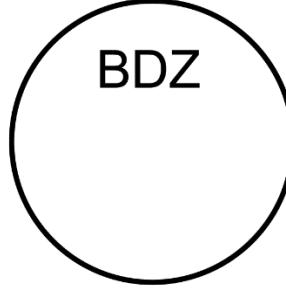
Control Measure	Template	Draw Rules	Example
TRANSIT CORRIDORS Symbol Set Code: 25 Code: 170600	Name: T Width: AM Min Alt: X Max Alt: X1 DTG Start: W DTG End: W1 	determine orientation. Static/Dynamic: D	Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure. Name: KING Width: 900FT Min Alt: 2100FT AGL Max Alt: 6000FT AGL DTG Start: 260700ZMAR2025 DTG End: 280700ZMAR2025 
SPECIAL CORRIDOR (SC) Symbol Set Code: 25 Code: 170700	Name: T Width: AM Min Alt: X Max Alt: X1 DTG Start: W1 DTG End: W1 		Name: DRAGON Width: 1200FT Min Alt: 1500FT AGL Max Alt: 12000FT AGL DTG Start: 200700ZMAY2025 DTG End: 210700ZMAY2025 
Areas (Zones)			
BASE DEFENCE ZONE. Symbol Set Code: 25 Code: 170800		<u>Anchor Points.</u> This symbol requires one anchor point. <u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol is typically centred over the desired location.	

Table 8-11: Airspace Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

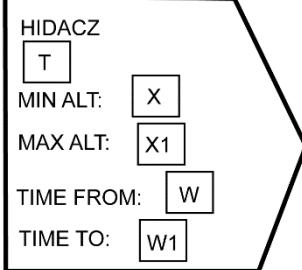
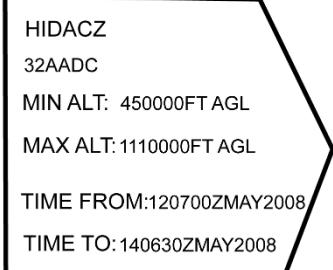
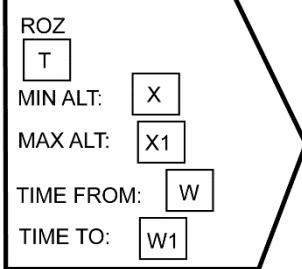
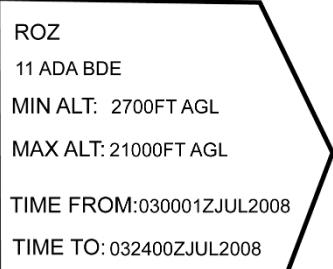
Control Measure	Template	Draw Rules	Example
<p>HIGH-DENSITY AIRSPACE CONTROL ZONE</p> <p>Symbol Set Code: 25 Code: 170900</p>		<p><u>Anchor Points.</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.</p> <p><u>Size/Shape.</u> Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.</p> <p><u>Orientation.</u> Not applicable.</p> <p>Static/Dynamic: D</p>	
Restricted Operations Zones			
<p>RESTRICTED OPERATIONS ZONE (ROZ)</p> <p>Symbol Set Code: 25 Code: 171000</p>		<p><u>Anchor Points.</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.</p> <p><u>Size/Shape.</u> Determined by the anchor</p>	

Table 8-11: Airspace Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

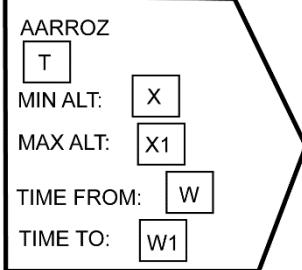
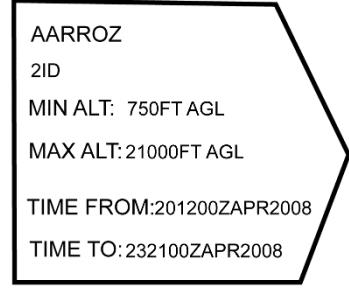
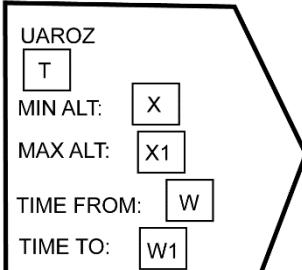
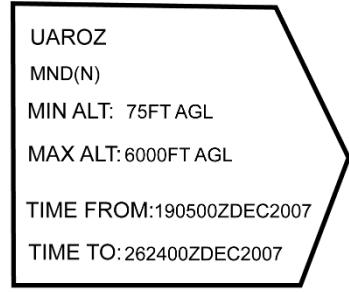
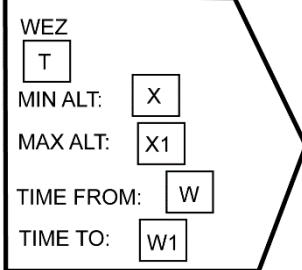
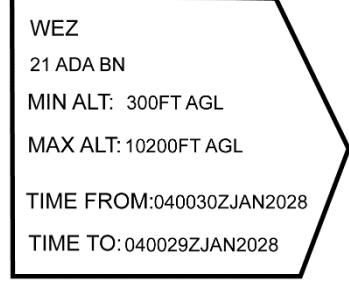
Control Measure	Template	Draw Rules	Example
AIR-TO-AIR RESTRICTED OPERATIONS ZONE (AARROZ) Symbol Set Code: 25 Code: 171100		points. The information fields should be moveable and scalable as a block within the area. <u>Orientation.</u> Not applicable. Static/Dynamic: D	
UNMANNED AIRCRAFT RESTRICTED OPERATIONS ZONE (UA-ROZ) Symbol Set Code: 25 Code: 171200			
Weapons Engagement Zones			
WEAPON ENGAGEMENT ZONE (WEZ) Symbol Set Code: 25 Code: 171300		<u>Anchor Points.</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape.</u> Determined by	

Table 8-11: Airspace Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

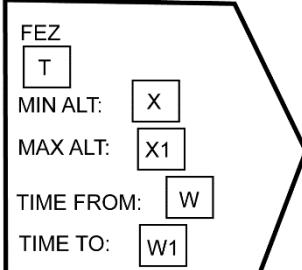
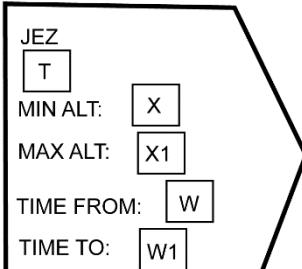
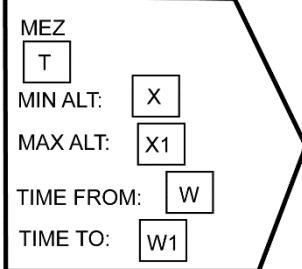
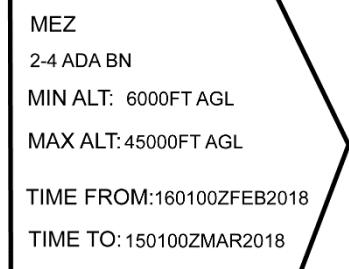
Control Measure	Template	Draw Rules	Example
FIGHTER ENGAGEMENT ZONE (FEZ) Symbol Set Code: 25 Code: 171400		the anchor points. The information fields should be moveable and scalable as a block within the area. <u>Orientation</u> . Not applicable. Static/Dynamic: D	
JOINT ENGAGEMENT ZONE (JEZ) Symbol Set Code: 25 Code: 171500			
MISSILE ENGAGEMENT ZONE (MEZ) Symbol Set Code: 25 Code: 171600			

Table 8-11: Airspace Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

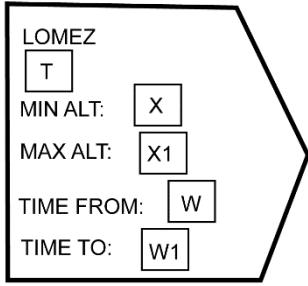
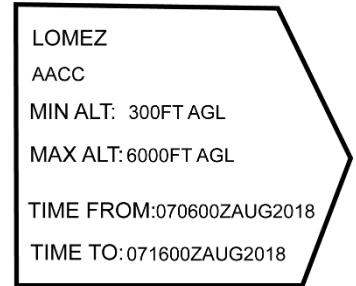
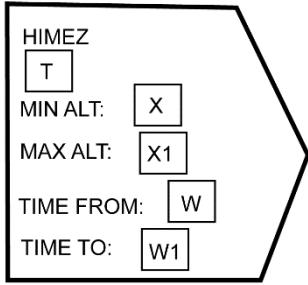
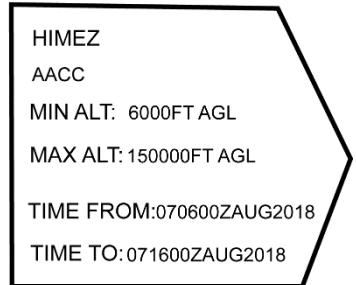
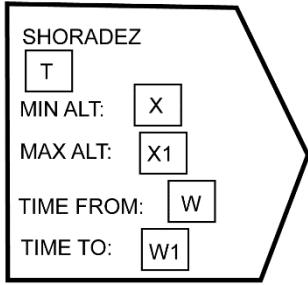
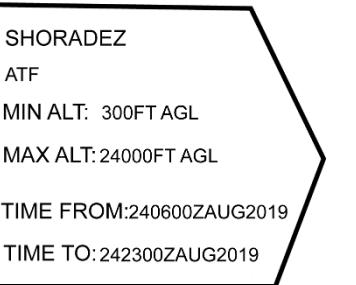
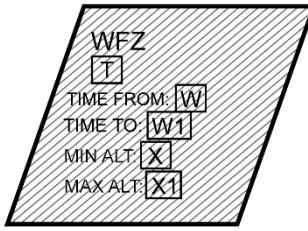
Control Measure	Template	Draw Rules	Example Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.
LOW (ALTITUDE) MISSILE ENGAGEMENT ZONE (LOMEZ) Symbol Set Code: 25 Code: 171700			
HIGH (ALTITUDE) MISSILE ENGAGEMENT ZONE (HIMEZ) Symbol Set Code: 25 Code: 171800			
SHORT RANGE AIR DEFENCE ENGAGEMENT ZONE (SHORADEZ) Symbol Set Code: 25 Code: 171900			
WEAPONS FREE ZONE Symbol Set Code: 25 Code: 172000			

Table 8-11: Airspace Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

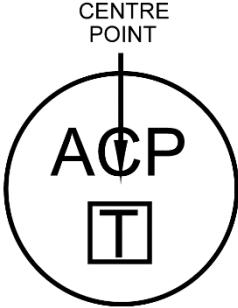
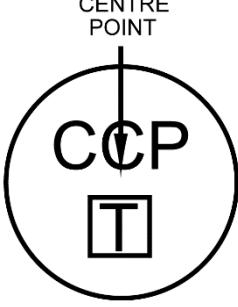
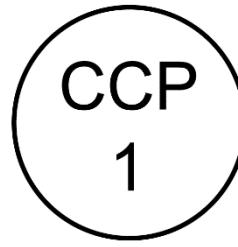
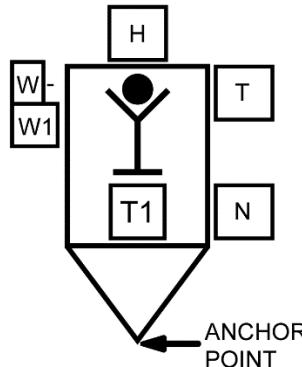
Control Measure	Template	Draw Rules	Example Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.
Points			
AIRSPACE CONTROL POINTS Symbol Set Code: 25 Code: 180000	There is no associated symbol. It is included for training or hierarchical explanation purposes.		N/A
AIR CONTROL POINT Symbol Set Code: 25 Code: 180100	 <p>CENTRE POINT</p>	<u>Anchor Points.</u> This graphic requires one anchor point. The centre point defines the centre of the graphic. <u>Size/Shape.</u> Static. <u>Orientation.</u> The graphic is typically centred over the desired location. Static/Dynamic: S	
COMMUNICATIONS CHECK POINT Symbol Set Code: 25 Code: 180200	 <p>CENTRE POINT</p>		
ISOLATED PERSONNEL PICK-UP POINT Symbol Set Code: 25 Code: 180300		<u>Anchor Points.</u> This symbol requires one anchor point. The point defines the tip of the inverted cone. <u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol will typically be oriented upright. Static/Dynamic: S	<p>060900Z FEB 2028 - 100300Z FEB 2028</p> <p>1 7TACP 21 AVN</p>

Table 8-11: Airspace Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

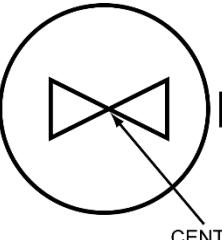
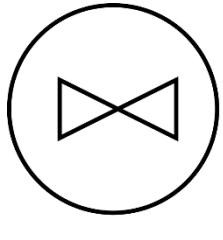
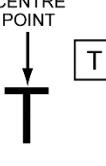
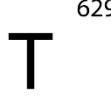
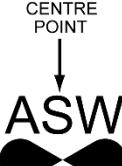
Control Measure	Template	Draw Rules	Example Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.
POP-UP POINT (PUP) Symbol Set Code: 25 Code: 180400	 <p>PUP</p>	<u>Anchor Points.</u> This symbol requires one anchor point. <u>Size/Shape.</u> Static.	 <p>PUP</p>
AIR CONTROL RENDEZVOUS Symbol Set Code: 25 Code: 180500	 <p>RZ</p>	<u>Orientation.</u> The symbol is typically centred over the desired location. <u>Static/Dynamic:</u> S	
TACTICAL AIR NAVIGATION (TACAN) Symbol Set Code: 25 Code: 180600	 <p>T</p>		
COMBAT AIR PATROL (CAP) STATION Symbol Set Code: 25 Code: 180700	 <p>C</p>		
AIRBORNE EARLY WARNING (AEW) STATION Symbol Set Code: 25 Code: 180800	 <p>W</p>		
ASW (HELO AND F/W) STATION Symbol Set Code: 25 Code: 180900	 <p>ASW</p>		

Table 8-11: Airspace Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

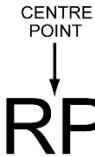
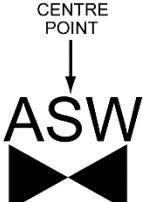
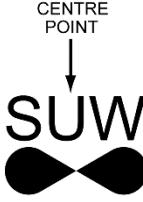
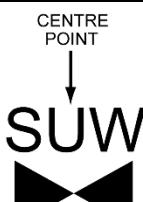
Control Measure	Template	Draw Rules	Example Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.
STRIKE INITIAL POINT Symbol Set Code: 25 Code: 181000			
REPLENISHMENT STATION Symbol Set Code: 25 Code: 181100			
TANKING Symbol Set Code: 25 Code: 181200			
ANTISUBMARINE WARFARE, ROTARY WING Symbol Set Code: 25 Code: 181300			
SURFACE COMBAT AIR PATROL (SUCAP) - FIXED WING Symbol Set Code: 25 Code: 181400			
SUCAP – ROTARY WING Symbol Set Code: 25 Code: 181500			

Table 8-11: Airspace Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

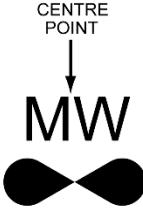
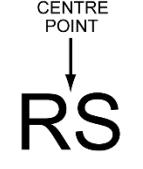
Control Measure	Template	Draw Rules	Example Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.
MW – FIXED WING Symbol Set Code: 25 Code: 181600 MIL-STD-2525 uses the icon MIW			
MW – ROTARY WING Symbol Set Code: 25 Code: 181700 MIL-STD-2525 uses the icon MIW			
TOMCAT Symbol Set Code: 25 Code: 181800			
RESCUE Symbol Set Code: 25 Code: 181900			
UNMANNED AIRCRAFT SYSTEM (UAS) Symbol Set Code: 25 Code: 182000			

Table 8-11: Airspace Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

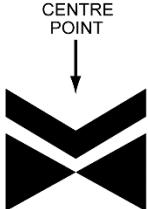
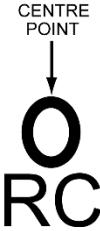
Control Measure	Template	Draw Rules	Example
VERTICAL TAKE-OFF AND LANDING (VTOL) TACTICAL UNMANNED AIRCRAFT (VTUA)			
Symbol Set Code: 25 Code: 182100			
ORBIT			
Symbol Set Code: 25 Code: 182200			
ORBIT – FIGURE EIGHT			
Symbol Set Code: 25 Code: 182300			
ORBIT – RACE TRACK			
Symbol Set Code: 25 Code: 182400			
ORBIT – RANDOM CLOSED			
Symbol Set Code: 25 Code: 182500			

Table 8-11: Airspace Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

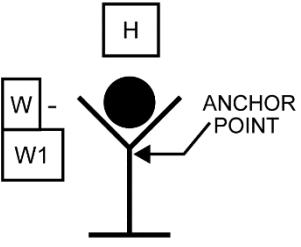
Control Measure	Template	Draw Rules	Example Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.
ISOLATED PERSONNEL LOCATION Symbol Set Code: 25 Code: 182600			<p style="text-align: center;">19</p> <p>240600ZMAY2026- 240800ZMAY2026</p>  <p>Present Example</p> <p>240600ZMAY2026- 240800ZMAY2026</p>  <p>Planned Example</p>
Lines			
AIRSPACE CONTROL LINES Symbol Set Code: 25 Code: 190000	There is no associated symbol. It is included for training or hierarchical explanation purposes.		N/A
IDENTIFICATION , FRIEND-OR-FOE (IFF) OFF LINE Symbol Set Code: 25 Code: 190100		<u>Anchor Points.</u> This symbol requires at least two points, points 1 and 2, to define the line. Additional points can be	

Table 8-11: Airspace Control Means Symbols Note: See Table A-32 for associated Symbol Identification Codes			
Control Measure	Template	Draw Rules	Example
IDENTIFICATION , FRIEND-OR-FOE (IFF) ON LINE Symbol Set Code: 25 Code: 190200		<p>defined to extend the line.</p> <p><u>Size/Shape</u>. The first and last anchor points determine the length of the line. The end-of-line information will typically be posted at the ends of the line as it is displayed on the screen.</p> <p><u>Orientation</u>. Orientation is determined by the order in which the anchor points are entered.</p> <p>Static/Dynamic: D</p>	<p>Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.</p> 

Table 8-11: Airspace Control Means Symbols.

8.10. MARITIME CONTROL MEASURES

1. Maritime Control Measures are used by NATO to help the maritime component commander and their subordinate commanders to direct action by establishing responsibilities and to prevent ships, units, or aircraft from impeding one another and to impose necessary coordination.
2. They aid in the cooperation among forces without imposing needless restrictions on their freedom of action. In general terms, Maritime Control Measures can be broken down into the following groups: points, lines, and areas.
3. Table 8-12 below lists Maritime Control Measures symbols.

Table 8-12: Maritime Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

Control Measure	Template	Draw Rules	Example Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.
MARITIME CONTROL AREAS Symbol Set Code: 25 Code: 200000	There is no associated symbol. It is included for training or hierarchical explanation purposes.		N/A

Table 8-12: Maritime Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

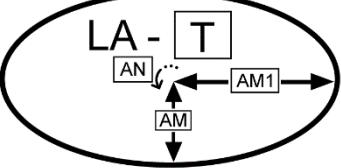
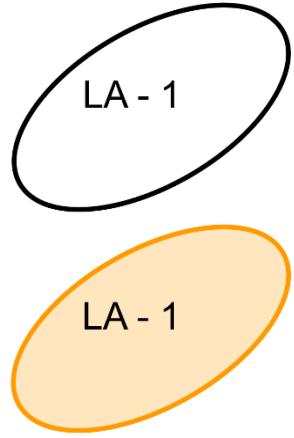
Control Measure	Template	Draw Rules	Example
LAUNCH AREA Symbol Set Code: 25 Code: 200100	There is no associated symbol. It is included for training or hierarchical explanation purposes.		N/A
LAUNCH AREA, ELLIPSE/ CIRCLE Symbol Set Code: 25 Code: 200101	 <p>Anchor Points. This symbol requires one anchor point. This anchor point represents the centre of an ellipse and, therefore, the geographic location of that ellipse.</p> <p>Size/Shape. The size and shape of this symbol is determined by three additional numeric values; A minor axis radius(AM), a major axis radius (AM1), and a rotation angle (AN). The radii should be expressed in the appropriate map distance units.</p> <p>Orientation. The orientation of this symbol is determined by the rotation angle provided, where 0 degrees is east/west, and a positive rotation angle rotates the ellipse in a counter-clockwise direction.</p> <p>Note: Launch Area may be depicted as orange (RGB: 255,155,0) where, the area fill is 75% transparent.</p> <p>Static/Dynamic: D</p>	 <p>AM = 60 Metres AM1 = 112 Metres AN = +30 degrees</p>	

Table 8-12: Maritime Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

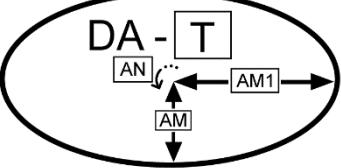
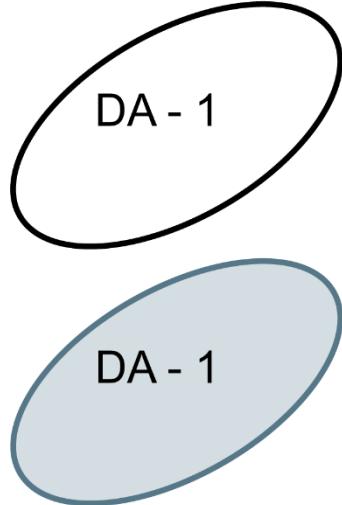
Control Measure	Template	Draw Rules	Example
DEFENDED AREA Symbol Set Code: 25 Code: 200200	There is no associated symbol. It is included for training or hierarchical explanation purposes.		N/A
DEFENDED AREA, ELLIPSE/ CIRCLE Symbol Set Code: 25 Code: 200201		<p>Anchor Points. This symbol requires one anchor point. This anchor point represents the centre of an ellipse and, therefore, the geographic location of that ellipse.</p> <p>Size/Shape. The size and shape of this symbol is determined by three additional numeric values; A minor axis radius (AM), a major axis radius (AM1), and a rotation angle (AN). The radii should be expressed in the appropriate map distance units.</p> <p>Orientation. The orientation of this symbol is determined by the rotation angle provided, where 0 degrees is east/west, and a positive rotation angle rotates the ellipse in a counter-clockwise direction.</p> <p>Static/Dynamic: D</p> <p>Note: Defended Area may be depicted as grey (RGB:85,119,136) where the grey area fill is 75% transparent</p>	 <p>AM = 60 Metres AM1 = 112 Metres AN = +30 degrees</p>

Table 8-12: Maritime Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

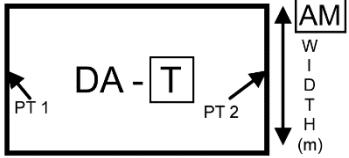
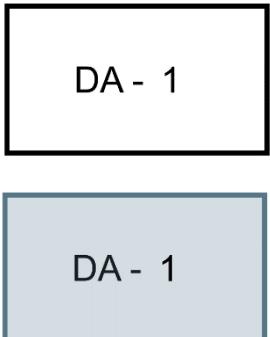
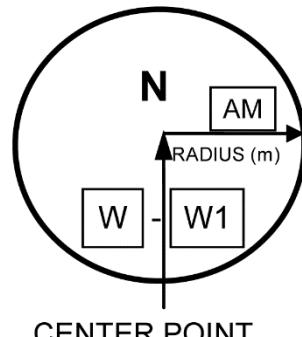
Control Measure	Template	Draw Rules	Example
DEFENDED AREA, RECTANGLE Symbol Set Code: 25 Code: 200202		<p>Anchor Points. This symbol requires two anchor points and a width, defined in metres, to define the boundary of the area. Points 1 and 2 will be located in the centre of two opposing sides of the rectangle.</p> <p>Size/Shape. Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in metres, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scalable.</p> <p>Orientation. As determined by the anchor points.</p> <p>Static/Dynamic: D</p> <p>Note: Defended Area may be depicted as grey (RGB:85,119,136) where the grey area fill is 75% transparent.</p>	
NO ATTACK (NOTACK) ZONE Symbol Set Code: 25 Code: 200300		<p>Anchor Points. This symbol requires one anchor point and a radius. Point 1 defines the centre point of the symbol.</p> <p>Size/Shape. Size: The radius defines the size. Shape: Circle. The information fields should be scalable within the circle.</p> <p>Orientation. Not applicable</p> <p>Static/Dynamic: D</p>	

Table 8-12: Maritime Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

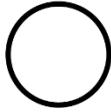
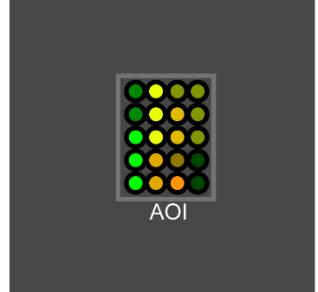
Control Measure	Template	Draw Rules	Example
SHIP AREA OF INTEREST Symbol Set Code: 25 Code: 200400		<p><u>Anchor Points</u>. This symbol requires one anchor point. The centre point defines the centre of the symbol.</p> <p><u>Size/Shape</u>. Static. Manoeuvre area graphic shall be drawn with a black border. Manoeuvre areas may be either unfilled or filled with performance-contoured colour options.</p> <p><u>Orientation</u>. The symbol is typically centred over the desired location.</p> <p>Static/Dynamic: S</p> <p>Note: Manoeuvre areas can only occur within a Ship AOI graphic.</p>	<p>Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.</p> 

Table 8-12: Maritime Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

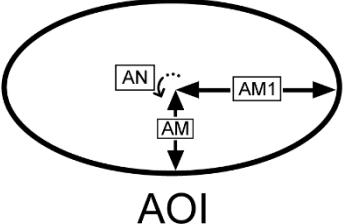
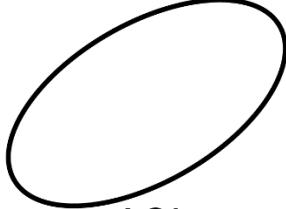
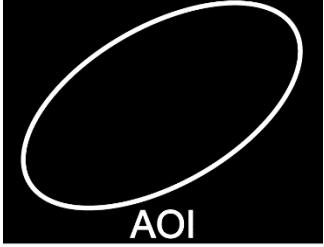
Control Measure	Template	Draw Rules	Example
<p>SHIP AREA OF INTEREST, ECLIPSE/ CIRCLE</p> <p>Symbol Set Code: 25 Code: 200401</p>	 <p>AOI</p>	<p>Anchor Points. This symbol requires one anchor point. This anchor point represents the centre of an ellipse and, therefore, the geographic location of that ellipse.</p> <p>Size/Shape. The size and shape of this symbol is determined by three additional numeric values; A minor axis radius (AM), a major axis radius (AM1), and a rotation angle (AN). The radii should be expressed in the appropriate map distance units.</p> <p>Orientation. The orientation of this symbol is determined by the rotation angle provided, where 0 degrees is east/west, and a positive rotation angle rotates the ellipse in a counter-clockwise direction.</p> <p>Static/Dynamic: D</p>	<p>Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.</p>  <p>AOI</p>  <p>AOI</p> <p>White-Coloured Option</p> <p>AM = 60 Metres AM1 = 112 Metres AN = +30 degrees</p>

Table 8-12: Maritime Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

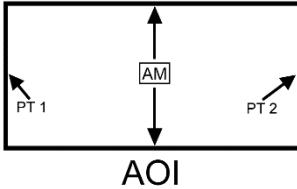
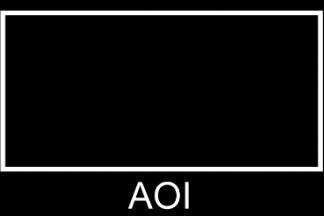
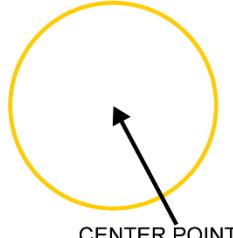
Control Measure	Template	Draw Rules	Example
SHIP AREA OF INTEREST, RECTANGLE Symbol Set Code: 25 Code: 200402	 <p>AOI</p>	<u>Anchor Points.</u> This symbol requires two anchor points and a width, defined in metres, to define the boundary of the area. Points 1 and 2 will be located in the centre of two opposing sides of the rectangle. <u>Size/Shape.</u> Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in metres, will determine the width of the rectangle. <u>Shape:</u> Rectangle. The information fields should be moveable and scalable. <u>Orientation.</u> As determined by the anchor points. <u>Static/Dynamic:</u> D	 <p>AOI</p>  <p>AOI</p> <p>White-Coloured Option</p>
ACTIVE MANOEUVRE AREA Symbol Set Code: 25 Code: 200500	 <p>CENTER POINT</p>	<u>Anchor Points:</u> This symbol requires one anchor point. The centre point defines/is the centre of the symbol. <u>Size/Shape:</u> Static. <u>Orientation:</u> The symbol is typically centred over the desired location. <u>Static/Dynamic:</u> S	

Table 8-12: Maritime Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

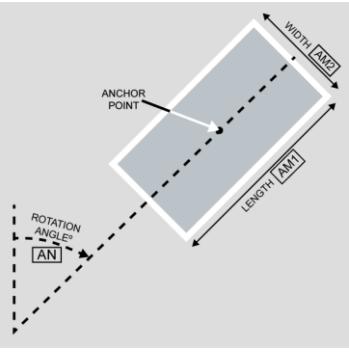
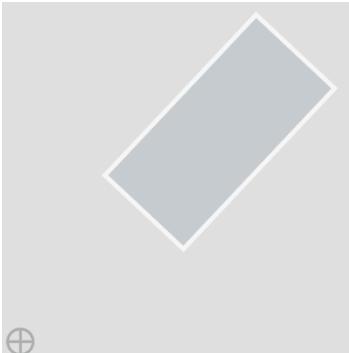
Control Measure	Template	Draw Rules	Example
<p>CUED ACQUISITION DOCTRINE</p> <p>Symbol Set Code: 25 Code: 200600</p>	 <p>Note 1: Cued Acquisition Doctrine symbol has a white border (RGB: 255,255,255) with a 75% transparent Grey fill (RGB: 85.119.136)</p> <p>Note 2: Gray background is used to show white border and is not part of the symbol.</p>	<p>Anchor Points. This symbol requires one anchor point. This anchor point represents the centre of the rectangle and, therefore, the geographic location of that rectangle.</p> <p>Size/Shape. The size and shape of this symbol is determined by three additional numeric values; A length (AM1), a width (AM2), and a rotation angle (AN). The length and width should be expressed in the appropriate map distance units. The length is aligned with the axis of rotation. The width is aligned perpendicular to the axis of rotation.</p> <p>Orientation. The orientation of this symbol is determined by the rotation angle provided, where 0 degrees is North, and a positive rotation angle rotates the rectangle in a clockwise direction.</p> <p>Static/Dynamic: D</p>	<p>Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.</p> 

Table 8-12: Maritime Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

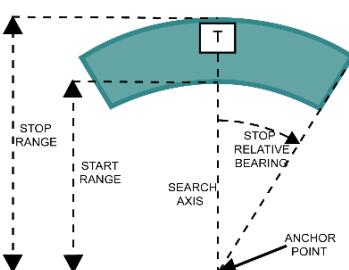
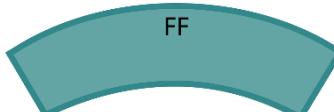
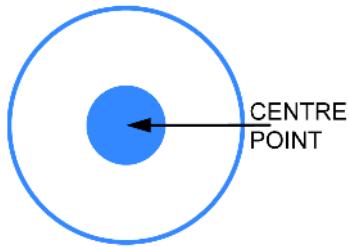
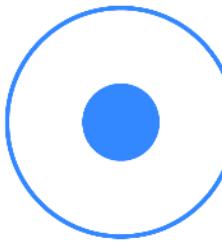
Control Measure	Template	Draw Rules	Example
RADAR SEARCH DOCTRINE Symbol Set Code: 25 Code: 200700	 <p>Note: RSD Graphic has a dark cyan border (RGB: 51,136,136) with a 75% transparent dark cyan fill (RGB: 51,136,136)</p>	<p><u>Anchor Points.</u> This symbol requires one anchor point that defines the axis of angular rotation.</p> <p><u>Size/Shape.</u> The size and shape of this symbol is determined by additional numeric values, a search axis azimuth, a start range, a stop range, and a stop relative bearing. The stop relative bearing is an equal angle either side of the search axis. The start and stop range should be expressed in the appropriate map distance units. Field T should be positioned in the centre of the search area aligned with the search axis.</p> <p><u>Orientation.</u> The orientation of this symbol is determined by the search axis azimuth provided.</p> <p>Static/Dynamic: D</p>	 
MARITIME CONTROL POINTS Symbol Set Code: 25 Code: 210000	There is no associated symbol. It is included for training or hierarchical explanation purposes.		N/A
PLAN SHIP Symbol Set Code: 25 Code: 210100	 <p>CENTRE POINT</p>	<p><u>Anchor Points:</u> This symbol requires one anchor point. The centre point defines/is the centre of the symbol.</p> <p><u>Size/Shape:</u> Static.</p>	

Table 8-12: Maritime Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

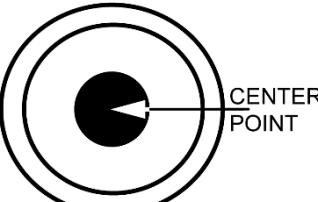
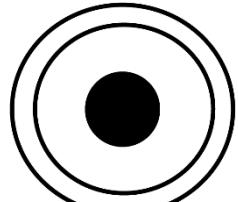
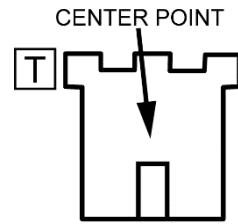
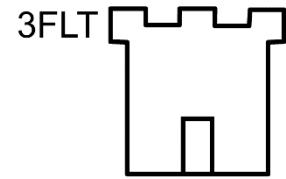
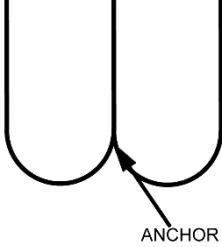
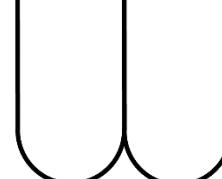
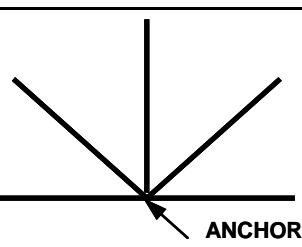
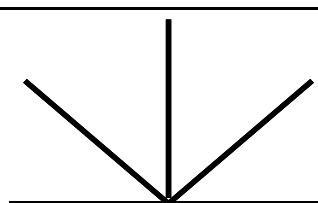
Control Measure	Template	Draw Rules	Example
AIM POINT Symbol Set Code: 25 Code: 210200	 CENTER POINT	<u>Orientation:</u> The symbol is typically centred over the desired location. <u>Static/Dynamic:</u> S	
DEFENDED ASSET Symbol Set Code: 25 Code: 210300	 CENTER POINT T		 3FLT
DROP POINT Symbol Set Code: 25 Code: 210400	 ANCHOR POINT	<u>Anchor Points.</u> This symbol requires one anchor point. The point defines the bottom of the central vertical line in the symbol where the curved and vertical lines meet. <u>Size/Shape.</u> Static <u>Orientation.</u> The symbol will typically be oriented upright. <u>Static/Dynamic:</u> S	
ENTRY POINT Symbol Set Code: 25 Code: 210500	 ANCHOR POINT	<u>Anchor Points.</u> This symbol requires one anchor point. The point defines the point where all the lines meet. <u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol will typically be oriented upright. <u>Static/Dynamic:</u> S	

Table 8-12: Maritime Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

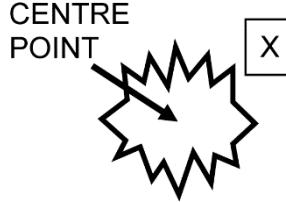
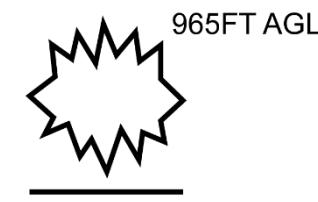
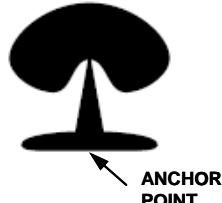
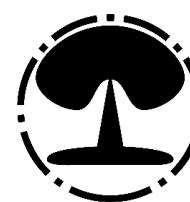
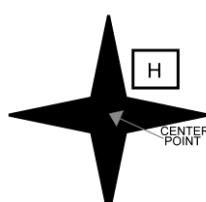
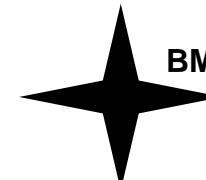
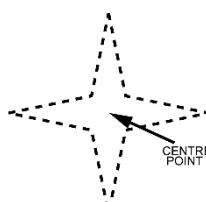
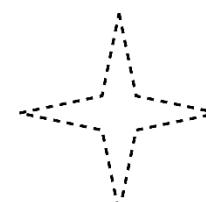
Control Measure	Template	Draw Rules	Example
AIR DETONATION Symbol Set Code: 25 Code: 210600	CENTRE POINT 	<u>Anchor Points:</u> This symbol requires one anchor point. The centre point defines/is the centre of the symbol. <u>Size/Shape:</u> Static. <u>Orientation:</u> The symbol is typically centred over the desired location. Static/Dynamic: S	
GROUND ZERO Symbol Set Code: 25 Code: 210700 CM Status Type: Circled		<u>Anchor Points:</u> This symbol requires one anchor point. The anchor point defines/is the centre of the bottom of the Control Measure symbol. <u>Size/Shape:</u> Static. <u>Orientation:</u> The symbol will typically be oriented upright. Static/Dynamic: S	 
IMPACT POINT Symbol Set Code: 25 Code: 210800 CM Status Type: Circled		<u>Anchor Points:</u> This symbol requires one anchor point. The centre point defines/is the centre of the symbol. <u>Size/Shape:</u> Static. <u>Orientation:</u> The symbol is typically centred over the desired location. Static/Dynamic: S	 
PREDICTED IMPACT POINT			

Table 8-12: Maritime Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

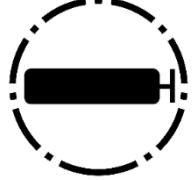
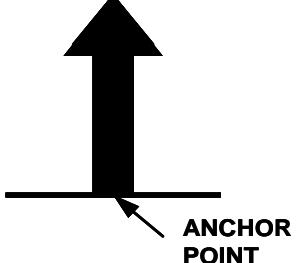
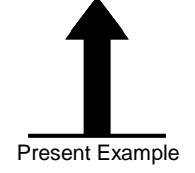
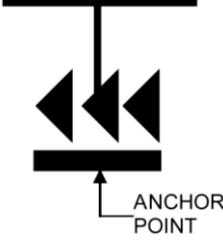
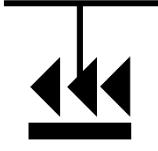
Control Measure	Template	Draw Rules	Example
LAUNCHED TORPEDO Symbol Set Code: 25 Code: 211000 CM Status Type: Circled	 	<u>Anchor Points.</u> This symbol requires one anchor point. The anchor point defines the midpoint of the symbol's base. <u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol will typically be oriented upright. Static/Dynamic: S	 Present Example  Planned Example
MISSILE DETECTION POINT Symbol Set Code: 25 Code: 211100 CM Status Type: Circled			 Present Example  Planned Example
Sub-Surface Warfare			
ACOUSTIC COUNTER MEASURE (DECOY) Symbol Set Code: 25 Code: 211200 CM Status Type: Circled		<u>Anchor Points.</u> This symbol requires one anchor point. The anchor point defines the midpoint of the symbol's base. <u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol will typically be oriented upright. Static/Dynamic: S	 Present Example  Planned Example

Table 8-12: Maritime Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

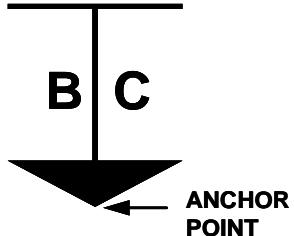
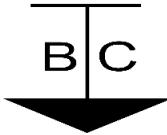
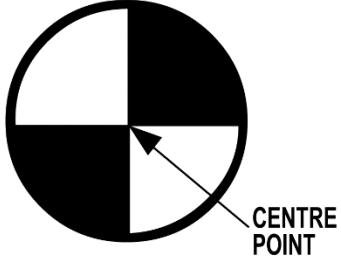
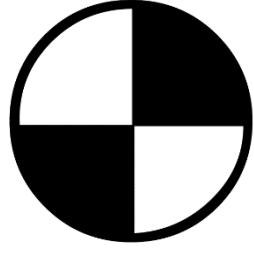
Control Measure	Template	Draw Rules	Example
ELECTRONIC COUNTER MEASURES (ECM) DECOY Symbol Set Code: 25 Code: 211300		<u>Anchor Points:</u> This symbol requires one anchor point. The centre point defines/is the centre of the symbol. <u>Size/Shape:</u> Static. <u>Orientation:</u> The symbol is typically centred over the desired location. Static/Dynamic: S	
BRIEF CONTACT Symbol Set Code: 25 Code: 211400 CM Status Type: Circled		<u>Anchor Points:</u> This symbol requires one anchor point. The anchor point defines the midpoint of the symbol's base. <u>Size/Shape:</u> Static. <u>Orientation:</u> The symbol will typically be oriented upright. Static/Dynamic: S	 Present Example  Planned Example
DATUM LOST CONTACT Symbol Set Code: 25 Code: 211500		<u>Anchor Points:</u> This symbol requires one anchor point. The centre point defines/is the centre of the symbol. <u>Size/Shape:</u> Static. <u>Orientation:</u> The symbol is typically centred over the desired location. Note: The symbol will be oriented as shown in the example to the right and will be centred over the datum. Static/Dynamic: S	

Table 8-12: Maritime Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

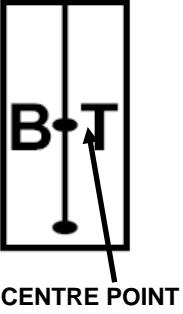
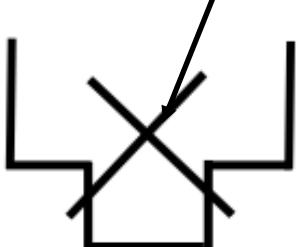
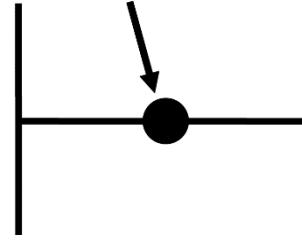
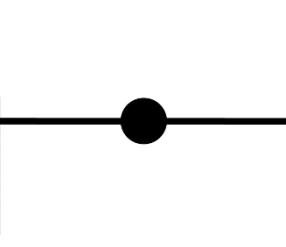
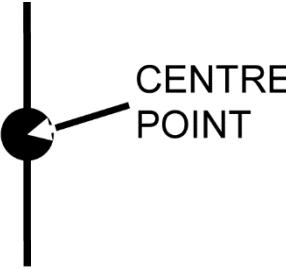
Control Measure	Template	Draw Rules	Example
BT BUOY DROP Symbol Set Code: 25 Code: 211600		<u>Anchor Points</u> . This symbol requires one anchor (centre) point. The point defines the centre of the symbol. <u>Size/Shape</u> . Static. The symbol's height should be 2x the symbol's width. <u>Orientation</u> . The symbol's centre point is typically centred over the desired location. The symbol shall be oriented upright. Static/Dynamic: S	
REPORTED BOTTOMMED SUB Symbol Set Code: 25 Code: 211700		<u>Anchor Points</u> : This symbol requires one anchor point. The centre point defines/is the centre of the symbol. <u>Size/Shape</u> : Static. <u>Orientation</u> : The symbol is typically centred over the desired location. Static/Dynamic: S	
MOVING HAVEN Symbol Set Code: 25 Code: 211800		<u>Anchor Points</u> : This symbol requires one anchor point. The centre point defines/is the centre of the symbol. <u>Size/Shape</u> : Static. <u>Orientation</u> : The symbol is typically centred over the desired location. Static/Dynamic: S	
SCREEN CENTRE Symbol Set Code: 25 Code: 211900		<u>Anchor Points</u> : This symbol requires one anchor point. The centre point defines/is the centre of the symbol. <u>Size/Shape</u> : Static. <u>Orientation</u> : The symbol is typically centred over the desired location. Static/Dynamic: S	

Table 8-12: Maritime Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

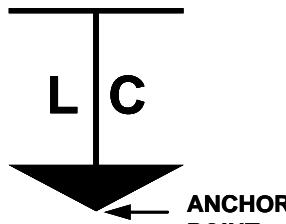
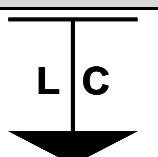
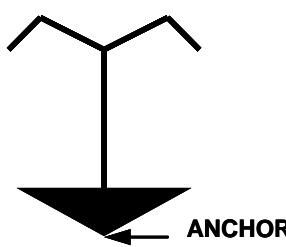
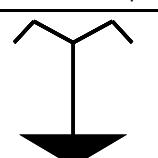
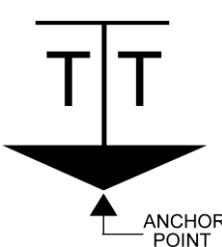
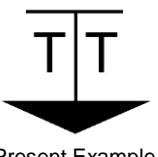
Control Measure	Template	Draw Rules	Example
LOST CONTACT Symbol Set Code: 25 Code: 212000 CM Status Type: Circled	 ANCHOR POINT	<u>Anchor Points.</u> This symbol requires one anchor point. The anchor point defines the midpoint of the symbol's base. <u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol will typically be oriented upright. Static/Dynamic: S	 Present Example  Planned Example
SINKER Symbol Set Code: 25 Code: 212100 CM Status Type: Circled	 ANCHOR POINT		 Present Example  Planned Example
TRIAL TRACK Symbol Set Code: 25 Code: 212200 CM Status Type: Circled	 ANCHOR POINT		 Present Example  Planned Example

Table 8-12: Maritime Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

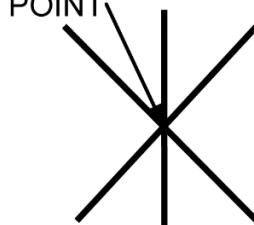
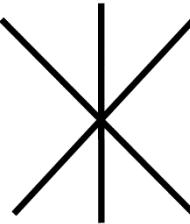
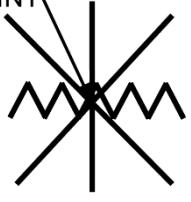
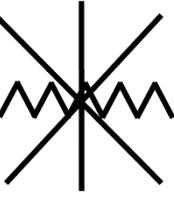
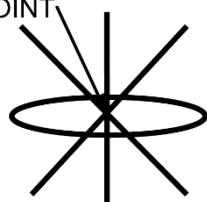
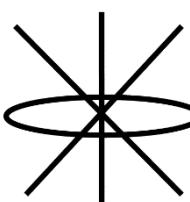
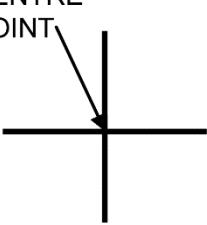
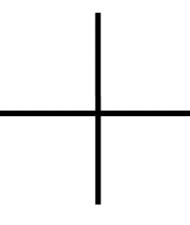
Control Measure	Template	Draw Rules	Example
Fix			
ACOUSTIC FIX Symbol Set Code: 25 Code: 212300	CENTRE POINT 	<u>Anchor Points:</u> This symbol requires one anchor point. The centre point defines/is the centre of the symbol. <u>Size/Shape:</u> Static. <u>Orientation:</u> The symbol is typically centred over the desired location.	
ELECTRO MAGNETIC FIX Symbol Set Code: 25 Code: 212400	CENTRE POINT 	Static/Dynamic: S	
ELECTRO MAGNETIC - MAGNETIC ANOMALY DETECTION (MAD) Symbol Set Code: 25 Code: 212500	CENTRE POINT 		
OPTICAL FIX Symbol Set Code: 25 Code: 212600	CENTRE POINT 		
FORMATION Symbol Set Code: 25 Code: 212700	CENTRE POINT 		

Table 8-12: Maritime Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

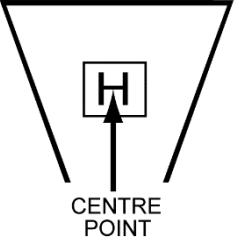
Control Measure	Template	Draw Rules	Example
HARBOUR Symbol Set Code: 25 Code: 212800	 <p>Note: Normally, the H field has four possible entries as shown in the harbour entrance point entry below. However, a user can use this symbol to define a new type of point if the preceding selections are not sufficient.</p>	<u>Anchor Points</u> . This symbol requires one anchor point. The centre point defines the centre of the symbol. <u>Size/Shape</u> . Static. The symbol's corners form a 70-degree angle. <u>Orientation</u> . The symbol is typically centred over the desired location. Static/Dynamic: S	

Table 8-12: Maritime Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

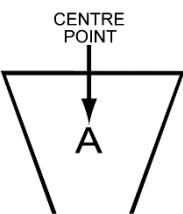
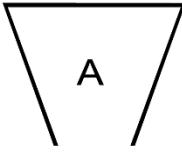
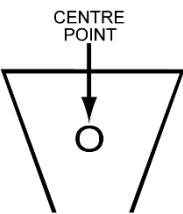
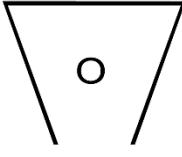
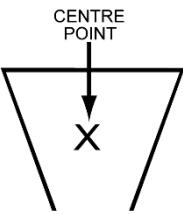
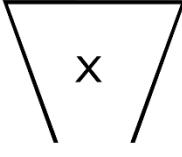
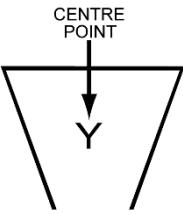
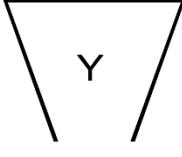
Control Measure	Template	Draw Rules	Example
HARBOUR ENTRANCE POINT Symbol Set Code: 25 Code: 212900	There is no associated symbol. It is included for training or hierarchical explanation purposes.		N/A
HARBOUR ENTRANCE POINT A Symbol Set Code: 25 Code: 212901		<u>Anchor Points</u> . This symbol requires one anchor point. The centre point defines the centre of the symbol. <u>Size/Shape</u> . Static. <u>Orientation</u> . The symbol is typically centred over the desired location. Static/Dynamic: S	
HARBOUR ENTRANCE POINT O Symbol Set Code: 25 Code: 212902			
HARBOUR ENTRANCE POINT X Symbol Set Code: 25 Code: 212903			
HARBOUR ENTRANCE POINT Y Symbol Set Code: 25 Code: 212902			

Table 8-12: Maritime Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

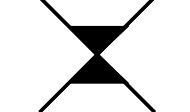
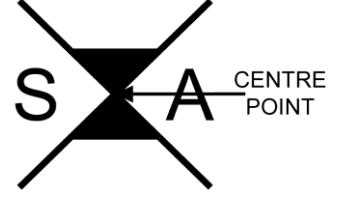
Control Measure	Template	Draw Rules	Example
Search			
DIP POSITION Symbol Set Code: 25 Code: 213000 CM Status Type: Circled		<u>Anchor Points</u> . This symbol requires one anchor point. The centre point defines/is the centre of the symbol. <u>Size/Shape</u> . Static. <u>Orientation</u> . The symbol is typically centred over the desired location. Static/Dynamic: S	 Present Example  Planned Example
SEARCH Symbol Set Code: 25 Code: 213100 CM Status Type: Circled			 Present Example  Planned Example
SEARCH AREA Symbol Set Code: 25 Code: 213200 CM Status Type: Circled			 Present Example  Planned Example

Table 8-12: Maritime Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

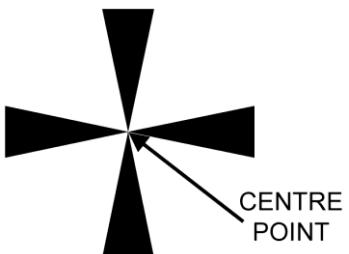
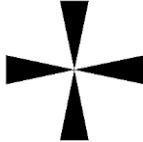
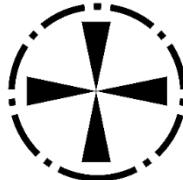
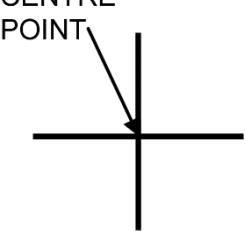
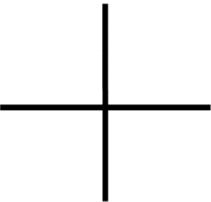
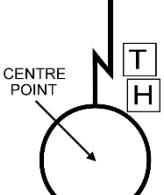
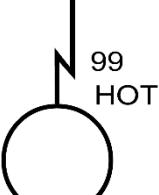
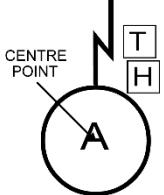
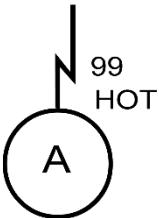
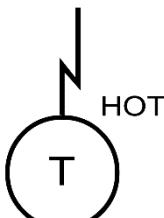
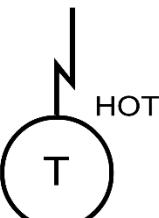
Control Measure	Template	Draw Rules	Example
SEARCH CENTRE Symbol Set Code: 25 Code: 213300 CM Status Type: Circled			Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.  Present Example  Planned Example
NAVIGATIONAL REFERENCE POINT Symbol Set Code: 25 Code: 213400			
Sonobuoys			
SONOBUOY Symbol Set Code: 25 Code: 213500		<u>Anchor Points</u> . This symbol requires one anchor point. The point defines the centre of the circle. <u>Size/Shape</u> . Static. The diameter of the circle should be 1/2 the height of the symbol.	 99 HOT
AMBIENT NOISE Symbol Set Code: 25 Code: 213501		<u>Orientation</u> . The symbol's centre point is typically centred over the desired location. The symbol shall be oriented upright. <u>Static/Dynamic</u> : S	 99 HOT
AIR TRANSPORTABLE COMMUNICATION (ATAC) Symbol Set Code: 25 Code: 213502			 HOT

Table 8-12: Maritime Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

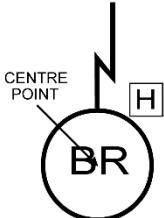
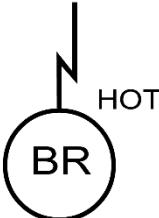
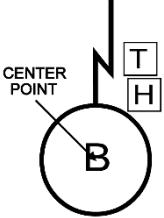
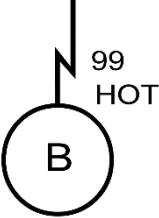
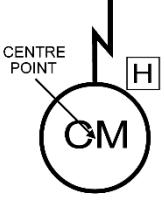
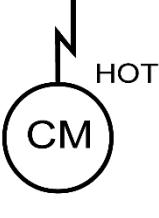
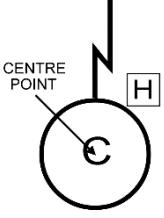
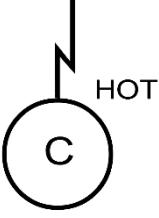
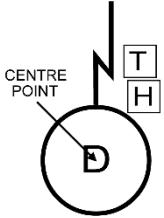
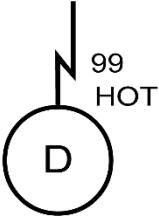
Control Measure	Template	Draw Rules	Example
BARRA Symbol Set Code: 25 Code: 213503			
BATHYTHERMO- GRAPH TRANSMITTING (BT) Symbol Set Code: 25 Code: 213504			
COMMAND ACTIVE MULTI- BEAM SONOBUOY (CAMBS) Symbol Set Code: 25 Code: 213505			
COMMAND ACTIVE SONOBUOY DIRECTIONAL COMMAND ACTIVE SONOBUOY SYSTEM (CASS) Symbol Set Code: 25 Code: 213506			
DIRECTIONAL FREQUENCY ANALYSING AND RECORDING (DIFAR) Symbol Set Code: 25 Code: 213507			

Table 8-12: Maritime Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

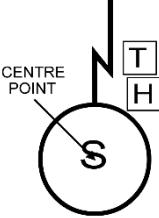
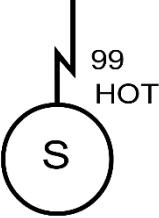
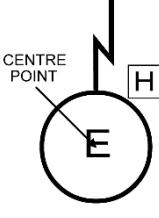
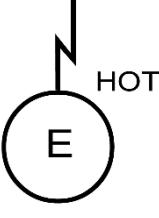
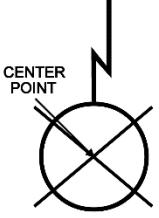
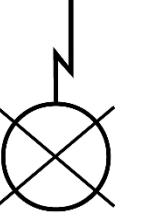
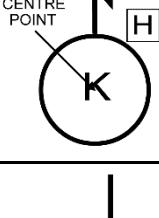
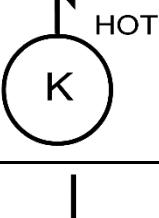
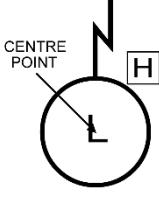
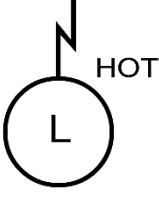
Control Measure	Template	Draw Rules	Example
DIRECTIONAL COMMAND ACTIVE SONOBUOY SYSTEM (DICASS) Symbol Set Code: 25 Code: 213508			
EXPENDABLE RELIABLE ACOUSTIC PATH SONOBUOY (ERAPS) Symbol Set Code: 25 Code: 213509			
EXPIRED Symbol Set Code: 25 Code: 213510			
KINGPIN Symbol Set Code: 25 Code: 213511			
LOW FREQUENCY ANALYSIS AND RECORDING (LOFAR) Symbol Set Code: 25 Code: 213512			

Table 8-12: Maritime Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

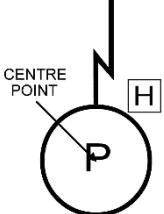
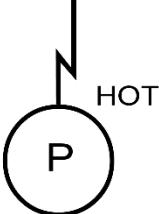
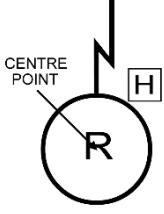
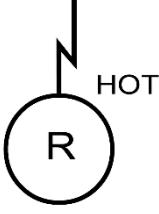
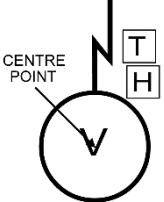
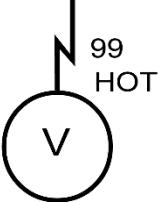
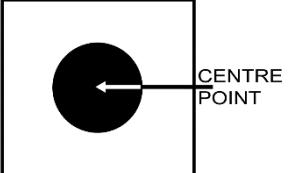
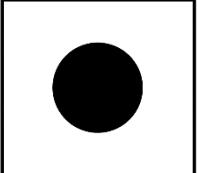
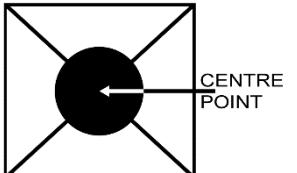
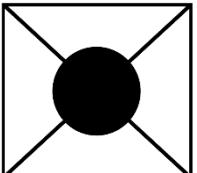
Control Measure	Template	Draw Rules	Example
PATTERN CENTRE Symbol Set Code: 25 Code: 213513			
RANGE ONLY Symbol Set Code: 25 Code: 213514			
VERTICAL LINE ARRAY DIRECTIONAL FREQUENCY ANALYSIS AND RECORDING (VLAD) Symbol Set Code: 25 Code: 213515			
Reference Points			
REFERENCE POINT Symbol Set Code: 25 Code: 213600		<u>Anchor Points</u> . This symbol requires one anchor point. The centre point defines/is the centre of the symbol. <u>Size/Shape</u> . Static.	
SPECIAL POINT Symbol Set Code: 25 Code: 213700		<u>Orientation</u> . The symbol is typically centred over the desired location. Static/Dynamic: S	

Table 8-12: Maritime Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

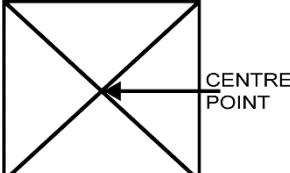
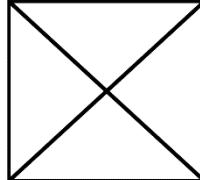
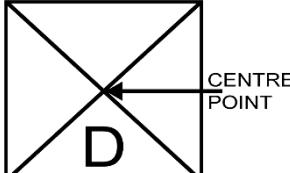
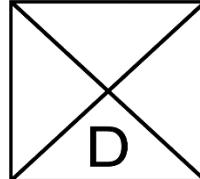
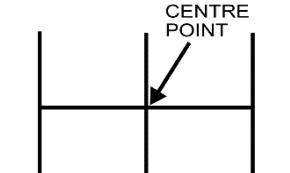
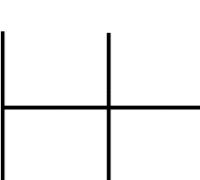
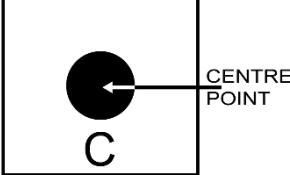
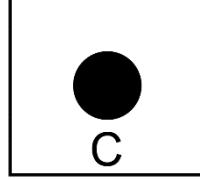
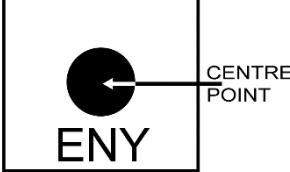
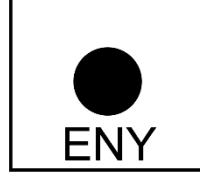
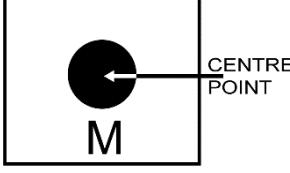
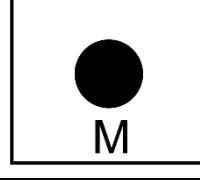
Control Measure	Template	Draw Rules	Example
NAVIGATIONAL REFERENCE POINT Symbol Set Code: 25 Code: 213800			
DATA LINK REFERENCE POINT Symbol Set Code: 25 Code: 213900			
VITAL AREA CENTRE Symbol Set Code: 25 Code: 214100			
CORRIDOR TAB POINT Symbol Set Code: 25 Code: 214200			
ENEMY POINT Symbol Set Code: 25 Code: 214300			
MARSHALL POINT Symbol Set Code: 25 Code: 214400			

Table 8-12: Maritime Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

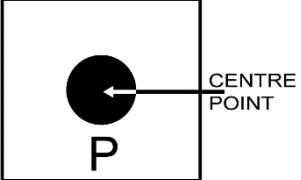
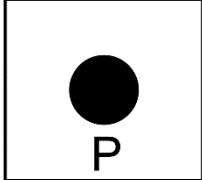
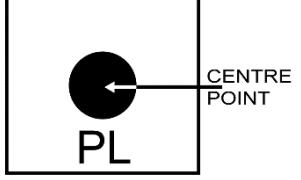
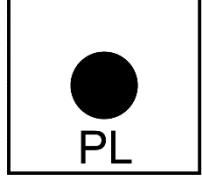
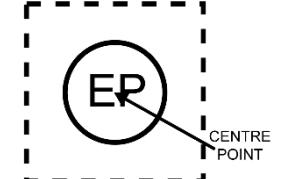
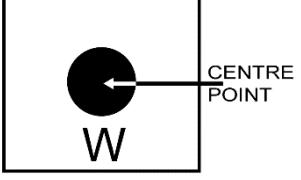
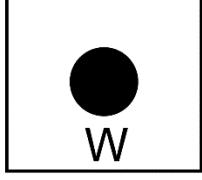
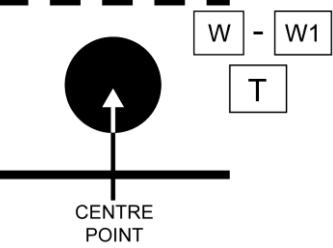
Control Measure	Template	Draw Rules	Example
POSITION AND INTENDED MOVEMENT (PIM) Symbol Set Code: 25 Code: 214500			
PRE-LANDFALL WAYPOINT Symbol Set Code: 25 Code: 214600			
ESTIMATED POSITION (EP) Symbol Set Code: 25 Code: 214700			
WAYPOINT Symbol Set Code: 25 Code: 214800			
Subsurface Stations			
GENERAL SUBSURFACE STATION Symbol Set Code: 25 Code: 214900 CM Status Type: Circled		<u>Anchor Points</u> . This symbol requires one anchor point. The centre point defines/is the centre of the symbol. <u>Size/Shape</u> . Static. <u>Orientation</u> . The symbol is typically centred over the desired location. Static/Dynamic: S	 <u>Planned Example</u> : A square containing a circle with a vertical arrow pointing up, labeled 'CENTRE POINT' below it. To the right are three boxes labeled 'W', 'W1', and 'T'. Above the square is the text '020300ZMAY2026 - 090500ZMAY2026'.

Table 8-12: Maritime Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

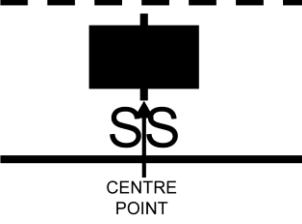
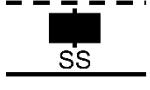
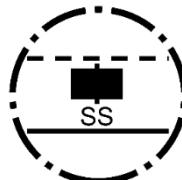
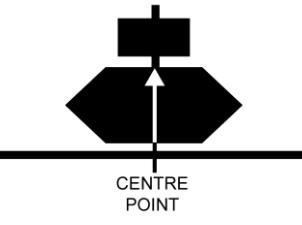
Control Measure	Template	Draw Rules	Example
SUBMARINE SUBSURFACE STATION Symbol Set Code: 25 Code: 215000 CM Status Type: Circled			 Present Example  Planned Example
SUBMARINE ANTISUBMARINE WARFARE SUBSURFACE STATION Symbol Set Code: 25 Code: 215100 CM Status Type: Circled			 Present Example  Planned Example
UNMANNED UNDERWATER VEHICLE SUBSURFACE STATION Symbol Set Code: 25 Code: 215200 CM Status Type: Circled			 Present Example  Planned Example

Table 8-12: Maritime Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

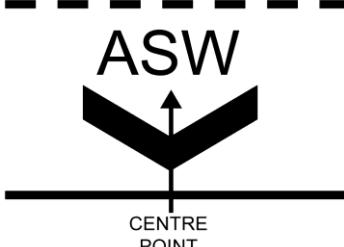
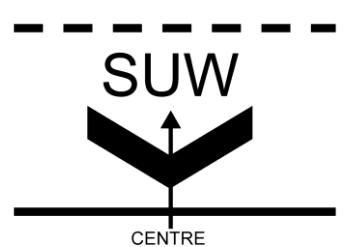
Control Measure	Template	Draw Rules	Example
ANTISUBMARINE WARFARE (ASW) UNMANNED UNDERWATER VEHICLE SUBSURFACE STATION Symbol Set Code: 25 Code: 215300 CM Status Type: Circled			 Present Example  Planned Example
MINE WARFARE UNMANNED UNDERWATER VEHICLE SUBSURFACE STATION Symbol Set Code: 25 Code: 215400 CM Status Type: Circled			 Present Example  Planned Example
SURFACE WARFARE UNMANNED UNDERWATER VEHICLE SUBSURFACE STATION Symbol Set Code: 25 Code: 215500 CM Status Type: Circled			 Present Example  Planned Example

Table 8-12: Maritime Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

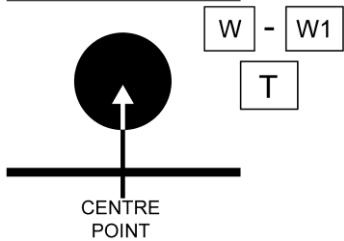
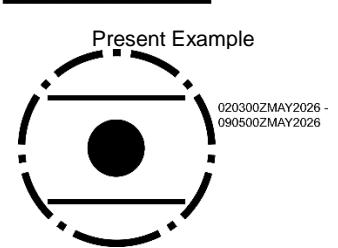
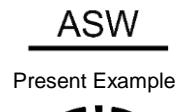
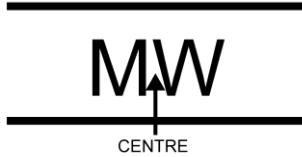
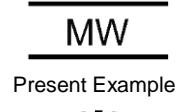
Control Measure	Template	Draw Rules	Example
Surface Stations			
GENERAL SURFACE STATION Symbol Set Code: 25 Code: 215600 CM Status Type: Circled		<u>Anchor Points</u> . This symbol requires one anchor point. The centre point defines/is the centre of the symbol. <u>Size/Shape</u> . Static. <u>Orientation</u> . The symbol is typically centred over the desired location. Static/Dynamic: S	 
ANTISUBMARINE WARFARE (ASW) SURFACE STATION Symbol Set Code: 25 Code: 215700 CM Status Type: Circled			 
MINE WARFARE SURFACE STATION Symbol Set Code: 25 Code: 215800 CM Status Type: Circled			 

Table 8-12: Maritime Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

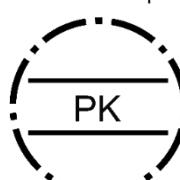
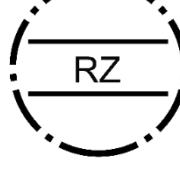
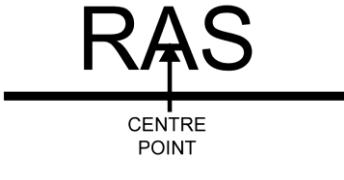
Control Measure	Template	Draw Rules	Example
NON-COMBATANT SURFACE STATION Symbol Set Code: 25 Code: 215900 CM Status Type: Circled			Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.  Present Example  Planned Example
PICKET SURFACE STATION Symbol Set Code: 25 Code: 216000 CM Status Type: Circled			 Present Example  Planned Example
RENDEZVOUS SURFACE STATION Symbol Set Code: 25 Code: 216100 CM Status Type: Circled			 Present Example  Planned Example
REPLENISHMENT AT SEA SURFACE STATION Symbol Set Code: 25 Code: 216200 CM Status Type: Circled			 Present Example  Planned Example

Table 8-12: Maritime Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

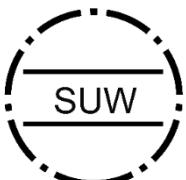
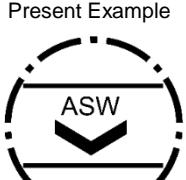
Control Measure	Template	Draw Rules	Example
RESCUE SURFACE STATION Symbol Set Code: 25 Code: 216300 CM Status Type: Circled			Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.  Present Example  Planned Example
SURFACE WARFARE SURFACE STATION Symbol Set Code: 25 Code: 216400 CM Status Type: Circled			 Present Example  Planned Example
UNMANNED UNDERWATER VEHICLE SURFACE STATION Symbol Set Code: 25 Code: 216500 CM Status Type: Circled			 Present Example  Planned Example
ANTISUBMARINE WARFARE (ASW) UNMANNED UNDERWATER VEHICLE SURFACE STATION Symbol Set Code: 25 Code: 216600 CM Status Type: Circled			 Present Example  Planned Example

Table 8-12: Maritime Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

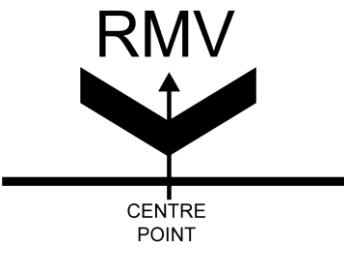
Control Measure	Template	Draw Rules	Example
MINE WARFARE UNMANNED UNDERWATER VEHICLE SURFACE STATION Symbol Set Code: 25 Code: 216700 CM Status Type: Circled	 CENTRE POINT		Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.  Present Example  Planned Example
REMOTE MULTI-MISSION VEHICLE UNMANNED UNDERWATER VEHICLE SURFACE STATION Symbol Set Code: 25 Code: 216800 CM Status Type: Circled	 CENTRE POINT		 Present Example  Planned Example
SURFACE WARFARE UNMANNED UNDERWATER VEHICLE SURFACE STATION Symbol Set Code: 25 Code: 216900 CM Status Type: Circled	 CENTRE POINT		 Present Example  Planned Example

Table 8-12: Maritime Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

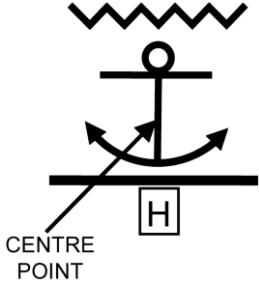
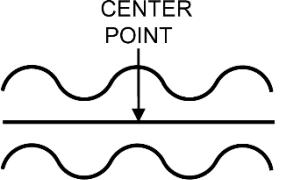
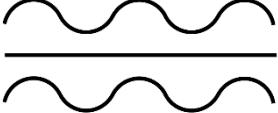
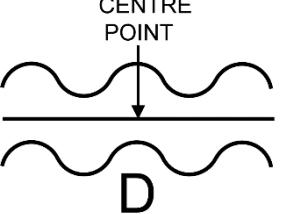
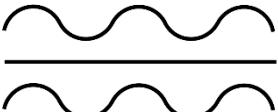
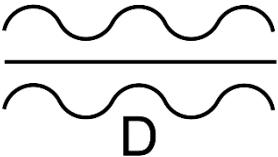
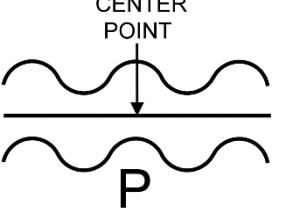
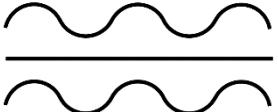
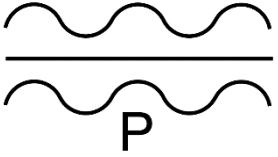
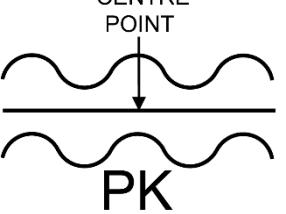
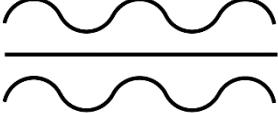
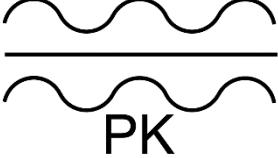
Control Measure	Template	Draw Rules	Example
SHORE CONTROL STATION Symbol Set Code: 25 Code: 217000 CM Status Type: Circled	 CENTRE POINT		Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.  Present Example  Planned Example
Routes			
GENERAL ROUTE Symbol Set Code: 25 Code: 217100		<u>Anchor Points.</u> This symbol requires one anchor point. The centre point defines/is the centre of the symbol. <u>Size/Shape.</u> Static.	
DIVERSION ROUTE Symbol Set Code: 25 Code: 217200		<u>Orientation.</u> The symbol is typically centred over the desired location. Static/Dynamic: S	 
POSITION AND INTENDED MOVEMENT (PIM) ROUTE Symbol Set Code: 25 Code: 217300			 
PICKET ROUTE Symbol Set Code: 25 Code: 217400			 

Table 8-12: Maritime Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

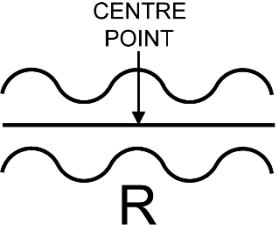
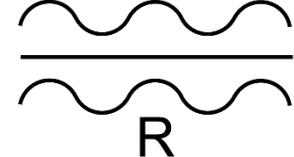
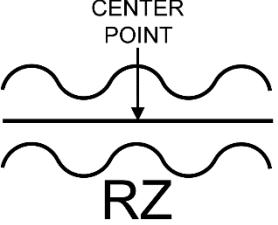
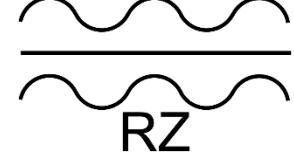
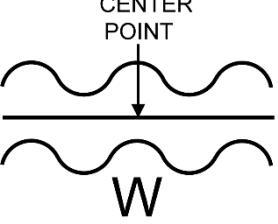
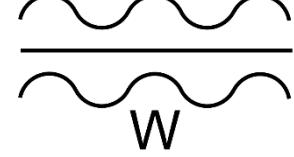
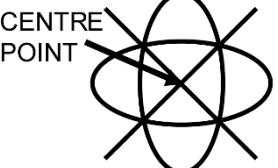
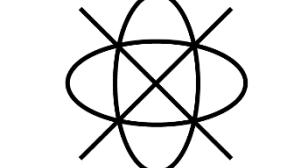
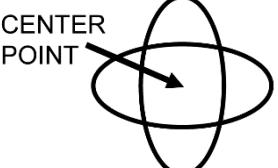
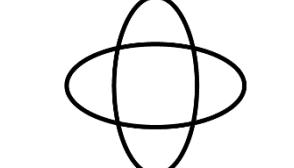
Control Measure	Template	Draw Rules	Example
POINT R ROUTE Symbol Set Code: 25 Code: 217500	CENTRE POINT 		Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure. 
RENDEZVOUS ROUTE Symbol Set Code: 25 Code: 217600	CENTER POINT 		
WAYPOINT ROUTE Symbol Set Code: 25 Code: 217700	CENTER POINT 		
CLUTTER, STATIONARY OR CEASE REPORTING Symbol Set Code: 25 Code: 217800	CENTRE POINT 		
TENTATIVE OR PROVISIONAL TRACK Symbol Set Code: 25 Code: 217900	CENTER POINT 		

Table 8-12: Maritime Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

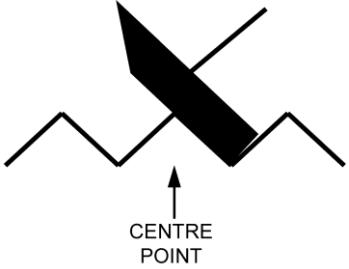
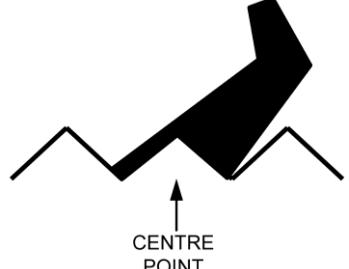
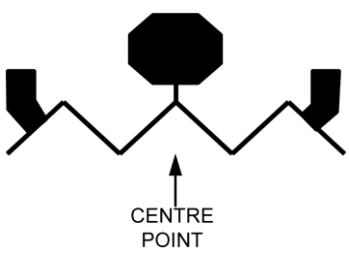
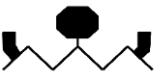
Control Measure	Template	Draw Rules	Example
Emergency			
DISTRESSED VESSEL Symbol Set Code: 25 Code: 218000 CM Status Type: Circled		<u>Anchor Points</u> . This symbol requires one anchor point. The anchor point defines the midpoint of the symbol's base. <u>Size/Shape</u> . Static. <u>Orientation</u> . The symbol will typically be oriented upright. Static/Dynamic: S	 Present Example  Planned Example
DITCHED AIRCRAFT/DOWN ED AIRCRAFT Symbol Set Code: 25 Code: 218100 CM Status Type: Circled			 Present Example  Planned Example
PERSON IN WATER/ BAILOUT Symbol Set Code: 25 Code: 218200 CM Status Type: Circled			 Present Example  Planned Example

Table 8-12: Maritime Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

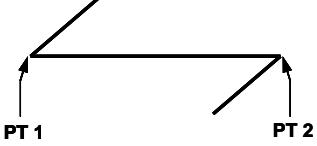
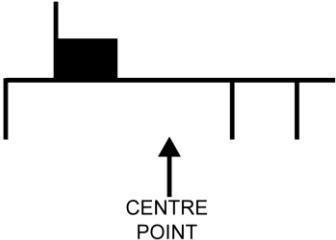
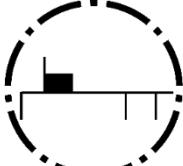
Control Measure	Template	Draw Rules	Example
Hazard			
ICEBERG Symbol Set Code: 25 Code: 218300 CM Status Type: Circled		<u>Anchor Points</u> . This symbol requires one anchor point. The centre point defines/is the centre of the symbol. <u>Size/Shape</u> . Static. <u>Orientation</u> . The symbol is typically centred over the desired location. Static/Dynamic: S	 Present Example  Planned Example
NAVIGATIONAL Symbol Set Code: 25 Code: 218400		<u>Anchor Points</u> . This symbol requires two anchor points. Points 1 and 2 define the corner points of the symbol. <u>Size/Shape</u> . The symbol varies only in length. <u>Orientation</u> . Orientation is determined by the anchor points. Static/Dynamic: D	
OIL RIG Symbol Set Code: 25 Code: 218500 CM Status Type: Circled		<u>Anchor Points</u> . This symbol requires one anchor point. The centre point defines/is the centre of the symbol. <u>Size/Shape</u> . Static. <u>Orientation</u> . The symbol is typically centred over the desired location. Static/Dynamic: S	 Present Example  Planned Example

Table 8-12: Maritime Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

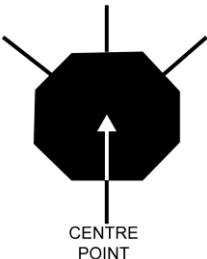
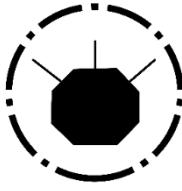
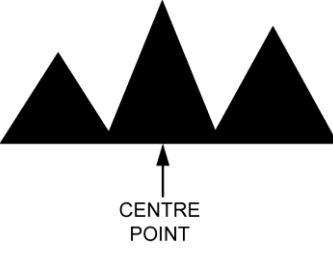
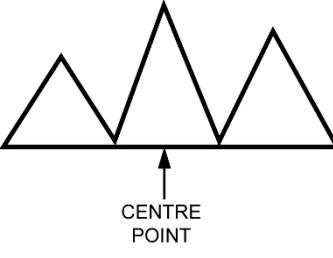
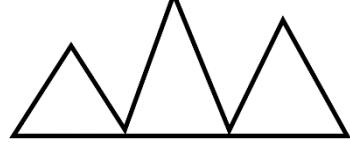
Control Measure	Template	Draw Rules	Example
SEA MINE-LIKE Symbol Set Code: 25 Code: 218600 CM Status Type: Circled		Note: The orientation of symbol can be rotated in 90 degree increments.	 Present Example  Planned Example
Sea Subsurface Returns			
BOTTOM RETURN/ NON-MINE, MINE-LIKE BOTTOM OBJECT (NOMBO) Symbol Set Code: 25 Code: 218700 CM Status Type: Circled		<u>Anchor Points</u> . This symbol requires one anchor point. The anchor point defines the midpoint of the symbol's base. <u>Size/Shape</u> . Static. <u>Orientation</u> . The symbol will typically be oriented upright. Static/Dynamic: S	 Present Example  Planned Example
BOTTOM RETURN/ NON-MINE, MINE-LIKE BOTTOM OBJECT (NOMBO)/ INSTALLATION/ MANMADE Symbol Set Code: 25 Code: 218800			

Table 8-12: Maritime Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

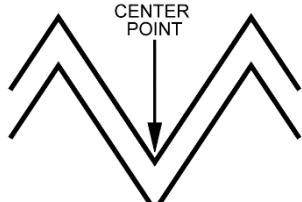
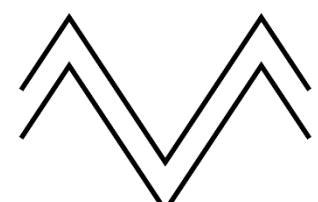
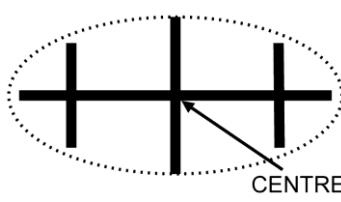
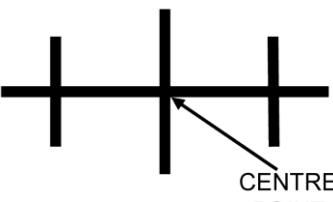
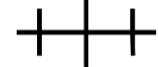
Control Measure	Template	Draw Rules	Example
MARINE LIFE Symbol Set Code: 25 Code: 218900 CM Status Type: Circled	 ANCHOR POINT	<u>Anchor Points.</u> This graphic requires one anchor point. The anchor point defines "nose" of the graphic. <u>Size/Shape.</u> Static <u>Orientation.</u> The graphic is typically centred over the desired location. Static/Dynamic: S	 Present Example  Planned Example
SEA ANOMALY (WAKE, CURRENT, KNUCKLE) Symbol Set Code: 25 Code: 219000	 CENTER POINT	<u>Anchor Points.</u> This graphic requires one anchor point. The centre point defines/is the centre of the graphic. <u>Size/Shape.</u> Static. <u>Orientation.</u> The graphic's centre point is typically centred over the desired location.	
BOTTOM RETURN/NON- MILCO, WRECK, DANGEROUS Symbol Set Code: 25 Code: 219100 CM Status Type: Circled	 CENTRE POINT	<u>Anchor Points.</u> This graphic requires one anchor point. The centre point defines/is the centre of the graphic. Static/Dynamic: S	 Present Example  Planned Example
BOTTOM RETURN/NON- MILCO, WRECK, NON DANGEROUS Symbol Set Code: 25 Code: 219200 CM Status Type: Circled	 CENTRE POINT		 Present Example  Planned Example

Table 8-12: Maritime Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

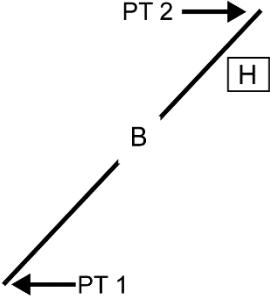
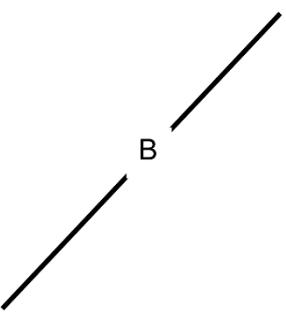
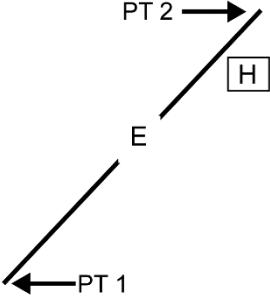
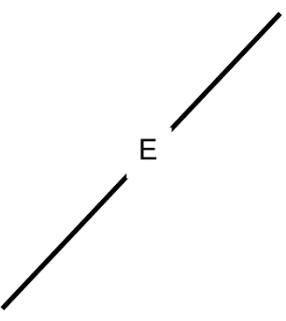
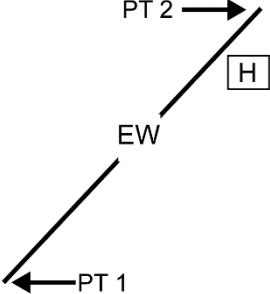
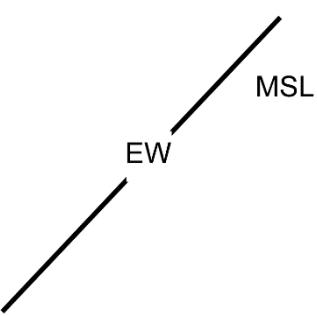
Control Measure	Template	Draw Rules	Example
MARITIME CONTROL LINES Symbol Set Code: 25 Code: 220000	There is no associated symbol. It is included for training or hierarchical explanation purposes.		N/A
BEARING LINE Symbol Set Code: 25 Code: 220100		<p><u>Anchor Points</u>. This graphic requires two anchor points. Points 1 and 2 define the endpoints of the symbol.</p> <p><u>Size/Shape</u>. The symbol varies only in length.</p> <p><u>Orientation</u>. One point defines the origin from which the bearing is being taken and the other point defines the location or direction from which a contact is made.</p> <p>Static/Dynamic: D</p>	
BEARING LINE, ELECTRONIC Symbol Set Code: 25 Code: 220101			
BEARING LINE, ELECTROMAGNETIC WARFARE (EW) Symbol Set Code: 25 Code: 220102			 <p>Note: "H" field may contain the following identifiers: •"MSL" – missile •"MCU" – missile control unit •"TENT" - tentative</p>

Table 8-12: Maritime Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

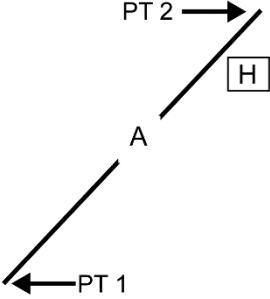
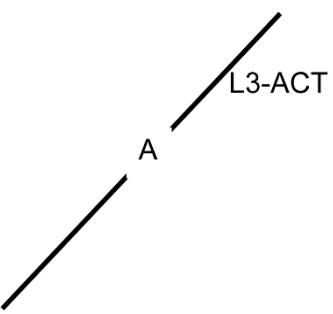
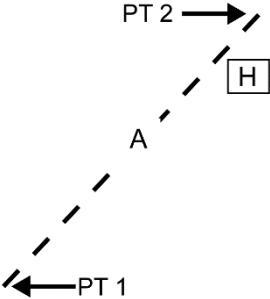
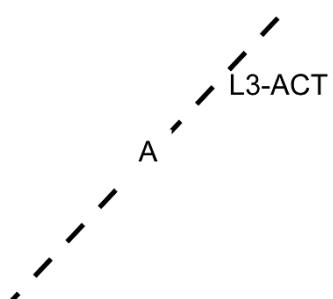
Control Measure	Template	Draw Rules	Example
BEARING LINE, ACOUSTIC Symbol Set Code: 25 Code: 220103			 <p>Note: "H" field may contain the following identifiers: •"L3-ACT" – LAMPS, active •"L3-pHELO" – LAMPS, Helicopter, passive •"L3-pSHIP" – LAMPS, Ship, passive •"L3-OSC" – LAMPS, Operator Specified Contact, passive •"L3-ATT" – LAMPS, Acoustic Target Track, passive </p>
BEARING LINE, ACOUSTIC (AMBIGUOUS) Symbol Set Code: 25 Code: 220104			 <p>Note: "H" field may contain the following identifiers: •"L3-ACT" – LAMPS, active •"L3-pHELO" – LAMPS, Helicopter, passive •"L3-pSHIP" – LAMPS, Ship, passive •"L3-OSC" – LAMPS, Operator Specified Contact, passive •"L3-ATT" – LAMPS, Acoustic Target Track, passive </p>

Table 8-12: Maritime Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

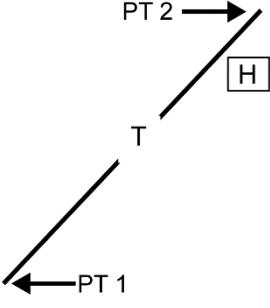
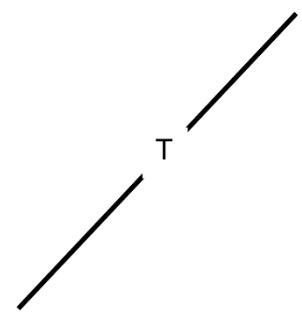
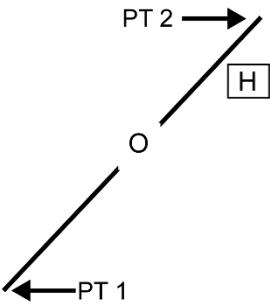
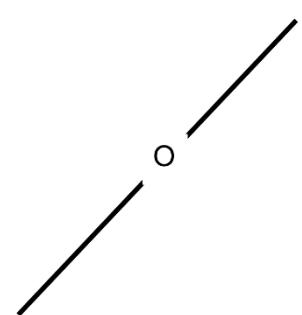
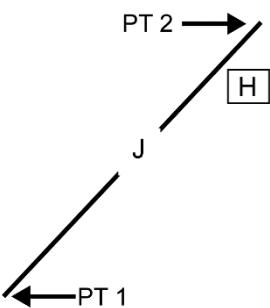
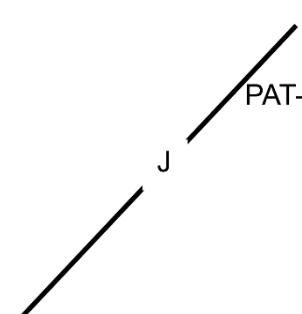
Control Measure	Template	Draw Rules	Example
BEARING LINE, TORPEDO Symbol Set Code: 25 Code: 220105			
BEARING LINE, ELECTRO-OPTICAL INTERCEPT Symbol Set Code: 25 Code: 220106			
BEARING LINE, JAMMER Symbol Set Code: 25 Code: 220107			 Note: "H" field may contain the following: •PAT-1 – PAT-1 Jammer

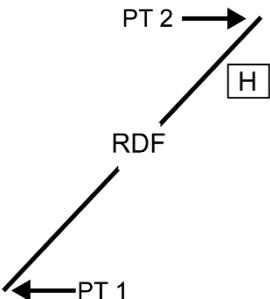
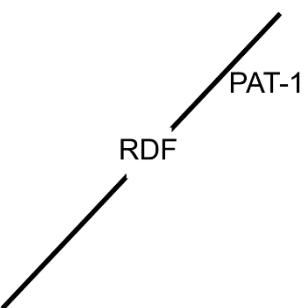
Table 8-12: Maritime Control Means Symbols Note: See Table A-32 for associated Symbol Identification Codes			
Control Measure	Template	Draw Rules	Example
BEARING LINE, RADIO DIRECTION FINDER (RDF) Symbol Set Code: 25 Code: 220108			<p>Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.</p> 

Table 8-12: Maritime Control Measure Symbols.

8.11. DECEPTION CONTROL MEASURES

1. Deception Control Measures are deliberate measures to mislead targeted decision-makers into behaving in a manner advantageous to the commander's intent.
2. Table 8-13 below lists Deception Control Measures symbols.

Table 8-13: Deception Control Means Symbols

Note: See Table A-32 for associated Symbol Identification Codes

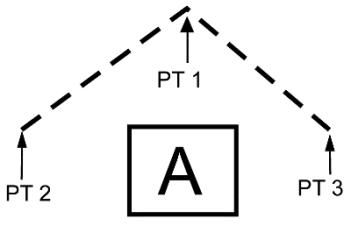
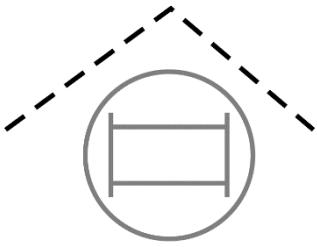
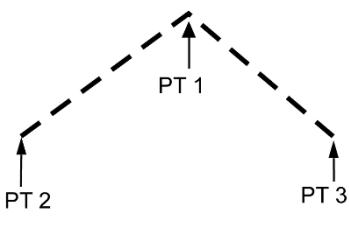
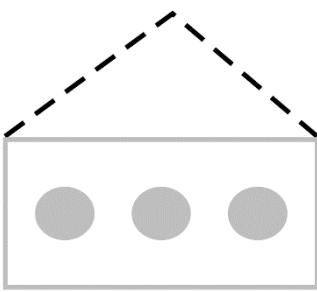
Control Measure	Template	Draw Rules	Example
DECEPTION Symbol Set Code: 25 Code: 230000	There is no associated symbol. It is included for training or hierarchical explanation purposes.		Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure. N/A
DECoy / DUMMY / DECEPTION Symbol Set Code: 25 Code: 230100		<u>Anchor Points.</u> This symbol requires 3 anchor points. Point 1 defines the vertex of the symbol and points 2 and 3 define its endpoints. <u>Size/Shape.</u> Points 1, 2 and 3 determine the length of the lines connecting them. The line defined by points 1 and 2 is typically the same length as the line between points 2 and 3. <u>Orientation.</u> Orientation is determined by the anchor points. <u>Note:</u> Anchor points are determined by the relationship between the Control Measure symbol being modified and the decoy/dummy or feint Control Measure symbol modifying it. See the specific Control Measure being modified for anchor points. Static/Dynamic: D	
DECEIVE / DECoy / DUMMY / FEINT Symbol Set Code: 25 Code: 230200			

Table 8-13: Deception Control Means Symbols			
Note: See Table A-32 for associated Symbol Identification Codes			
Control Measure	Template	Draw Rules	Example
AXIS OF ADVANCE FOR A FEINT	See Axis of Advance under Manoeuvre Control Measures		
DIRECTION OF ATTACK FOR A FEINT	See Direction of Attack under Manoeuvre Control Measures		
DECOY MINED AREA	See Decoy Mined Area under Obstacles		
DUMMY MINEFIELD	See Decoy Mined Area under Obstacles		

Table 8-13: Deception Control Measure Symbols.

8.12. FIRE SUPPORT COORDINATION MEASURES

1. Fire Support Coordination Measures are measures employed by land or amphibious commanders to facilitate the rapid engagement of targets and simultaneously provide safeguards for friendly forces.
2. Fire Support Coordination Control Measures should be labelled with the abbreviation of the Control Measures, the controlling headquarters (Field T), and the effective times (Field W/W1).
3. Lines should have this labelling on both ends of the line and repeated as often as necessary for clarity along any line that passes through many boundaries.
4. Table 8-14 below lists Fire Support Coordination Control Measures symbols.

Table 8-14: Fire Support Coordination Control Measure Symbols			
Note: See Table A-32 for associated Symbol Identification Codes			
Control Measure	Template	Draw Rules	Example
FIRE AREAS Symbol Set Code: 25 Code: 240000	There is no associated symbol. It is included for training or hierarchical explanation purposes.		N/A

Table 8-14: Fire Support Coordination Control Measure Symbols

Note: See Table A-32 for associated Symbol Identification Codes

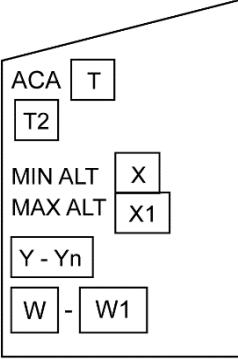
Control Measure	Template	Draw Rules	Example Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.
AIRSPACE COORDINATION AREA (ACA) Symbol Set Code: 25 Code: 240100	There is no associated symbol. It is included for training or hierarchical explanation purposes.		N/A
AIRSPACE COORDINATION AREA (ACA) - IRREGULAR Symbol Set Code: 25 Code: 240101		<u>Anchor Points.</u> This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.	ACA ROVER 1 MND(N) MIN ALT 500 FT AGL MAX ALT 3000 FT AGL GRID NK2312 to NK3013 24140000ZMAY2026 - 26153000ZMAY2026

Table 8-14: Fire Support Coordination Control Measure Symbols

Note: See Table A-32 for associated Symbol Identification Codes

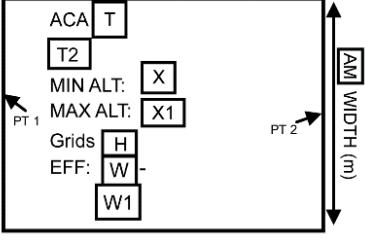
Control Measure	Template	Draw Rules	Example
AIRSPACE COORDINATION AREA (ACA) - RECTANGULAR Symbol Set Code: 25 Code: 240102		<u>Anchor Points.</u> This symbol requires two anchor points and a width, defined in metres, to define the boundary of the area. Points 1 and 2 will be located in the centre of two opposing sides of the rectangle. <u>Size/Shape.</u> Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in metres, will determine the width of the rectangle. <u>Shape:</u> Rectangle. The information fields should be moveable and scalable. <u>Orientation.</u> As determined by the anchor points. <u>Static/Dynamic:</u> D	ACA ROVER 1 MND(N) MIN ALT: 500 FT AGL MAX ALT: 3000 FT AGL Grids NK2312 to NK3013 EFF: 241400ZMAY2026 - 281530ZMAY2026

Table 8-14: Fire Support Coordination Control Measure Symbols

Note: See Table A-32 for associated Symbol Identification Codes

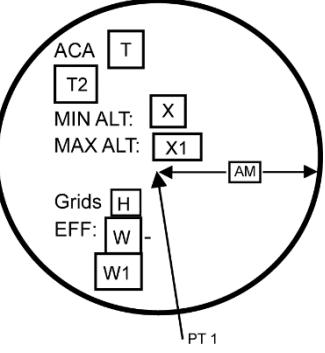
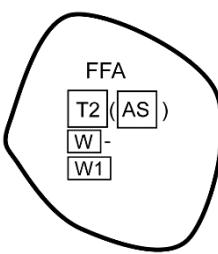
Control Measure	Template	Draw Rules	Example
AIRSPACE COORDINATION AREA (ACA) – CIRCULAR Symbol Set Code: 25 Code: 240103		<u>Anchor Points.</u> This symbol requires one (1) anchor point and a radius (AM). Point 1 defines the centre point of the symbol. <u>Size/Shape.</u> Size: The radius (AM) defines the size. Shape: Circle. The information fields should be scalable within the circle. <u>Note:</u> The radius (AM) is for exchange only and is not to be displayed. <u>Orientation.</u> Not applicable. <u>Static/Dynamic:</u> D	ACA ROVER 1 MND(N) MIN ALT: 500 FT AGL MAX ALT: 3000 FT AGL Grids NK2312 to NK3013 EFF: 241400ZMAY2026 - 281530ZMAY2026
FREE FIRE AREA (FFA) Symbol Set Code: 25 Code: 240200	There is no associated symbol. It is included for training or hierarchical explanation purposes.		N/A
FREE FIRE AREA (FFA) - IRREGULAR Symbol Set Code: 25 Code: 240201		<u>Anchor Points.</u> This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape.</u> Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. <u>Orientation.</u> Not applicable. <u>Static/Dynamic:</u> D	FFA 2AD (DEU) 031230ZMAY2017 - 072330ZMAY2017

Table 8-14: Fire Support Coordination Control Measure Symbols

Note: See Table A-32 for associated Symbol Identification Codes

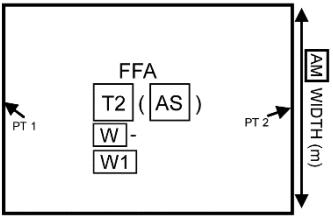
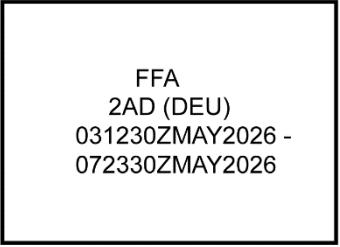
Control Measure	Template	Draw Rules	Example
<p>FREE FIRE AREA (FFA) – RECTANGULAR</p> <p>Symbol Set Code: 25 Code: 240202</p>		<p><u>Anchor Points.</u> This symbol requires two anchor points and a width, defined in metres, to define the boundary of the area. Points 1 and 2 will be located in the centre of two opposing sides of the rectangle.</p> <p><u>Size/Shape.</u> Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in metres, will determine the width of the rectangle.</p> <p>Shape: Rectangle. The information fields should be moveable and scalable.</p> <p><u>Orientation.</u> As determined by the anchor points.</p> <p>Static/Dynamic: D</p>	<p>Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.</p> 

Table 8-14: Fire Support Coordination Control Measure Symbols

Note: See Table A-32 for associated Symbol Identification Codes

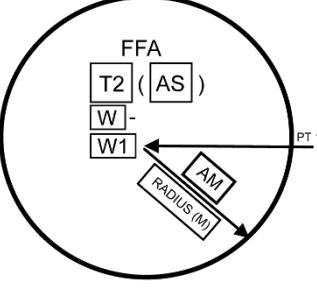
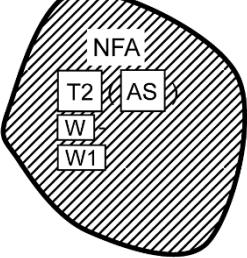
Control Measure	Template	Draw Rules	Example Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.
FREE FIRE AREA (FFA) – CIRCULAR Symbol Set Code: 25 Code: 240203		<u>Anchor Points.</u> This symbol requires one (1) anchor point and a radius (AM). Point 1 defines the centre point of the symbol. <u>Size/Shape.</u> Size: The radius (AM) defines the size. Shape: Circle. The information fields should be scalable within the circle. Note: The radius (AM) is for exchange only and is not to be displayed. <u>Orientation.</u> Not applicable. Static/Dynamic: D	
NO FIRE AREA (NFA) Symbol Set Code: 25 Code: 240300	There is no associated symbol. It is included for training or hierarchical explanation purposes.		N/A
NO FIRE AREA (NFA) - IRREGULAR Symbol Set Code: 25 Code: 240301		<u>Anchor Points.</u> This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape.</u> Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. <u>Orientation.</u> Not applicable. Static/Dynamic: D	

Table 8-14: Fire Support Coordination Control Measure Symbols

Note: See Table A-32 for associated Symbol Identification Codes

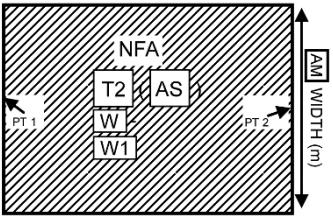
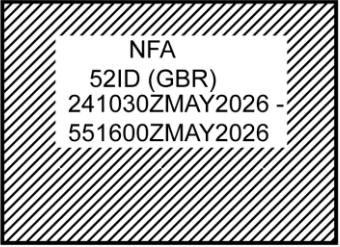
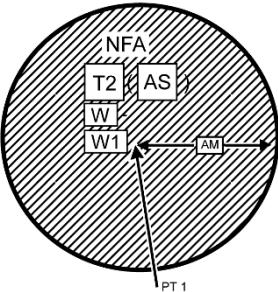
Control Measure	Template	Draw Rules	Example
NO FIRE AREA (NFA) – RECTANGULAR Symbol Set Code: 25 Code: 240302		<u>Anchor Points.</u> This symbol requires two anchor points and a width, defined in metres, to define the boundary of the area. Points 1 and 2 will be located in the centre of two opposing sides of the rectangle. <u>Size/Shape.</u> Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in metres, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scalable. <u>Orientation.</u> As determined by the anchor points. <u>Static/Dynamic:</u> D	
NO FIRE AREA (NFA) – CIRCULAR Symbol Set Code: 25 Code: 240303		<u>Anchor Points.</u> This symbol requires one (1) anchor point and a radius (AM). Point 1 defines the centre point of the symbol. <u>Size/Shape.</u> Size: The radius (AM) defines the size. Shape: Circle. The information fields should be scalable within the circle. Note: The radius (AM) is for exchange only and is not to be displayed. <u>Orientation.</u> Not applicable. <u>Static/Dynamic:</u> D	

Table 8-14: Fire Support Coordination Control Measure Symbols

Note: See Table A-32 for associated Symbol Identification Codes

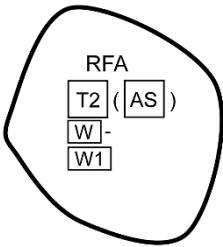
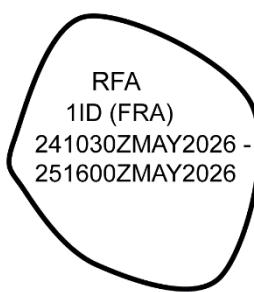
Control Measure	Template	Draw Rules	Example Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.
RESTRICTED FIRE AREA (RFA) Symbol Set Code: 25 Code: 240400	There is no associated symbol. It is included for training or hierarchical explanation purposes.		N/A
RESTRICTED FIRE AREA (RFA) - IRREGULAR Symbol Set Code: 25 Code: 240401		<u>Anchor Points.</u> This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape.</u> Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. <u>Orientation.</u> Not applicable. Static/Dynamic: D	

Table 8-14: Fire Support Coordination Control Measure Symbols

Note: See Table A-32 for associated Symbol Identification Codes

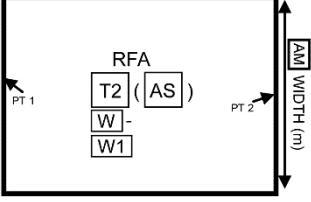
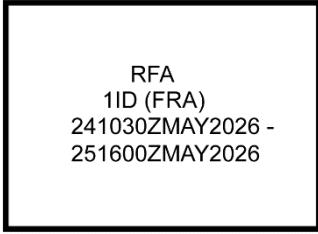
Control Measure	Template	Draw Rules	Example Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.
RESTRICTED FIRE AREA (RFA) – RECTANGULAR Symbol Set Code: 25 Code: 240402		<u>Anchor Points.</u> This symbol requires two anchor points and a width, defined in metres, to define the boundary of the area. Points 1 and 2 will be located in the centre of two opposing sides of the rectangle. <u>Size/Shape.</u> Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in metres, will determine the width of the rectangle. <u>Shape:</u> Rectangle. The information fields should be moveable and scalable. <u>Orientation.</u> As determined by the anchor points. <u>Static/Dynamic:</u> D	

Table 8-14: Fire Support Coordination Control Measure Symbols

Note: See Table A-32 for associated Symbol Identification Codes

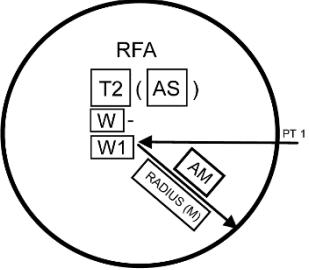
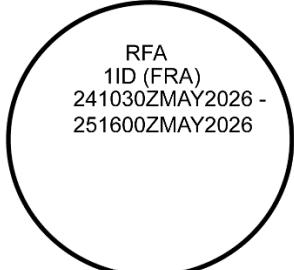
Control Measure	Template	Draw Rules	Example Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.
RESTRICTED FIRE AREA (RFA) – CIRCULAR Symbol Set Code: 25 Code: 240403		<u>Anchor Points.</u> This symbol requires one (1) anchor point and a radius (AM). Point 1 defines the centre point of the symbol. <u>Size/Shape.</u> Size: The radius (AM) defines the size. Shape: Circle. The information fields should be scalable within the circle. Note: The radius (AM) is for exchange only and is not to be displayed. <u>Orientation.</u> Not applicable. Static/Dynamic: D	
POSITION AREA FOR ARTILLERY (PAA) Symbol Set Code: 25 Code: 240500	There is no associated symbol. It is included for training or hierarchical explanation purposes.		N/A

Table 8-14: Fire Support Coordination Control Measure Symbols

Note: See Table A-32 for associated Symbol Identification Codes

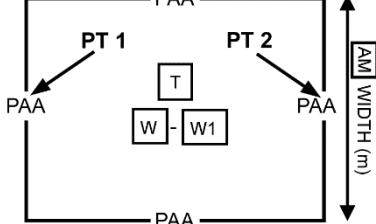
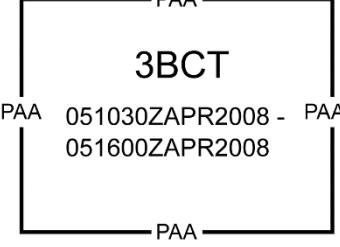
Control Measure	Template	Draw Rules	Example
POSITION AREA FOR ARTILLERY (PAA) – RECTANGULAR Symbol Set Code: 25 Code: 240501	 <p data-bbox="854 444 1033 765"> <u>Anchor Points.</u> This symbol requires two anchor points and a width, defined in metres, to define the boundary of the area. Points 1 and 2 will be located in the centre of two opposing sides of the rectangle. </p> <p data-bbox="854 777 1033 1080"> <u>Size/Shape.</u> Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in metres, will determine the width of the rectangle. </p> <p data-bbox="854 1091 1033 1237"> <u>Shape:</u> Rectangle. The information fields should be moveable and scalable. </p> <p data-bbox="854 1248 1033 1327"> <u>Orientation.</u> As determined by the anchor points. </p> <p data-bbox="854 1338 1033 1374"> <u>Static/Dynamic:</u> D </p>		

Table 8-14: Fire Support Coordination Control Measure Symbols

Note: See Table A-32 for associated Symbol Identification Codes

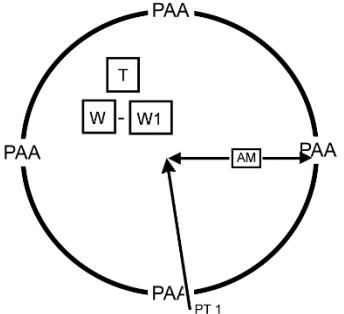
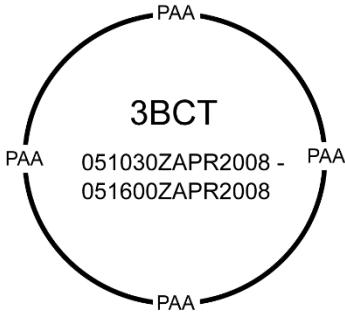
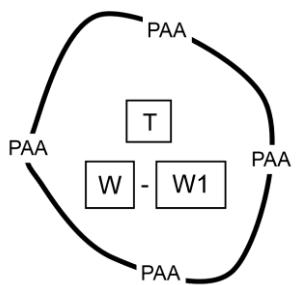
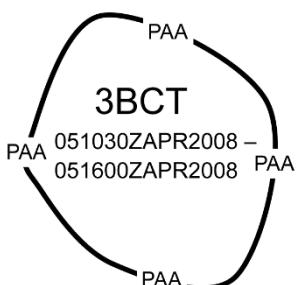
Control Measure	Template	Draw Rules	Example
POSITION AREA FOR ARTILLERY (PAA) - CIRCULAR Symbol Set Code: 25 Code: 240502		<u>Anchor Points.</u> This symbol requires one (1) anchor point and a radius (AM). Point 1 defines the centre point of the symbol. <u>Size/Shape.</u> Size: The radius (AM) defines the size. Shape: Circle. The information fields should be scalable within the circle. Note: The radius (AM) is for exchange only and is not to be displayed. <u>Orientation.</u> Not applicable. Static/Dynamic: D	
POSITION AREA FOR ARTILLERY (PAA) - IRREGULAR Symbol Set Code: 25 Code: 240503		<u>Anchor Points.</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape.</u> Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. <u>Orientation.</u> Not applicable. Static/Dynamic: D	

Table 8-14: Fire Support Coordination Control Measure Symbols

Note: See Table A-32 for associated Symbol Identification Codes

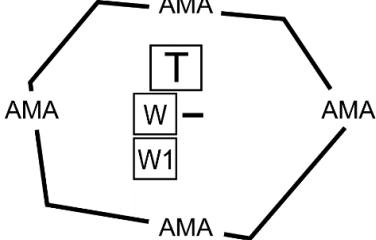
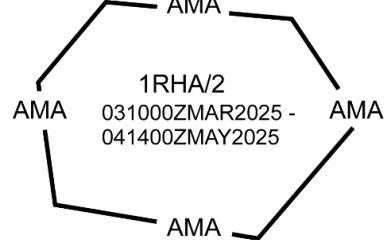
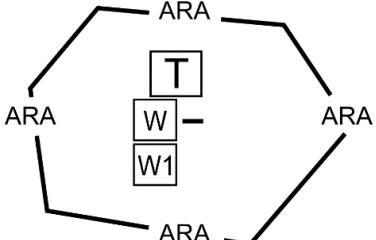
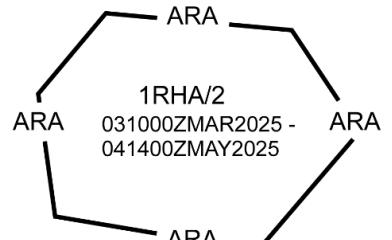
Control Measure	Template	Draw Rules	Example
ARTILLERY MANOEUVRE AREA (AMA) Symbol Set Code: 25 Code: 242400		<p><u>Anchor Points.</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. The letters AMA in the symbol boundary are to be positioned at the four cardinal points of the boundary.</p> <p><u>Size/Shape.</u> Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.</p> <p><u>Orientation.</u> Not applicable.</p> <p>Static/Dynamic: D</p>	
ARTILLERY RESERVED AREA (ARA) Symbol Set Code: 25 Code: 242500		<p><u>Anchor Points.</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. The letters ARA in the symbol boundary are to be positioned at the four cardinal points of the boundary.</p> <p><u>Size/Shape.</u> Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.</p>	

Table 8-14: Fire Support Coordination Control Measure Symbols

Note: See Table A-32 for associated Symbol Identification Codes

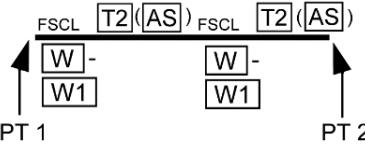
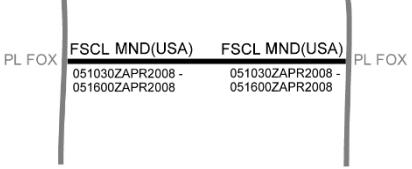
Control Measure	Template	Draw Rules	Example Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.
		block within the area. <u>Orientation</u> . Not applicable. Static/Dynamic: D	
FIRE LINES Symbol Set Code: 25 Code: 260000	There is no associated symbol. It is included for training or hierarchical explanation purposes.		N/A
FIRE SUPPORT COORDINATION LINE (FSCL) Symbol Set Code: 25 Code: 260100		<u>Anchor Points</u> . This symbol requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line. <u>Size/Shape</u> . The first and last anchor points determine the length of the line. The end-of-line information will typically be posted at the ends of the line as it is shown in the example. <u>Orientation</u> . Orientation is determined by the anchor points. Static/Dynamic: D	

Table 8-14: Fire Support Coordination Control Measure Symbols

Note: See Table A-32 for associated Symbol Identification Codes

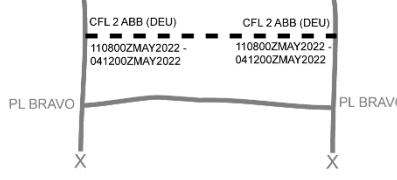
Control Measure	Template	Draw Rules	Example
COORDINATED FIRE LINE (CFL) Symbol Set Code: 25 Code: 260200		<u>Anchor Points:</u> This symbol requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. <u>Size/Shape:</u> The first and last anchor points determine the length of the line. The line information will be posted once at the centre of the line as it is displayed on the screen. <u>Orientation:</u> Orientation is determined by the order in which the anchor points are entered. <u>Static/Dynamic:</u> D	<p>Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.</p> 

Table 8-14: Fire Support Coordination Control Measure Symbols

Note: See Table A-32 for associated Symbol Identification Codes

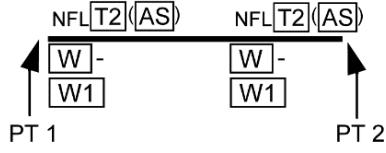
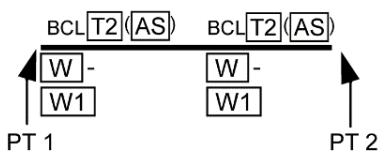
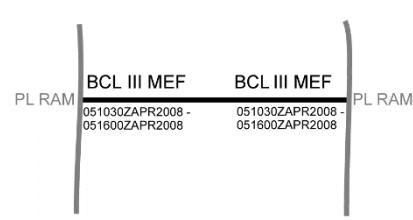
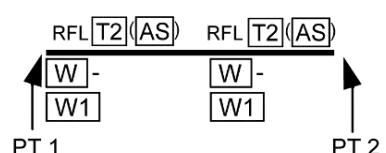
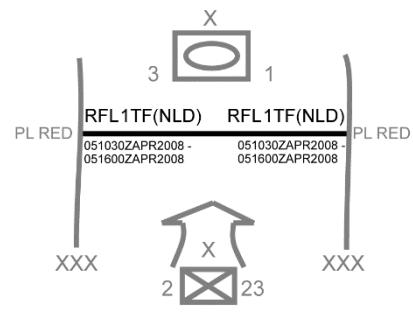
Control Measure	Template	Draw Rules	Example
NO FIRE LINE Symbol Set Code: 25 Code: 260300		<u>Anchor Points.</u> This symbol requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line.	
BATTLEFIELD COORDINATION LINE Symbol Set Code: 25 Code: 260400		<u>Size/Shape.</u> The first and last anchor points determine the length of the line. <u>Orientation.</u> Orientation is determined by the anchor points. <u>Static/Dynamic:</u> D	
RESTRICTIVE FIRE LINE Symbol Set Code: 25 Code: 260500			

Table 8-14: Fire Support Coordination Control Measure Symbols

Note: See Table A-32 for associated Symbol Identification Codes

Control Measure	Template	Draw Rules	Example Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.
MUNITION FLIGHT PATH Symbol Set Code: 25 Code: 260600	 Note 1. "MFP" shall be displayed once at the approximate centre of the overall length of the Munition Flight Path. Note 2. The MFP begins at a weapon system/surface-to-surface fires unit and terminates at a target. Note 3. The effective DTG of the MFP is the shot/launch time of the projectile. The expiration DTG of the MFP is the splash/time of impact of the projectile. DTGs are not required to be displayed. If the DTG is displayed, it shall be displayed one time mid-way between Point 1 and midpoint of the graphic. Note 4. The 3D display of an MFP requires a height value for each anchor point.	<u>Anchor Points.</u> This graphic requires a minimum of two (2) anchor points. Up to 298 additional points can be added to extend the line. The first point (point 1) defines the start point. The last point defines the endpoint. The points are numbered sequentially beginning with point one (1), in increments of one. <u>Size/Shape.</u> The anchor points define the size and shape. <u>Orientation.</u> The orientation is determined by the anchor points. <u>Static/Dynamic:</u> D	

Table 8-14: Fire Support Coordination Control Measure Symbols.

8.13. TARGET CONTROL MEASURES

1. A target is the object of a particular action, for example a geographic area, a complex, an installation, a force, equipment, an individual, a group, or a system, planned for capture, exploitation, neutralization, or destruction by military forces.
2. Table 8-15 below lists Target Control Measures symbols.

Table 8-15: Target Control Measure Symbols

Note: See Table A-32 for associated Symbol Identification Codes

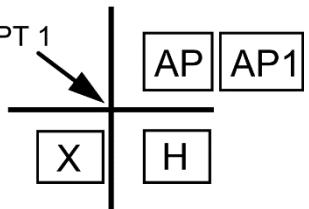
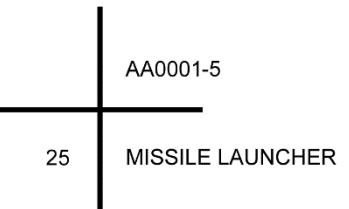
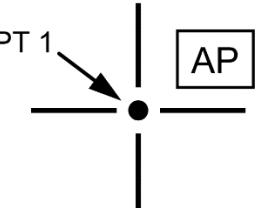
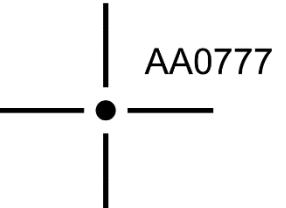
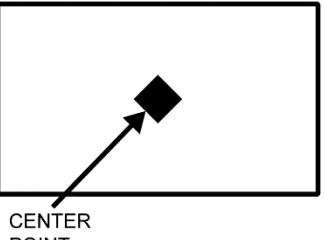
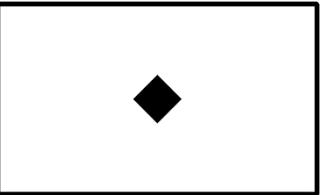
Control Measure	Template	Draw Rules	Example Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.
Point Targets			
POINT TARGETS Symbol Set Code: 25 Code: 240600	There is no associated symbol. It is included for training or hierarchical explanation purposes.		N/A
POINT OR SINGLE TARGET Symbol Set Code: 25 Code: 240601		<u>Anchor Points.</u> This symbol requires one anchor point. The centre point defines/is the centre of the symbol.	 25 MISSILE LAUNCHER
NUCLEAR TARGET Symbol Set Code: 25 Code: 240602		<u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol is typically centred over the desired location. Static/Dynamic: S	
TARGET-RECORDED Symbol Set Code: 25 Code: 240603		<u>Anchor Points.</u> This symbol requires one centre point. The point defines the centre of the symbol. <u>Size/Shape:</u> Static. Length is 2x the size of height. <u>Orientation:</u> The symbol is centred over the desired location. The symbol shall be oriented upright. Static/Dynamic: S.	

Table 8-15: Target Control Measure Symbols

Note: See Table A-32 for associated Symbol Identification Codes

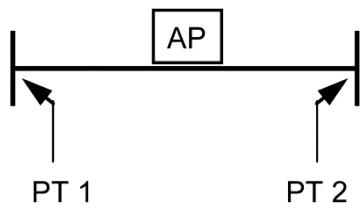
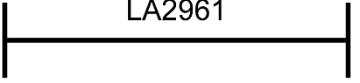
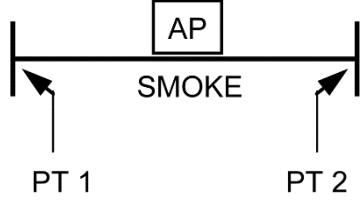
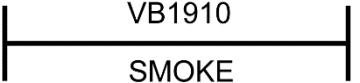
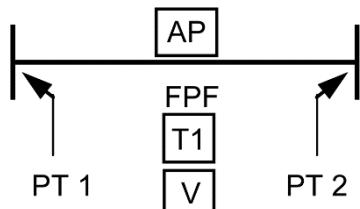
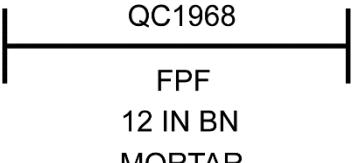
Control Measure	Template	Draw Rules	Example Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.
LINEAR TARGETS Symbol Set Code: 25 Code: 240700	There is no associated symbol. It is included for training or hierarchical explanation purposes.		N/A
LINEAR TARGET Symbol Set Code: 25 Code: 240701		<u>Anchor Points.</u> This symbol requires two anchor points. Points 1 and 2 define the endpoints of the symbol. <u>Size/Shape.</u> The symbol varies only in length.	
LINEAR SMOKE TARGET Symbol Set Code: 25 Code: 240702		<u>Orientation.</u> One point defines the origin from which the bearing is being taken and the other point defines the location or direction from which a contact is made. <u>Static/Dynamic:</u> D	
FINAL PROTECTIVE FIRE (FPF) Symbol Set Code: 25 Code: 240703			
AREA TARGETS Symbol Set Code: 25 Code: 240800	There is no associated symbol. It is included for training or hierarchical explanation purposes.		N/A

Table 8-15: Target Control Measure Symbols

Note: See Table A-32 for associated Symbol Identification Codes

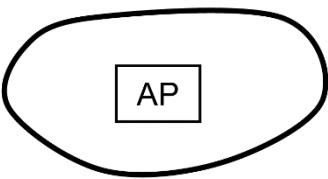
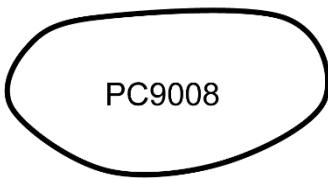
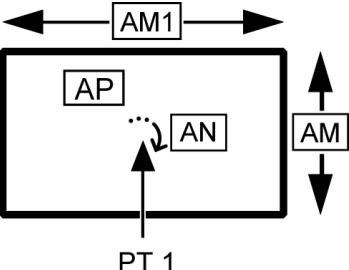
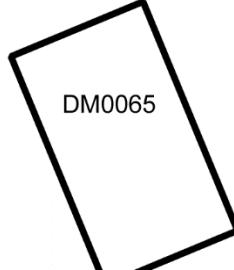
Control Measure	Template	Draw Rules	Example
AREA TARGET Symbol Set Code: 25 Code: 240801		<u>Anchor Points.</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape.</u> Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. <u>Orientation.</u> Not applicable. <u>Static/Dynamic:</u> D	
RECTANGULAR TARGET Symbol Set Code: 25 Code: 240802		<u>Anchor Points.</u> This symbol requires one (1) anchor point to define the centre of the area. <u>Size/Shape.</u> Size is determined by the anchor point, the target length (AM1) in metres and target width (AM) in metres. A rectangular target is wider and longer than 200 metres. The information fields should be moveable and scalable within the area. Shape: Rectangle. <u>Orientation.</u> As determined by the Target Attitude (AN) in mils. <u>Static/Dynamic:</u> D	 AM = 60 Metres AM1 = 112 Metres AN = 1200 mils

Table 8-15: Target Control Measure Symbols

Note: See Table A-32 for associated Symbol Identification Codes

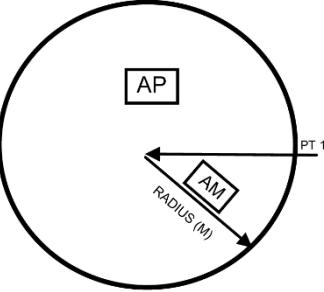
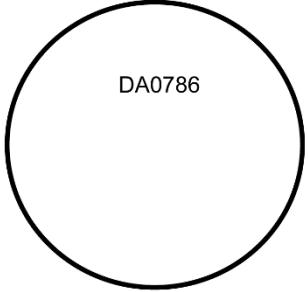
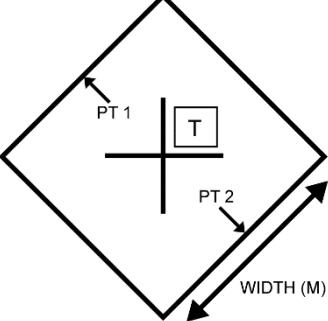
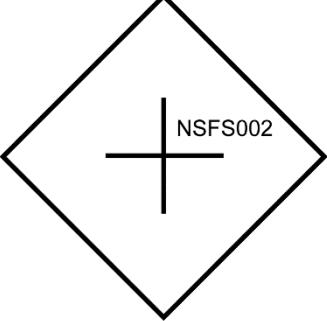
Control Measure	Template	Draw Rules	Example
CIRCULAR TARGET Symbol Set Code: 25 Code: 240803		<u>Anchor Points.</u> This symbol requires one (1) anchor point. Point 1 defines the centre point of the symbol. <u>Size/Shape.</u> Size: The radius defines the size. Shape: Circle. The information fields should be scalable within the circle. <u>Orientation.</u> Not applicable. Static/Dynamic: D	
RECTANGULAR TARGET – SINGLE TARGET (AEGIS ONLY) Symbol Set Code: 25 Code: 240804	 Area: This symbol requires two anchor points and a width (defined in metres) to define the boundary of the area. Points 1 and 2 will be located on the opposite sides of the area.	<u>Anchor Points.</u> This symbol requires one anchor (centre) point to define the centre of the symbol. The target tactical symbol shall be centred upon the centre of the area. The size and the orientation of the target symbol are fixed within the area. <u>Size/Shape.</u> As determined by the anchor points. The anchor points determine the area's length. Width, determined in metres, will define the width of the rectangle. <u>Orientation.</u> As determined by the anchor points. The centre point of the area shall always have the target symbol with the same upright orientation. Static/Dynamic: D	

Table 8-15: Target Control Measure Symbols

Note: See Table A-32 for associated Symbol Identification Codes

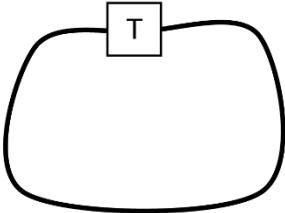
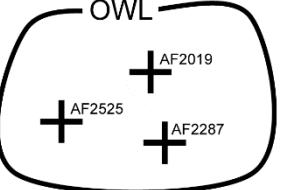
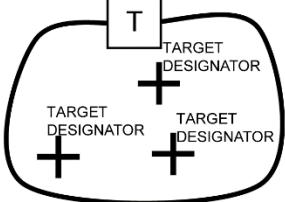
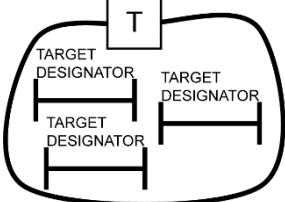
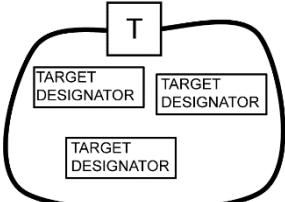
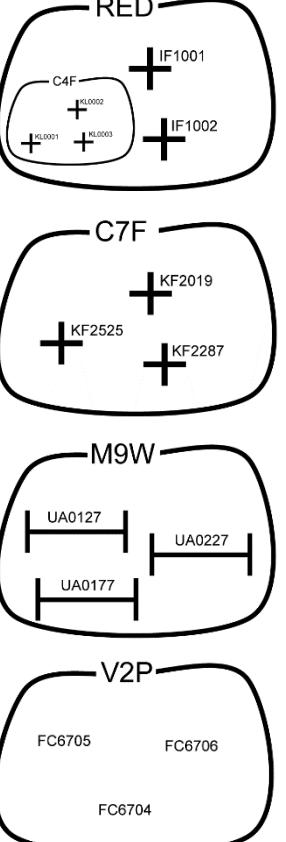
Control Measure	Template	Draw Rules	Example
SERIES OR GROUP OF TARGETS Symbol Set Code: 25 Code: 240805	<p>Point Targets</p> 	<u>Anchor Points.</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.	
	<p>Point Targets</p>  <p>Linear Targets</p>  <p>Area Targets</p> 	<u>Size/Shape.</u> Determined by the anchor points. <u>Orientation.</u> Not applicable. The area will encompass two or more Fire Support symbols (point/single target, nuclear target, circular target, rectangular target, or area target). The naming convention determines whether the area describes a series or group of targets. <u>Static/Dynamic:</u> D	<p>Targets and Groups of Targets</p> 

Table 8-15: Target Control Measure Symbols

Note: See Table A-32 for associated Symbol Identification Codes

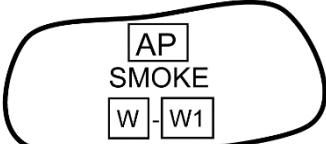
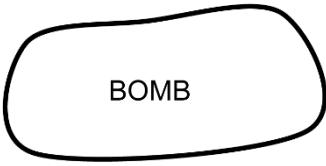
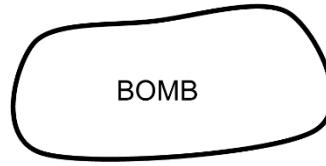
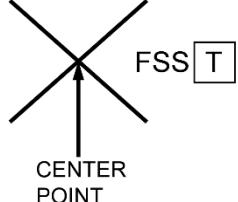
Control Measure	Template	Draw Rules	Example
SMOKE Symbol Set Code: 25 Code: 240806		<u>Anchor Points.</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.	
BOMB AREA Symbol Set Code: 25 Code: 240808		<u>Size/Shape.</u> Determined by the anchor points. <u>Orientation.</u> Not applicable. <u>Static/Dynamic:</u> D	
Naval Fire Support			
FIRE SUPPORT STATION Symbol Set Code: 25 Code: 240900		<u>Anchor Points.</u> This symbol requires one anchor point. The centre point defines/is the centre of the symbol. <u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol is typically centred over the desired location. <u>Static/Dynamic:</u> D	
FIRE SUPPORT AREA Symbol Set Code: 25 Code: 241000	There is no associated symbol. It is included for training or hierarchical explanation purposes.		N/A

Table 8-15: Target Control Measure Symbols

Note: See Table A-32 for associated Symbol Identification Codes

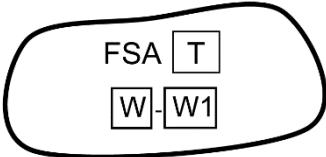
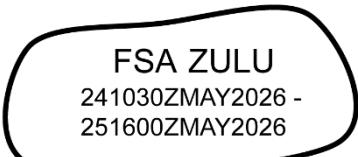
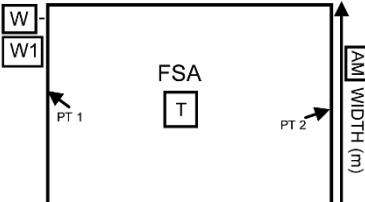
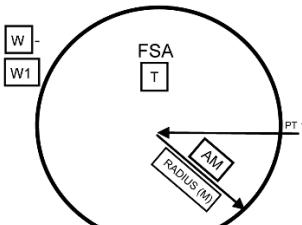
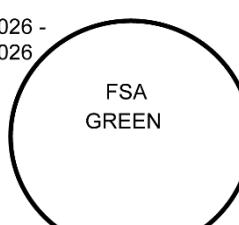
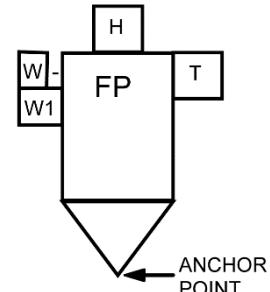
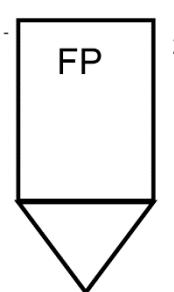
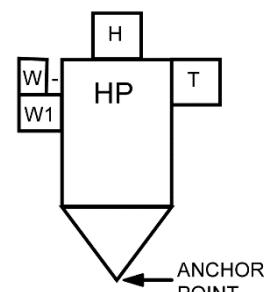
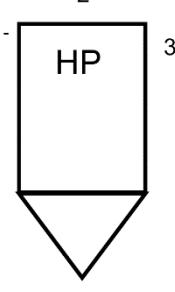
Control Measure	Template	Draw Rules	Example
FIRE SUPPORT AREA - IRREGULAR Symbol Set Code: 25 Code: 241001		<u>Anchor Points.</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape.</u> Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. <u>Orientation.</u> Not applicable. <u>Static/Dynamic:</u> D	
FIRE SUPPORT AREA - RECTANGULAR Symbol Set Code: 25 Code: 241002		<u>Anchor Points.</u> This symbol requires two anchor points and a width, defined in metres, to define the boundary of the area. Points 1 and 2 will be located in the centre of two opposing sides of the rectangle. <u>Size/Shape.</u> Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in metres, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scalable. <u>Orientation.</u> As determined by the anchor points. <u>Static/Dynamic:</u> D	241030ZMAY2026 - 251600ZMAY2026 

Table 8-15: Target Control Measure Symbols

Note: See Table A-32 for associated Symbol Identification Codes

Control Measure	Template	Draw Rules	Example
FIRE SUPPORT AREA - CIRCULAR Symbol Set Code: 25 Code: 241003		<u>Anchor Points.</u> This symbol requires one (1) anchor point and a radius. Point 1 defines the centre point of the symbol. <u>Size/Shape.</u> Size: The radius defines the size. Shape: Circle. The information fields should be scalable within the circle. <u>Orientation.</u> Not applicable. Static/Dynamic: D	Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure. 241030ZMAY2026 - 251600ZMAY2026 
Field Artillery			
FIRES POINTS Symbol Set Code: 25 Code: 250000	There is no associated symbol. It is included for training or hierarchical explanation purposes.		N/A
FIRING POINT Symbol Set Code: 25 Code: 250100		<u>Anchor Points.</u> This symbol requires one anchor point. The point defines/is the tip of the inverted cone. <u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol will typically be oriented upright. Static/Dynamic: S	241030ZMAY2026 - 251600ZMAY2026 
HIDE POINT Symbol Set Code: 25 Code: 250200			241030ZMAY2026 - 251600ZMAY2026 

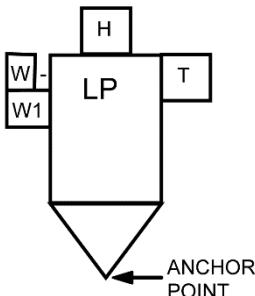
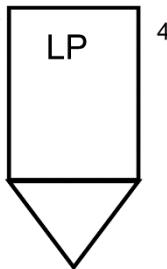
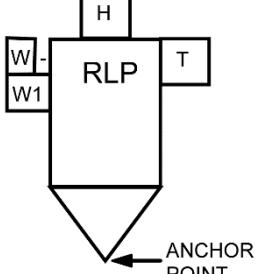
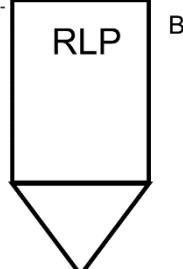
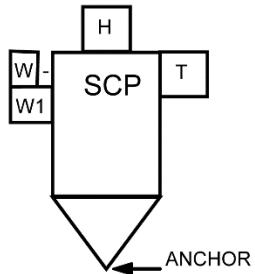
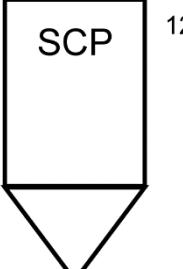
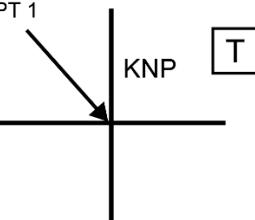
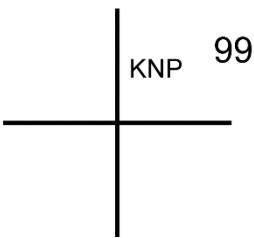
Control Measure	Template	Draw Rules	Example Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.
LAUNCH POINT Symbol Set Code: 25 Code: 250300			<p data-bbox="1049 503 1203 541">241030ZMAY2026 - 251600ZMAY2026</p> 
RELOAD POINT Symbol Set Code: 25 Code: 250400			<p data-bbox="1049 875 1203 914">241030ZMAY2026 - 251600ZMAY2026</p> 
SURVEY CONTROL POINT Symbol Set Code: 25 Code: 250500			<p data-bbox="1049 1295 1203 1334">241030ZMAY2026 - 251600ZMAY2026</p> 
KNOWN POINT Symbol Set Code: 25 Code: 250600			

Table 8-15: Target Control Measure Symbols.**8.14. TARGET ACQUISITION CONTROL MEASURES**

1. Target acquisition is the detection, identification, and location of a target in sufficient detail to permit the effective employment of weapons.
2. Table 8-16 below lists Target Acquisition Control Measures symbols.

Table 8-16: Target Acquisition Control Measures Symbols

See Table A-32 for associated Symbol Identification Codes

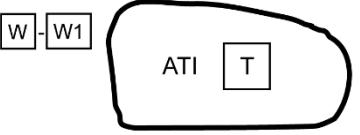
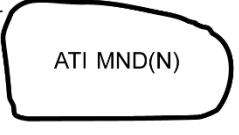
Control Measure	Template	Draw Rules	Example Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.
ARTILLERY TARGET INTELLIGENCE ZONE (ATI) Symbol Set Code: 25 Code: 241100	There is no associated symbol. It is included for training or hierarchical explanation purposes.		N/A
ARTILLERY TARGET INTELLIGENCE ZONE (ATI), IRREGULAR Symbol Set Code: 25 Code: 241101		<u>Anchor Points.</u> This symbol requires a minimum of three (3) and a maximum of six (6) anchor points to define the boundary of the area. The anchor points shall be sequentially numbered, in increments of one (1), beginning with point one (1).	241030ZMAY2026 - 251600ZMAY2026 

Table 8-16: Target Acquisition Control Measures Symbols

See Table A-32 for associated Symbol Identification Codes

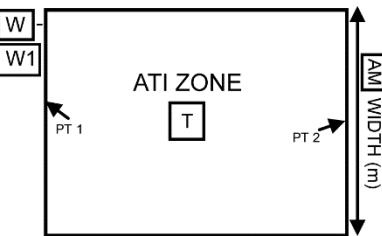
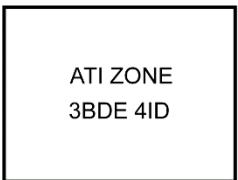
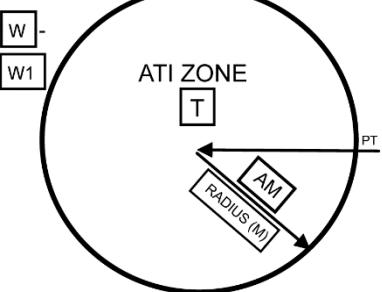
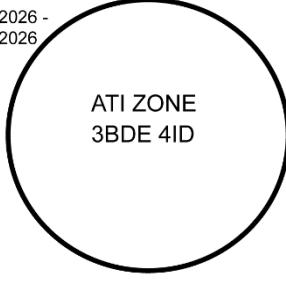
Control Measure	Template	Draw Rules	Example
ARTILLERY TARGET INTELLIGENCE ZONE (ATI), RECTANGULAR Symbol Set Code: 25 Code: 241102		<u>Anchor Points.</u> This symbol requires two anchor points and a width, defined in metres, to define the boundary of the area. Points 1 and 2 will be located in the centre of two opposing sides of the rectangle. <u>Size/Shape.</u> Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in metres, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scalable. <u>Orientation.</u> As determined by the anchor points. <u>Static/Dynamic:</u> D	Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure. 241030ZMAY2026 - 251600ZMAY2026 
ARTILLERY TARGET INTELLIGENCE ZONE (ATI), CIRCULAR Symbol Set Code: 25 Code: 241103		<u>Anchor Points.</u> This symbol requires one (1) anchor point and a radius. Point 1 defines the centre point of the symbol. <u>Size/Shape.</u> Size: The radius defines the size. Shape: Circle. The information fields should be scalable within the circle. <u>Orientation.</u> Not applicable. <u>Static/Dynamic:</u> D	241030ZMAY2026 - 251600ZMAY2026 

Table 8-16: Target Acquisition Control Measures Symbols

See Table A-32 for associated Symbol Identification Codes

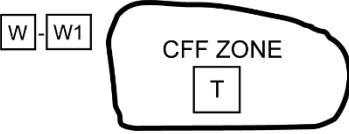
Control Measure	Template	Draw Rules	Example
CALL FOR FIRE ZONE (CFFZ) Symbol Set Code: 25 Code: 241200	There is no associated symbol. It is included for training or hierarchical explanation purposes.		Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure. N/A
CALL FOR FIRE ZONE (CFFZ), IRREGULAR Symbol Set Code: 25 Code: 241201		<u>Anchor Points.</u> This symbol requires a minimum of three (3) and a maximum of six (6) anchor points to define the boundary of the area. The anchor points shall be sequentially numbered, in increments of one (1), beginning with point one (1). <u>Size/Shape.</u> Determined by the anchor points. The information fields should be moveable and scalable within the area. <u>Orientation.</u> Not applicable. Static/Dynamic: D	241030ZMAY2026 - 251600ZMAY2026 

Table 8-16: Target Acquisition Control Measures Symbols

See Table A-32 for associated Symbol Identification Codes

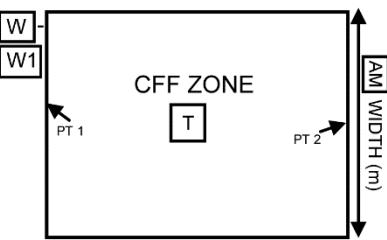
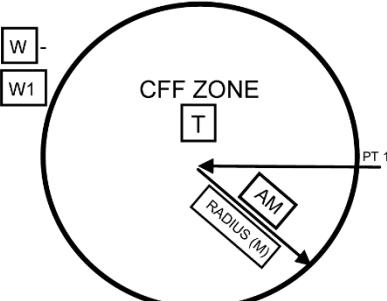
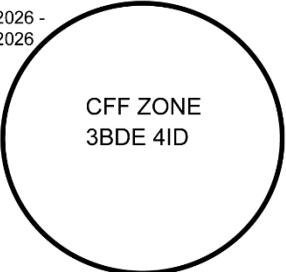
Control Measure	Template	Draw Rules	Example
CALL FOR FIRE ZONE (CFFZ), RECTANGULAR Symbol Set Code: 25 Code: 241202		<u>Anchor Points.</u> This symbol requires two anchor points and a width, defined in metres, to define the boundary of the area. Points 1 and 2 will be located in the centre of two opposing sides of the rectangle. <u>Size/Shape.</u> Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in metres, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scalable. <u>Orientation.</u> As determined by the anchor points. <u>Static/Dynamic:</u> D	Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure. 241030ZMAY2026 - 251600ZMAY2026 
CALL FOR FIRE ZONE (CFFZ), CIRCULAR Symbol Set Code: 25 Code: 241203		<u>Anchor Points.</u> This symbol requires one (1) anchor point and a radius. Point 1 defines the centre point of the symbol. <u>Size/Shape.</u> Size: The radius defines the size. Shape: Circle. The information fields should be scalable within the circle. <u>Orientation.</u> Not applicable. <u>Static/Dynamic:</u> D	241030ZMAY2026 - 251600ZMAY2026 
CENSOR ZONE Symbol Set Code: 25 Code: 241300	There is no associated symbol. It is included for training or hierarchical explanation purposes.		N/A

Table 8-16: Target Acquisition Control Measures Symbols

See Table A-32 for associated Symbol Identification Codes

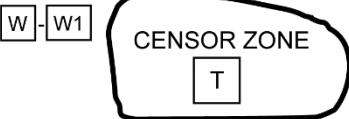
Control Measure	Template	Draw Rules	Example
CENSOR ZONE, IRREGULAR Symbol Set Code: 25 Code: 241301		<u>Anchor Points.</u> This symbol requires a minimum of three (3) and a maximum of six (6) anchor points to define the boundary of the area. The anchor points shall be sequentially numbered, in increments of one (1), beginning with point one (1).	<u>Note:</u> The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure. 241030ZMAY2026 - 251600ZMAY2026 

Table 8-16: Target Acquisition Control Measures Symbols

See Table A-32 for associated Symbol Identification Codes

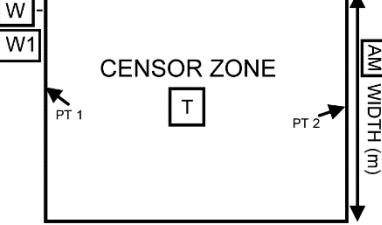
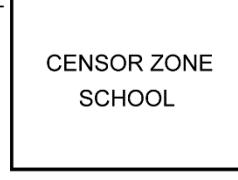
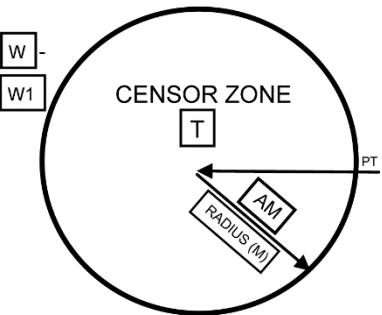
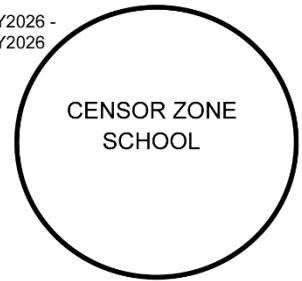
Control Measure	Template	Draw Rules	Example
CENSOR ZONE, RECTANGULAR Symbol Set Code: 25 Code: 241302		<u>Anchor Points.</u> This symbol requires two anchor points and a width, defined in metres, to define the boundary of the area. Points 1 and 2 will be located in the centre of two opposing sides of the rectangle. <u>Size/Shape.</u> Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in metres, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scalable. <u>Orientation.</u> As determined by the anchor points. <u>Static/Dynamic:</u> D	Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure. 241030ZMAY2026 - 251600ZMAY2026 
CENSOR ZONE, CIRCULAR Symbol Set Code: 25 Code: 241303		<u>Anchor Points.</u> This symbol requires one (1) anchor point and a radius. Point 1 defines the centre point of the symbol. <u>Size/Shape.</u> Size: The radius defines the size. Shape: Circle. The information fields should be scalable within the circle. <u>Orientation.</u> Not applicable. <u>Static/Dynamic:</u> D	241030ZMAY2026 - 251600ZMAY2026 

Table 8-16: Target Acquisition Control Measures Symbols

See Table A-32 for associated Symbol Identification Codes

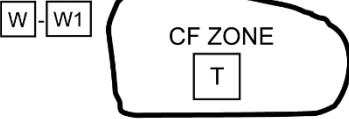
Control Measure	Template	Draw Rules	Example <small>Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.</small>
CRITICAL FRIENDLY ZONE (CFZ) Symbol Set Code: 25 Code: 241400	There is no associated symbol. It is included for training or hierarchical explanation purposes.		N/A
CRITICAL FRIENDLY ZONE (CFZ), IRREGULAR Symbol Set Code: 25 Code: 241401		<u>Anchor Points.</u> This symbol requires a minimum of three (3) and a maximum of six (6) anchor points to define the boundary of the area. The anchor points shall be sequentially numbered, in increments of one (1), beginning with point one (1). <u>Size/Shape.</u> Determined by the anchor points. The information fields should be moveable and scalable within the area. <u>Orientation.</u> Not applicable. Static/Dynamic: D	241030ZMAY2026 - 251600ZMAY2026 

Table 8-16: Target Acquisition Control Measures Symbols

See Table A-32 for associated Symbol Identification Codes

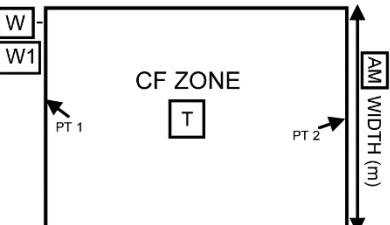
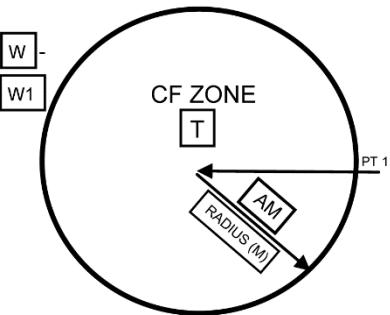
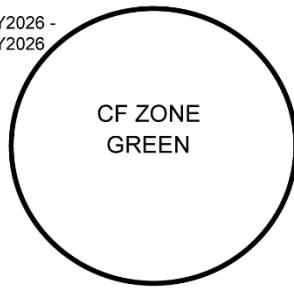
Control Measure	Template	Draw Rules	Example
CRITICAL FRIENDLY ZONE (CFZ), RECTANGULAR Symbol Set Code: 25 Code: 241402		<u>Anchor Points.</u> This symbol requires two anchor points and a width, defined in metres, to define the boundary of the area. Points 1 and 2 will be located in the centre of two opposing sides of the rectangle. <u>Size/Shape.</u> Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in metres, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scalable. <u>Orientation.</u> As determined by the anchor points. <u>Static/Dynamic:</u> D	Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure. 241030ZMAY2026 - 251600ZMAY2026 
CRITICAL FRIENDLY ZONE (CFZ), CIRCULAR Symbol Set Code: 25 Code: 241403		<u>Anchor Points.</u> This symbol requires one (1) anchor point and a radius. Point 1 defines the centre point of the symbol. <u>Size/Shape.</u> Size: The radius defines the size. Shape: Circle. The information fields should be scalable within the circle. <u>Orientation.</u> Not applicable. <u>Static/Dynamic:</u> D	241030ZMAY2026 - 251600ZMAY2026 

Table 8-16: Target Acquisition Control Measures Symbols

See Table A-32 for associated Symbol Identification Codes

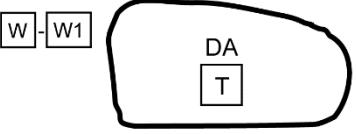
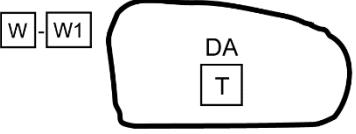
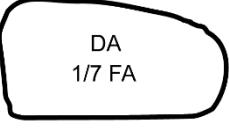
Control Measure	Template	Draw Rules	Example
DEAD SPACE AREA Symbol Set Code: 25 Code: 241500	There is no associated symbol. It is included for training or hierarchical explanation purposes.		N/A
DEAD SPACE AREA, IRREGULAR Symbol Set Code: 25 Code: 241501	 	<p>Anchor Points. This symbol requires a minimum of three (3) and a maximum of six (6) anchor points to define the boundary of the area. The anchor points shall be sequentially numbered, in increments of one (1), beginning with point one (1).</p> <p>Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable within the area.</p> <p>Orientation. Not applicable.</p> <p>Static/Dynamic: D</p>	<p>241030ZMAY2026 - 251600ZMAY2026</p> 

Table 8-16: Target Acquisition Control Measures Symbols

See Table A-32 for associated Symbol Identification Codes

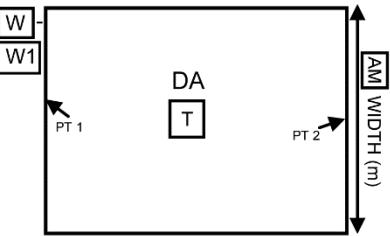
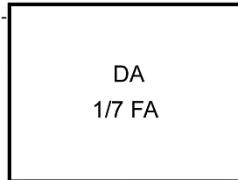
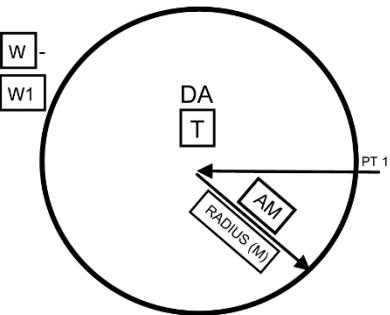
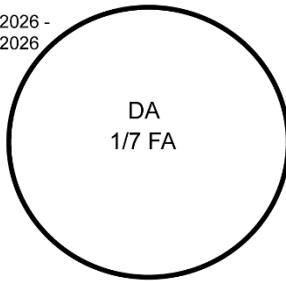
Control Measure	Template	Draw Rules	Example
DEAD SPACE AREA, RECTANGULAR Symbol Set Code: 25 Code: 241502		<u>Anchor Points.</u> This symbol requires two anchor points and a width, defined in metres, to define the boundary of the area. Points 1 and 2 will be located in the centre of two opposing sides of the rectangle. <u>Size/Shape.</u> Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in metres, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scalable. <u>Orientation.</u> As determined by the anchor points. <u>Static/Dynamic:</u> D	Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure. 241030ZMAY2026 - 251600ZMAY2026 
DEAD SPACE AREA, CIRCULAR Symbol Set Code: 25 Code: 241503		<u>Anchor Points.</u> This symbol requires one (1) anchor point and a radius. Point 1 defines the centre point of the symbol. <u>Size/Shape.</u> Size: The radius defines the size. Shape: Circle. The information fields should be scalable within the circle. <u>Orientation.</u> Not applicable. <u>Static/Dynamic:</u> D	241030ZMAY2026 - 251600ZMAY2026 

Table 8-16: Target Acquisition Control Measures Symbols

See Table A-32 for associated Symbol Identification Codes

Control Measure	Template	Draw Rules	Example
TARGET BUILD-UP AREA Symbol Set Code: 25 Code: 241700	There is no associated symbol. It is included for training or hierarchical explanation purposes.		Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure. N/A
TARGET BUILD-UP AREA, IRREGULAR Symbol Set Code: 25 Code: 241701		<u>Anchor Points.</u> This symbol requires a minimum of three (3) and a maximum of six (6) anchor points to define the boundary of the area. The anchor points shall be sequentially numbered, in increments of one (1), beginning with point one (1). <u>Size/Shape.</u> Determined by the anchor points. The information fields should be moveable and scalable within the area. <u>Orientation.</u> Not applicable. Static/Dynamic: D	241030ZMAY2026 - 251600ZMAY2026 

Table 8-16: Target Acquisition Control Measures Symbols

See Table A-32 for associated Symbol Identification Codes

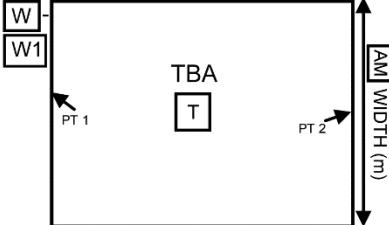
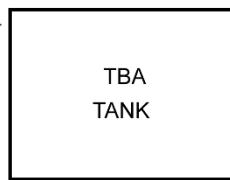
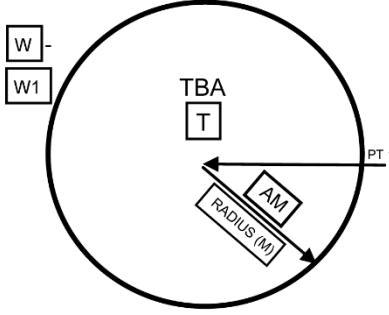
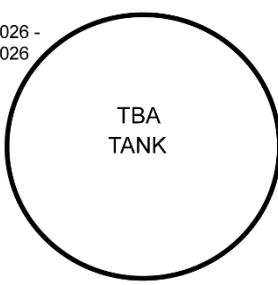
Control Measure	Template	Draw Rules	Example
TARGET BUILD-UP AREA, RECTANGULAR Symbol Set Code: 25 Code: 241702		<u>Anchor Points.</u> This symbol requires two anchor points and a width, defined in metres, to define the boundary of the area. Points 1 and 2 will be located in the centre of two opposing sides of the rectangle. <u>Size/Shape.</u> Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in metres, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scalable. <u>Orientation.</u> As determined by the anchor points. <u>Static/Dynamic:</u> D	Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure. 241030ZMAY2026 - 251600ZMAY2026 
TARGET BUILD-UP AREA, CIRCULAR Symbol Set Code: 25 Code: 241703		<u>Anchor Points.</u> This symbol requires one (1) anchor point and a radius. Point 1 defines the centre point of the symbol. <u>Size/Shape.</u> Size: The radius defines the size. Shape: Circle. The information fields should be scalable within the circle. <u>Orientation.</u> Not applicable. <u>Static/Dynamic:</u> D	241030ZMAY2026 - 251600ZMAY2026 

Table 8-16: Target Acquisition Control Measures Symbols

See Table A-32 for associated Symbol Identification Codes

Control Measure	Template	Draw Rules	Example
TARGET VALUE AREA Symbol Set Code: 25 Code: 241800	There is no associated symbol. It is included for training or hierarchical explanation purposes.		Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure. N/A
TARGET VALUE AREA, IRREGULAR Symbol Set Code: 25 Code: 241801		<u>Anchor Points.</u> This symbol requires a minimum of three (3) and a maximum of six (6) anchor points to define the boundary of the area. The anchor points shall be sequentially numbered, in increments of one (1), beginning with point one (1). <u>Size/Shape.</u> Determined by the anchor points. The information fields should be moveable and scalable within the area. <u>Orientation.</u> Not applicable. Static/Dynamic: D	241030ZMAY2026 - 251600ZMAY2026 

Table 8-16: Target Acquisition Control Measures Symbols

See Table A-32 for associated Symbol Identification Codes

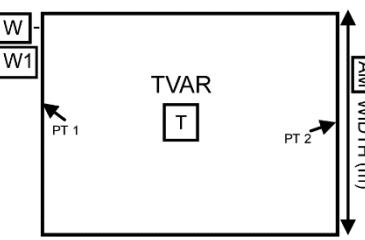
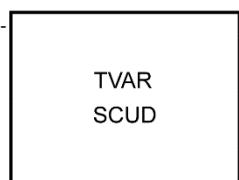
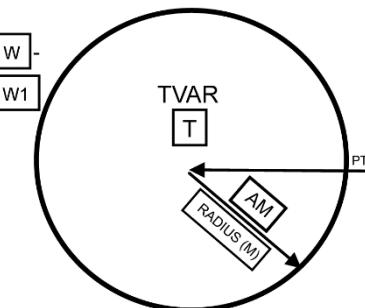
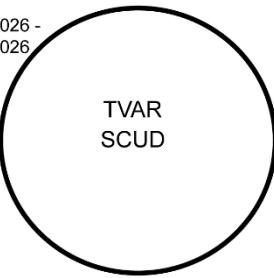
Control Measure	Template	Draw Rules	Example
TARGET VALUE AREA, RECTANGULAR Symbol Set Code: 25 Code: 241802		<u>Anchor Points.</u> This symbol requires two anchor points and a width, defined in metres, to define the boundary of the area. Points 1 and 2 will be located in the centre of two opposing sides of the rectangle. <u>Size/Shape.</u> Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in metres, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scalable. <u>Orientation.</u> As determined by the anchor points. <u>Static/Dynamic:</u> D	Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure. 241030ZMAY2026 - 251600ZMAY2026 
TARGET VALUE AREA, CIRCULAR Symbol Set Code: 25 Code: 241803		<u>Anchor Points.</u> This symbol requires one (1) anchor point and a radius. Point 1 defines the centre point of the symbol. <u>Size/Shape.</u> Size: The radius defines the size. Shape: Circle. The information fields should be scalable within the circle. <u>Orientation.</u> Not applicable. <u>Static/Dynamic:</u> D	241030ZMAY2026 - 251600ZMAY2026 

Table 8-16: Target Acquisition Control Measures Symbols

See Table A-32 for associated Symbol Identification Codes

Control Measure	Template	Draw Rules	Example
ZONE OF RESPONSIBILITY Symbol Set Code: 25 Code: 241900	There is no associated symbol. It is included for training or hierarchical explanation purposes.		Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure. N/A
ZONE OF RESPONSIBILITY, IRREGULAR Symbol Set Code: 25 Code: 241901		<u>Anchor Points.</u> This symbol requires a minimum of three (3) and a maximum of six (6) anchor points to define the boundary of the area. The anchor points shall be sequentially numbered, in increments of one (1), beginning with point one (1). <u>Size/Shape.</u> Determined by the anchor points. The information fields should be moveable and scalable within the area. <u>Orientation.</u> Not applicable. Static/Dynamic: D	241030ZMAY2026 - 251600ZMAY2026 

Table 8-16: Target Acquisition Control Measures Symbols

See Table A-32 for associated Symbol Identification Codes

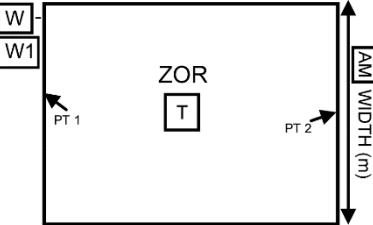
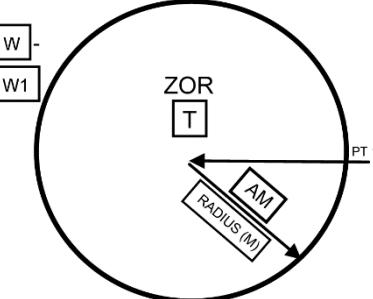
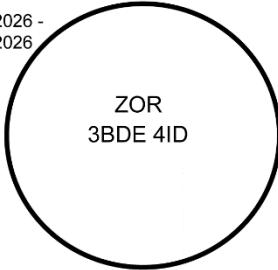
Control Measure	Template	Draw Rules	Example
ZONE OF RESPONSIBILITY , RECTANGULAR Symbol Set Code: 25 Code: 241902		<u>Anchor Points.</u> This symbol requires two anchor points and a width, defined in metres, to define the boundary of the area. Points 1 and 2 will be located in the centre of two opposing sides of the rectangle. <u>Size/Shape.</u> Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in metres, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scalable. <u>Orientation.</u> As determined by the anchor points. <u>Static/Dynamic:</u> D	Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure. 241030ZMAY2026 - 251600ZMAY2026 
ZONE OF RESPONSIBILITY , CIRCULAR Symbol Set Code: 25 Code: 241903		<u>Anchor Points.</u> This symbol requires one (1) anchor point and a radius. Point 1 defines the centre point of the symbol. <u>Size/Shape.</u> Size: The radius defines the size. Shape: Circle. The information fields should be scalable within the circle. <u>Orientation.</u> Not applicable. <u>Static/Dynamic:</u> D	241030ZMAY2026 - 251600ZMAY2026 

Table 8-16: Target Acquisition Control Measures Symbols

See Table A-32 for associated Symbol Identification Codes

Control Measure	Template	Draw Rules	Example
<p>TERMINALLY GUIDED MUNITION FOOTPRINT (TGMF)</p> <p>Symbol Set Code: 25 Code: 242000</p>		<p><u>Anchor Points.</u> This symbol requires a minimum of three (3) and a maximum of six (6) anchor points to define the boundary of the area. The anchor points shall be sequentially numbered, in increments of one (1), beginning with point one (1).</p> <p><u>Size/Shape.</u> Determined by the anchor points. The information fields should be moveable and scalable within the area.</p> <p><u>Orientation.</u> Not applicable.</p> <p>Static/Dynamic: D</p>	

Table 8-16: Target Acquisition Control Measures Symbols

See Table A-32 for associated Symbol Identification Codes

Control Measure	Template	Draw Rules	Example
<p>WEAPON/ SENSOR RANGE FAN, CIRCULAR</p> <p>Symbol Set Code: 25 Code: 242100</p>	<p>The coordinate, which pinpoints the current physical location of a specific unit, weapon, or acquisition system, may change with the movement of the object. The symbol for that object is located at the anchor point.</p>	<p><u>Anchor Points.</u> This symbol requires one anchor point that defines an object at a dynamic grid location.</p> <p><u>Size/Shape.</u> Shapes are concentric circles. Size is defined by the minimum and maximum ranges (as many as required) measured from the anchor point. All units in metres.</p> <p><u>Orientation.</u> The centre point is typically centred over the known location of a weapon or target acquisition system. The orientation of the Circular Range Fan is the direction of engagement. The orientation may change as the object moves or changes.</p> <p>Static/Dynamic: D</p>	<p>Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.</p> <p>MIN RG 1200 ALT GL</p> <p>MAX RG(1) 28,500 ALT GL</p> <p>MAX RG(2) 34,400 ALT GL</p>

Table 8-16: Target Acquisition Control Measures Symbols

See Table A-32 for associated Symbol Identification Codes

Control Measure	Template	Draw Rules	Example
<p>WEAPON/ SENSOR RANGE FAN, SECTOR</p> <p>Symbol Set Code: 25 Code: 242200</p>	<p>This coordinate, which pinpoints the current physical location of a specific unit, weapon, or acquisition system, may change with the movement of the object. The symbol for that object is located at the anchor point.</p>	<p><u>Anchor Points.</u> This symbol requires one anchor point that defines an object at a dynamic grid location.</p> <p><u>Size/Shape.</u> Determined from the anchor point with a single azimuth that denotes Sector Centre. The maximum left and right limits of the sector are measured from the sector centreline. Multiple ranges and/or maximum left and right limits of the sector, as well as height, may be entered, as required, to define the sector. All ranges in metres.</p> <p><u>Orientation.</u> Centre point is typically centred over the known location of a weapon or target acquisition system. The orientation may change as the object moves or changes.</p> <p>Static/Dynamic: D</p>	<p>Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.</p>
<p>KILL BOX</p> <p>Symbol Set Code: 25 Code: 242300</p>	<p>There is no associated symbol. It is included for training or hierarchical explanation purposes.</p>		<p>N/A</p>

Table 8-16: Target Acquisition Control Measures Symbols

See Table A-32 for associated Symbol Identification Codes

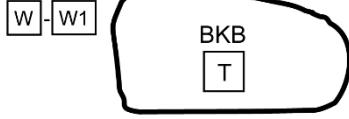
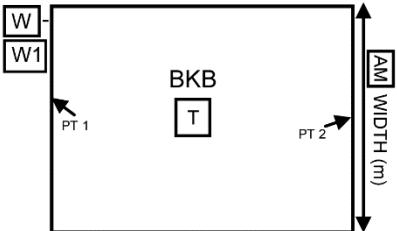
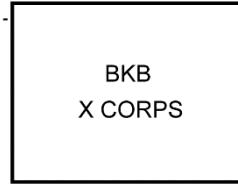
Control Measure	Template	Draw Rules	Example
<p>KILL BOX, IRREGULAR, BLUE</p> <p>Symbol Set Code: 25 Code: 242301</p>		<p><u>Anchor Points.</u> This symbol requires a minimum of three (3) and a maximum of six (6) anchor points to define the boundary of the area. The anchor points shall be sequentially numbered, in increments of one (1), beginning with point one (1).</p> <p><u>Size/Shape.</u> Determined by the anchor points. The information fields should be moveable and scalable within the area.</p> <p><u>Orientation.</u> Not applicable. Static/Dynamic: D</p>	<p>241030ZMAY2026 - 251600ZMAY2026</p> 
<p>KILL BOX, RECTANGULAR, BLUE</p> <p>Symbol Set Code: 25 Code: 242302</p>		<p><u>Anchor Points.</u> This symbol requires two anchor points and a width, defined in metres, to define the boundary of the area. Points 1 and 2 will be located in the centre of two opposing sides of the rectangle.</p> <p><u>Size/Shape.</u> Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in metres, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scalable.</p> <p><u>Orientation.</u> As determined by the anchor points. Static/Dynamic: D</p>	<p>241030ZMAY2026 - 251600ZMAY2026</p> 

Table 8-16: Target Acquisition Control Measures Symbols

See Table A-32 for associated Symbol Identification Codes

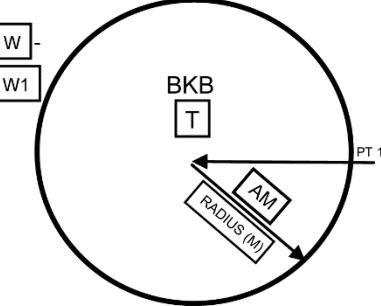
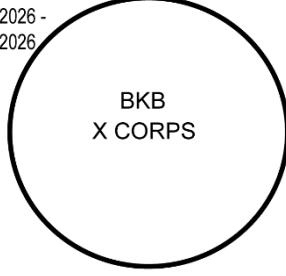
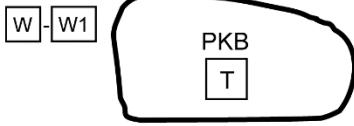
Control Measure	Template	Draw Rules	Example
KILL BOX, CIRCULAR, BLUE Symbol Set Code: 25 Code: 242303		<u>Anchor Points.</u> This symbol requires one (1) anchor point and a radius. Point 1 defines the centre point of the symbol. <u>Size/Shape.</u> Size: The radius defines the size. Shape: Circle. The information fields should be scalable within the circle. <u>Orientation.</u> Not applicable. <u>Static/Dynamic:</u> D	Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure. 241030ZMAY2026 - 251600ZMAY2026 
KILL BOX, IRREGULAR, PURPLE Symbol Set Code: 25 Code: 242304		<u>Anchor Points.</u> This symbol requires a minimum of three (3) and a maximum of six (6) anchor points to define the boundary of the area. The anchor points shall be sequentially numbered, in increments of one (1), beginning with point one (1). <u>Size/Shape.</u> Determined by the anchor points. The information fields should be moveable and scalable within the area. <u>Orientation.</u> Not applicable. <u>Static/Dynamic:</u> D	241030ZMAY2026 - 251600ZMAY2026 

Table 8-16: Target Acquisition Control Measures Symbols

See Table A-32 for associated Symbol Identification Codes

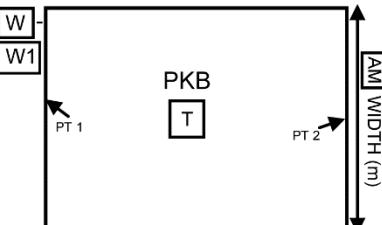
Control Measure	Template	Draw Rules	Example
<p>KILL BOX, RECTANGULAR, PURPLE</p> <p>Symbol Set Code: 25 Code: 242305</p>		<p>Anchor Points. This symbol requires two anchor points and a width, defined in metres, to define the boundary of the area. Points 1 and 2 will be located in the centre of two opposing sides of the rectangle.</p> <p>Size/Shape. Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in metres, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scalable.</p> <p>Orientation. As determined by the anchor points.</p> <p>Static/Dynamic: D</p>	<p>Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.</p> <p>241030ZMAY2026 - 251600ZMAY2026</p> <div style="border: 1px solid black; padding: 10px; text-align: center;"> PKB X CORPS </div>

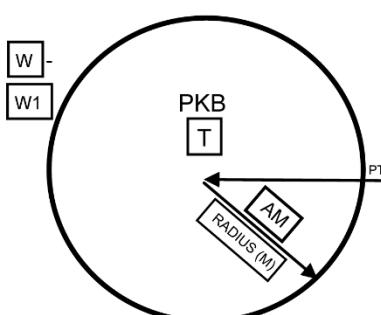
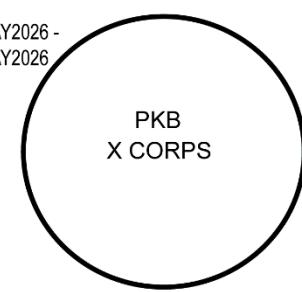
Table 8-16: Target Acquisition Control Measures Symbols See Table A-32 for associated Symbol Identification Codes			
Control Measure	Template	Draw Rules	Example
KILL BOX, CIRCULAR, PURPLE Symbol Set Code: 25 Code: 242306		<u>Anchor Points.</u> This symbol requires one (1) anchor point and a radius. Point 1 defines the centre point of the symbol. <u>Size/Shape.</u> Size: The radius defines the size. Shape: Circle. The information fields should be scalable within the circle. <u>Orientation.</u> Not applicable. <u>Static/Dynamic:</u> D	Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure. 241030ZMAY2026 - 251600ZMAY2026 

Table 8-16: Target Acquisition Control Measure Symbol.

8.15. FORCE PROTECTION CONTROL MEASURES

8.15.1. Obstacle and Obstruction Control Measures

1. An obstacle is a natural or fabricated restriction to movement which will impose delay, and which will normally require specific equipment or munitions to overcome.
2. Table 8-17 below lists Obstacle and Obstruction Control Measures symbols.

Table 8-17: Obstacle and Obstruction Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

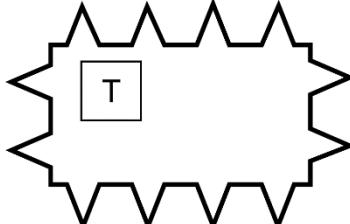
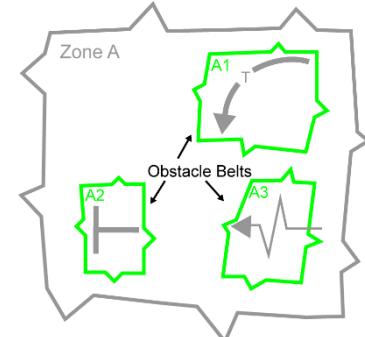
Control Measure	Template Note: Templates for obstacle and obstruction symbols are shown in black. Colour usage when displaying these symbols is described in para 8.1.4.3.	Draw Rules	Example Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.
PROTECTION AREAS Symbol Set Code: 25 Code: 270000	There is no associated symbol. It is included for training or hierarchical explanation purposes.		N/A
OBSTACLE BELT Symbol Set Code: 25 Code: 270100	 <p>Note: The effect symbol shown within the obstacle belt is optional.</p>	<p>Anchor Points: This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.</p> <p>Size/Shape: Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.</p> <p>Orientation: Not applicable.</p> <p>Static/Dynamic: D</p> <p>Note: Obstacle belts are usually contained within obstacles zones but may be used in isolation.</p>	

Table 8-17: Obstacle and Obstruction Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

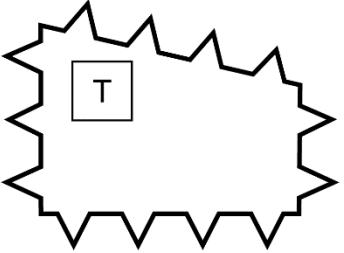
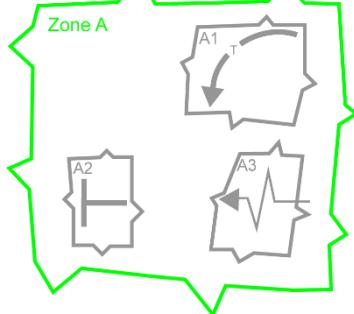
Control Measure	Template Note: Templates for obstacle and obstruction symbols are shown in black. Colour usage when displaying these symbols is described in para 8.1.4.3.	Draw Rules	Example Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.
OBSTACLE ZONE Symbol Set Code: 25 Code: 270200		<u>Anchor Points:</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape:</u> Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. <u>Orientation:</u> Not applicable. <u>Static/Dynamic:</u> D Note: Obstacle zones usually contain one or more obstacle belts.	

Table 8-17: Obstacle and Obstruction Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

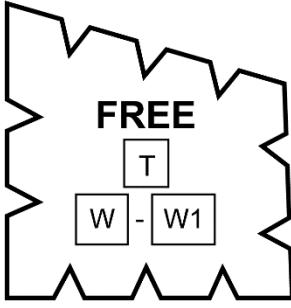
Control Measure	Template <small>Note: Templates for obstacle and obstruction symbols are shown in black. Colour usage when displaying these symbols is described in para 8.1.4.3.</small>	Draw Rules	Example <small>Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.</small>
OBSTACLE FREE ZONE Symbol Set Code: 25 Code: 270300		<u>Anchor Points:</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape:</u> Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. <u>Orientation:</u> Not applicable. <u>Static/Dynamic:</u> D <small>Note: Obstacle zones usually contain one or more obstacle belts.</small>	

Table 8-17: Obstacle and Obstruction Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

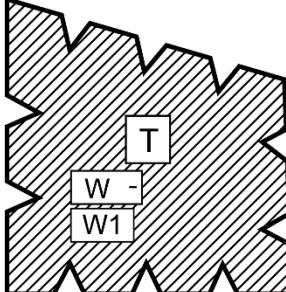
Control Measure	Template <small>Note: Templates for obstacle and obstruction symbols are shown in black. Colour usage when displaying these symbols is described in para 8.1.4.3.</small>	Draw Rules	Example <small>Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.</small>
OBSTACLE RESTRICTED ZONE Symbol Set Code: 25 Code: 270400		<u>Anchor Points:</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape:</u> Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. NOTE: The information fields should be provided in a background of suitable colour to prevent them being obscured by the hatched fill of the symbol. <u>Orientation:</u> Not applicable. Static/Dynamic: D	

Table 8-17: Obstacle and Obstruction Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

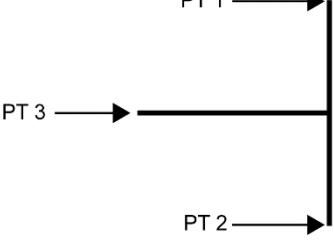
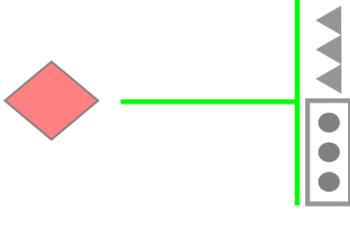
Control Measure	Template Note: Templates for obstacle and obstruction symbols are shown in black. Colour usage when displaying these symbols is described in para 8.1.4.3.	Draw Rules	Example Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.
OBSTACLE EFFECTS Symbol Set Code: 25 Code: 270500	There is no associated symbol. It is included for training or hierarchical explanation purposes.		N/A
BLOCK Symbol Set Code: 25 Code: 270501	 <p>The horizontal line is the limit of the enemy advance.</p> <p>The vertical line indicates where obstacles tie into terrain that is non-trafficable.</p>	<u>Anchor Points.</u> This symbol requires three anchor points. Points 1 and 2 define the endpoints of the symbol's vertical line. Point 3 defines the endpoint of the symbol's horizontal line. <u>Size/Shape.</u> Points 1 and 2 determine the length of the vertical line. The length of the horizontal line is determined by plotting point 3 on a plane extending perpendicularly from the midpoint of the vertical line. <u>Orientation.</u> The head of the "T" typically faces enemy forces. <u>Static/Dynamic:</u> D	

Table 8-17: Obstacle and Obstruction Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

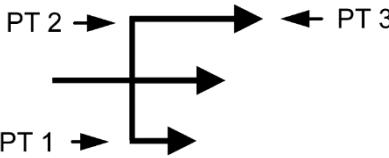
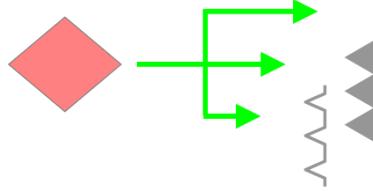
Control Measure	Template Note: Templates for obstacle and obstruction symbols are shown in black. Colour usage when displaying these symbols is described in para 8.1.4.3.	Draw Rules	Example Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.
DISRUPT Symbol Set Code: 25 Code: 270502	 Short arrow indicates where enemy is disrupted by obstacles. Longer arrows indicate where movement is allowed, and enemy is attacked by fires.	<u>Anchor Points:</u> This symbol requires three anchor points. Points 1 and 2 define the end points of the symbol's vertical line. Point 3 defines the tip of the longest arrow. <u>Size/Shape:</u> Points 1 and 2 determine the height of the symbol and point 3 determines its length. The spacing between the symbol's arrows will stay proportional to the symbol's vertical line. The length of the short arrows will remain in proportion to the length of the longest arrow. <u>Orientation:</u> The arrows point away from enemy forces. <u>Static/Dynamic:</u> D	

Table 8-17: Obstacle and Obstruction Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

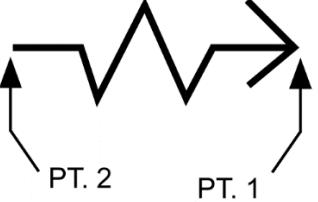
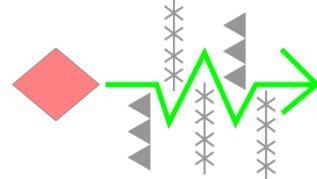
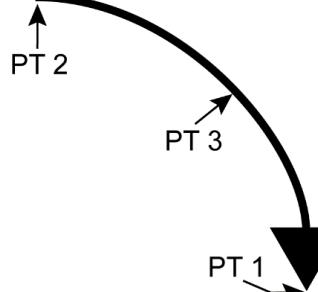
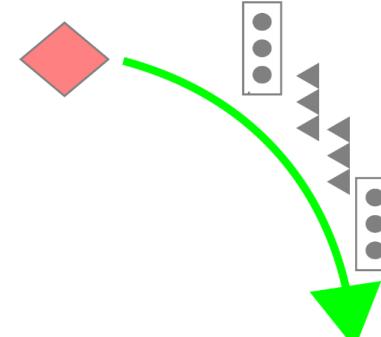
Control Measure	Template Note: Templates for obstacle and obstruction symbols are shown in black. Colour usage when displaying these symbols is described in para 8.1.4.3.	Draw Rules	Example Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.
FIX Symbol Set Code: 25 Code: 270503	 <p>Note: From the tip of the arrow to the back of the irregular part of the symbol indicates where enemy advance is slowed by obstacles.</p>	<u>Anchor Points:</u> This symbol requires 2 anchor points. Point 1 defines the tip of the arrowhead and point 2 defines the rear of the symbol. <u>Size/Shape:</u> Points 1 and 2 determine the length of the symbol, which varies only in length. <u>Orientation:</u> The orientation is determined by the anchor points. <u>Static/Dynamic:</u> D	
TURN Symbol Set Code: 25 Code: 270504	 <p>Note: Direction of the arrow indicates the desired direction of turn.</p>	<u>Anchor Points:</u> This symbol requires two anchor points. Point 1 defines the tip of the arrowhead and point 2 defines the rear of the symbol. Point 3 defines the 90 degree arc. <u>Size/Shape:</u> Points 1 and 2 are connected by a 90 degree arc. Point 3 indicates on which side of the line the arc is placed. <u>Orientation:</u> The rear of the symbol identifies the enemy's location and the arrow points in the direction the obstacle should force the enemy to turn. <u>Static/Dynamic:</u> D	

Table 8-17: Obstacle and Obstruction Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

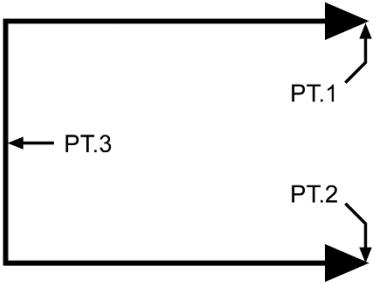
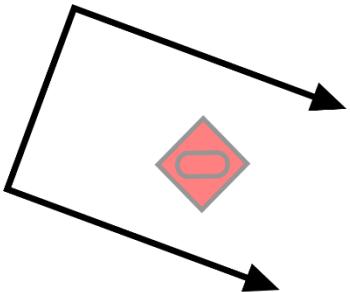
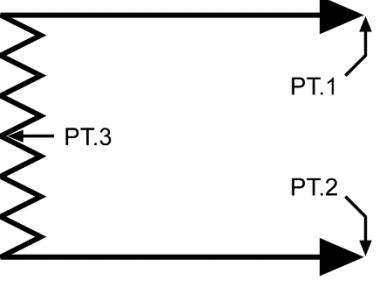
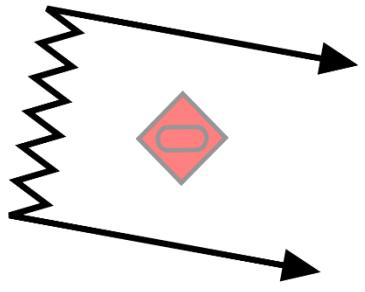
Control Measure	Template Note: Templates for obstacle and obstruction symbols are shown in black. Colour usage when displaying these symbols is described in para 8.1.4.3.	Draw Rules	Example Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.
OBSTACLE BYPASS Symbol Set Code: 25 Code: 270600	There is no associated symbol. It is included for training or hierarchical explanation purposes.		N/A
OBSTACLE BYPASS EASY Symbol Set Code: 25 Code: 270601	 <p>Note: Obstacle bypass symbols indicate a mobility function and should be rendered in black.</p>	<p>Anchor Points: This symbol requires three anchor points. Points 1 and 2 define the tips of the arrowheads and point 3 defines the rear of the symbol.</p> <p>Size/Shape: Points 1 and 2 determine the symbol's height and point 3 determines its length. The vertical line at the rear of the symbol shall be the same length as the opening and shall be perpendicular to the parallel lines formed with the rear of symbol vertical line and the lines ending with points 1 and 2.</p>	
OBSTACLE BYPASS DIFFICULT Symbol Set Code: 25 Code: 270602	 <p>Note: Obstacle bypass symbols indicate a mobility function and should be rendered in black.</p>	<p>Orientation: The opening typically faces the applicable obstacle.</p> <p>Static/Dynamic: D</p>	

Table 8-17: Obstacle and Obstruction Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

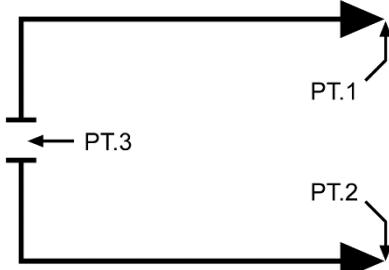
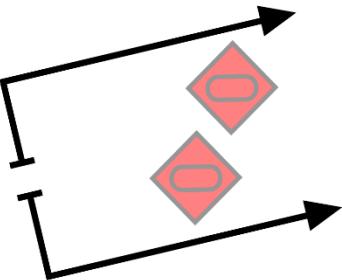
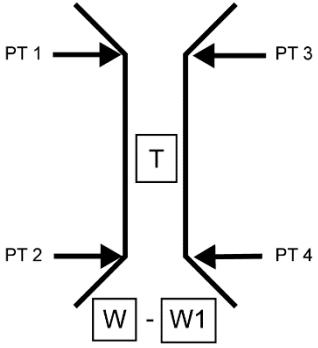
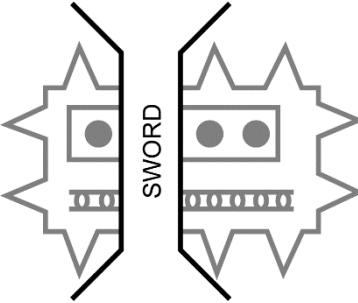
Control Measure	Template Note: Templates for obstacle and obstruction symbols are shown in black. Colour usage when displaying these symbols is described in para 8.1.4.3.	Draw Rules	Example Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.
OBSTACLE BYPASS IMPOSSIBLE Symbol Set Code: 25 Code: 270603	 <p>Note: Obstacle bypass symbols indicate a mobility function and should be rendered in black.</p>		
BRIDGE OR GAP Symbol Set Code: 25 Code: 271100		<p>Anchor Points. This symbol requires four points. Points 1 and 2 define one side of the gap and points 3 and 4 define the opposite side of the gap.</p> <p>Size/Shape. Determined by the anchor points.</p> <p>Orientation. Not applicable.</p> <p>Static/Dynamic: D</p>	 <p>240700ZMAY2026 – 250900ZMAY2026</p>
ROADBLOCKS, CRATERS, AND BLOWN BRIDGES Symbol Set Code: 25 Code: 271200	<p>There is no associated symbol. It is included for training or hierarchical explanation purposes.</p>		N/A

Table 8-17: Obstacle and Obstruction Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

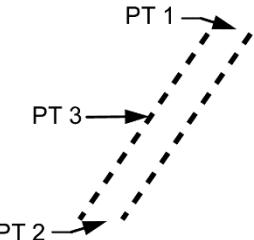
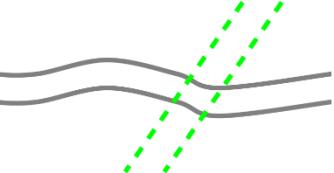
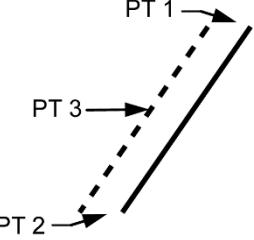
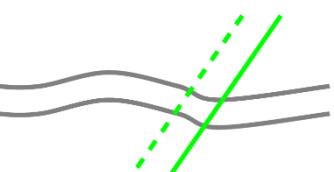
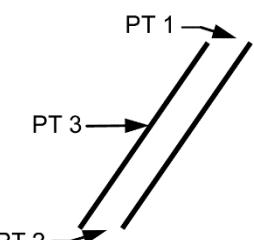
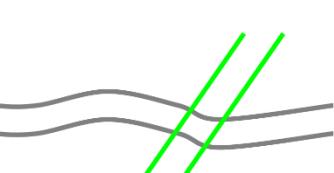
Control Measure	Template <small>Note: Templates for obstacle and obstruction symbols are shown in black. Colour usage when displaying these symbols is described in para 8.1.4.3.</small>	Draw Rules	Example <small>Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.</small>
PLANNED Symbol Set Code: 25 Code: 271201		<u>Anchor Points.</u> This symbol requires three anchor points. Points 1 and 2 define the endpoints of the symbol and point 3 defines the location of one side of the symbol. <u>Size/Shape.</u> Points 1 and 2 determine the centreline of the symbol and point 3 determines its width. <u>Orientation.</u> Orientation is determined by the anchor points. Static/Dynamic: D	
EXPLOSIVES, STATE OF READINESS 1 (SAFE) Symbol Set Code: 25 Code: 271202			
EXPLOSIVES, STATE OF READINESS 2 (ARMED BUT PASSABLE) Symbol Set Code: 25 Code: 271203			

Table 8-17: Obstacle and Obstruction Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

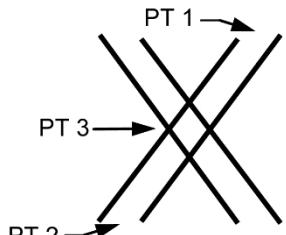
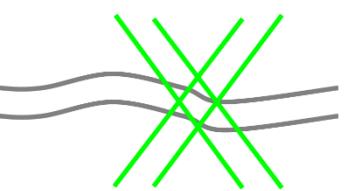
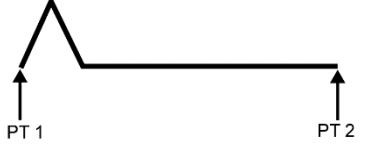
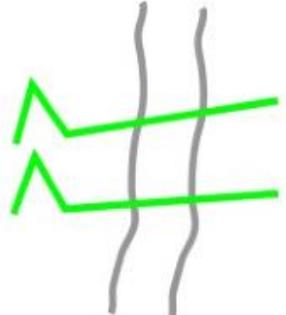
Control Measure	Template Note: Templates for obstacle and obstruction symbols are shown in black. Colour usage when displaying these symbols is described in para 8.1.4.3.	Draw Rules	Example Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.
ROADBLOCK COMPLETE (EXECUTED) Symbol Set Code: 25 Code: 271204			
PROTECTION POINTS Symbol Set Code: 25 Code: 280000	There is no associated symbol. It is included for training or hierarchical explanation purposes.		N/A
ABATIS Symbol Set Code: 25 Code: 280100		<p><u>Anchor Points.</u> This symbol requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.</p> <p><u>Size/Shape.</u> The first and last anchor points determine the length of the line. The size of the tooth does not change.</p> <p><u>Orientation.</u> Orientation is determined by the anchor points.</p> <p>Static/Dynamic: D</p>	

Table 8-17: Obstacle and Obstruction Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

Control Measure	Template Note: Templates for obstacle and obstruction symbols are shown in black. Colour usage when displaying these symbols is described in para 8.1.4.3.	Draw Rules	Example Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.
PROTECTION LINES Symbol Set Code: 25 Code: 290000	There is no associated symbol. It is included for training or hierarchical explanation purposes.		N/A
OBSTACLE LINE Symbol Set Code: 25 Code: 290100	 <p>The template shows a zigzag line segment with two anchor points labeled "PT 1" and "PT 2". The line starts at PT 1, goes up, then down to PT 2, then up again, and so on.</p>	<p><u>Anchor Points</u>. This symbol requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.</p> <p><u>Size/Shape</u>. The first and last anchor points determine the length of the line.</p> <p><u>Orientation</u>. Orientation is determined by the order in which the anchor points are entered.</p> <p>Static/Dynamic: D</p>	 <p>The example shows a green zigzag line with three segments, labeled "1-3 IN" below it.</p>
MINELINE Symbol Set Code: 25 Code: 290101	 <p>The template shows a line segment with square endpoints labeled "N" and a central box labeled "Modifier 1".</p>	<p><u>Anchor Points</u>. This symbol requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.</p> <p><u>Size/Shape</u>. The first and last anchor points determine the length of the line.</p> <p><u>Orientation</u>. Orientation is determined by the order in which the anchor points are entered.</p> <p>Static/Dynamic: D</p>	 <p>The example shows a green line segment with circular endpoints, representing a mineline.</p>

Table 8-17: Obstacle and Obstruction Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

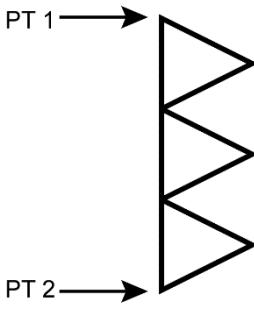
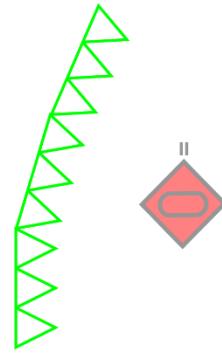
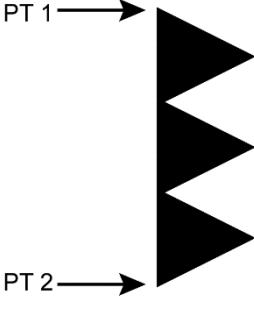
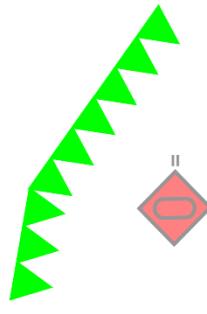
Control Measure	Template Note: Templates for obstacle and obstruction symbols are shown in black. Colour usage when displaying these symbols is described in para 8.1.4.3.	Draw Rules	Example Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.
ANTITANK OBSTACLES Symbol Set Code: 25 Code: 290200	There is no associated symbol. It is included for training or hierarchical explanation purposes.		N/A
ANTITANK DITCH – UNDER CONSTRUCTION Symbol Set Code: 25 Code: 290201	PT 1 →  PT 2 →	<p><u>Anchor Points.</u> This symbol requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.</p> <p><u>Size/Shape.</u> The first and last anchor points determine the length of the line.</p> <p><u>Orientation.</u> Orientation is determined by the order in which the anchor points are entered.</p> <p>Static/Dynamic: D</p>	
ANTITANK DITCH – COMPLETED Symbol Set Code: 25 Code: 290202	PT 1 →  PT 2 →		

Table 8-17: Obstacle and Obstruction Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

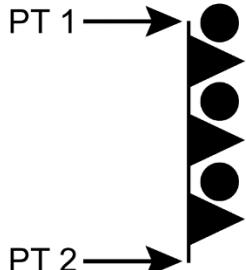
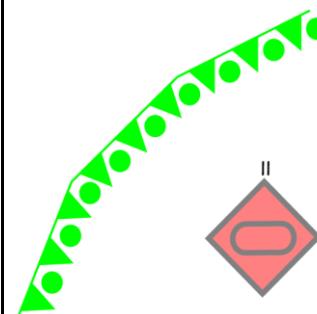
Control Measure	Template Note: Templates for obstacle and obstruction symbols are shown in black. Colour usage when displaying these symbols is described in para 8.1.4.3.	Draw Rules	Example Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.
ANTITANK DITCH REINFORCED, WITH ANTITANK MINES Symbol Set Code: 25 Code: 290203	PT 1 →  PT 2 →	<u>Anchor Points.</u> This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. <u>Size/Shape.</u> The first and last anchor points determine the length of the line. <u>Orientation.</u> Orientation is determined by the anchor points. Static/Dynamic: D	
WIRE OBSTACLES Symbol Set Code: 25 Code: 290300	There is no associated symbol. It is included for training or hierarchical explanation purposes.		N/A
UNSPECIFIED Symbol Set Code: 25 Code: 290301	X X X X X X X X ↑ PT 2 ↑ PT 1	<u>Anchor Points.</u> This symbol requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. <u>Size/Shape.</u> The first and last anchor points determine the length of the line.	
SINGLE FENCE Symbol Set Code: 25 Code: 290302	X — X — X ↑ PT 2 ↑ PT 1	<u>Anchor Points.</u> This symbol requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. <u>Size/Shape.</u> The first and last anchor points determine the length of the line.	
DOUBLE FENCE Symbol Set Code: 25 Code: 290303	XX — XX — XX ↑ PT 2 ↑ PT 1	<u>Anchor Points.</u> This symbol requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. <u>Size/Shape.</u> The first and last anchor points determine the length of the line.	

Table 8-17: Obstacle and Obstruction Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

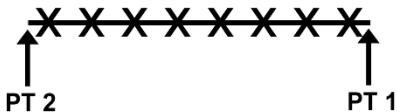
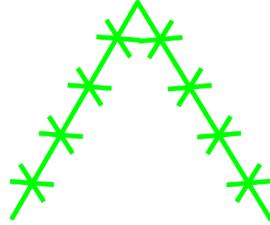
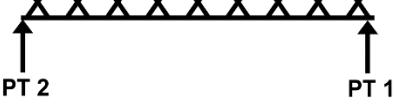
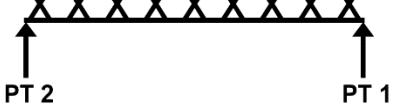
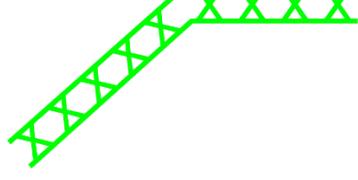
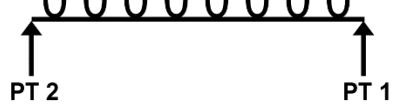
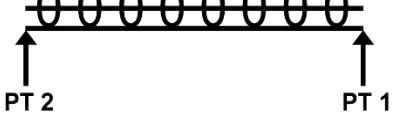
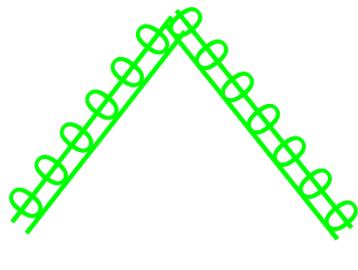
Control Measure	Template Note: Templates for obstacle and obstruction symbols are shown in black. Colour usage when displaying these symbols is described in para 8.1.4.3.	Draw Rules	Example Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.
DOUBLE APRON FENCE Symbol Set Code: 25 Code: 290304		Orientation. Orientation is determined by the order in which the anchor points are entered. Static/Dynamic: D	
LOW WIRE FENCE Symbol Set Code: 25 Code: 290305			
HIGH WIRE FENCE Symbol Set Code: 25 Code: 290306			
SINGLE CONCERTINA Symbol Set Code: 25 Code: 290307			
DOUBLE STRAND CONCERTINA Symbol Set Code: 25 Code: 290308			

Table 8-17: Obstacle and Obstruction Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

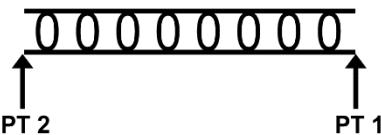
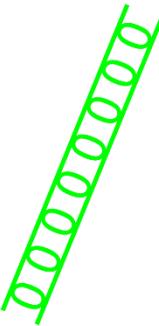
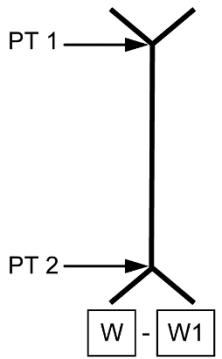
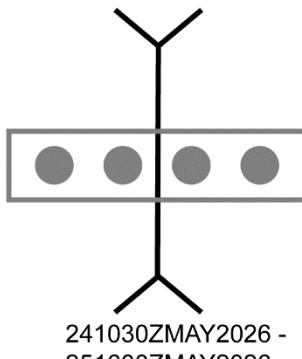
Control Measure	Template Note: Templates for obstacle and obstruction symbols are shown in black. Colour usage when displaying these symbols is described in para 8.1.4.3.	Draw Rules	Example Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.
TRIPLE STRAND CONCERTINA Symbol Set Code: 25 Code: 290309			
LANE Symbol Set Code: 25 Code: 290600		<u>Anchor Points.</u> This symbol requires two anchor points. Points 1 and 2 define the tips of the arrowheads. <u>Size/Shape.</u> Points 1 and 2 determine the length of the symbol, which varies only in length. The lines of the arrowhead will form an acute angle. <u>Orientation.</u> Orientation is determined by the anchor points. <u>Static/Dynamic:</u> D	
Land Mines			
In land mine warfare, an explosive ammunition designed to be placed under, on or near the ground or other surface area and to be actuated by the presence, proximity or contact of a person, land vehicle, aircraft, or boat, including landing craft.			
MINEFIELD Symbol Set Code: 25 Code: 270700	There is no associated symbol. It is included for training or hierarchical explanation purposes.		N/A

Table 8-17: Obstacle and Obstruction Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

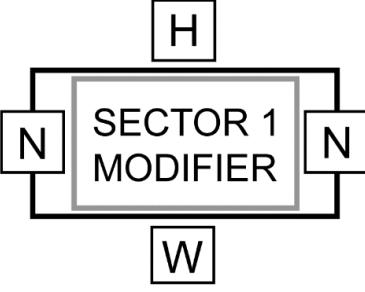
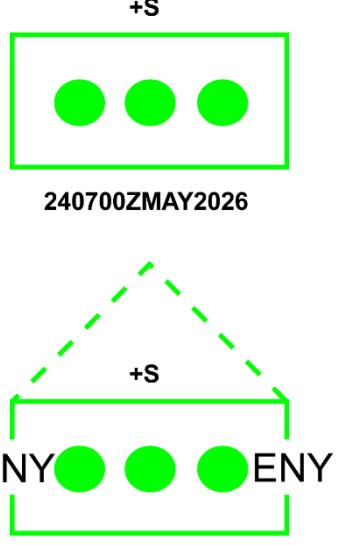
Control Measure	Template <small>Note: Templates for obstacle and obstruction symbols are shown in black. Colour usage when displaying these symbols is described in para 8.1.4.3.</small>	Draw Rules	Example <small>Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.</small>
<p>STATIC DEPICTION</p> <p>Symbol Set Code: 25 Code: 270701</p>	 <p>Note: Templates for obstacle and obstruction symbols are shown in black. Colour usage when displaying these symbols is described in para 8.1.4.3.</p>	<p><u>Anchor Points:</u> This symbol requires one anchor point. The centre point defines/is the centre of the symbol.</p> <p><u>Size/Shape:</u> Static.</p> <p><u>Orientation:</u> The symbol is typically centred over the desired location.</p> <p>Note: The area of the minefield will be filled with the type of mine(s) contained in the minefield (see mine types listed in Table 8-24). If only scatterable mines are within the minefield, the H field will be filled with an "S" a "+S" will be used if there is a mix of scatterable and other mines as appropriate and a self-destruct DTG will be posted in the W field for the scatterable mines. If an offset location indicator is used with this symbol, the indicator will point to the centre of mass of the minefield.</p> <p>Static/Dynamic: S</p>	 <p>+S</p> <p>240700ZMAY2026</p> <p>+S</p> <p>ENY ● ● ● ENY</p> <p>240700ZMAY2026 (Dummy Example)</p>

Table 8-17: Obstacle and Obstruction Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

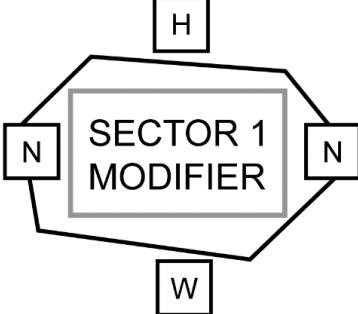
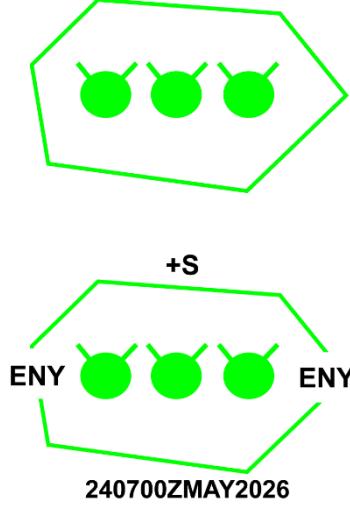
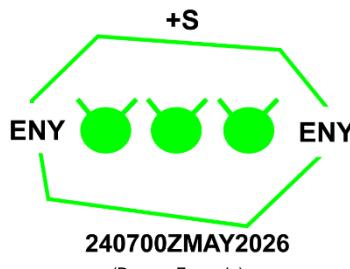
Control Measure	Template Note: Templates for obstacle and obstruction symbols are shown in black. Colour usage when displaying these symbols is described in para 8.1.4.3.	Draw Rules	Example Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.
DYNAMIC DEPICTION Symbol Set Code: 25 Code: 270707	 <p><u>Anchor Points.</u> This symbol requires at least three anchor points to define the boundary of the area.</p> <p><u>Size/Shape.</u> Determined by the anchor points.</p> <p>Note: The area boundary will be filled with the type of mine(s) contained in the minefield (see mine types listed in Table 8-24). If scatterable mines are within the minefield, the H field will be filled with an "S" or a "+S" as appropriate, and a self-destruct DTG will be posted in the W field.</p> <p><u>Orientation.</u> Not applicable. Static/Dynamic: D</p>		  <p>(Dummy Example)</p>

Table 8-17: Obstacle and Obstruction Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

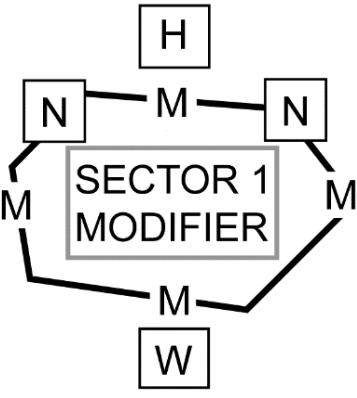
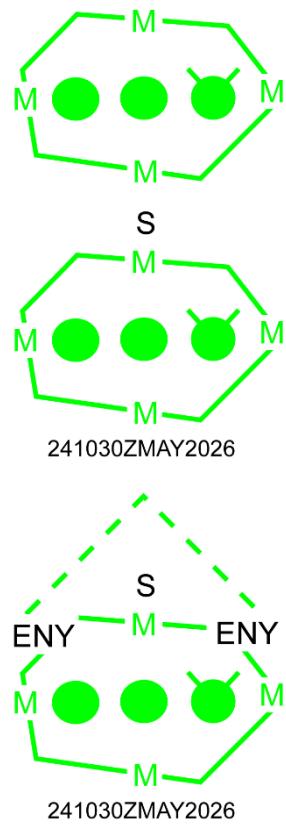
Control Measure	Template <small>Note: Templates for obstacle and obstruction symbols are shown in black. Colour usage when displaying these symbols is described in para 8.1.4.3.</small>	Draw Rules	Example <small>Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.</small>
MINED AREA Symbol Set Code: 25 Code: 270800	 <p>Anchor Points: This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.</p> <p>Size/Shape: Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.</p> <p>Orientation: Not applicable.</p> <p>Static/Dynamic: D</p> <p>Note: The sector 1 Modifier defines the type of mine(s) contained in the minefield (see mine types listed in Table 8-24). If only scatterable mines are within the minefield, the H field will be filled with an "S" a "+S" will be used if there is a mix of scatterable and other mines as appropriate and a self-destruct DTG will be posted in the W field for the scatterable mines. If an offset location indicator is used with this symbol, the indicator will point to the centre of mass of the minefield.</p>		 <p>(Dummy Example)</p>

Table 8-17: Obstacle and Obstruction Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

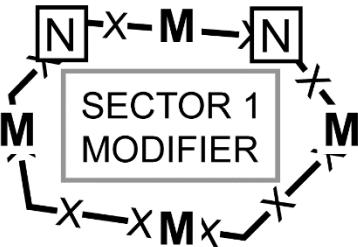
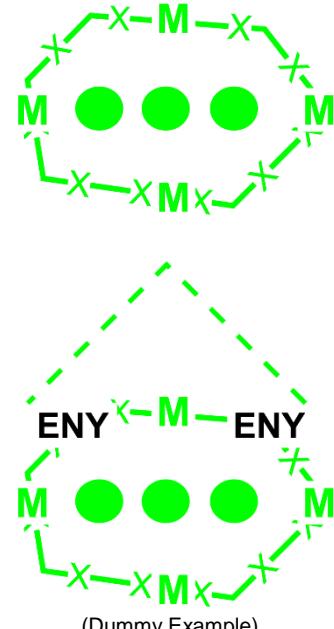
Control Measure	Template <small>Note: Templates for obstacle and obstruction symbols are shown in black. Colour usage when displaying these symbols is described in para 8.1.4.3.</small>	Draw Rules	Example <small>Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.</small>
<p>MINED AREA, FENCED Symbol Set Code: 25 Code: 270801</p> 	<p><u>Anchor Points:</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.</p> <p><u>Size/Shape:</u> Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.</p> <p><u>Orientation:</u> Not applicable.</p> <p><u>Static/Dynamic:</u> D</p> <p>Note: The sector 1 Modifier defines the type of mine(s) contained in the minefield (see mine types listed in Table 8-24). If only scatterable mines are within the minefield, the H field will be filled with an "S"; a "+S" will be used if there is a mix of scatterable and other mines as appropriate and a self-destruct DTG will be posted in the W field for the scatterable mines. If an offset location indicator is used with this symbol, the indicator will point to the centre of mass of the minefield.</p>		 <p>(Dummy Example)</p>

Table 8-17: Obstacle and Obstruction Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

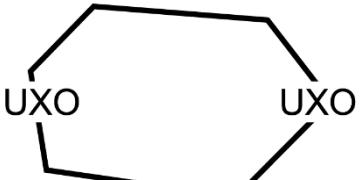
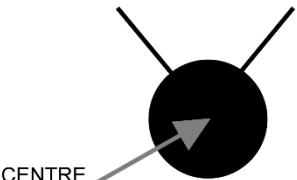
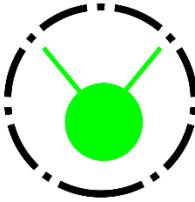
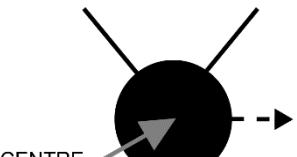
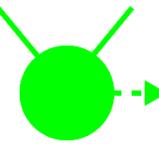
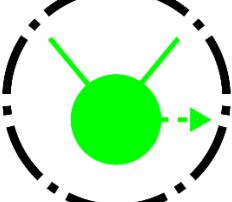
Control Measure	Template Note: Templates for obstacle and obstruction symbols are shown in black. Colour usage when displaying these symbols is described in para 8.1.4.3.	Draw Rules	Example Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.
UNEXPLODED EXPLOSIVE ORDNANCE (UXO) AREA Symbol Set Code: 25 Code: 271000		<u>Anchor Points:</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape:</u> Determined by the anchor points. <u>Orientation:</u> Not applicable. Static/Dynamic: D	
ANTIPERSONNEL MINE Symbol Set Code: 25 Code: 280200 CM Status Type: Circled		<u>Anchor Points:</u> This symbol requires one anchor point. The centre point defines/is the centre of the symbol. <u>Size/Shape:</u> Static. <u>Orientation:</u> The symbol is typically centred over the desired location. Static/Dynamic: S	 Present Example  Planned Example
ANTIPERSONNEL MINE WITH DIRECTIONAL EFFECTS Symbol Set Code: 25 Code: 280201 CM Status Type: Circled			 Present Example  Planned Example

Table 8-17: Obstacle and Obstruction Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

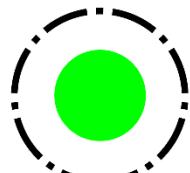
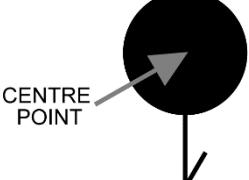
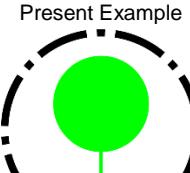
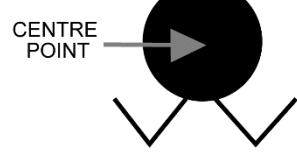
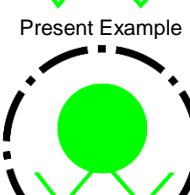
Control Measure	Template Note: Templates for obstacle and obstruction symbols are shown in black. Colour usage when displaying these symbols is described in para 8.1.4.3.	Draw Rules	Example Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.
ANTITANK MINE Symbol Set Code: 25 Code: 280300 CM Status Type: Circled			 Present Example  Planned Example
ANTITANK MINE WITH ANTI-HANDLING DEVICE Symbol Set Code: 25 Code: 280400 CM Status Type: Circled			 Present Example  Planned Example
WIDE AREA ANTITANK MINE Symbol Set Code: 25 Code: 280500 CM Status Type: Circled			 Present Example  Planned Example

Table 8-17: Obstacle and Obstruction Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

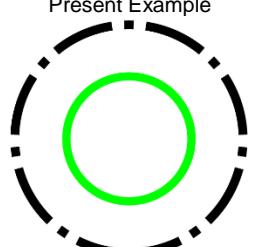
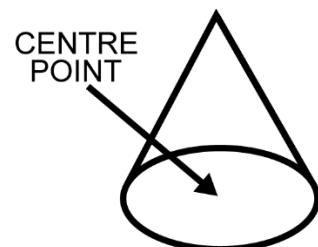
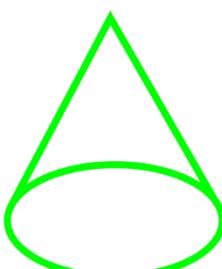
Control Measure	Template Note: Templates for obstacle and obstruction symbols are shown in black. Colour usage when displaying these symbols is described in para 8.1.4.3.	Draw Rules	Example Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.
UNSPECIFIED MINE Symbol Set Code: 25 Code: 280600	CENTRE POINT 		 Present Example  Planned Example
BOOBY TRAP Symbol Set Code: 25 Code: 280700	CENTRE POINT 	<u>Anchor Points.</u> This symbol requires one anchor point. The centre point defines the centre of the oval. <u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol is typically centred over the desired location. Static/Dynamic: S	
TETRAHEDRONS, DRAGONS TEETH, AND OTHER SIMILAR OBSTACLES Symbol Set Code: 25 Code: 281900	There is no associated symbol. It is included for training or hierarchical explanation purposes.		N/A

Table 8-17: Obstacle and Obstruction Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

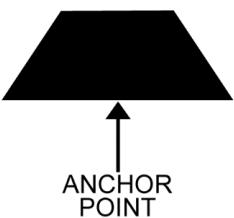
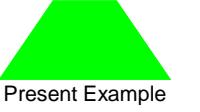
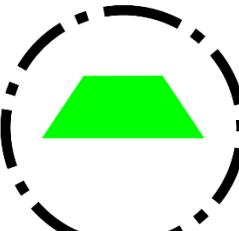
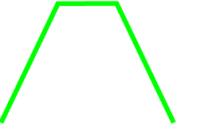
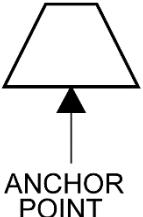
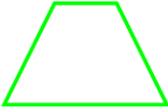
Control Measure	Template Note: Templates for obstacle and obstruction symbols are shown in black. Colour usage when displaying these symbols is described in para 8.1.4.3.	Draw Rules	Example Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.
FIXED AND PREFABRICATED Symbol Set Code: 25 Code: 281901 CM Status Type: Circled	 <p>ANCHOR POINT</p>		 <p>Present Example</p>  <p>Planned Example</p>
MOVABLE Symbol Set Code: 25 Code: 281902	 <p>ANCHOR POINT</p>		
MOVABLE AND PREFABRICATED Symbol Set Code: 25 Code: 281903	 <p>ANCHOR POINT</p>		

Table 8-17: Obstacle and Obstruction Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

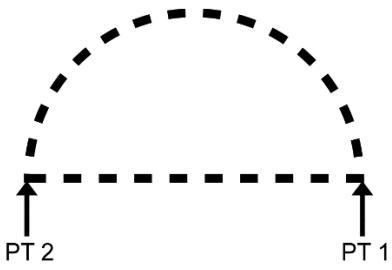
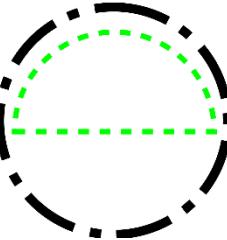
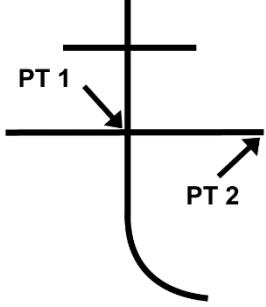
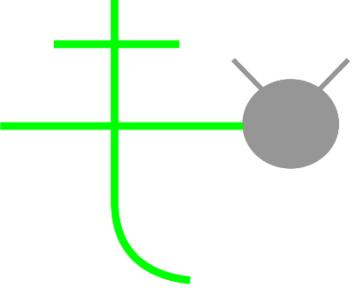
Control Measure	Template <small>Note: Templates for obstacle and obstruction symbols are shown in black. Colour usage when displaying these symbols is described in para 8.1.4.3.</small>	Draw Rules	Example <small>Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.</small>
MINE CLUSTER Symbol Set Code: 25 Code: 290400 CM Status Type: Circled	 <p>PT 2</p> <p>PT 1</p>	<u>Anchor Points.</u> This symbol requires two anchor points. Points 1 and 2 define the corners of the symbol. <u>Size/Shape.</u> Points 1 and 2 determine the length of the straight line. The radius of the semicircle is $\frac{1}{2}$ the length of the straight line. <u>Orientation.</u> Determined by the anchor points. Note: The dashed lines in this symbol shall be displayed in present and anticipated status.	 <p>Present Example</p>  <p>Planned Example</p>
TRIP WIRE Symbol Set Code: 25 Code: 290500	 <p>PT 1</p> <p>PT 2</p>	<u>Anchor Points.</u> This symbol requires two anchor points. Points 1 and 2 define the length and orientation of the straight line (trip wire) portion of the symbol. <u>Size/Shape.</u> Points 1 and 2 determine the length and orientation of the line drawn from the physical mine to the end of the trip wire. The distance between the line connecting points 1 and 2 is the length of the trip wire connected to the mine. <u>Orientation.</u> Orientation is determined by the anchor points. Static/Dynamic: D	

Table 8-17: Obstacle and Obstruction Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

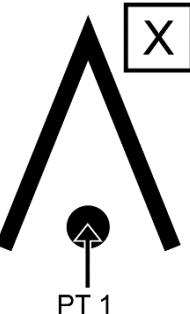
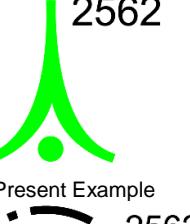
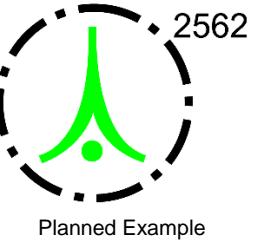
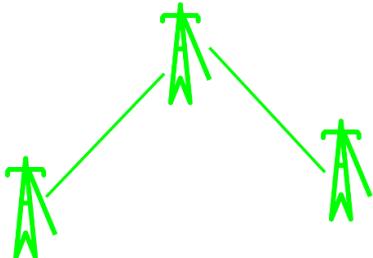
Control Measure	Template Note: Templates for obstacle and obstruction symbols are shown in black. Colour usage when displaying these symbols is described in para 8.1.4.3.	Draw Rules	Example Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.
VERTICAL OBSTRUCTIONS Symbol Set Code: 25 Code: 282000	There is no associated symbol. It is included for training or hierarchical explanation purposes.		N/A
TOWER, LOW Symbol Set Code: 25 Code: 282001 CM Status Type: Circled Note: Towers less than 1000 Ft AGL		<u>Anchor Points.</u> This symbol requires one anchor point; the point defines the circle at the base of the tower. <u>Size/Shape.</u> The symbol is a high-angle cone. <u>Orientation.</u> The symbol will remain upright. Static/Dynamic: D	 
TOWER, HIGH Symbol Set Code: 25 Code: 282002 CM Status Type: Circled Note: Towers 1000 Ft and Higher AGL			 

Table 8-17: Obstacle and Obstruction Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

Control Measure	Template Note: Templates for obstacle and obstruction symbols are shown in black. Colour usage when displaying these symbols is described in para 8.1.4.3.	Draw Rules	Example Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.
OVERHEAD WIRE Symbol Set Code: 25 Code: 282003	For use on maps of all scales 	<u>Anchor Points.</u> This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. <u>Size/Shape.</u> The first and last anchor points determine the length of the line. <u>Orientation.</u> Orientation is determined by the anchor points. Static/Dynamic: D	

Water Crossing Site

The location of a single bridge or rafting site, or in an initial assault a site for the crossing of assault boats or for the swimming or fording of vehicles on a broad front.

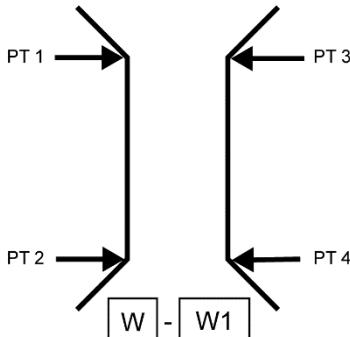
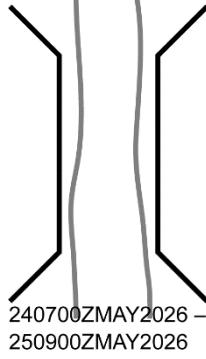
ASSAULT CROSSING Symbol Set Code: 25 Code: 271300		<u>Anchor Points.</u> This symbol requires four points. Points 1 and 2 define one side of the assault crossing site and points 3 and 4 define the opposite side of the assault crossing site. <u>Size/Shape.</u> Determined by the anchor points. <u>Orientation.</u> Not applicable. Static/Dynamic: D	
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Table 8-17: Obstacle and Obstruction Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

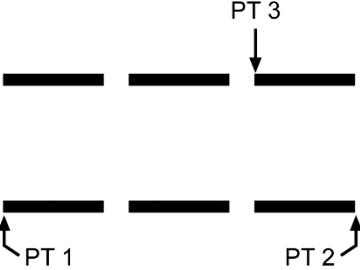
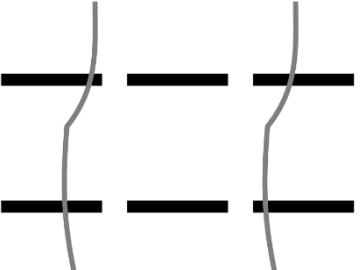
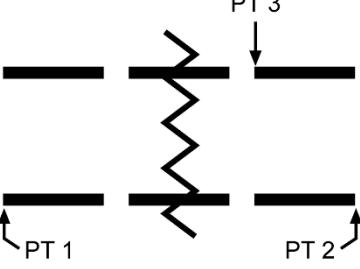
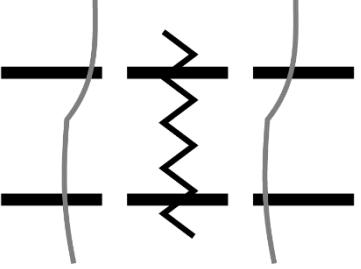
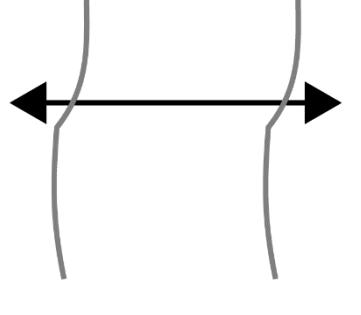
Control Measure	Template Note: Templates for obstacle and obstruction symbols are shown in black. Colour usage when displaying these symbols is described in para 8.1.4.3.	Draw Rules	Example Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.
FORD EASY Symbol Set Code: 25 Code: 271500			
FORD DIFFICULT Symbol Set Code: 25 Code: 271600			
FERRY Symbol Set Code: 25 Code: 290700		<u>Anchor Points.</u> This symbol requires two anchor points. Points 1 and 2 define the tips of the arrowheads. <u>Size/Shape.</u> Points 1 and 2 determine the length of the symbol, which varies only in length. The arrowheads will be filled-in versions of a common arrowhead. <u>Orientation.</u> Orientation is determined by the anchor points. <u>Static/Dynamic:</u> D	

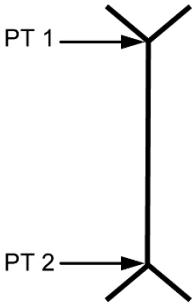
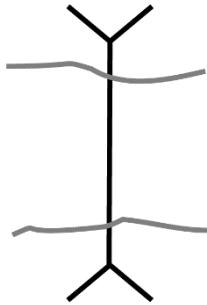
Table 8-17: Obstacle and Obstruction Control Measures Symbols Note: See Table A-32 for associated Symbol Identification Codes			
Control Measure	Template <small>Note: Templates for obstacle and obstruction symbols are shown in black. Colour usage when displaying these symbols is described in para 8.1.4.3.</small>	Draw Rules	Example <small>Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.</small>
RAFT SITE Symbol Set Code: 25 Code: 290800		<u>Anchor Points.</u> This symbol requires two anchor points. Points 1 and 2 define the tips of the arrowheads. <u>Size/Shape.</u> Points 1 and 2 determine the length of the symbol, which varies only in length. The lines of the arrowhead will form an acute angle. <u>Orientation.</u> Orientation is determined by the anchor points. Static/Dynamic: D	

Table 8-17: Obstacle Control Measure Symbols.

8.15.2. Field Fortification Obstacle Control Measures

1. A field fortification is an emplacement or shelter of a temporary nature which can be constructed with reasonable facility by units requiring no more than minor engineer supervisory and equipment participation.
2. Table 8-18 below lists Field Fortification Obstacle Control Measures symbols.

Table 8-18: Field Fortification Obstacle Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

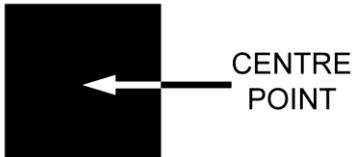
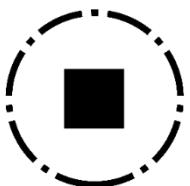
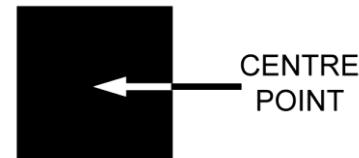
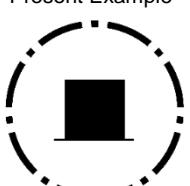
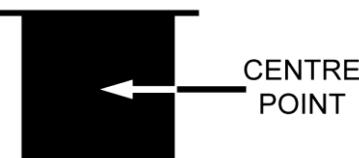
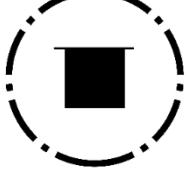
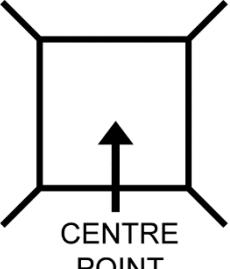
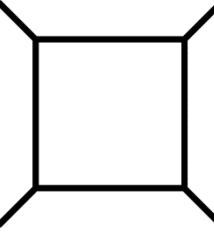
Control Measure	Template	Draw Rules	Example
SHELTER Symbol Set Code: 25 Code: 280900 CM Status Type: Circled		<u>Anchor Points.</u> This symbol requires one anchor point. The centre point defines the centre of the symbol. <u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol is typically centred over the desired location. Static/Dynamic: S	 Present Example  Planned Example
ABOVE GROUND SHELTER Symbol Set Code: 25 Code: 281000 CM Status Type: Circled			 Present Example  Planned Example
BELOW GROUND SHELTER Symbol Set Code: 25 Code: 281100 CM Status Type: Circled			 Present Example  Planned Example
FORT Symbol Set Code: 25 Code: 281200			

Table 8-18: Field Fortification Obstacle Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

Control Measure	Template	Draw Rules	Example
FORTIFIED LINE Symbol Set Code: 25 Code: 290900	 <p>Note: The ramparts typically point toward enemy forces.</p>	<u>Anchor Points.</u> This symbol requires at least two anchor points, points 1 and 2, to define the line. <u>Additional points</u> can be defined to extend the line. <u>Size/Shape.</u> The first and last anchor points determine the length of the line. <u>Orientation.</u> Orientation is determined by the anchor points. <u>Static/Dynamic:</u> D	 
FORTIFIED POSITION Symbol Set Code: 25 Code: 291000	 <p>Note: The symbol typically faces enemy forces.</p>	<u>Anchor Points.</u> This symbol requires two anchor points. Points 1 and 2 define the corners on the front of the symbol. <u>Size/Shape.</u> Points 1 and 2 determine the length of the symbol, which varies only in length. <u>Orientation.</u> Orientation is determined by the anchor points. <u>Static/Dynamic:</u> D	

Table 8-18: Field Fortification Control Measure Symbols.

8.15.3. Chemical, Biological, Radiological and Nuclear (CBRN) Attacks or Events

1. These Control Measures symbols depict those conditions found in an area resulting from immediate or persisting effects of chemical, biological, radiological, or nuclear attacks or events.
2. Table 8-19 below lists CBRN Control Measures symbols.

Table 8-19: CBRN Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

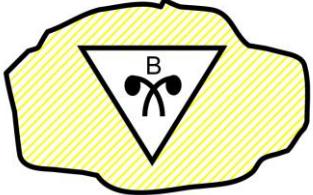
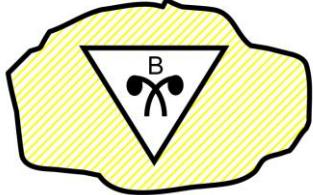
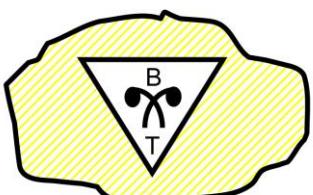
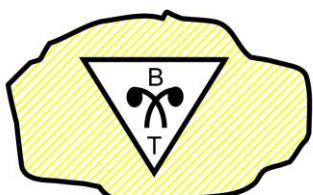
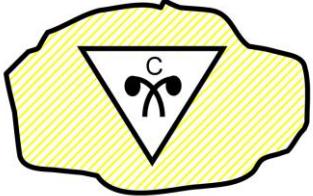
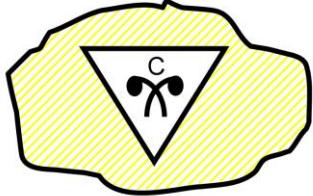
Control Measure	Template	Draw Rules	Example
Contaminated Areas			
BIOLOGICAL CONTAMINATED AREA Symbol Set Code: 25 Code: 271700		<u>Anchor Points.</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape.</u> Determined by the anchor points. The symbol should be moveable and scalable as a block within the area. <u>Orientation.</u> Not applicable. Static/Dynamic: D	
BIOLOGICAL CONTAMINATED AREA – TOXIC INDUSTRIAL MATERIAL Symbol Set Code: 25 Code: 271701			
CHEMICAL CONTAMINATED AREA Symbol Set Code: 25 Code: 271800			

Table 8-19: CBRN Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

Control Measure	Template	Draw Rules	Example Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.
CHEMICAL CONTAMINATED AREA – TOXIC INDUSTRIAL MATERIAL Symbol Set Code: 25 Code: 271801			
NUCLEAR CONTAMINATED AREA Symbol Set Code: 25 Code: 271900			
RADIOLOGICAL CONTAMINATED AREA Symbol Set Code: 25 Code: 272000			
RADIOLOGICAL CONTAMINATED AREA – TOXIC INDUSTRIAL MATERIAL Symbol Set Code: 25 Code: 272001			

Table 8-19: CBRN Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

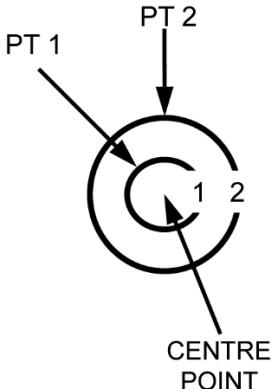
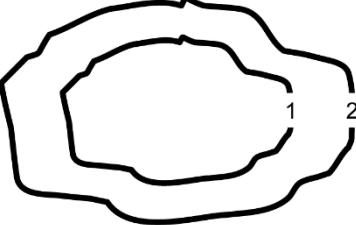
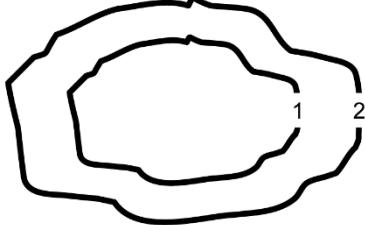
Control Measure	Template	Draw Rules	Example
MINIMUM SAFE DISTANCE ZONE Symbol Set Code: 25 Code: 272100		<u>Anchor Points.</u> This symbol requires three anchor points. The centre point defines the centre of the symbol. Points 1, and 2 define the radii of circles 1, and 2. <u>Size/Shape.</u> As defined by the operator. <u>Orientation.</u> The centre point is typically centred over the known/suspected source location of a CBRN event. <u>Static/Dynamic:</u> D	
MULTIPLE STRIKE - (STRIKWARN) Symbol Set Code: 25 Code: 272101		<u>Anchor Points.</u> This symbol requires a minimum of 6 anchor points. Add as many pairs of points as needed to accurately define the areas. The number of points shall always be an even number, with an equal number of points for both polygons. Points 1 through N/2 define the inner safe zone (zone 1). Points N/2 +1 through point N define the outer zone (zone 2). <u>Size/Shape:</u> Determined by the anchor points. <u>Orientation:</u> The symbol will typically be oriented upright. <u>Static/Dynamic:</u> D	

Table 8-19: CBRN Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

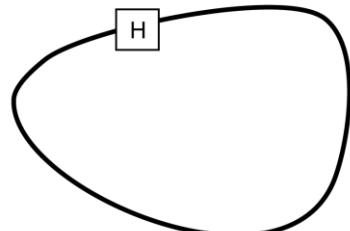
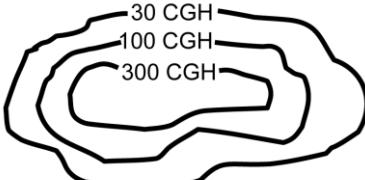
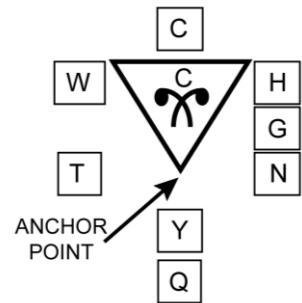
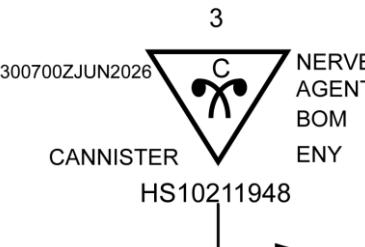
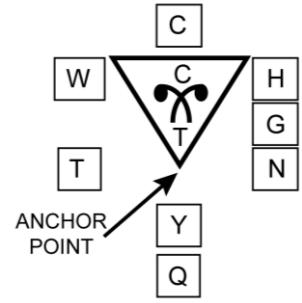
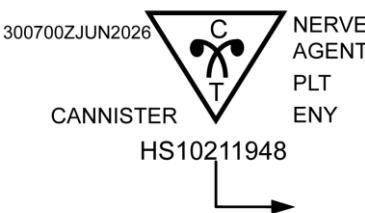
Control Measure	Template	Draw Rules	Example
RADIATION DOSE RATE CONTOUR LINE Symbol Set Code: 25 Code: 272200		<u>Anchor Points:</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape:</u> Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. <u>Orientation:</u> Not applicable. <u>Static/Dynamic:</u> D	
CHEMICAL EVENT Symbol Set Code: 25 Code: 281300		<u>Anchor Points:</u> This symbol requires one anchor point. The anchor point defines the midpoint of the symbol's base. <u>Size/Shape:</u> Static. <u>Orientation:</u> The symbol will typically be oriented upright. <u>Static/Dynamic:</u> S	
CHEMICAL – TOXIC INDUSTRIAL MATERIAL Symbol Set Code: 25 Code: 281301		 <u>Note:</u> This symbol can be rotated in 90 degree increments.	

Table 8-19: CBRN Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

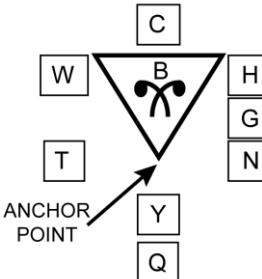
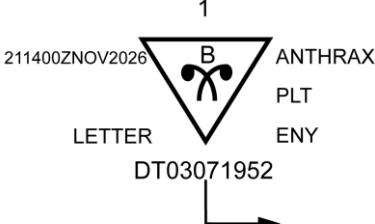
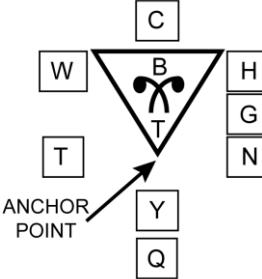
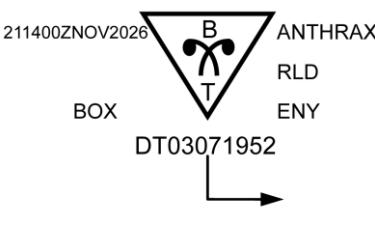
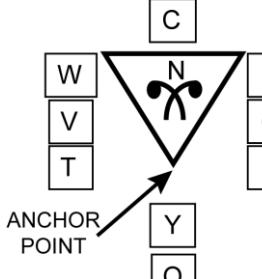
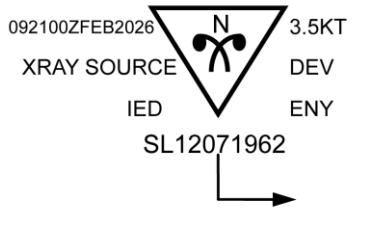
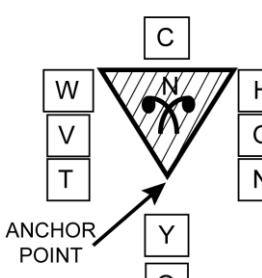
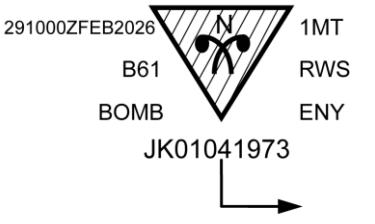
Control Measure	Template	Draw Rules	Example
BIOLOGICAL EVENT Symbol Set Code: 25 Code: 281400			<p>Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.</p> 
BIOLOGICAL – TOXIC INDUSTRIAL MATERIAL Symbol Set Code: 25 Code: 281401			
NUCLEAR EVENT Symbol Set Code: 25 Code: 281500			
NUCLEAR FALLOUT PRODUCING EVENT Symbol Set Code: 25 Code: 281600			

Table 8-19: CBRN Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

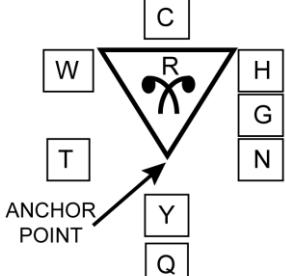
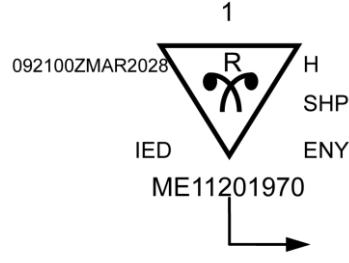
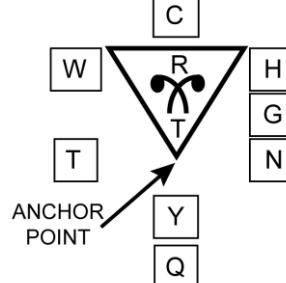
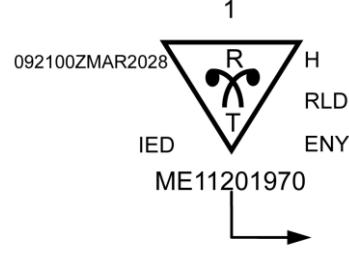
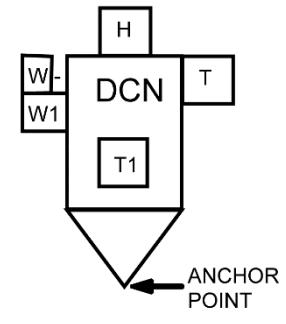
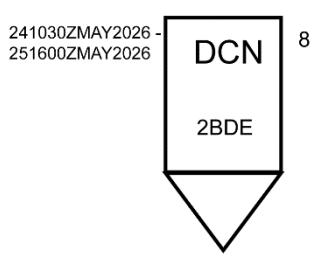
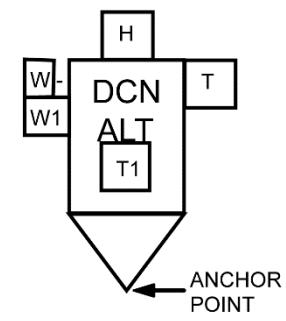
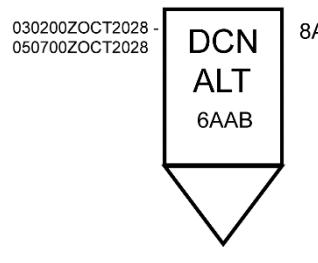
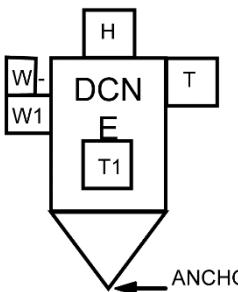
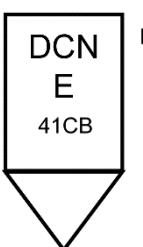
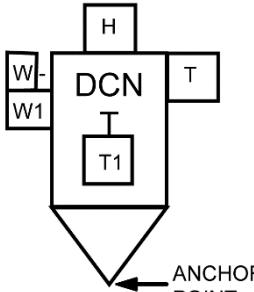
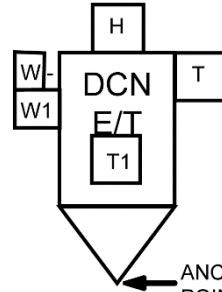
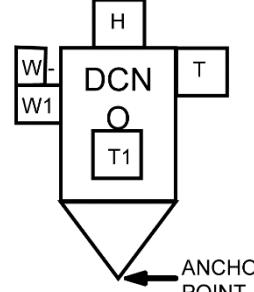
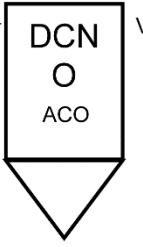
Control Measure	Template	Draw Rules	Example
RADIOLOGICAL EVENT Symbol Set Code: 25 Code: 281700			
RADIOLOGICAL - TOXIC INDUSTRIAL MATERIAL Symbol Set Code: 25 Code: 281701			
Decontamination Points/Sites			
GENERAL DE-CONTAMINATION POINT/SITE Symbol Set Code: 25 Code: 281800		<u>Anchor Points.</u> This symbol requires one anchor point. The point defines the tip of the inverted cone. <u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol will typically be oriented upright. Static/Dynamic: S	
ALTERNATE DE-CONTAMINATION POINT/SITE Symbol Set Code: 25 Code: 281801			

Table 8-19: CBRN Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

Control Measure	Template	Draw Rules	Example
EQUIPMENT DE-CONTAMINATION POINT/SITE Symbol Set Code: 25 Code: 281802			Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure. WHEELED 030200Z OCT 2028 - 050700Z OCT 2028 
TROOP DE-CONTAMINATION POINT/SITE Symbol Set Code: 25 Code: 281803			3 030200Z OCT 08 - 050700Z OCT 08 
EQUIPMENT / TROOP DE-CONTAMINATION POINT/SITE Symbol Set Code: 25 Code: 281804			CONTRACTOR OPERATED 030200Z OCT 2028 - 050700Z OCT 2028 
OPERATIONAL DE-CONTAMINATION POINT/SITE Symbol Set Code: 25 Code: 281805			6 030200Z OCT 2028 - 050700Z OCT 2028 

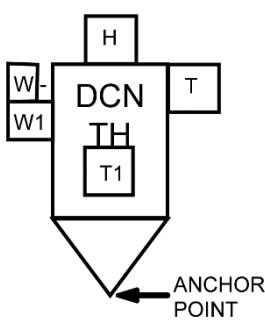
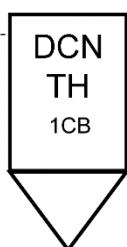
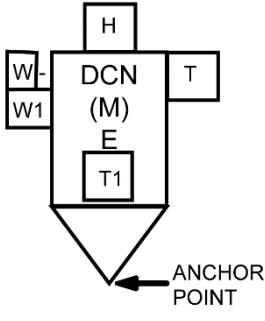
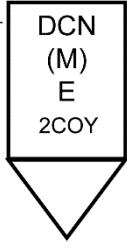
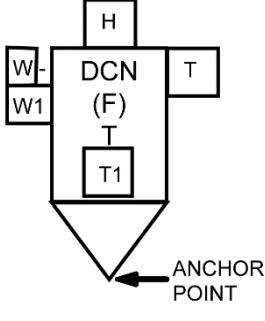
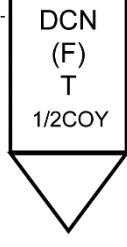
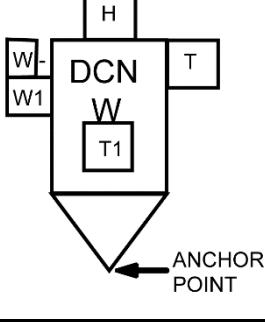
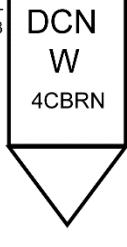
Control Measure	Template	Draw Rules	Example
THOROUGH DE-CONTAMINATION POINT/SITE			<p>MEDICAL 030200ZOCT2028 - 050700ZOCT2028</p> 
MAIN EQUIPMENT DE-CONTAMINATION POINT/SITE			<p>8 030200ZOCT2028 - 050700ZOCT2028</p> 
FORWARD TROOP DE-CONTAMINATION POINT/SITE			<p>3 030200ZOCT2028 - 050700ZOCT2028</p> 
WOUNDED PERSONNEL DE-CONTAMINATION SITE			<p>7 030200ZOCT2028 - 050700ZOCT2028</p> 

Table 8-19: CBRN Control Measures Symbols.

8.16. SUSTAINMENT CONTROL MEASURES

1. Sustainment is the provision of logistics and personnel services required to maintain and prolong operations until successful mission accomplishment.

8.16.1. Sustainment Point Control Measures

1. Table 8-20 below lists Sustainment Point Control Measures symbols.

Table 8-20: Sustainment Point Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

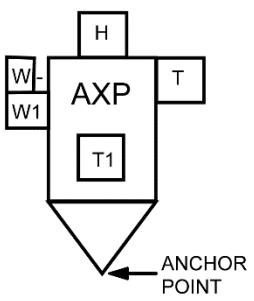
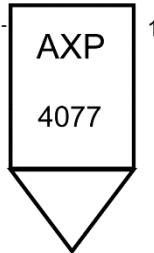
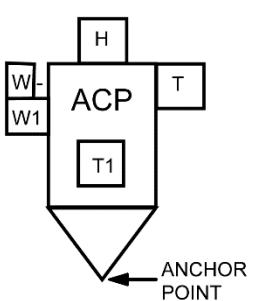
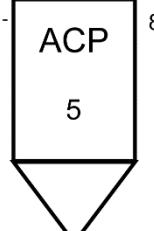
Control Measure	Template	Draw Rules	Example Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.
SUSTAINMENT POINTS Symbol Set Code: 25 Code: 320000	There is no associated symbol. It is included for training or hierarchical explanation purposes.	<u>N/A</u>	N/A
AMBULANCE POINTS Symbol Set Code: 25 Code: 320100	There is no associated symbol. It is included for training or hierarchical explanation purposes.	<u>N/A</u>	N/A
AMBULANCE EXCHANGE POINT Symbol Set Code: 25 Code: 320101		Anchor Points. This symbol requires one anchor point. The point defines the tip of the inverted cone. Size/Shape. Static. Orientation. The symbol will typically be oriented upright.	030200ZMAY2028 - 050700ZMAY2028 
AMBULANCE CONTROL POINT Symbol Set Code: 25 Code: 320102		Static/ Dynamic: S	030200ZMAY2028 - 050700ZMAY2028 

Table 8-20: Sustainment Point Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

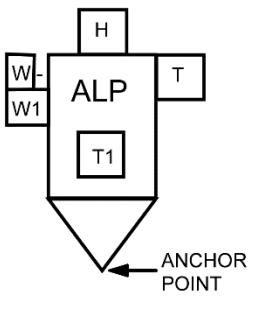
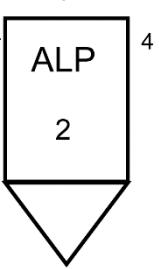
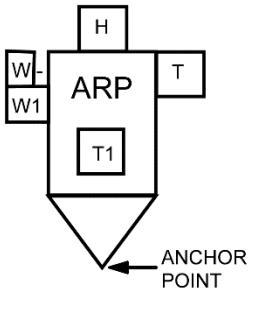
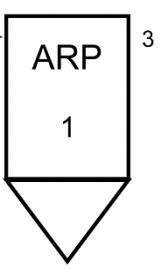
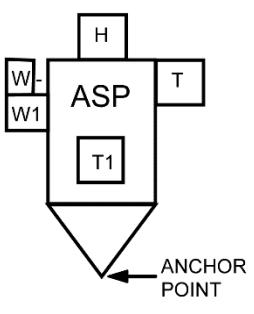
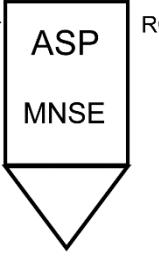
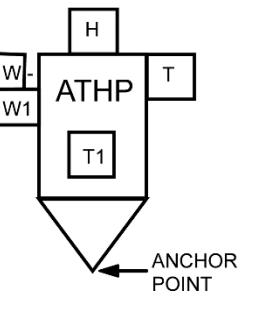
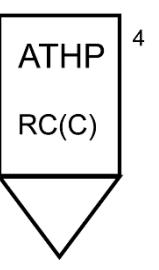
Control Measure	Template	Draw Rules	Example
AMBULANCE LOAD POINT Symbol Set Code: 25 Code: 320103			<p>Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.</p> <p>030200ZMAY2028 - 050700ZMAY2028</p> 
AMBULANCE RELAY POINT Symbol Set Code: 25 Code: 320104			<p>030200ZMAY2028 - 050700ZMAY2028</p> 
AMMUNITION SUPPLY POINT Symbol Set Code: 25 Code: 320200			<p>030200ZMAY2028 - 050700ZMAY2028</p> <p>AVIATION RC(W)</p> 
AMMUNITION TRANSFER AND HOLDING POINT Symbol Set Code: 25 Code: 320300			<p>030200ZMAY2028 - 050700ZMAY2028</p> <p>SMALL ARMS</p> <p>4</p> 

Table 8-20: Sustainment Point Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

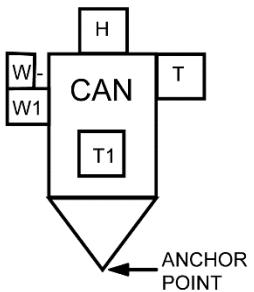
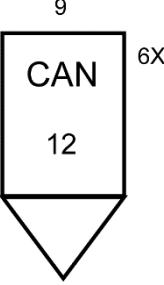
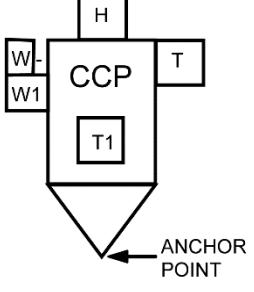
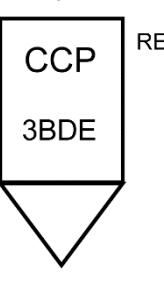
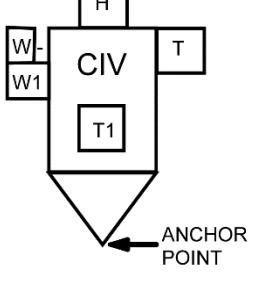
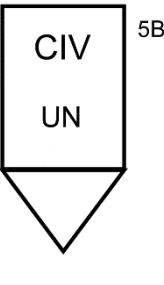
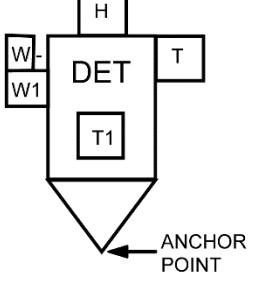
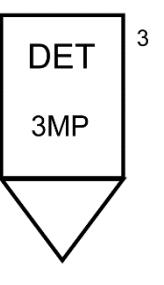
Control Measure	Template	Draw Rules	Example Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.
CANNIBALIZATION POINT Symbol Set Code: 25 Code: 320400			 030200ZMAY2028 - 050700ZMAY2028
CASUALTY COLLECTION POINT Symbol Set Code: 25 Code: 320500			 030200ZMAY2028 - 050700ZMAY2028
CIVILIAN COLLECTION POINT Symbol Set Code: 25 Code: 320600			 030200ZMAY2028 - 050700ZMAY2028
DETAINEE COLLECTION POINT Symbol Set Code: 25 Code: 320700			 120700ZMAR2028 - 211800ZMAR2028

Table 8-20: Sustainment Point Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

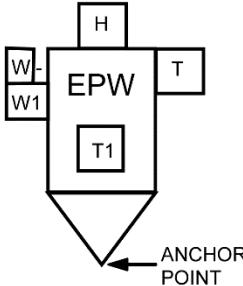
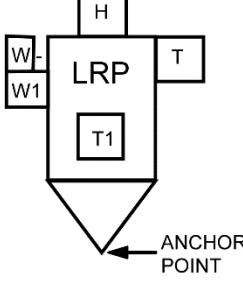
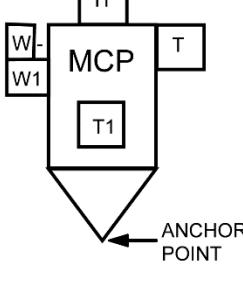
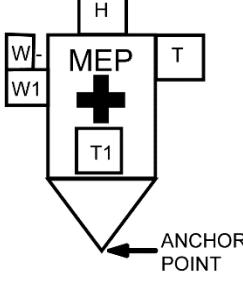
Control Measure	Template	Draw Rules	Example
<p>ENEMY PRISONER OF WAR (EPW) COLLECTION POINT</p> <p>Symbol Set Code: 25 Code: 320800</p>			<p>030200ZMAY2028 - 050700ZMAY2028</p> <p>2 EPW ISAF T</p>
<p>LOGISTICS RELEASE POINT (LRP)</p> <p>Symbol Set Code: 25 Code: 320900</p>			<p>030200ZMAY2028 - 050700ZMAY2028</p> <p>5 LRP 2ID 10</p>
<p>MAINTENANCE COLLECTION POINT (MCP)</p> <p>Symbol Set Code: 25 Code: 321000</p>			<p>030200ZMAY2028 - 050700ZMAY2028</p> <p>1 MCP RC(E) N</p>
<p>MEDICAL EVACUATION (MEDEVAC) PICK-UP POINT</p> <p>Symbol Set Code: 25 Code: 321100</p>			<p>030200ZMAY2028 - 050700ZMAY2028</p> <p>2 MEP 3 US</p>

Table 8-20: Sustainment Point Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

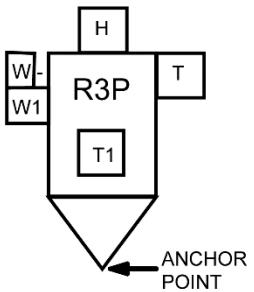
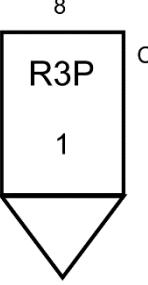
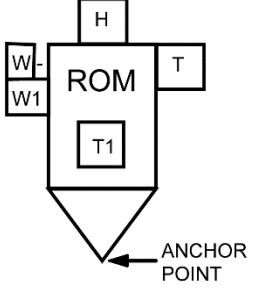
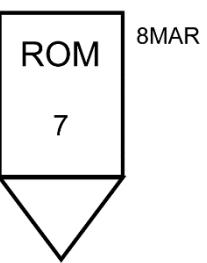
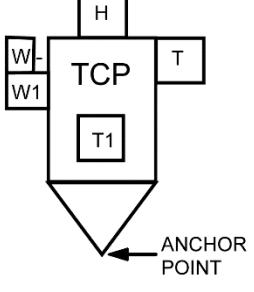
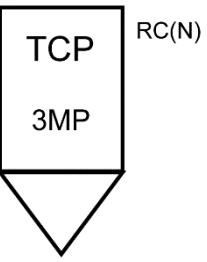
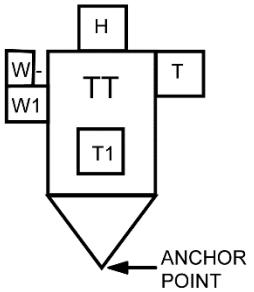
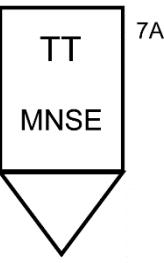
Control Measure	Template	Draw Rules	Example Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.
REARM, REFUEL AND RESUPPLY POINT (R3P) Symbol Set Code: 25 Code: 321200			
REFUEL ON THE MOVE (ROM) POINT Symbol Set Code: 25 Code: 321300			
TRAFFIC CONTROL POST (TCP) Symbol Set Code: 25 Code: 321400			
TRAILER TRANSFER POINT (TTP) Symbol Set Code: 25 Code: 321500			

Table 8-20: Sustainment Point Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

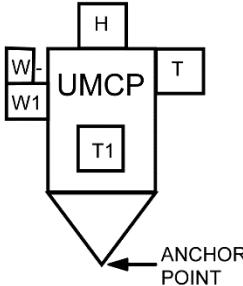
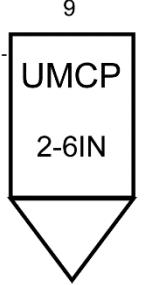
Control Measure	Template	Draw Rules	Example
<p>UNIT MAINTENANCE COLLECTION POINT (UMCP)</p> <p>Symbol Set Code: 25 Code: 321600</p>			<p>Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.</p> <p>030200ZMAY2028 - 050700ZMAY2028</p> 

Table 8-20: Sustainment Point Control Measure Symbols.

8.16.2. Supply Point Control Measures

1. A Supply Control Measure is a point, area or line that is used to support any point where supplies are issued in detail.
2. Supply points follow the format as shown above with a modification to the symbol. As with the symbol for supply units, there is an additional line placed toward the bottom of the box. When building points, the name/type of the point is abbreviated and positioned inside the top part of the point symbol in Field "A". For some supply symbols this may be a graphic icon.
3. STANAG 2961 provides comparison charts for NATO and NATO nation classes of supply.
4. Table 8-21 below lists Supply Control Measures symbols.

Table 8-21: Supply Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

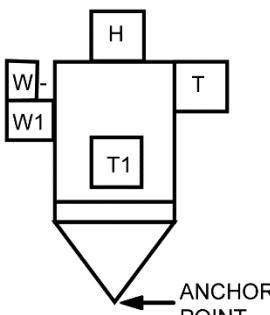
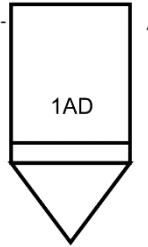
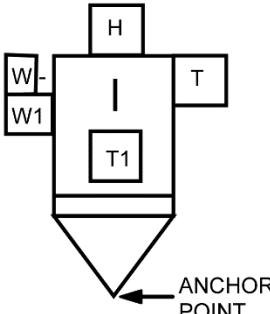
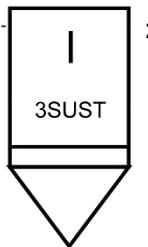
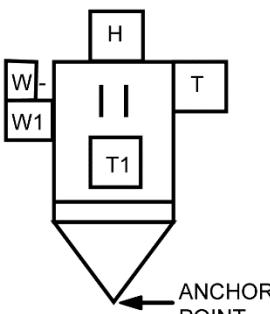
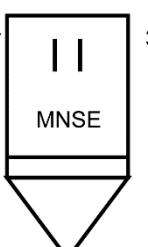
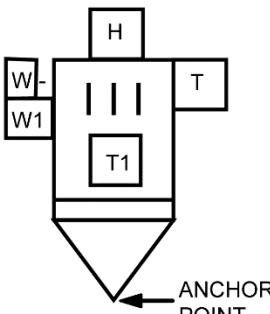
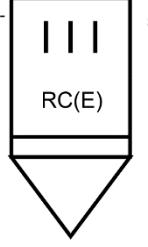
Control Measure	Template	Draw Rules	Example
GENERAL SUPPLY POINT Symbol Set Code: 25 Code: 321700		<u>Anchor Points.</u> This symbol requires one anchor point. The point defines the tip of the inverted cone. <u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol will typically be oriented upright.	<p>7 4 1AD</p> <p>030200ZMAY2028 - 050700ZMAY2028</p> 
NATO CLASS I Symbol Set Code: 25 Code: 321701		<u>Static/Dynamic:</u> S	<p>7 2 3SUST</p> <p>030200ZMAY2028 - 050700ZMAY2028</p> 
NATO CLASS II Symbol Set Code: 25 Code: 321702			<p>1 3 MNSE</p> <p>030200ZMAY2028 - 050700ZMAY2028</p> 
NATO CLASS III Symbol Set Code: 25 Code: 321703			<p>3 5S RC(E)</p> <p>030200ZMAY2028 - 050700ZMAY2028</p> 

Table 8-21: Supply Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

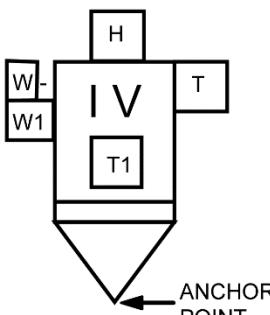
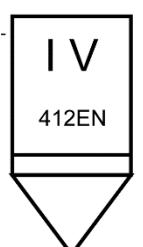
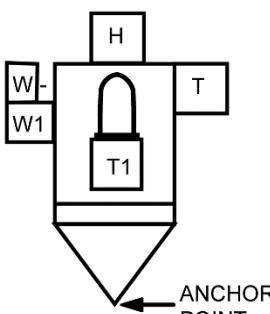
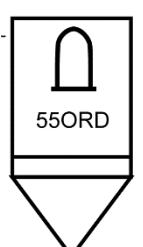
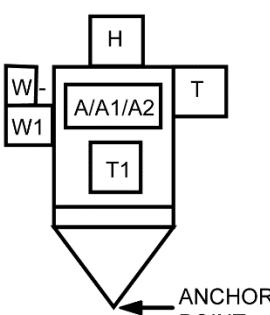
Control Measure	Template	Draw Rules	Example
NATO CLASS IV Symbol Set Code: 25 Code: 321704	 <p>ANCHOR POINT</p>		<p>Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.</p> <p>4</p> <p>030200ZMAY2028 - 050700ZMAY2028</p> <p>IV</p> <p>412EN</p> 
NATO CLASS V Symbol Set Code: 25 Code: 321705	 <p>ANCHOR POINT</p>		<p>>20MM</p> <p>030200ZMAY2028 - 050700ZMAY2028</p> <p>55ORD</p> 
NATO MULTIPLE CLASS Symbol Set Code: 25 Code: 321706	 <p>ANCHOR POINT</p> <p>Note: Field A/A1/A2 should be exchanged as a list of values representing the supply classes, e.g. "ACE" A=Class I B=Class II C=Class III D=Class IIIa E=Class IV F=Class V</p>		<p>6</p> <p>030200ZMAY2028 - 050700ZMAY2028</p> <p>I/III/V</p> <p>ISAF</p> <p>14</p> 

Table 8-21: Supply Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

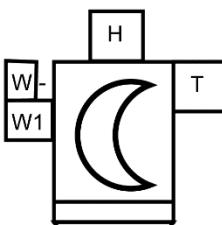
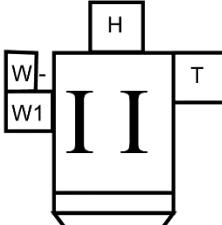
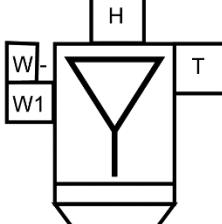
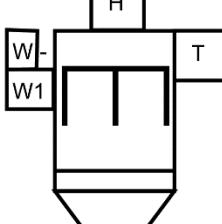
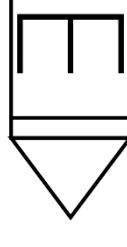
Control Measure	Template	Draw Rules	Example
US CLASS I Symbol Set Code: 25 Code: 321707	 <p data-bbox="700 743 811 788">ANCHOR POINT</p>		<p data-bbox="1060 534 1203 579">030200ZMAY2028 - 050700ZMAY2028</p> <p data-bbox="1346 534 1378 579">6</p>  <p data-bbox="1351 534 1383 579">14</p>
US CLASS II Symbol Set Code: 25 Code: 321708	 <p data-bbox="700 1114 811 1158">ANCHOR POINT</p>		<p data-bbox="1060 893 1203 938">030200ZMAY2028 - 050700ZMAY2028</p> <p data-bbox="1346 848 1378 893">6</p>  <p data-bbox="1351 893 1383 938">14</p>
US CLASS III Symbol Set Code: 25 Code: 321709	 <p data-bbox="700 1484 811 1529">ANCHOR POINT</p>		<p data-bbox="1060 1257 1203 1302">030200ZMAY2028 - 050700ZMAY2028</p> <p data-bbox="1346 1212 1378 1257">6</p>  <p data-bbox="1351 1257 1383 1302">14</p>
US CLASS IV Symbol Set Code: 25 Code: 321710	 <p data-bbox="700 1859 811 1904">ANCHOR POINT</p>		<p data-bbox="1060 1635 1203 1680">030200ZMAY2028 - 050700ZMAY2028</p> <p data-bbox="1346 1590 1378 1635">6</p>  <p data-bbox="1351 1635 1383 1680">14</p>

Table 8-21: Supply Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

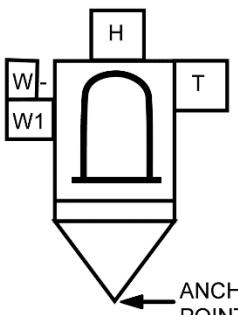
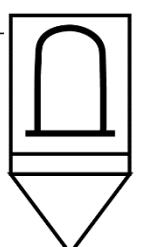
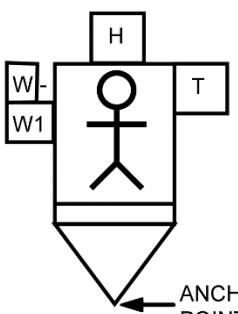
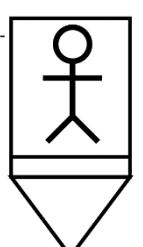
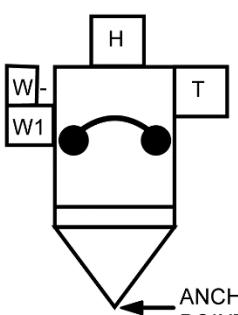
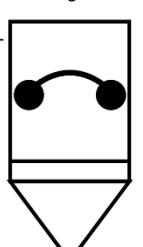
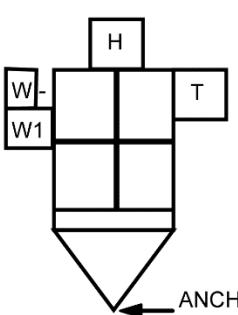
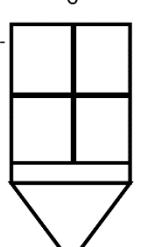
Control Measure	Template	Draw Rules	Example
US CLASS V Symbol Set Code: 25 Code: 321711			<p>Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.</p> <p>030200ZMAY2028 - 050700ZMAY2028</p> 
US CLASS VI Symbol Set Code: 25 Code: 321712			<p>030200ZMAY2028 - 050700ZMAY2028</p> 
US CLASS VII Symbol Set Code: 25 Code: 321713			<p>030200ZMAY2028 - 050700ZMAY2028</p> 
US CLASS VIII Symbol Set Code: 25 Code: 321714			<p>030200ZMAY2028 - 050700ZMAY2028</p> 

Table 8-21: Supply Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

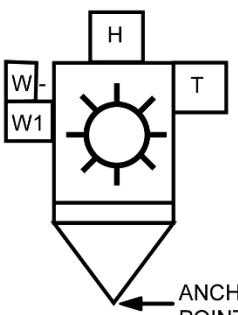
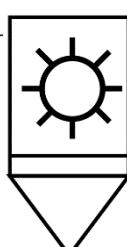
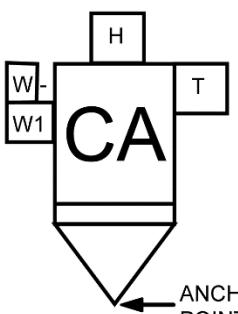
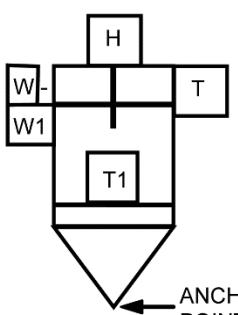
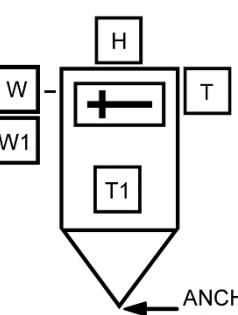
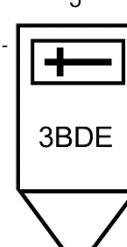
Control Measure	Template	Draw Rules	Example
US CLASS IX Symbol Set Code: 25 Code: 321715			<p>Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.</p> <p>6 030200ZMAY2028 - 050700ZMAY2028 14</p> 
US CLASS X Symbol Set Code: 25 Code: 321716			<p>6 030200ZMAY2028 - 050700ZMAY2028 14</p> 
MEDICAL SUPPLY POINT Symbol Set Code: 25 Code: 321800			<p>1 030200ZMAY2028 - 050700ZMAY2028 MND 2 MED</p> 
MORTUARY COLLECTION POINT Symbol Set Code: 25 Code: 321900			<p>5 030200ZMAY2025 - 050700ZMAY2025 RED 3BDE</p> 

Table 8-21: Supply Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

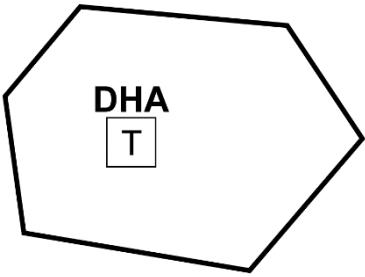
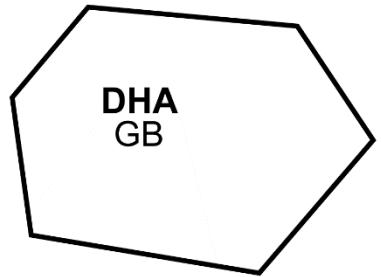
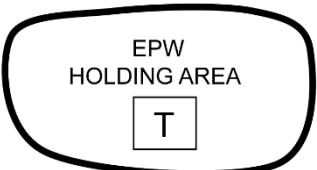
Control Measure	Template	Draw Rules	Example <small>Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure.</small>
SUSTAINMENT AREAS Symbol Set Code: 25 Code: 310000	There is no associated symbol. It is included for training or hierarchical explanation purposes.		N/A
DETAINEE HOLDING AREA Symbol Set Code: 25 Code: 310100		<u>Anchor Points.</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape.</u> Determined by the anchor points.	
ENEMY PRISONER OF WAR HOLDING AREA Symbol Set Code: 25 Code: 310200		<u>Orientation.</u> Not applicable. <u>Static/Dynamic:</u> D	
FORWARD ARMING AND REFUELING POINT (FARP) Symbol Set Code: 25 Code: 310300			

Table 8-21: Supply Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

Control Measure	Template	Draw Rules	Example
REFUGEE HOLDING AREA Symbol Set Code: 25 Code: 310400			
Support Area			
REGIMENTAL SUPPORT AREA Symbol Set Code: 25 Code: 310500		<u>Anchor Points.</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape.</u> Determined by the anchor points.	
BRIGADE SUPPORT AREA Symbol Set Code: 25 Code: 310600		<u>Orientation.</u> Not applicable. <u>Static/Dynamic:</u> D	

Table 8-21: Supply Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

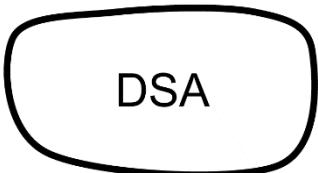
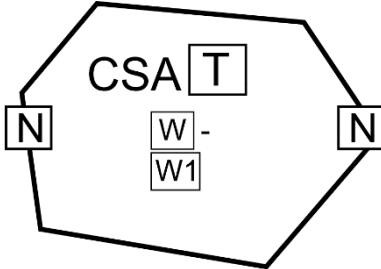
Control Measure	Template	Draw Rules	Example
<p>DIVISION SUPPORT AREA</p> <p>Symbol Set Code: 25 Code: 310700</p>			
<p>CORPS SUPPORT AREA</p> <p>Symbol Set Code: 25 Code: 310800</p>			
<p>SUSTAINMENT LINES</p> <p>Symbol Set Code: 25 Code: 330000</p>	<p>There is no associated symbol. It is included for training or hierarchical explanation purposes.</p>		<p>N/A</p>

Table 8-21: Supply Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

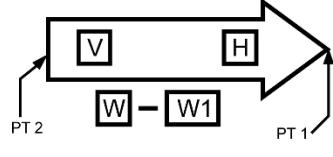
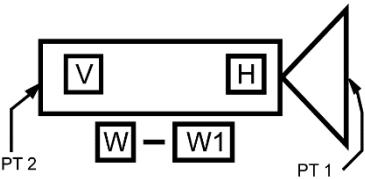
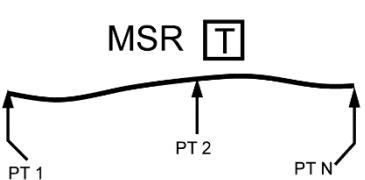
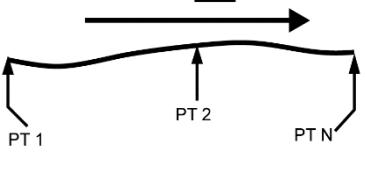
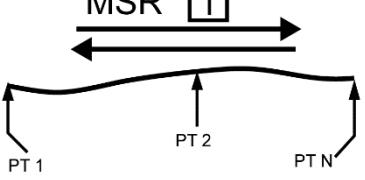
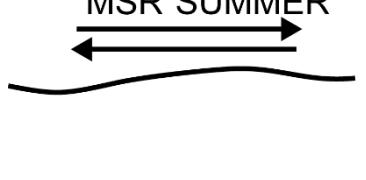
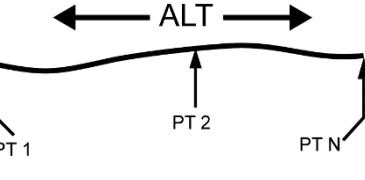
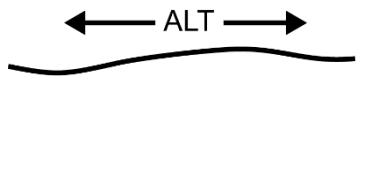
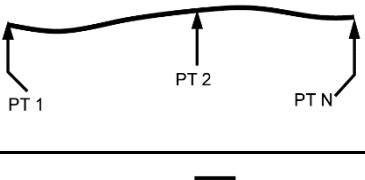
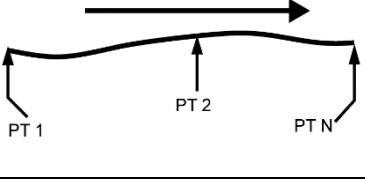
Control Measure	Template	Draw Rules	Example
Convoy			
A group of vehicles organized for the purpose of control and orderly movement with or without escort protection.			
MOVING CONVOY Symbol Set Code: 25 Code: 330100	 <p>Note: The arrow points in the direction the convoy is moving.</p>	<u>Anchor Points.</u> This symbol requires two anchor points. Point 1 defines the tip of the arrowhead and point 2 defines the rear of the symbol. <u>Size/Shape.</u> Points 1 and 2 determine the length of the symbol, which varies only in length. <u>Orientation.</u> Not applicable. <u>Static/Dynamic:</u> D	
HALTED CONVOY Symbol Set Code: 25 Code: 330200		<u>Anchor Points.</u> This graphic requires two anchor points. Point 1 defines the tip of the arrowhead and point 2 defines the rear of the graphic. <u>Size/Shape.</u> Points 1 and 2 determine the length of the graphic, which varies only in length. <u>Orientation.</u> The arrow points to the location where the convoy has halted. <u>Static/Dynamic:</u> D	

Table 8-21: Supply Control Measures Symbols

Note: See Table A-32 for associated Symbol Identification Codes

Control Measure	Template	Draw Rules	Example
Supply Route			
MAIN SUPPLY ROUTE (MSR) Symbol Set Code: 25 Code: 330300		<p><u>Anchor Points.</u> This symbol requires at least two anchor points to define the line. Additional points can be defined to extend and shape the line.</p>	
ONE WAY TRAFFIC Symbol Set Code: 25 Code: 330301		<p><u>Size/Shape.</u> The first and last anchor points determine the length of the line. The line segment between each pair of anchor points will repeat all information associated with the line segment.</p>	
TWO WAY TRAFFIC Symbol Set Code: 25 Code: 330302		<p><u>Orientation.</u> Orientation is determined by the anchor points. Supply routes normally follow established roads. Therefore, anchor points normally follow the shape of the road.</p>	
ALTERNATING TRAFFIC Symbol Set Code: 25 Code: 330303		<p>Static/Dynamic: D</p>	
ALTERNATE SUPPLY ROUTE (ASR) Symbol Set Code: 25 Code: 330400			
ONE WAY TRAFFIC Symbol Set Code: 25 Code: 330401			

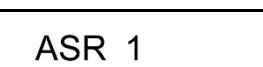
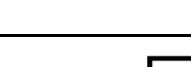
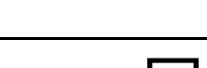
Control Measure	Template	Draw Rules	Example
TWO WAY TRAFFIC			
Symbol Set Code: 25 Code: 330402			
ALTERNATING TRAFFIC			
Symbol Set Code: 25 Code: 330403			
ROUTE			
Symbol Set Code: 25 Code: 330500			
ONE WAY TRAFFIC ROUTE			
Symbol Set Code: 25 Code: 330501			
ALTERNATING TRAFFIC ROUTE			
Symbol Set Code: 25 Code: 330502			

Table 8-21: Supply Control Measure Symbol.**8.17. INTELLIGENCE CONTROL MEASURES**

1. Intelligence Control Measures symbols support the planning, execution, and acquisition of timely, tailored, and accurate intelligence in relation with the commander's mission. Table 8-22 below lists Intelligence Control Measures symbols.

Table 8-22: Intelligence Control Measure Symbols

See Table A-32 for associated Symbol Identification Codes

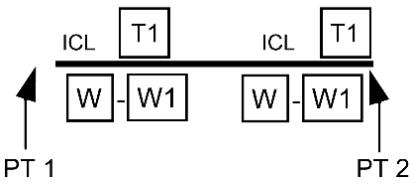
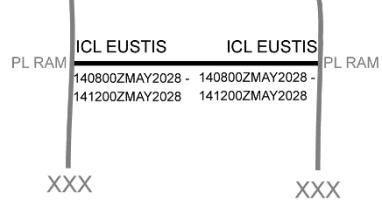
Control Measure	Template	Draw Rules	Example
INTELLIGENCE LINES Symbol Set Code: 25 Code: 300000	There is no associated symbol. It is included for training or hierarchical explanation purposes.		Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure. N/A
INTELLIGENCE COORDINATION LINE (ICL) Symbol Set Code: 25 Code: 300100	 <p>The diagram shows the template for an ICL symbol. It features two horizontal segments, each labeled 'ICL' at the top and 'T1' inside a small square at the end. Below each horizontal segment is a vertical segment labeled 'W - W1'. Arrows labeled 'PT 1' and 'PT 2' point towards the ends of the horizontal segments.</p>	<u>Anchor Points.</u> This symbol requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line. <u>Size/Shape.</u> The first and last anchor points determine the length of the line. The end-of-line information will typically be posted at the ends of the line as it is displayed on the screen. <u>Orientation.</u> Orientation is determined by the order in which the anchor points are entered. <u>Static/Dynamic:</u> D	 <p>A vertical line with two horizontal spans. The left end is labeled 'PL RAM' and the right end is labeled 'PL RAM'. Between the spans, there is a box containing 'ICL EUSTIS' and '140800ZMAY2028 - 141200ZMAY2028'. The bottom of the line has 'XXX' written on both sides.</p>

Table 8-22: Intelligence Control Measure Symbols

See Table A-32 for associated Symbol Identification Codes

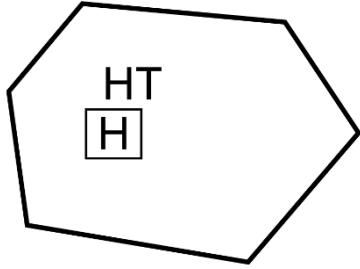
Control Measure	Template	Draw Rules	Example
INTELLIGENCE AREAS Symbol Set Code: 25 Code: 370000	There is no associated symbol. It is included for training or hierarchical explanation purposes.		N/A
HUMAN TERRAIN Symbol Set Code: 25 Code: 370100	 <p>The template consists of a pentagonal outline. Inside the pentagon, the letters "HT" are positioned above a smaller square containing the letter "H".</p>	<u>Anchor Points.</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape.</u> Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. <u>Orientation.</u> Not applicable. Static/Dynamic: D	 <p>The example shows the same pentagonal outline as the template, but it contains the text "HT" above "FATHER MURPHY CONTROL".</p>

Table 8-22: Intelligence Control Measure Symbols.

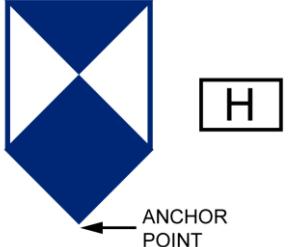
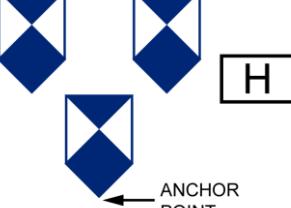
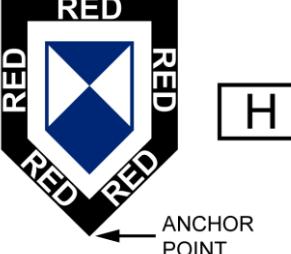
Control Measure	Template	Example
PROTECTION OF CULTURAL PROPERTY Symbol Set Code: 25 Code: 360000	There is no associated symbol. It is included for training or hierarchical explanation purposes.	Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure. N/A
GENERAL Type: Entity Type Entity: PROTECTION OF CULTURAL PROPERTY Symbol Set Code: 25 Code 360100		 STONEHENGE
SPECIAL Type: Entity Type Entity: PROTECTION OF CULTURAL PROPERTY Symbol Set Code: 25 Code 360200		 CATHEDRAL
ENHANCED Type: Entity Type Entity: PROTECTION OF CULTURAL PROPERTY Symbol Set Code: 25 Code 360300		 MINARET

Table 8-23: Cultural Property Protection Symbols.

8.18. Control Measure Sector 1 Modifiers

1. Sector 1 modifiers provide additional information regarding the icon within the symbol.
2. Table 8-24 shows the icons for use in Control Measures Sector 1 Modifiers. Additional Sector 1 Modifiers, where required, are included in Table 1-3. These modifiers are accessed using Common Modifiers. See Annex A Para A.13.

Table 8-24: Control Measure Sector 1 Modifiers
See Table A-33 for associated Symbol Identification Codes

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
UNSPECIFIED Symbol Set Code: 25 Code: 00	N/A	N/A	N/A
STANDARD MOBILITY/ON-ROAD MOBILITY Symbol Set Code: 25 Code: 01	MOBILITY		For use with Limited Access Area, Restricted Terrain, and Severely Restricted Terrain only.
HIGH MOBILITY/OFF-ROAD MOBILITY Symbol Set Code: 25 Code: 02	MOBILITY		For use with Limited Access Area, Restricted Terrain, and Severely Restricted Terrain only.
TRACKED Symbol Set Code: 25 Code: 03	MOBILITY		For use with Limited Access Area, Restricted Terrain, and Severely Restricted Terrain only.
TRACKED AND WHEELED COMBINATION Symbol Set Code: 25 Code: 04	MOBILITY		For use with Limited Access Area, Restricted Terrain, and Severely Restricted Terrain only.

Table 8-24: Control Measure Sector 1 Modifiers

See Table A-33 for associated Symbol Identification Codes

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
TOWED Symbol Set Code: 25 Code: 05	MOBILITY		For use with Limited Access Area, Restricted Terrain, and Severely Restricted Terrain only.
RAILWAY Symbol Set Code: 25 Code: 06	MOBILITY		For use with Limited Access Area, Restricted Terrain, and Severely Restricted Terrain only.
OVER-SNOW (PRIME MOVER) Symbol Set Code: 25 Code: 07	MOBILITY		For use with Limited Access Area, Restricted Terrain, and Severely Restricted Terrain only.
SLED Symbol Set Code: 25 Code: 08	MOBILITY		For use with Limited Access Area, Restricted Terrain, and Severely Restricted Terrain only.
PACK ANIMAL Symbol Set Code: 25 Code: 09	MOBILITY		For use with Limited Access Area, Restricted Terrain, and Severely Restricted Terrain only.
BARGE Symbol Set Code: 25 Code: 10	MOBILITY		For use with Limited Access Area, Restricted Terrain, and Severely Restricted Terrain only.
AMPHIBIOUS Symbol Set Code: 25 Code: 11	MOBILITY		For use with Limited Access Area, Restricted Terrain, and Severely Restricted Terrain only.

Table 8-24: Control Measure Sector 1 Modifiers

See Table A-33 for associated Symbol Identification Codes

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
NO VEHICLES Symbol Set Code: 25 Code: 12	MOBILITY	ALL	For use with Limited Access Area, Restricted Terrain, and Severely Restricted Terrain only.
UNSPECIFIED MINE Symbol Set Code: 25 Code: 13	MINE TYPE		Used with minefields & mined areas only.
ANTIPERSONNEL MINE Symbol Set Code: 25 Code: 14	MINE TYPE		Used with minefields & mined areas only.
ANTIPERSONNEL MINE WITH DIRECTIONAL EFFECTS Symbol Set Code: 25 Code: 15	MINE TYPE		Used with minefields & mined areas only.
ANTITANK MINE Symbol Set Code: 25 Code: 16	MINE TYPE		Used with minefields & mined areas only.
ANTITANK MINE WITH ANTIHANDLING DEVICE Symbol Set Code: 25 Code: 17	MINE TYPE		Used with minefields & mined areas only.
WIDE AREA ANTITANK MINE Symbol Set Code: 25 Code: 18	MINE TYPE		Used with minefields & mined areas only.

Table 8-24: Control Measure Sector 1 Modifiers

See Table A-33 for associated Symbol Identification Codes

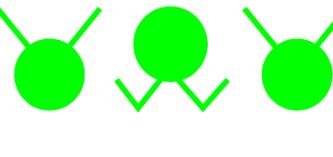
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
MINE CLUSTER Symbol Set Code: 25 Code: 19	MINE TYPE		Used with minefields & mined areas only.
ANTIPERSONNEL MINE AND ANTI PERSONNEL MINE WITH DIRECTIONAL EFFECTS Symbol Set Code: 25 Code: 20	MINE TYPE		Used with minefields & mined areas only.
ANTIPERSONNEL MINE AND ANTITANK MINE Symbol Set Code: 25 Code: 21	MINE TYPE		Used with minefields & mined areas only.
ANTIPERSONNEL MINE AND ANTITANK MINE WITH ANTIHANDLING DEVICE Symbol Set Code: 25 Code: 22	MINE TYPE		Used with minefields & mined areas only.
ANTIPERSONNEL MINE AND WIDE AREA ANTITANK MINE Symbol Set Code: 25 Code: 23	MINE TYPE		Used with minefields & mined areas only.
ANTIPERSONNEL MINE AND MINE CLUSTER Symbol Set Code: 25 Code: 24	MINE TYPE		Used with minefields & mined areas only.

Table 8-24: Control Measure Sector 1 Modifiers

See Table A-33 for associated Symbol Identification Codes

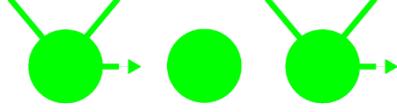
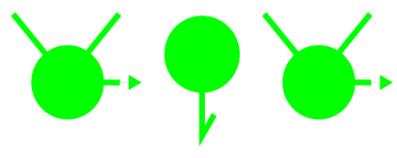
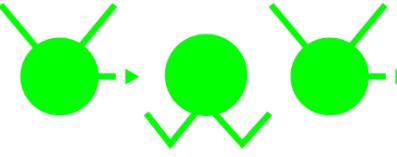
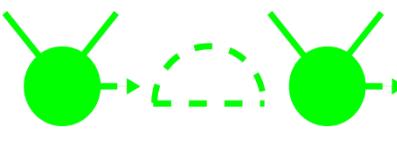
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
ANTIPERSONNEL MINE WITH DIRECTIONAL EFFECTS AND ANTITANK MINE SYMBOL SET CODE: 25 CODE: 25	MINE TYPE		Used with minefields & mined areas only.
ANTIPERSONNEL MINE WITH DIRECTIONAL EFFECTS AND ANTITANK MINE WITH ANTIHANDLING DEVICE Symbol Set Code: 25 Code: 26	MINE TYPE		Used with minefields & mined areas only.
ANTIPERSONNEL MINE WITH DIRECTIONAL EFFECTS AND WIDE AREA ANTITANK MINE Symbol Set Code: 25 Code: 27	MINE TYPE		Used with minefields & mined areas only.
ANTIPERSONNEL MINE WITH DIRECTIONAL EFFECTS AND MINE CLUSTER Symbol Set Code: 25 Code: 28	MINE TYPE		Used with minefields & mined areas only.
ANTITANK MINE AND ANTITANK MINE WITH ANTIHANDLING DEVICE Symbol Set Code: 25 Code: 29	MINE TYPE		Used with minefields & mined areas only.

Table 8-24: Control Measure Sector 1 Modifiers

See Table A-33 for associated Symbol Identification Codes

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
ANTITANK MINE AND WIDE AREA ANTITANK MINE Symbol Set Code: 25 Code: 30	MINE TYPE		Used with minefields & mined areas only.
ANTITANK MINE AND MINE CLUSTER Symbol Set Code: 25 Code: 31	MINE TYPE		Used with minefields & mined areas only.
ANTITANK MINE WITH ANTIHANDLING DEVICE AND WIDE AREA ANTITANK MINE Symbol Set Code: 25 Code: 32	MINE TYPE		Used with minefields & mined areas only.
ANTITANK MINE WITH ANTIHANDLING DEVICE AND MINE CLUSTER Symbol Set Code: 25 Code: 33	MINE TYPE		Used with minefields & mined areas only.
WIDE AREA ANTITANK MINE AND MINE CLUSTER Symbol Set Code: 25 Code: 34	MINE TYPE		Used with minefields & mined areas only.

Table 8-24: Control Measure Sector 1 Modifiers

See Table A-33 for associated Symbol Identification Codes

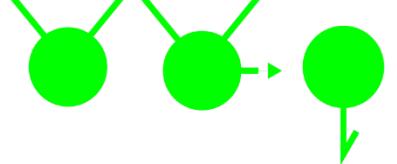
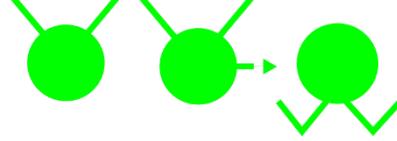
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
ANTIPERSONNEL MINE, ANTIPERSONNEL MINE WITH DIRECTIONAL EFFECTS, AND ANTITANK MINE Symbol Set Code: 25 Code: 35	MINE TYPE		Used with minefields & mined areas only.
ANTIPERSONNEL MINE, ANTIPERSONNEL MINE WITH DIRECTIONAL EFFECTS, AND ANTITANK MINE WITH ANTIHANDLING DEVICE Symbol Set Code: 25 Code: 36	MINE TYPE		Used with minefields & mined areas only.
ANTIPERSONNEL MINE, ANTIPERSONNEL MINE WITH DIRECTIONAL EFFECTS, AND WIDE AREA ANTITANK MINE Symbol Set Code: 25 Code: 37	MINE TYPE		Used with minefields & mined areas only.
ANTIPERSONNEL MINE, ANTIPERSONNEL MINE WITH DIRECTIONAL EFFECTS, AND MINE CLUSTER Symbol Set Code: 25 Code: 38	MINE TYPE		Used with minefields & mined areas only.

Table 8-24: Control Measure Sector 1 Modifiers

See Table A-33 for associated Symbol Identification Codes

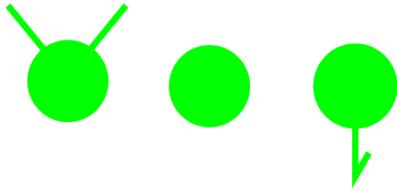
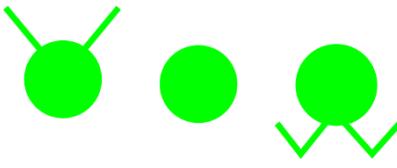
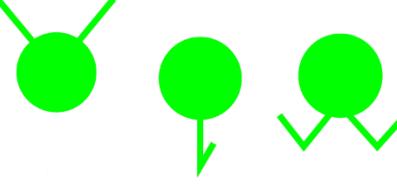
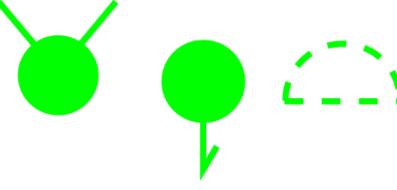
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
ANTIPERSONNEL MINE, ANTITANK MINE, AND ANTITANK MINE WITH ANTIHANDLING DEVICE Symbol Set Code: 25 Code: 39	MINE TYPE		Used with minefields & mined areas only.
ANTIPERSONNEL MINE, ANTITANK MINE, AND WIDE AREA ANTITANK MINE Symbol Set Code: 25 Code: 40	MINE TYPE		Used with minefields & mined areas only.
ANTIPERSONNEL MINE, ANTITANK MINE, AND MINE CLUSTER Symbol Set Code: 25 Code: 41	MINE TYPE		Used with minefields & mined areas only.
ANTIPERSONNEL MINE, ANTITANK MINE WITH ANTIHANDLING DEVICE, AND WIDE AREA ANTITANK MINE Symbol Set Code: 25 Code: 42	MINE TYPE		Used with minefields & mined areas only.
ANTIPERSONNEL MINE, ANTITANK MINE WITH ANTIHANDLING DEVICE, AND MINE CLUSTER Symbol Set Code: 25 Code: 43	MINE TYPE		Used with minefields & mined areas only.

Table 8-24: Control Measure Sector 1 Modifiers

See Table A-33 for associated Symbol Identification Codes

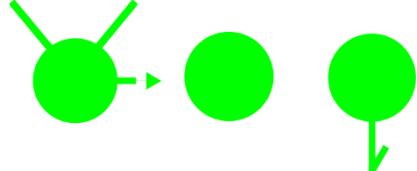
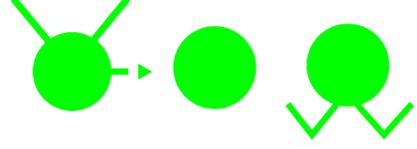
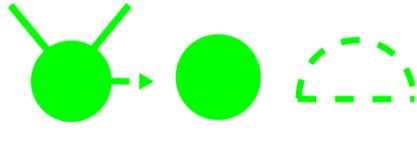
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
ANTIPERSONNEL MINE, WIDE AREA ANTITANK MINE, AND MINE CLUSTER Symbol Set Code: 25 Code: 44	MINE TYPE		Used with minefields & mined areas only.
ANTIPERSONNEL MINE WITH DIRECTIONAL EFFECTS, ANTITANK MINE, AND ANTITANK MINE WITH ANTIHANDLING DEVICE Symbol Set Code: 25 Code: 45	MINE TYPE		Used with minefields & mined areas only.
ANTIPERSONNEL MINE WITH DIRECTIONAL EFFECTS, ANTITANK MINE, AND WIDE AREA ANTITANK MINE Symbol Set Code: 25 Code: 46	MINE TYPE		Used with minefields & mined areas only.
ANTIPERSONNEL MINE WITH DIRECTIONAL EFFECTS, ANTITANK MINE, AND MINE CLUSTER Symbol Set Code: 25 Code: 47	MINE TYPE		Used with minefields & mined areas only.

Table 8-24: Control Measure Sector 1 Modifiers

See Table A-33 for associated Symbol Identification Codes

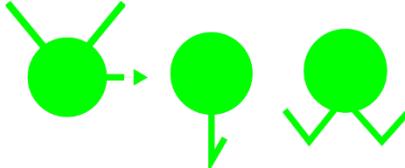
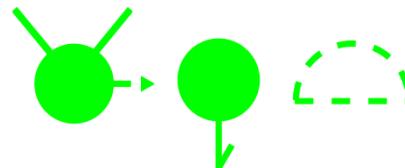
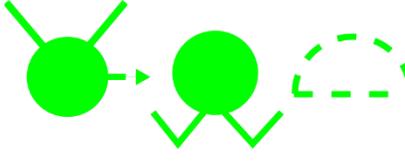
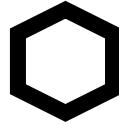
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
ANTIPERSONNEL MINE WITH DIRECTIONAL EFFECTS, ANTITANK MINE WITH ANTIHANDLING DEVICE, AND WIDE AREA ANTITANK MINE Symbol Set Code: 25 Code: 48	MINE TYPE		Used with minefields & mined areas only.
ANTIPERSONNEL MINE WITH DIRECTIONAL EFFECTS, ANTITANK MINE WITH ANTIHANDLING DEVICE, AND MINE CLUSTER Symbol Set Code: 25 Code: 49	MINE TYPE		Used with minefields & mined areas only.
ANTIPERSONNEL MINE WITH DIRECTIONAL EFFECTS, WIDE AREA ANTITANK MINE, AND MINE CLUSTER Symbol Set Code: 25 Code: 50	MINE TYPE		Used with minefields & mined areas only.
DISMOUNTED Symbol Set Code: 25 Code: 51	MOBILITY		For use with Limited Access Area, Restricted Terrain, and Severely Restricted Terrain only.

Table 8-24: Control Measure Sector 1 Modifiers

8.19. Control Measure Sector 2 Modifiers

1. Sector 2 modifiers provide additional information regarding the icon within the symbol.
2. Table 8-25 shows the icons for use in Control Measures Sector 2 Modifiers. Additional Sector 2 Modifiers, where required, are included in Table 1-4. These modifiers are accessed using Common Modifiers. See Annex A Para A.13.

Table 8-25: Control Measure Sector 2 Modifiers See Table A-33 for associated Symbol Identification Codes			
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
UNSPECIFIED Symbol Set Code: 25 Code: 00	N/A	N/A	N/A
URBAN Symbol Set Code: 25 Code: 01	TERRAIN	URBAN	Optional hatching colour - BLACK
WATER Symbol Set Code: 25 Code: 02	TERRAIN	WATER	Optional hatching colour - BLUE
GROUND Symbol Set Code: 25 Code: 03	TERRAIN	GROUND	Optional hatching colour - BROWN
VEGETATION Symbol Set Code: 25 Code: 04	TERRAIN	VEGETATION	Optional hatching colour - GREEN
OBSTACLES Symbol Set Code: 25 Code: 05	TERRAIN	OBSTACLES	Optional hatching colour - GREEN

Table 8-25: Control Measure Sector 2 Modifiers

8.20. SPACE HAZARDS (DEBRIS) SYMBOLS

- Table 8-26 provides Space Hazards symbols pertaining to space debris.

Table 8-26: Space Hazards (Space Debris) See Table A-32 for associated Symbol Identification Codes			
Control Measure	Template	Draw Rules	Example
SPACE DEBRIS Symbol Set Code: 25 Code: 350000	There is no associated symbol. It is included for training or hierarchical explanation purposes.	N/A	N/A
HUMAN MADE SPACE DEBRIS Symbol Set Code: 25 Code: 350100	There is no associated symbol. It is included for training or hierarchical explanation purposes.	N/A	N/A
HUMAN MADE SPACE DEBRIS SMALL Symbol Set Code: 25 Code: 350101		N/A	None
HUMAN MADE SPACE DEBRIS MEDIUM Symbol Set Code: 25 Code: 350102		N/A	None
HUMAN MADE SPACE DEBRIS BIG Symbol Set Code: 25 Code: 350103		N/A	None

Table 8-26: Space Hazards (Space Debris) See Table A-32 for associated Symbol Identification Codes			
Control Measure	Template	Draw Rules	Example
NATURAL SPACE DEBRIS Symbol Set Code: 25 Code: 350200	There is no associated symbol. It is included for training or hierarchical explanation purposes.	N/A	Note: The symbols that have been coloured grey are used to help explain how the Control Measure is used, but they are not a part of the Control Measure. N/A
NATURAL SPACE DEBRIS SMALL Symbol Set Code: 25 Code: 350201		N/A	None
NATURAL SPACE DEBRIS MEDIUM Symbol Set Code: 25 Code: 350202		N/A	None
NATURAL SPACE DEBRIS BIG Symbol Set Code: 25 Code: 350203		N/A	None

Table 8-26: Space Hazards (Space Debris).

8.21. Control Measure Modifiers

1. Modifiers Display additional information regarding the icon. The location of sector 1 modifiers in control measure symbols is different than for other symbols within this standard as control measure symbols do not use a bounding octagon. The physical location is defined in the applicable control measure symbol template within this appendix.

8.22. Minefield Modifiers

1. **Control Measure Sector 1 Modifier.** The Mine Types within the control measure symbols sector 1 modifier provides a graphic representation of the type(s) of mines used in a minefield or mined area. The Mine Types within the control measure symbols sector 1 modifier shall only be used with minefields and mined area control measure symbols. A minefield or mined area can contain a single mine type or multiple mine types, with a maximum of three (3) mine types in a single minefield or mined area.

2. **Mine Types.** The seven mine types are Unspecified Mine, Antipersonnel Mine, Antipersonnel Mine with Directional Effects, Antitank Mine, Antitank Mine with Anti-handling Device, Wide Area Antitank Mine, and Mine Cluster.

3. **Default Mine Type.** All minefields and mined areas shall contain a minimum of one Mine Type. The default mine type is the Unspecified Mine, sector 1 modifier code "13". When the type of mines in a minefield or mined area are known, then the actual mine types shall be used, not the default Unspecified Mine.

4. **Mine Type(s) as a Fill Pattern.** For the Minefield, Dynamic Depiction, Mined Area, and Mined Area, Fenced control measure symbols, the specified mine types may be used to create a fill pattern

8.23. Feint/Dummy Indicator Line Style

1. The line style of the feint, decoy, or dummy indicator when used with control measure symbols shall always be rendered as dashed lines, even when the status of the control measure symbols is present, and the control measure symbol line style is solid. See Figure 8-9 below.

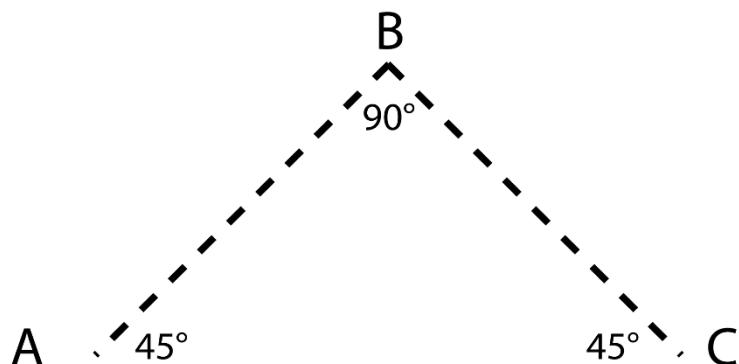


Figure 8-9: Orientation of Feint/Dummy Indicator.

2. **Feint, decoy, or dummy indicator rendering for most linear and area (polygon) control measure symbols.** The rendering of the feint, decoy, or dummy indicator for most linear control measures and most area (polygon) control measures that do not contain a large directional arrow is described below. This does not apply to any Axis of Advance and/or Direction of Attack control measure symbols (they have large arrows).

3. The feint, decoy, or dummy indicators point "A" and "C" x/y coordinates are calculated using the left and right most edge of the symbol area respectively as the "x" (see red dotted line) and the topmost edge of the symbol area as the "y" (see blue dotted line).

4. The feint, decoy, or dummy indicator point "B" x/y coordinate is calculated using the orientation in Figure 8-10.

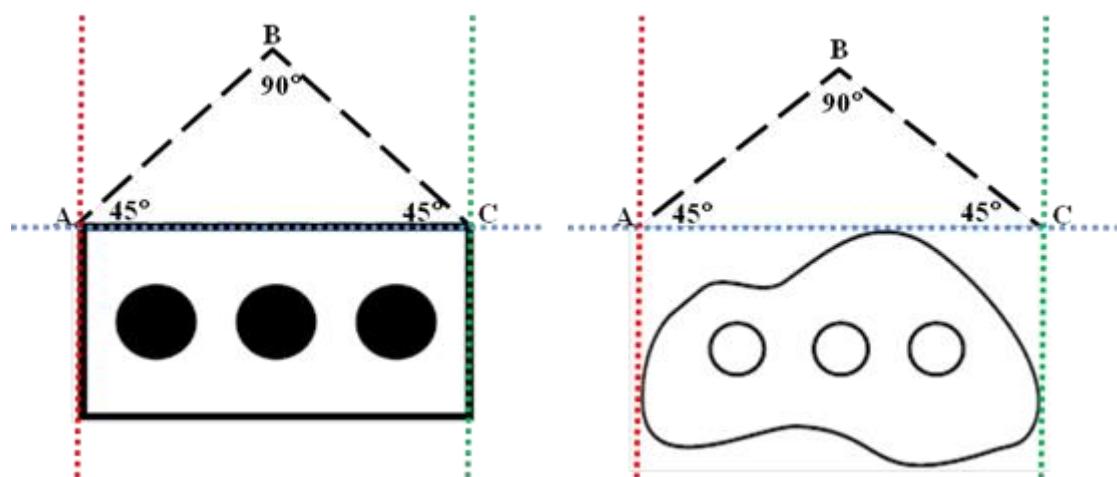


Figure 8-10: Feint, decoy, or dummy indicator positioning.

APPENDIX A TO CHAPTER 8. CONTROL MEASURE SYMBOLS: MISSION TASKS AND MISSION TASK VERBS

The Tactical Mission Task and Mission Task Verb symbols in Appendix A to Chapter 8 are the graphical representations of many of the Tactical Mission Task verbs. Not all Tactical Mission Tasks and Mission Task verbs have an associated symbol. Tactical Mission Task and Mission Task Verb symbols are for use in course of action sketches, synchronization matrices, and manoeuvre sketches. They do not replace any part of the operation order. The Tactical Mission Task Verb symbols should be scaled to fit the map scale and size of unit for which they are being used. The examples shown in Table 8-A-1 are for illustration purposes only. (This Appendix supports STANAG 2287.)

Table 8-A-1 Mission Tasks and Mission Task Verbs Symbols

Note: See Annex A Table A-32 for associated Symbol Identification Codes

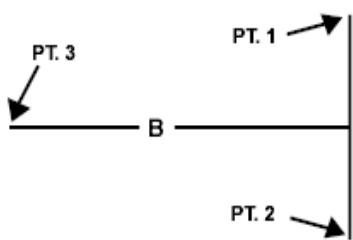
Control Measure	Template	Draw Rules	Example
MISSION TASKS Symbol Set Code: 25 Code: 340000	There is no associated symbol. It is included for training or hierarchical explanation purposes.	Static/Dynamic: N/A	N/A
BLOCK Symbol Set Code: 25 Code: 340100		<p>Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic's vertical line. Point 3 defines the endpoint of the graphic's horizontal line.</p> <p>Size/Shape. Points 1 and 2 determine the length of the vertical line. Points 2 and 3 determine the length of the horizontal line, which will project perpendicularly from the midpoint of the vertical line.</p> <p>Orientation. The head of the "T" typically faces enemy forces.</p> <p>Static/Dynamic: D</p>	

Table 8-A-1 Mission Tasks and Mission Task Verbs Symbols

Note: See Annex A Table A-32 for associated Symbol Identification Codes

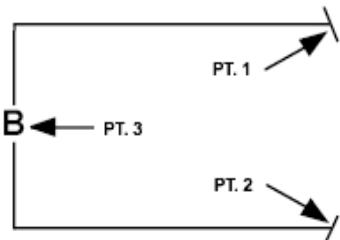
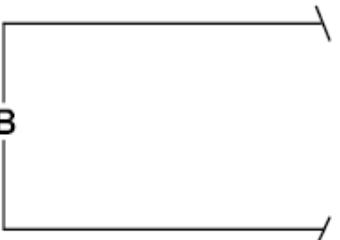
Control Measure	Template	Draw Rules	Example
BREACH Symbol Set Code: 25 Code: 340200		<p><u>Anchor Points.</u> This symbol requires three anchor points. Points 1 and 2 define the endpoints of the symbol's opening and point 3 defines the rear of the symbol.</p> <p><u>Size/Shape.</u> Points 1 and 2 determine the symbol's height and point 3 determines its length. The vertical line at the rear of the symbol will be the same height as the opening and parallel to it.</p> <p><u>Orientation.</u> The opening defines the span of the breach and typically faces enemy forces.</p> <p>Static/Dynamic: D</p>	

Table 8-A-1 Mission Tasks and Mission Task Verbs Symbols

Note: See Annex A Table A-32 for associated Symbol Identification Codes

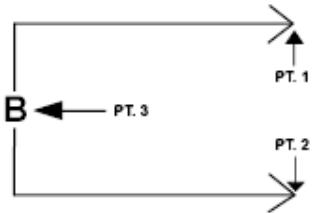
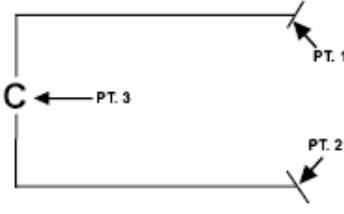
Control Measure	Template	Draw Rules	Example
BYPASS Symbol Set Code: 25 Code: 340300		<u>Anchor Points.</u> This symbol requires three anchor points. Points 1 and 2 define the tips of the arrowheads and point 3 defines the rear of the symbol. <u>Size/Shape.</u> Points 1 and 2 determine the symbol's height and point 3 determines its length. The vertical line at the rear of the symbol will be the same height as the opening and parallel to it.	
CANALIZE Symbol Set Code: 25 Code: 340400		<u>Orientation.</u> The opening typically faces enemy forces. <u>Static/Dynamic:</u> D	

Table 8-A-1 Mission Tasks and Mission Task Verbs Symbols

Note: See Annex A Table A-32 for associated Symbol Identification Codes

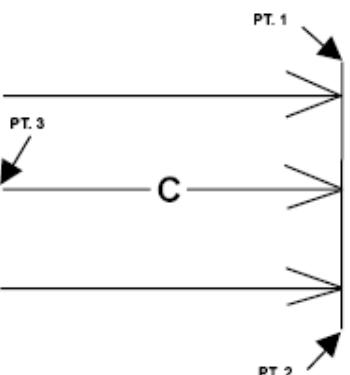
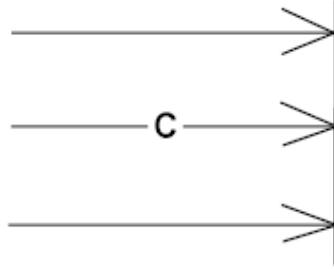
Control Measure	Template	Draw Rules	Example
<p>CLEAR</p> <p>Symbol Set Code: 25</p> <p>Code: 340500</p>		<p>Anchor Points. This symbol requires three anchor points. Points 1 and 2 define the endpoints of the symbol's vertical line and point 3 defines the rear of the symbol.</p> <p>Size/Shape. Points 1 and 2 determine the symbol's height and point 3 determines its length. The spacing between the symbol's arrows will stay proportional to the symbol's height. The tip of the middle arrowhead will be at the midpoint of the vertical line. The arrows will stay perpendicular to the vertical line, regardless of the rotational orientation of the symbol as a whole.</p> <p>Orientation. The arrows typically point toward enemy forces.</p> <p>Static/Dynamic: D</p>	<p>Note: The symbols that have been coloured grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 

Table 8-A-1 Mission Tasks and Mission Task Verbs Symbols

Note: See Annex A Table A-32 for associated Symbol Identification Codes

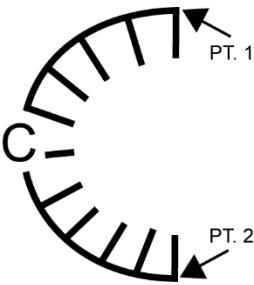
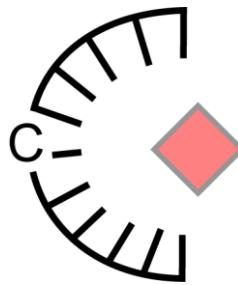
Control Measure	Template	Draw Rules	Example
CONTAIN Symbol Set Code: 25 Code: 151204		<p>Anchor Points. This symbol requires two anchor points. Points 1 and 2 define the endpoints of the semicircle's opening. Point 3 defines the end of the arrow.</p> <p>Size/Shape. Points 1 and 2 determine the diameter of the semicircle. The default tic length should be the same as the text height of the identifying letter. Spacing between the tics should also be the height of the identifying letter. Users should be provided a facility to allow them to manually alter the height of the identifying letter, which in turn should affect the tic length and spacing accordingly.</p> <p>Orientation. The order of the points determines the orientation of the symbol.</p> <p>Static/Dynamic: D</p>	<p>Note: The symbols that have been coloured grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 

Table 8-A-1 Mission Tasks and Mission Task Verbs Symbols

Note: See Annex A Table A-32 for associated Symbol Identification Codes

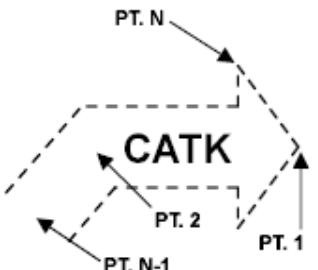
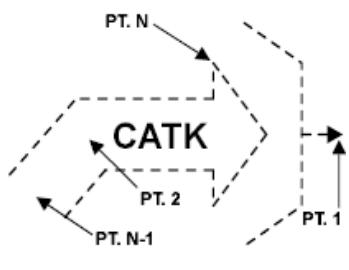
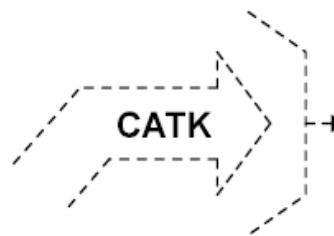
Control Measure	Template	Draw Rules	Example
COUNTER-ATTACK Symbol Set Code: 25 Code: 340600 Note: The dashed lines in this graphic shall be displayed in present and anticipated status.		<u>Anchor Points.</u> The symbol requires N anchor points, where N is between 3 and 50. Point 1 defines the tip of the arrowhead. Point N-1 defines the rear of the symbol. Point N defines the back of the arrowhead. Anchor points are numbered sequentially beginning with point number one (1), in increments of one (1).	
COUNTER ATTACK BY FIRE Symbol Set Code: 25 Code: 340700 Note: The dashed lines in this graphic shall be displayed in present and anticipated status.		<u>Size/Shape.</u> Points 1 through N-1 determine the symbol's centreline and Point N determines the width. <u>Orientation.</u> The arrowhead typically points toward enemy forces. Static/Dynamic: D	

Table 8-A-1 Mission Tasks and Mission Task Verbs Symbols

Note: See Annex A Table A-32 for associated Symbol Identification Codes

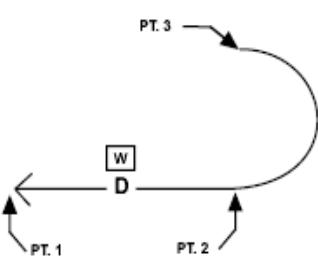
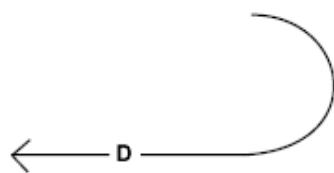
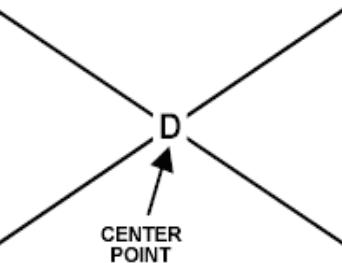
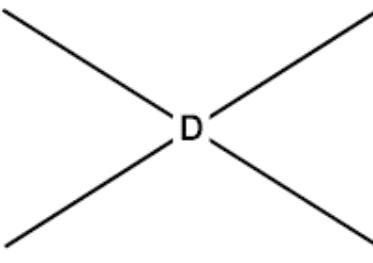
Control Measure	Template	Draw Rules	Example
DELAY Symbol Set Code: 25 Code: 340800		<p>Anchor Points. This symbol requires three anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the end of the straight line portion of the symbol. Point 3 defines the diameter and orientation of the 180 degree circular arc.</p> <p>Size/Shape. Points 1 and 2 determine the length of the straight line portion of the symbol. Point 3 defines which side of the line the arc is on and the diameter of the arc.</p> <p>Orientation. The arrow points in the direction of the action. The tip of the arrowhead may indicate the location where the action is to conclude. The unit's current location is typically represented at the base of the arc. The 180 degree circular arc is always perpendicular to the line.</p> <p>Static/Dynamic: D</p>	
DESTROY Symbol Set Code: 25 Code: 340900		<p>Anchor Points. This symbol requires one anchor point. The centre point defines centre of the symbol.</p> <p>Size/Shape. Static.</p> <p>Orientation. The symbol is typically centred over the desired location.</p> <p>Static/Dynamic: S</p>	

Table 8-A-1 Mission Tasks and Mission Task Verbs Symbols

Note: See Annex A Table A-32 for associated Symbol Identification Codes

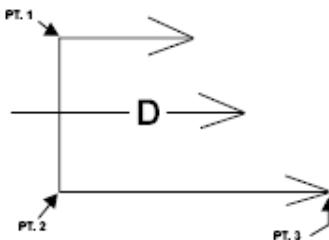
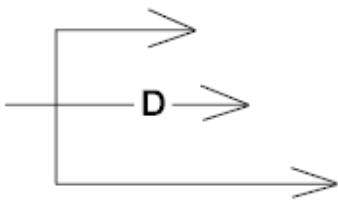
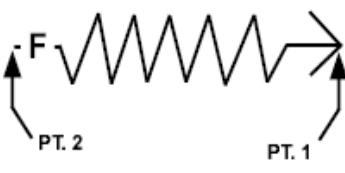
Control Measure	Template	Draw Rules	Example
DISRUPT Symbol Set Code: 25 Code: 341000		<u>Anchor Points.</u> This graphic requires three anchor points. Points 1 and 2 define the end points of the graphic's vertical line. Point 3 defines the tip of the longest arrow. <u>Size/Shape.</u> Points 1 and 2 determine the height of the graphic and point 3 determines its length. The spacing between the graphic's arrows will stay proportional to the graphic's vertical line. The length of the short arrows will remain in proportion to the length of the longest arrow. The arrows are perpendicular to the baseline (vertical line) and parallel to each other. <u>Orientation.</u> The arrows typically point toward enemy forces. Static/Dynamic: D	
FIX Symbol Set Code: 25 Code: 341100		<u>Anchor Points.</u> This graphic requires 2 anchor points. Point 1 defines the tip of the arrowhead and point 2 defines the rear of the graphic. <u>Size/Shape.</u> Points 1 and 2 determine the length of the graphic, which varies only in length. <u>Orientation.</u> The arrow typically points toward enemy forces with the tip of the arrowhead indicating the location of the action. Static/Dynamic: D	

Table 8-A-1 Mission Tasks and Mission Task Verbs Symbols

Note: See Annex A Table A-32 for associated Symbol Identification Codes

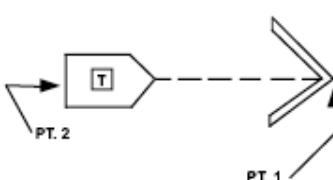
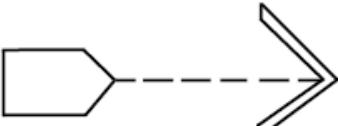
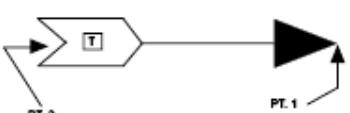
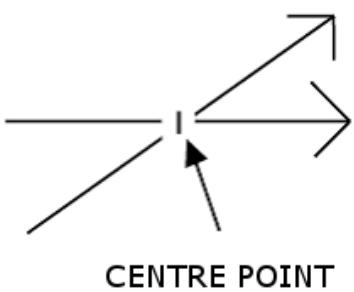
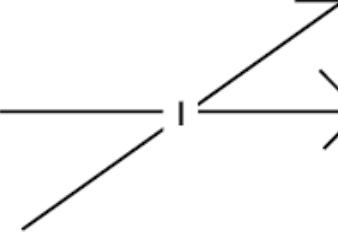
Control Measure	Template	Draw Rules	Example
FOLLOW AND ASSUME Symbol Set Code: 25 Code: 341200 Note: The dashed lines in this graphic shall be displayed in present and anticipated status.		<u>Anchor Points.</u> This symbol requires exactly two anchor points. Point 1 defines the tip of the arrowhead and point 2 defines the rear of the symbol. <u>Size/Shape.</u> Points 1 and 2 determine the length of the symbol, which varies only in length. <u>Orientation.</u> The arrow typically points in the direction of the action. <u>Static/Dynamic:</u> D	
FOLLOW AND SUPPORT Symbol Set Code: 25 Code: 341300		<u>Anchor Points.</u> This symbol requires exactly two anchor points. Point 1 defines the tip of the arrowhead and point 2 defines the rear of the symbol. <u>Size/Shape.</u> Points 1 and 2 determine the length of the symbol, which varies only in length. <u>Orientation.</u> The arrow typically points in the direction of the action. <u>Static/Dynamic:</u> D	
INTERDICT Symbol Set Code: 25 Code: 341400		<u>Anchor Points.</u> This symbol requires one anchor point. The centre point defines the centre of the symbol. <u>Size/Shape.</u> There should be 45 degrees of angular separation between the two arrows. <u>Orientation.</u> The symbol is typically centred over the desired location. <u>Static/Dynamic:</u> S	

Table 8-A-1 Mission Tasks and Mission Task Verbs Symbols

Note: See Annex A Table A-32 for associated Symbol Identification Codes

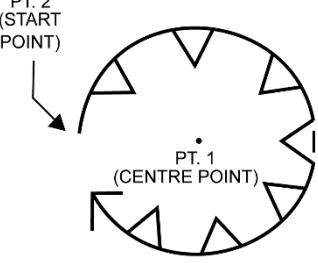
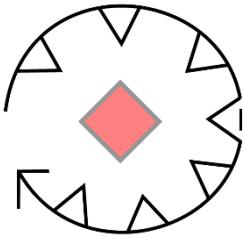
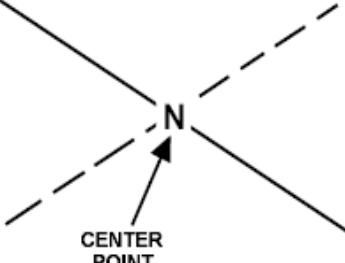
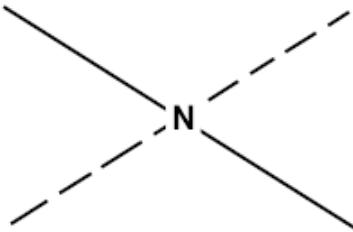
Control Measure	Template	Draw Rules	Example
ISOLATE Symbol Set Code: 25 Code: 341500		<u>Anchor Points.</u> This symbol requires two anchor points. Point 1 defines the centre point of the symbol and point 2 defines the symbol's start point and radius. <u>Size/Shape.</u> The radius will be long enough for the symbol to encompass the UEI(s) or feature(s) being isolated. The opening will be a 30 degree arc of the circle. <u>Orientation.</u> The opening will be on the friendly side of the symbol. <u>Static/Dynamic:</u> D	
NEUTRALIZE Symbol Set Code: 25 Code: 341600 Note: The dashed lines in this graphic shall be displayed in present and anticipated status.		<u>Anchor Points.</u> This symbol requires one anchor point. The centre point defines the centre of the symbol. <u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol is typically centred over the desired location. <u>Static/Dynamic:</u> S	

Table 8-A-1 Mission Tasks and Mission Task Verbs Symbols

Note: See Annex A Table A-32 for associated Symbol Identification Codes

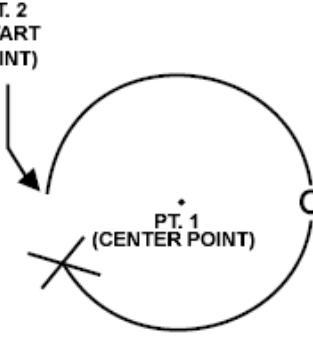
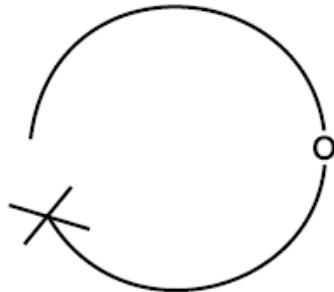
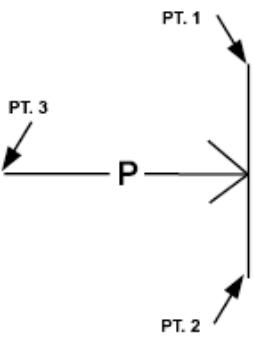
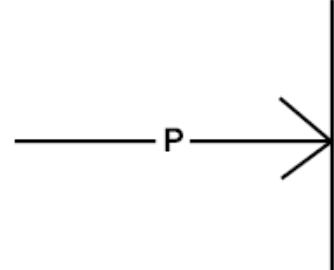
Control Measure	Template	Draw Rules	Example
OCCUPY Symbol Set Code: 25 Code: 341700		<u>Anchor Points.</u> This symbol requires two anchor points. Point 1 defines the centre point of the symbol and point 2 defines the symbol's start point and radius. <u>Size/Shape.</u> Points 1 and 2 will determine a radius that is long enough for the symbol to encompass the feature(s) being occupied. The opening will be a 30-degree arc of the circle. <u>Orientation.</u> The opening will be on the friendly side of the control measure <u>Static/Dynamic:</u> D	
PENETRATE Symbol Set Code: 25 Code: 341800		<u>Anchor Points.</u> This symbol requires three anchor points. Points 1 and 2 define the endpoints of the symbol's vertical line. Point 3 defines the rear of the symbol. <u>Size/Shape.</u> Points 1 and 2 determine the height of the symbol and point 3 determines its length. The arrow will project perpendicularly from the midpoint of the vertical line. <u>Orientation.</u> The arrow points toward enemy forces. <u>Static/Dynamic:</u> D	

Table 8-A-1 Mission Tasks and Mission Task Verbs Symbols

Note: See Annex A Table A-32 for associated Symbol Identification Codes

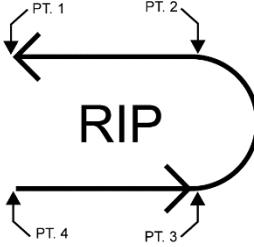
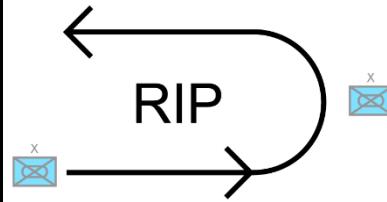
Control Measure	Template	Draw Rules	Example
RELIEVE IN PLACE / RELIEF IN PLACE (RIP) Symbol Set Code: 25 Code: 341900	 <p>The template shows a curved arrow with four points labeled PT. 1 through PT. 4. Point 1 is at the top left, point 2 is at the top right, point 3 is at the bottom right, and point 4 is at the bottom left. The word "RIP" is centered within the curve.</p>	<p>Anchor Points. This symbol requires four anchor points. Point 1 defines the tip of the first arrowhead. Point 2 defines the end of the straight line portion of the first arrow. Point 3 defines the tip of the second arrowhead. Point 4 defines the end of the second arrow.</p> <p>Size/Shape. Points 1 and 2 and points 3 and 4 determine the length of each arrow. Points 2 and 3 shall be connected by a smooth, curved line.</p> <p>Orientation. Determined by the anchor points. The unit being relieved is typically located at the base of the curve and the unit performing the relief is typically located at the end of the symbol. The arrowhead typically points to the location the relieved unit should move to.</p> <p>Static/Dynamic: D</p>	<p>Note: The symbols that have been coloured grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p>  <p>The example shows the RIP symbol with the four anchor points (PT. 1, PT. 2, PT. 3, PT. 4) highlighted in blue. The arrows indicate the direction of movement: one arrow points left from the top-left point, another points right from the top-right point, a third points down from the bottom-right point, and a fourth points up from the bottom-left point. The word "RIP" is centered within the curve.</p>

Table 8-A-1 Mission Tasks and Mission Task Verbs Symbols

Note: See Annex A Table A-32 for associated Symbol Identification Codes

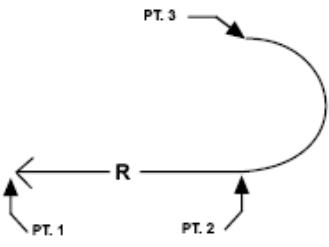
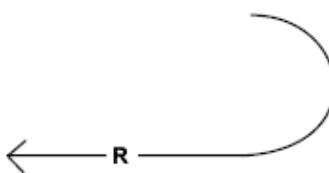
Control Measure	Template	Draw Rules	Example
RETIRE/RETIREMENT Symbol Set Code: 25 Code: 342000		<p>Anchor Points. This symbol requires three anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the end of the straight line portion of the symbol. Point 3 defines the diameter and orientation of the 180 degree arc.</p> <p>Size/Shape. Points 1 and 2 determine the length of the straight line portion of the symbol. Point 3 defines which side of the line the arc is on and the diameter of the arc.</p> <p>Orientation. The arrow points in the direction of the action. The tip of the arrowhead may indicate the location where the action is to conclude. The unit's current location is typically represented at the base of the arc. The 180 degree circular arc is always perpendicular to the line.</p> <p>Static/Dynamic: D</p>	

Table 8-A-1 Mission Tasks and Mission Task Verbs Symbols

Note: See Annex A Table A-32 for associated Symbol Identification Codes

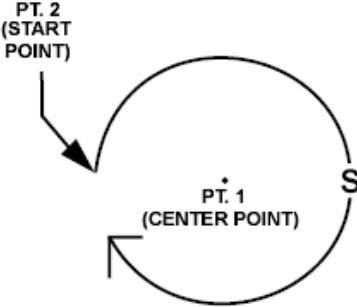
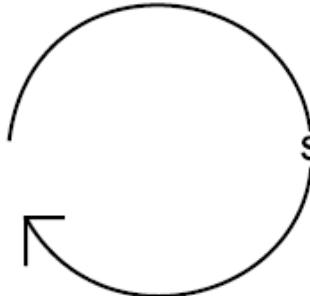
Control Measure	Template	Draw Rules	Example
SECURE Symbol Set Code: 25 Code: 342100		<p><u>Anchor Points.</u> This graphic requires two anchor points. Point 1 defines the centre point of the graphic and point 2 defines the graphic's start point and radius.</p> <p><u>Size/Shape.</u> Points 1 and 2 will determine a radius that is long enough for the graphic to encompass the feature(s) being secured. The opening will be a 30-degree arc of the circle.</p> <p><u>Orientation.</u> The opening will be on the friendly side of the graphic.</p> <p>Static/Dynamic: D</p>	
SECURITY Symbol Set Code: 25 Code: 342200	There is no associated symbol. It is included for training or hierarchical explanation purposes.		N/A

Table 8-A-1 Mission Tasks and Mission Task Verbs Symbols

Note: See Annex A Table A-32 for associated Symbol Identification Codes

Control Measure	Template	Draw Rules	Example
COVER Symbol Set Code: 25 Code: 342201		Anchor Points. This symbol requires four points. Point 1 and Point 2 define the ends of one arrow and Point 3 and Point 4 define the ends of the other arrow. Point 1 and Point 4 define the ends of their respective arrowheads.	
GUARD Symbol Set Code: 25 Code: 342202		Size/Shape. Points 1 and 2 and Points 3 and 4 determine the length of the arrows. The length and orientation of the arrows can vary independently.	
SCREEN Symbol Set Code: 25 Code: 342203		Orientation. Orientation is determined by the anchor points. The arrowheads may touch other graphics that define the limits of the task. The tactical symbol indicator is centred between point 2 and point 3. Static/Dynamic: D	

Table 8-A-1 Mission Tasks and Mission Task Verbs Symbols

Note: See Annex A Table A-32 for associated Symbol Identification Codes

Control Measure	Template	Draw Rules	Example
SEIZE Symbol Set Code: 25 Code: 342300		<p><u>Anchor Points.</u> This symbol requires four points. Point 1 defines the centre of the circle. Point 2 defines the radius of the circle. Point 3 defines the middle of the arc. Point 4 defines the end of the arrow.</p> <p><u>Size/Shape.</u> Points 1 and 2 define the size of the circle, which should be adjusted as needed to contain the unit assigned the task. Point 3 defines the middle of the arc and is used to control the curvature of the arc. Point 4 defines the end of the arrow.</p> <p>Note. The arrowhead identifies the location/object to be evacuated and the circle identifies the unit(s) assigned the task. See paragraph 1.2.5 for options to accommodate multiple units.</p> <p>Static/Dynamic: D</p>	
WITHDRAW Symbol Set Code: 25 Code: 342400		<p><u>Anchor Points.</u> This graphic requires three anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the end of the straight line portion of the graphic. Point 3 defines the diameter and orientation of the 180 degree circular arc.</p> <p><u>Size/Shape.</u> Points 1 and 2 determine the length of the straight</p>	

Table 8-A-1 Mission Tasks and Mission Task Verbs Symbols

Note: See Annex A Table A-32 for associated Symbol Identification Codes

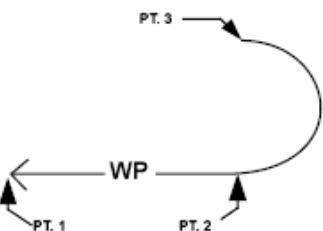
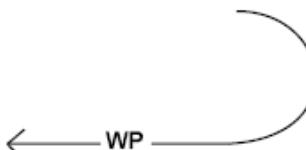
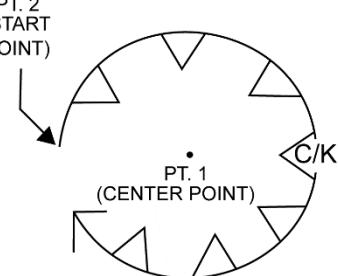
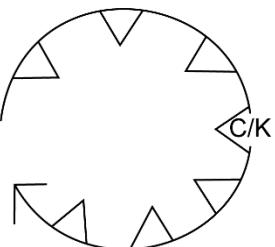
Control Measure	Template	Draw Rules	Example
WITHDRAW UNDER PRESSURE Symbol Set Code: 25 Code: 342500		<p>line portion of the symbol. Point 3 defines which side of the line the arc is on and the diameter of the arc.</p> <p><u>Orientation</u>. The arrow points in the direction of the action. The tip of the arrowhead may indicate the location where the action is to conclude. The unit's current location is typically represented at the base of the arc. The 180 degree circular arc is always perpendicular to the line.</p> <p>Static/Dynamic: D</p>	
CORDON AND KNOCK Symbol Set Code: 25 Code: 342600		<p><u>Anchor Points</u>: This symbol requires two anchor points. Point 1 defines the centre point of the symbol and point 2 defines the symbol's start point and radius.</p> <p><u>Size/Shape</u>: The radius will be long enough for the symbol to encompass the UEI(s) or feature(s) being isolated. The opening will be a 30 degree arc of the circle.</p> <p><u>Orientation</u>: The opening will be on the friendly side of the symbol.</p> <p>Static/Dynamic: D</p>	

Table 8-A-1 Mission Tasks and Mission Task Verbs Symbols

Note: See Annex A Table A-32 for associated Symbol Identification Codes

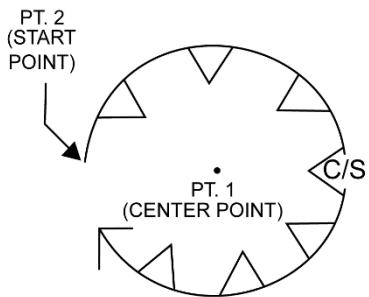
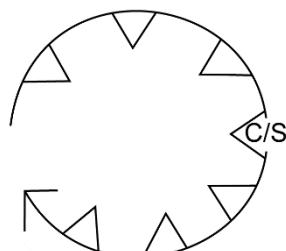
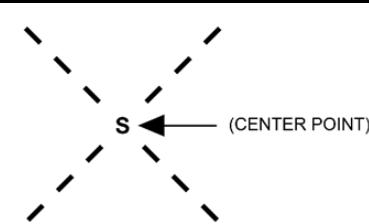
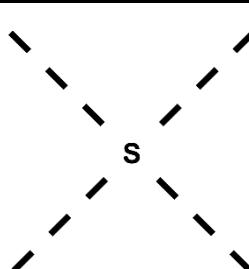
Control Measure	Template	Draw Rules	Example
CORDON AND SEARCH Symbol Set Code: 25 Code: 342700		<u>Anchor Points:</u> This symbol requires two anchor points. Point 1 defines the centre point of the symbol and point 2 defines the symbol's start point and radius. <u>Size/Shape:</u> The radius will be long enough for the symbol to encompass the UEI(s) or feature(s) being isolated. The opening will be a 30 degree arc of the circle. <u>Orientation:</u> The opening will be on the friendly side of the symbol. <u>Static/Dynamic:</u> D	
SUPPRESS Symbol Set Code: 25 Code: 342800		<u>Anchor Points:</u> This graphic requires one anchor point. The centre point defines centre of the graphic. <u>Size/Shape:</u> Static. <u>Orientation:</u> The graphic is typically centred over the desired location. <u>Static/Dynamic:</u> S	

Table 8-A-1 Mission Tasks and Mission Task Verbs Symbols

Note: See Annex A Table A-32 for associated Symbol Identification Codes

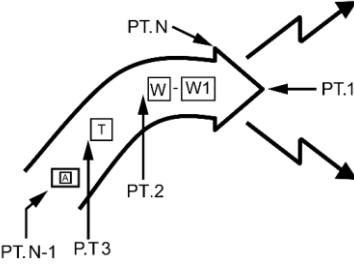
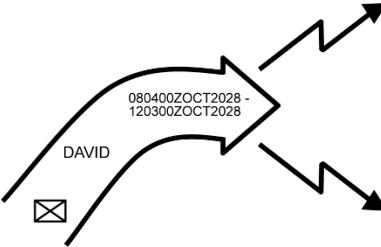
Control Measure	Template	Draw Rules	Example
ADVANCE TO CONTACT Symbol Set Code: 25 Code: 342900		<p>Anchor Points. The symbol requires N anchor points, where N is between 3 and 50. Point 1 defines the tip of the arrowhead. Point N-1 defines the rear of the symbol. Point N defines the back of the arrowhead. Anchor points are numbered sequentially beginning with point number one (1), in increments of one (1).</p> <p>Size/Shape. Points 1 through N-1 determine the symbol's centreline and Point N determines the width.</p> <p>Orientation. The arrowhead typically points toward enemy forces.</p> <p>Static/Dynamic: D</p>	<p>Note: The symbols that have been coloured grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 

Table 8-A-1 Mission Tasks and Mission Task Verbs Symbols

Note: See Annex A Table A-32 for associated Symbol Identification Codes

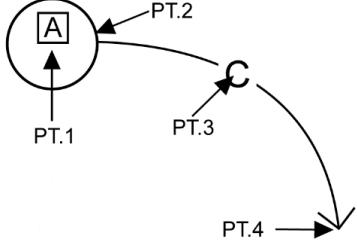
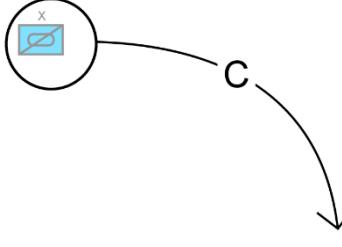
Control Measure	Template	Draw Rules	Example
CAPTURE Symbol Set Code: 25 Code: 343000		<p>Anchor Points. This symbol requires four points. Point 1 defines the centre of the circle. Point 2 defines the radius of the circle. Point 3 defines the middle of the arc. Point 4 defines the end of the arrow.</p> <p>Size/Shape. Points 1 and 2 define the size of the circle, which should be adjusted as needed to contain the unit assigned the task. Point 3 defines the middle of the arc and is used to control the curvature of the arc. Point 4 defines the end of the arrow.</p> <p>Note. The arrowhead identifies the location/object to be evacuated and the circle identifies the unit(s) assigned the task. See paragraph 1.2.5 for options to accommodate multiple units.</p> <p>Static/Dynamic: D</p>	

Table 8-A-1 Mission Tasks and Mission Task Verbs Symbols

Note: See Annex A Table A-32 for associated Symbol Identification Codes

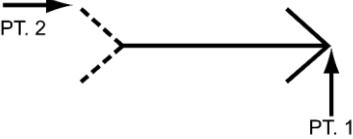
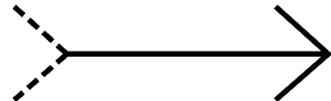
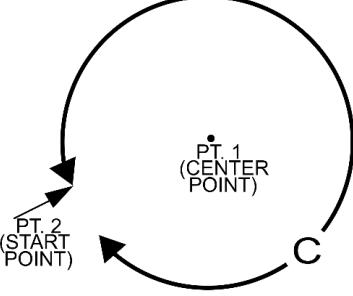
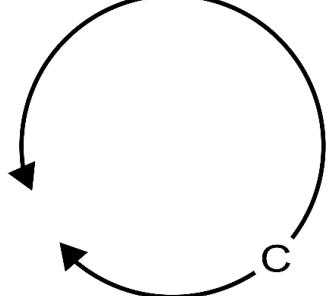
Control Measure	Template	Draw Rules	Example
EXPLOIT/ EXPLOITATION Symbol Set Code: 25 Code: 343100		<p>Anchor Points. This graphic requires two anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the end of the symbol.</p> <p>Size/Shape. Points 1 and 2 determine the length of the symbol. Point 2 determines the width of the 30 and 150 degree lines that form the base.</p> <p>Orientation. The arrow points in the direction of the action. The tip of the arrowhead may indicate the location where the action is to conclude. The unit's projected location would be at the base of the symbol.</p> <p>Static/Dynamic: D</p>	
CONTROL Symbol Set Code: 25 Code: 343200		<p>Anchor Points. This graphic requires two anchor points. Point 1 defines the centre point of the graphic and point 2 defines the graphic's start point and radius.</p> <p>Size/Shape. Points 1 and 2 will determine a radius that is long enough for the graphic to encompass the feature(s) being secured. The opening will be a 30-degree arc of the circle.</p> <p>Orientation. The opening will be on the friendly side of the graphic.</p> <p>Static/Dynamic: D</p>	

Table 8-A-1 Mission Tasks and Mission Task Verbs Symbols

Note: See Annex A Table A-32 for associated Symbol Identification Codes

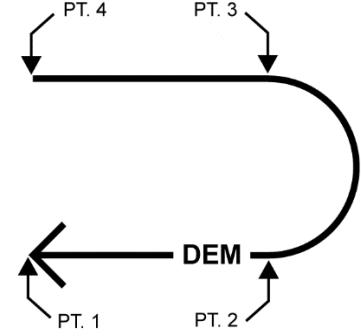
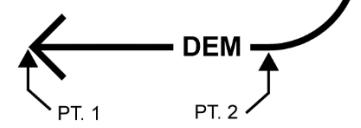
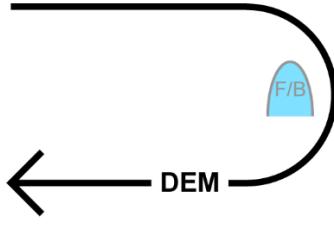
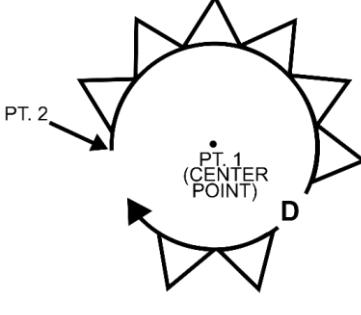
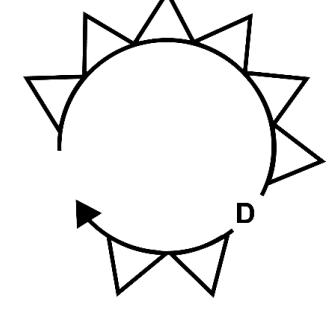
Control Measure	Template	Draw Rules	Example
DEMONSTRATION/DEMONSTRATE Symbol Set Code: 25 Code: 343300	 	<p>Anchor Points. This symbol requires four anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the end of the straight line portion of the first arrow. Points 3 and 4 define the length of the second straight line.</p> <p>Size/Shape. Points 1 and 2 and points 3 and 4 determine the length of each side. Points 2 and 3 shall be connected by a smooth, curved line.</p> <p>Orientation. Determined by the anchor points. The arc faces the enemy element or other object to be targeted. The symbol of the tasked unit may be placed within the arc.</p> <p>Static/Dynamic: D</p>	<p>Note: The symbols that have been coloured grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 
DENY Symbol Set Code: 25 Code: 343400		<p>Anchor Points. This graphic requires two anchor points. Point 1 defines the centre point of the graphic and point 2 defines the graphic's start point and radius.</p> <p>Size/Shape. The radius will be long enough for the graphic to encompass the area being denied. The opening will be a 30 degree arc of the circle.</p> <p>Orientation. The opening will be on the friendly side of the graphic.</p> <p>Static/Dynamic: D</p>	

Table 8-A-1 Mission Tasks and Mission Task Verbs Symbols

Note: See Annex A Table A-32 for associated Symbol Identification Codes

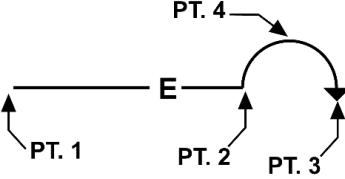
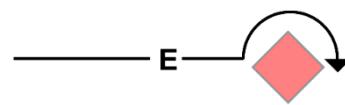
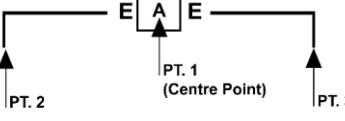
Control Measure	Template	Draw Rules	Example
ENVELOP Symbol Set Code: 25 Code: 343500		<p>Anchor Points. This graphic requires four anchor points. Point 1 defines the beginning of the straight line. Point 2 defines the end of the straight line portion of the graphic. Point 3 defines the diameter. Point 4 defines the orientation of the 180 degree circular arc.</p> <p>Size/Shape. Points 1 and 2 determine the length of the straight line portion of the symbol. Point 3 defines the diameter of the arc. Point 4 defines which side of the line the arc is on.</p> <p>Orientation. The arrow points in the direction of the action. The tip of the arrowhead may indicate the location where the action is to conclude. The unit's current location is typically represented at the beginning of the straight line. The 180 degree circular arc is always parallel to the line.</p> <p>Static/Dynamic: D</p>	
ESCORT Symbol Set Code: 25 Code: 343600		<p>Anchor Points. This graphic requires three anchor points. Point 1 defines the centre of the graphic. Point 2 and Point 3 defines the length of the escort.</p> <p>Size/Shape. Points 2 and 3 determine the length of the symbol.</p> <p>Orientation. The escort symbol appears above the convoy or escorted unit symbol.</p> <p>Static/Dynamic: D</p>	 <p>240500ZMAY2026 - 260800ZMAY2026</p>

Table 8-A-1 Mission Tasks and Mission Task Verbs Symbols

Note: See Annex A Table A-32 for associated Symbol Identification Codes

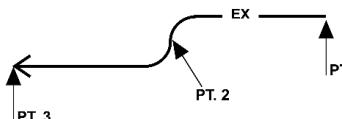
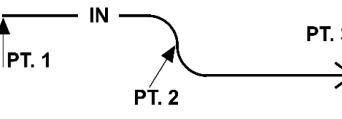
Control Measure	Template	Draw Rules	Example
EXFILTRATE Symbol Set Code: 25 Code: 343700		<p>Anchor Points. This graphic requires three anchor points. Point 1 defines the end of the straight line portion of the graphic. Point 2 defines the centre of the two 90 degree circular arcs. Point 3 defines the tip of the arrowhead.</p> <p>Size/Shape. Points 1 and 3 determine the length of the symbol.</p> <p>Orientation. The arrow points in the direction of friendly forces. The tip of the arrowhead may indicate the location where the action is to conclude.</p> <p>Static/Dynamic: D</p>	
INFILTRATE Symbol Set Code: 25 Code: 343800		<p>Anchor Points. This graphic requires three anchor points. Point 1 defines the end of the straight line portion of the graphic. Point 2 defines the centre of the two 90 degree circular arcs. Point 3 defines the tip of the arrowhead.</p> <p>Size/Shape. Points 1 and 3 determine the length of the symbol.</p> <p>Orientation. The arrow points in the direction of enemy forces. The tip of the arrowhead may indicate the location where the action is to conclude.</p> <p>Static/Dynamic: D</p>	

Table 8-A-1 Mission Tasks and Mission Task Verbs Symbols

Note: See Annex A Table A-32 for associated Symbol Identification Codes

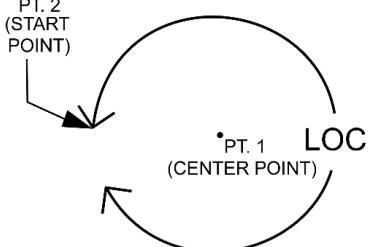
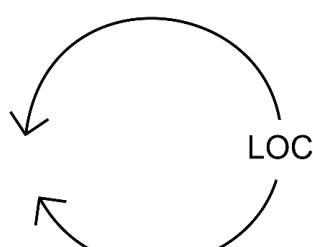
Control Measure	Template	Draw Rules	Example
LOCATE Symbol Set Code: 25 Code: 343900	 <p>PT. 2 (START POINT)</p> <p>PT. 1 (CENTER POINT)</p> <p>LOC</p>	<p><u>Anchor Points.</u> This graphic requires two anchor points. Point 1 defines the centre point of the graphic and point 2 defines the graphic's start point and radius.</p> <p><u>Size/Shape.</u> The radius will be long enough for the graphic to encompass the area being searched. The opening will be a 30 degree arc of the circle.</p> <p><u>Orientation.</u> The opening will be on the friendly side of the graphic.</p> <p>Static/Dynamic: D</p>	<p>Note: The symbols that have been coloured grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p>  <p>LOC</p>

Table 8-A-1 Mission Tasks and Mission Task Verbs Symbols

Note: See Annex A Table A-32 for associated Symbol Identification Codes

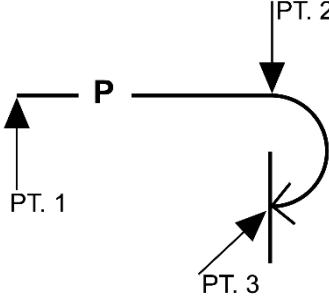
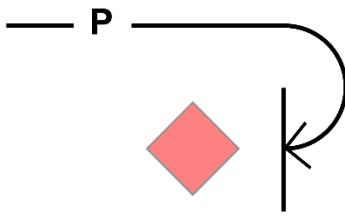
Control Measure	Template	Draw Rules	Example
PURSUE Symbol Set Code: 25 Code: 344000		<p>Anchor Points. This graphic requires three anchor points. Point 1 defines the beginning of the straight line. Point 2 defines the end of the straight line portion of the graphic. Point 3 defines the diameter and orientation of the 180 degree circular arc and the tip of the arrowhead.</p> <p>Size/Shape. Points 1 and 2 determine the length of the straight line portion of the symbol. Point 3 defines which side of the line the arc is on and the diameter of the arc.</p> <p>Orientation. The arrow points in the direction of the action. The unit's current location is typically represented at the base of the line. The 180 degree circular arc is always perpendicular to the line.</p> <p>Static/Dynamic: D</p>	<p>Note: The symbols that have been coloured grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 

Table 8-A-1 Mission Tasks and Mission Task Verbs Symbols

Note: See Annex A Table A-32 for associated Symbol Identification Codes

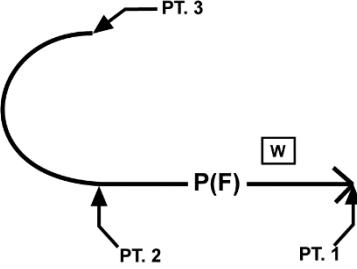
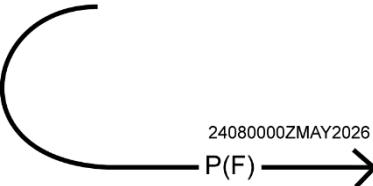
Control Measure	Template	Draw Rules	Example
FORWARD PASSAGE OF LINES Symbol Set Code: 25 Code: 344100		<p>Anchor Points. This graphic requires three anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the end of the straight line portion of the graphic. Point 3 defines the diameter and orientation of the 180 degree circular arc.</p> <p>Size/Shape. Points 1 and 2 determine the length of the straight line portion of the symbol. Point 3 defines which side of the line the arc is on and the diameter of the arc.</p> <p>Orientation. The arrow points in the direction of the action. The tip of the arrowhead may indicate the location where the action is to conclude. The unit's current location is typically represented at the base of the arc. The 180 degree circular arc is always perpendicular to the line.</p> <p>Static/Dynamic: D</p>	<p>Note: The symbols that have been coloured grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 

Table 8-A-1 Mission Tasks and Mission Task Verbs Symbols

Note: See Annex A Table A-32 for associated Symbol Identification Codes

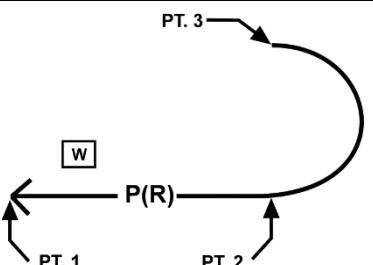
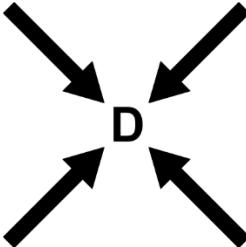
Control Measure	Template	Draw Rules	Example
REARWARD PASSAGE OF LINES Symbol Set Code: 25 Code: 344200		<p><u>Anchor Points</u>. This graphic requires three anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the end of the straight line portion of the graphic. Point 3 defines the diameter and orientation of the 180 degree circular arc.</p> <p><u>Size/Shape</u>. Points 1 and 2 determine the length of the straight line portion of the symbol. Point 3 defines which side of the line the arc is on and the diameter of the arc.</p> <p><u>Orientation</u>. The arrow points in the direction of the action. The tip of the arrowhead may indicate the location where the action is to conclude. The unit's current location is typically represented at the base of the arc. The 180 degree circular arc is always perpendicular to the line.</p> <p>Static/Dynamic: D</p>	<p>Note: The symbols that have been coloured grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 
DEFEAT Symbol Set Code: 25 Code: 344300		<p><u>Anchor Points</u>. This symbol requires one anchor point. The centre point defines centre of the symbol.</p> <p><u>Size/Shape</u>. Static.</p> <p><u>Orientation</u>. The symbol is typically centred over the desired location.</p> <p>Static/Dynamic: S</p>	

Table 8-A-1 Mission Tasks and Mission Task Verbs Symbols

Note: See Annex A Table A-32 for associated Symbol Identification Codes

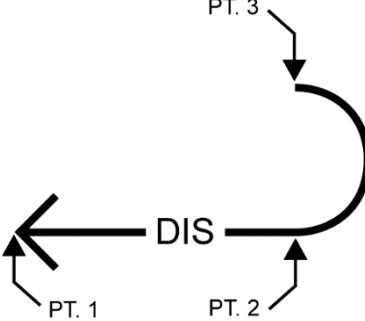
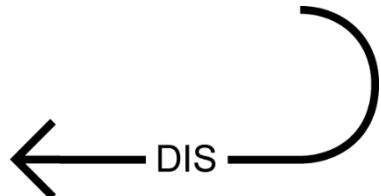
Control Measure	Template	Draw Rules	Example
DISENGAGE Symbol Set Code: 25 Code: 344400		<p><u>Anchor Points</u>. This symbol requires three anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the end of the straight-line portion of the symbol. Point 3 defines the diameter and orientation of the 180-degree circular arc.</p> <p><u>Size/Shape</u>. Points 1 and 2 determine the length of the straight-line portion of the symbol. Point 3 defines which side of the line the arc is on and the diameter of the arc.</p> <p><u>Orientation</u>. The arrow points in the direction of the movement. The tip of the arrowhead may indicate the location where the action is to conclude. The unit's current location is represented at the base of the arc.</p> <p><u>Static/Dynamic</u>: D</p>	

Table 8-A-1 Mission Tasks and Mission Task Verbs Symbols

Note: See Annex A Table A-32 for associated Symbol Identification Codes

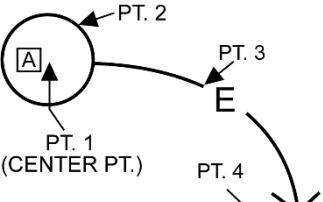
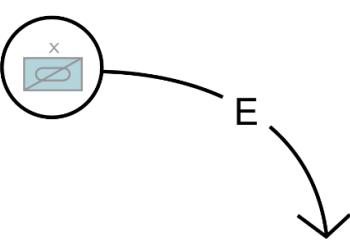
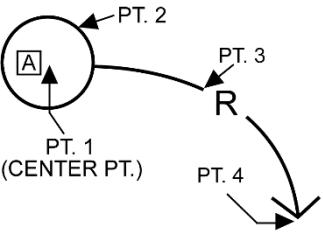
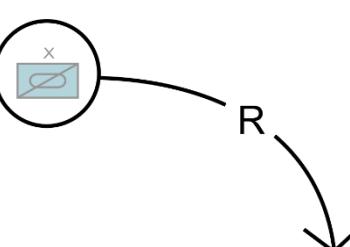
Control Measure	Template	Draw Rules	Example
EVACUATE Symbol Set Code: 25 Code: 344500		<u>Anchor Points.</u> This symbol requires four points. Point 1 defines the centre of the circle. Point 2 defines the radius of the circle. Point 3 defines the curvature of the arc. Point 4 defines the end of the arrow.	
RECOVER Symbol Set Code: 25 Code: 344600		<u>Size/Shape.</u> Points 1 and 2 define the size of the circle, which should be adjusted as needed to contain the unit assigned the task. Point 3 controls the curvature of the arc. Point 4 defines the end of the arrow. <u>Note.</u> The arrowhead identifies the location/object to be evacuated and the circle identifies the unit(s) assigned the task. See paragraph 1.2.5 for options to accommodate multiple units. Static/Dynamic: D	

Table 8-A-1 Mission Tasks and Mission Task Verbs Symbols

Note: See Annex A Table A-32 for associated Symbol Identification Codes

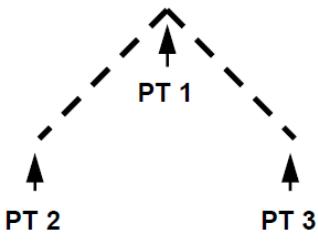
Control Measure	Template	Draw Rules	Example
<p>DECEIVE / FEINT</p> <p>Symbol Set Code: 25</p> <p>Code: 230200</p>		<p><u>Anchor Points</u>. This symbol requires 3 anchor points. Point 1 defines the vertex of the symbol and points 2 and 3 define its endpoints.</p> <p><u>Size/Shape</u>. Points 1, 2 and 3 determine the length of the lines connecting them. The line defined by points 1 and 2 is typically the same length as the line between points 2 and 3.</p> <p><u>Orientation</u>. Orientation is determined by the anchor points.</p> <p><u>Static/Dynamic</u>: D</p>	

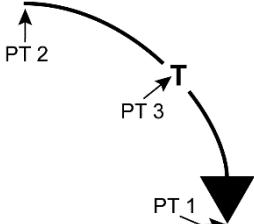
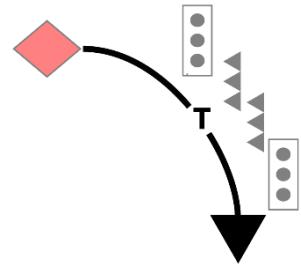
Table 8-A-1 Mission Tasks and Mission Task Verbs Symbols Note: See Annex A Table A-32 for associated Symbol Identification Codes			
Control Measure	Template	Draw Rules	Example
TURN Symbol Set Code: 25 Code: 344700		<u>Anchor Points:</u> This symbol requires two anchor points. Point 1 defines the tip of the arrowhead and point 2 defines the rear of the symbol. Point 3 defines the 90 degree arc. <u>Size/Shape:</u> Points 1 and 2 are connected by a 90 degree arc. Point 3 indicates on which side of the line the arc is placed. <u>Orientation:</u> The rear of the symbol identifies the enemy's location and the arrow points in the direction the obstacle should force the enemy to turn. <u>Static/Dynamic:</u> D	<p>Note: The symbols that have been coloured grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 

Table 8-A-1: Mission Tasks and Mission Task Verbs Symbols.

CHAPTER 9. CYBERSPACE SYMBOLS

9.1. SCOPE

1. This chapter establishes a single standard for developing symbols representing units and activities in cyberspace. It provides a selection of icons capable of depicting entities within the cyberspace domain and displayed on the maps of the terrain in cyberspace.

2. Locations of physical units containing embedded elements of the cyberspace domain overlaid on topographical maps should be depicted using conventional symbols with the modifier 'CYB' included as required

9.1.1. Cyberspace Symbology Characteristics

1. Actors and assets use the cyberspace domain to create effects that may be disassociated from the cognitive and physical dimensions. This requires a different depiction, rather than providing the physical representation of the location of units, activities, and effects, represents and displays instead the effects of the logical layer.

2. The symbology in this chapter should only be used to describe entities within the cyberspace domain and displayed computer aided on the maps of terrain in cyberspace and never drawn by hand. Therefore, this symbology must be considered an exception to the rule that military symbology must be hand drawn.

9.2. COMPOSITION OF CYBERSPACE SYMBOLS

9.2.1. General

1. Due to the complexities of describing terrain and effects within cyberspace, the picture manager of the cyberspace domain should restrict the level of detail provided to the commander to only that which supports the operational requirements of the mission. To provide this level of situational awareness the following six functional elements are supported by symbology:

- a. Cyberspace Units.
- b. Agents and Applications.
- c. Data.
- d. End Points.
- e. Terrain in Cyberspace.
- f. Paths and Actions.

9.2.2. Composition of Point Symbols in Cyberspace

1. Table 9-1 provides the steps used to build point symbols used in cyberspace. Point symbols include Units, Data, Agents and Applications, and End Point symbols.

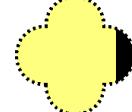
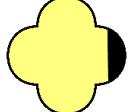
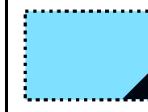
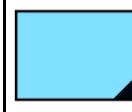
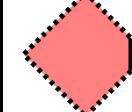
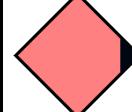
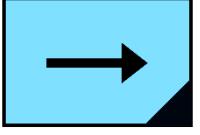
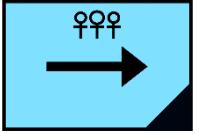
Table 9-1: Building Symbols for Units in Cyberspace with Frames.							
Step No.	Description			Examples			
Step 1	First choose the frame that matches the standard identity of the symbol (e.g. friendly, hostile, neutral). In this example, the Standard Identity is Friend.						
Cyberspace Standard Identities and Frame Shapes							
	Pending	Unknown	Assumed Friend	Friend	Neutral	Suspect	Hostile
FRAME							
Step 2	Then choose the basic icon. In this example, it is the icon Offensive Cyberspace Operation.						
Step 3	If needed, choose the sector 1 and 2 modifiers. In this example, it is the social media sector 1 modifier. This describes the offensive cyberspace unit having a social media capability.						

Table 9-1: Building Symbols for Units in Cyberspace with Frames.

9.2.3. Composition of Paths and Terrain Symbols in Cyberspace

1. Table 9-2 provides the steps used to build multipoint symbols used in cyberspace. Multipoint symbols include Paths and Terrain Symbols

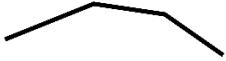
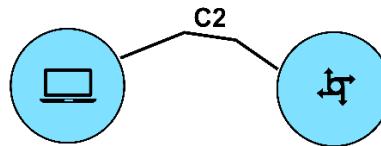
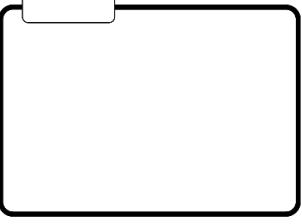
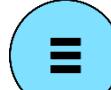
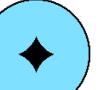
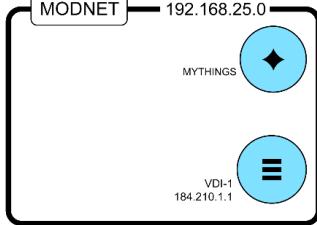
Table 9-2: Building Multipoint Symbols in Cyberspace.		
Path	Completed Path	
 Draw Path	Amplifier T = C2   Add Amplifiers and End Points	
Terrain		Completed Terrain
 Draw Network	Amplifier T = MODNET Amplifier AY = 192.168.25.0   Add Amplifiers and Icons	

Table 9-2: Building Multipoint Symbols in Cyberspace.

9.2.4. Composition of Actions Symbols in Cyberspace

1. Actions in cyberspace can be equated to mission tasks. These could include the following:

- a. Reconnaissance.
- b. Attacks.
- c. Clearing.
- d. Blocking.
- e. Neutralizing.
- f. Breaching.

2. Actions, due to their definitions, will use, where possible, existing mission task verb symbols and their alternative cyber related definitions/terminology. See Figure 9-1 and Table 9-11.

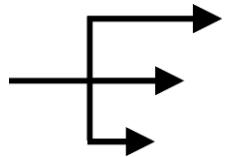


Figure 9-1: Actions Icon Example.

9.2.5. Amplifiers.

1. The placement of symbol modifier and amplifier fields is the same regardless of frame shape or Standard Identity. Figure 9-2 shows the placement of modifier and amplifier labelling fields in relationship to a frame with a Standard Identity of Friend. See Table 1-5 for the amplifier field definitions and maximum character lengths.

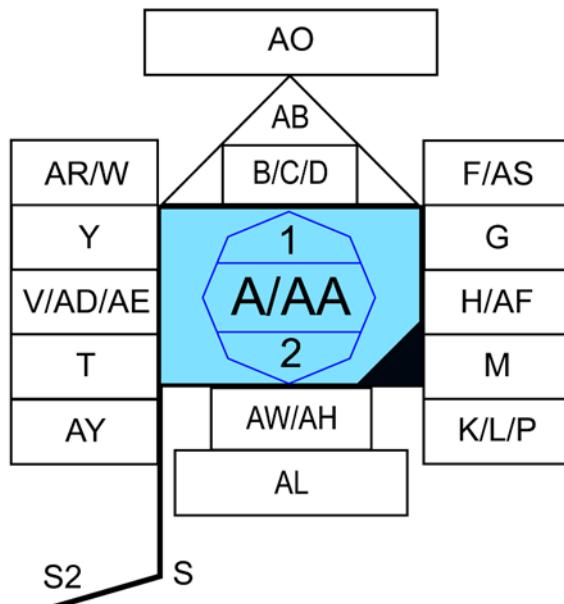


Figure 9-2: Cyberspace Symbology Icon, Modifier and Amplifier Fields.

9.2.6. Cyberspace Main Sector Icons

1. Icons in the main sector normally reflect the main function of the symbol. In most cases, the dimensions of the icon will be sized to occupy as much area in the main sector as is available. See Figure 9-3.

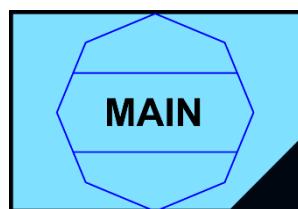


Figure 9-3: Main Sector Icons.

Table 9-3: Cyberspace Unit Main Sector Icons.

Note: See Table A-47 for associated Symbol Identification Codes

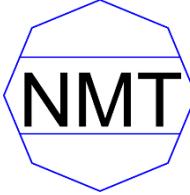
Description	Icon	Remarks
COMBAT MISSION TEAM Type: Entity Type Entity: Mission Force Symbol Set Code: 60, 61, 62, 63, 64, 65, 66, 67, 68 Code: 110100 Icon Type: Main		
NATIONAL MISSION TEAM Type: Entity Type Entity: Mission Force Symbol Set Code: 60, 61, 62, 63, 64, 65, 66, 67, 68 Code: 110200 Icon Type: Main		
CYBER PROTECTION TEAM Type: Entity Type Entity: Mission Force Symbol Set Code: 60, 61, 62, 63, 64, 66, 67, 68 Code: 110300 Icon Type: Main		
CYBERSPACE UNIT (Non specified) Type: Entity Symbol Set Code: 60, 61, 62, 63, 64, 66, 67, 68 Code: 120000 Icon Type: Main		

Table 9-3: Cyberspace Unit Main Sector Icons.

Note: See Table A-47 for associated Symbol Identification Codes

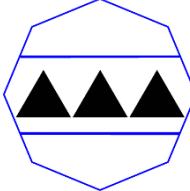
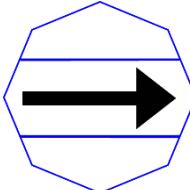
Description	Icon	Remarks
<p>DEFENSIVE CYBERSPACE OPERATION</p> <p>Type: Entity Type Entity: Cyberspace Unit Symbol Set Code: 60, 61, 62, 63, 64, 65, 66, 67, 68 Code: 120100 Icon Type: Main</p>		
<p>OFFENSIVE CYBERSPACE OPERATION</p> <p>Type: Entity Type Entity: Cyberspace Unit Symbol Set Code: 60, 61, 62, 63, 64, 65, 66, 67, 68 Code: 120200 Icon Type: Main</p>		
<p>INTERNET SERVICE PROVIDER</p> <p>Type: Entity Type Entity: Cyberspace Unit Symbol Set Code: 60, 61, 62, 63, 64, 65, 66, 67, 68 Code: 120300 Icon Type: Main</p>		
<p>SECURITY OPERATIONS CENTRE</p> <p>Type: Entity Type Entity: Cyberspace Unit Symbol Set Code: 60, 61, 62, 63, 64, 65, 66, 67, 68 Code: 120400 Icon Type: Main</p>		

Table 9-3: Cyberspace Unit Main Sector Icons.

Note: See Table A-47 for associated Symbol Identification Codes

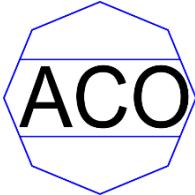
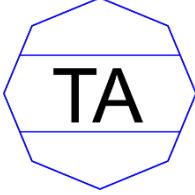
Description	Icon	Remarks
ACTIVE CYBER OPERATIONS Type: Entity Type Entity: Cyberspace Unit Symbol Set Code: 60, 61, 62, 63, 64, 65, 66, 67, 68 Code: 120500 Icon Type: Main		
ADVANCED PERSISTANT THREAT Type: Entity Type Entity: Cyberspace Unit Symbol Set Code: 60, 61, 62, 63, 64, 65, 66, 67, 68 Code: 120600 Icon Type: Main		
THREAT ACTOR Type: Entity Symbol Set Code: 60, 61, 62, 63, 64, 65, 66, 67, 68 Code: 130000 Icon Type: Main		
NATION STATE Type: Entity Type Entity: Threat Actor Symbol Set Code: 60, 61, 62, 63, 64, 65, 66, 67, 68 Code: 110400 Icon Type: Main		
NON NATION STATE Type: Entity Type Entity: Threat Actor Symbol Set Code: 60, 61, 62, 63, 64, 65, 66, 67, 68 Code: 110500 Icon Type: Main		

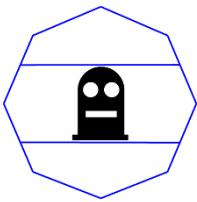
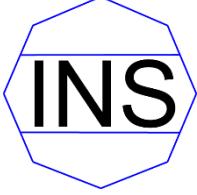
Table 9-3: Cyberspace Unit Main Sector Icons.		
Note: See Table A-47 for associated Symbol Identification Codes		
Description	Icon	Remarks
CRIMINAL Type: Entity Type Entity: Threat Actor Symbol Set Code: 60, 61, 62, 63, 64, 65, 66, 67, 68 Code: 130100 Icon Type: Main		
INSIDER Type: Entity Type Entity: Threat Actor Symbol Set Code: 60, 61, 62, 63, 64, 65, 66, 67, 68 Code: 130200 Icon Type: Main		

Table 9-3: Cyberspace Unit Main Sector Icons.

2. Agents and applications can also be described as programs that can move or change data. Agents usually require authority in the form of credentials inherited from an operating system or a user persona to execute an action on data. Applications are usually small programs that perform a single function, or specialized functions like sensors, firewalls, and routers. See Table 9-4.

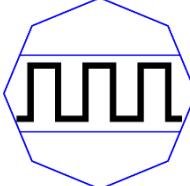
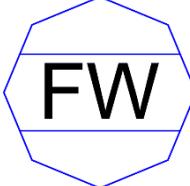
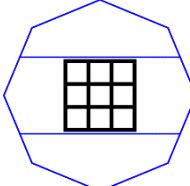
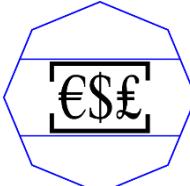
Table 9-4: Agents and Applications Main Sector Icons.		
Note: See Table A-47 for associated Symbol Identification Codes		
Description	Icon	Remarks
AGENT Type: Entity Symbol Set Code: 60 Code: 140000	N/A	Reserved for hierarchical purposes.
FIREWALL Type: Entity Type Entity: Agent Symbol Set Code: 60 Code: 140100 Icon Type: Main		
FIRMWARE Type: Entity Type Entity: Agent Symbol Set Code: 60 Code: 140200 Icon Type: Main		
APPLICATION Type: Entity Symbol Set Code: 60 Code: 150000 Icon Type: Main		
BANKING Type: Entity Type Entity: Application Symbol Set Code: 60 Code: 150100 Icon Type: Main		

Table 9-4: Agents and Applications Main Sector Icons.

Note: See Table A-47 for associated Symbol Identification Codes

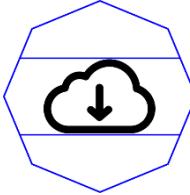
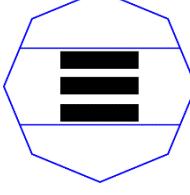
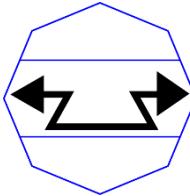
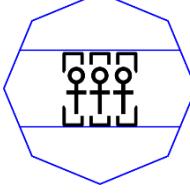
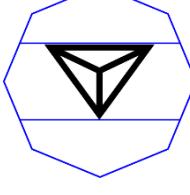
Description	Icon	Remarks
CLOUD Type: Entity Type Entity: Application Symbol Set Code: 64 Code: 150200 Icon Type: Main		
FILESERVER Type: Entity Type Entity: Application Symbol Set Code: 60 Code: 150300 Icon Type: Main		
SEARCH ENGINE Type: Entity Type Entity: Application Symbol Set Code: 60 Code: 150400 Icon Type: Main		
SOCIAL MEDIA Type: Entity Type Entity: Application Symbol Set Code: 60 Code: 150500 Icon Type: Main		
THREAT Type: Entity Symbol Set Code: 60 Code: 160000 Icon Type: Main		

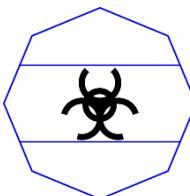
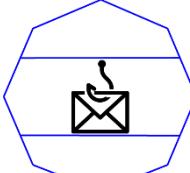
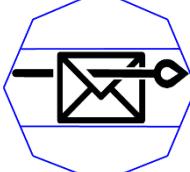
Table 9-4: Agents and Applications Main Sector Icons.		
Note: See Table A-47 for associated Symbol Identification Codes		
Description	Icon	Remarks
MALWARE Type: Entity Type Entity: Threat Symbol Set Code: 60 Code: 160100 Icon Type: Main		
PHISHING Type: Entity Type Entity: Threat Symbol Set Code: 60 Code: 160200 Icon Type: Main		
SPEARPHISHING Type: Entity Type Entity: Threat Symbol Set Code: 60 Code: 160300 Icon Type: Main		

Table 9-4: Agents and Applications Main Sector Icons.

3. Data is generally defined as a set of values of qualitative or quantitative variables about one or more persons or objects. Although the terms "data" and "information" are often used interchangeably, these terms have distinct meanings.

4. Data can be described as building blocks for Information. By adding a context to these building blocks, data becomes information. These building blocks are usually simple facts such as a name, date, or a resource like money. As an extension data can also be complex structures such as entries in a database, emails, credentials, or personas. In the case of data in the form of complex structures, it could be considered that these structures can be information within another context. See Table 9-5.

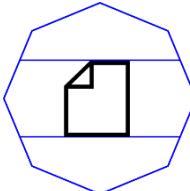
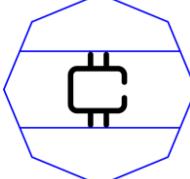
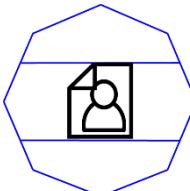
Table 9-5: Data Main Sector Icons.		
Note: See Table A-47 for associated Symbol Identification Codes		
Description	Icon	Remarks
DATA Type: Entity Symbol Set Code: 60 Code: 170000 Icon Type: Main		
DIGITAL CURRENCY Type: Entity Type Entity: Data Symbol Set Code: 60 Code: 170100 Icon Type: Main		
PERSONA Type: Entity Type Entity: Data Symbol Set Code: 60 Code: 170200 Icon Type: Main		

Table 9-5: Data Main Sector Icons.

5. Endpoints are the boundary between the logical layer and physical layer. This is where information is either converted to data for storage and transmission, or where data is routed within one or more networks, or where data is converted to information for consumption. See Table 9-6.

Table 9-6: End Point Main Sector Icons.		
Note: See Table A-47 for associated Symbol Identification Codes		
Description	Icon	Remarks
END POINT Type: Entity Symbol Set Code: 64 Code: 180000 Icon Type: Main		
SERVER Type: Entity Type Entity: Endpoint Symbol Set Code: 64 Code: 180100 Icon Type: Main		
MOBILE/SMARTPHONE Type: Entity Type Entity: End Point Symbol Set Code: 64 Code: 180200 Icon Type: Main		
TABLET/MOBILE PERSONAL DEVICE Type: Entity Type Entity: End Point Symbol Set Code: 64 Code: 180300 Icon Type: Main		
WORKSTATION Type: Entity Type Entity: End Point Symbol Set Code: 64 Code: 180400 Icon Type: Main		

Table 9-6: End Point Main Sector Icons.

Note: See Table A-47 for associated Symbol Identification Codes

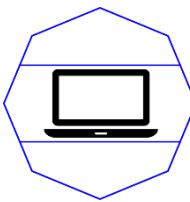
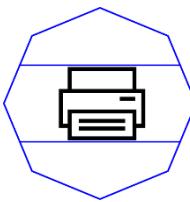
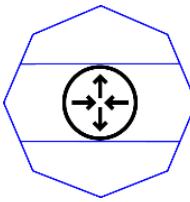
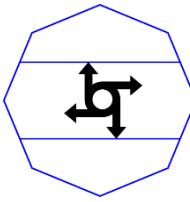
Description	Icon	Remarks
LAPTOP Type: Entity Type Entity: End Point Symbol Set Code: 64 Code: 180500 Icon Type: Main		
INTERNET OF THINGS DEVICE Type: Entity Type Entity: End Point Symbol Set Code: 64 Code: 180600 Icon Type: Main		
PRINTER Type: Entity Type Entity: End Point Symbol Set Code: 64 Code: 180700 Icon Type: Main		
ROUTER Type: Entity Type Entity: End Point Symbol Set Code: 64 Code: 180800 Icon Type: Main		
SWITCH Type: Entity Type Entity: End Point Symbol Set Code: 64 Code: 180900 Icon Type: Main		

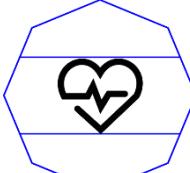
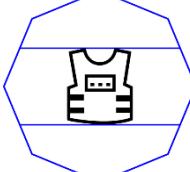
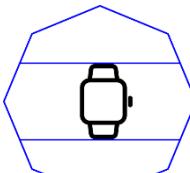
Table 9-6: End Point Main Sector Icons. Note: See Table A-47 for associated Symbol Identification Codes		
Description	Icon	Remarks
WEARABLE Type: Entity Type Entity: End Point Symbol Set Code: 64 Code: 190000 Icon Type: Main		
HEALTH MONITOR Type: Entity Type Entity: Wearable Symbol Set Code: 64 Code: 190100 Icon Type: Main		
SMARTVEST Type: Entity Type Entity: Wearable Symbol Set Code: 64 Code: 190200 Icon Type: Main		
SMARTWATCH Type: Entity Type Entity: Wearable Symbol Set Code: 64 Code: 190300 Icon Type: Main		

Table 9-6: End Point Main Sector Icons.

6. Paths are point to point activities by which data moves from one agent/application/endpoint to another. Paths can be displayed as simple lines connecting agents/applications/endpoints or as bridges into adversary terrain. See Table 9-7.

Table 9-7: Paths Icons.

Note: See Table A-47 for associated Symbol Identification Codes

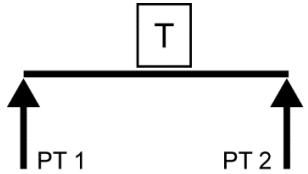
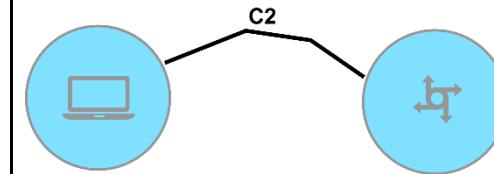
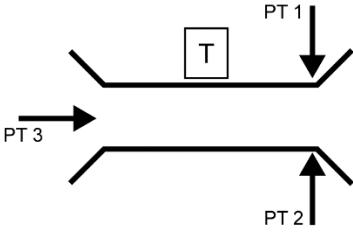
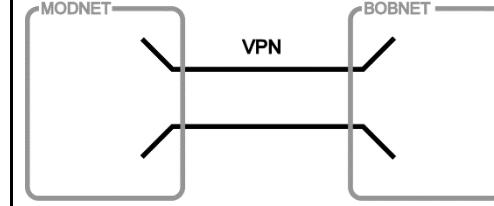
Description	Cyberspace Operation Definition	Template	Draw Rules	Example
DATA PATH SEGMENT Type: Entity Symbol Set Code: 60 Code: 200100	Shows the point-to-point data flow between two entities, e.g. endpoints or routers.		<u>Anchor Points.</u> This symbol requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line. <u>Size/Shape.</u> The first and last anchor points determine the length of the line. The line information will typically be posted as it is displayed on the template. <u>Orientation.</u> Orientation is determined by the order in which the anchor points are entered. Static/Dynamic: D	
DATA TUNNEL Type: Entity Symbol Set Code: 60 Code: 200200	Indicates an encrypted data flow between two endpoints, e.g. a VPN.		<u>Anchor Points:</u> This symbol requires three anchor points. <u>Size/Shape:</u> Points 1 and 2 determine the symbol's width and point 3 determines its length. <u>Orientation:</u> The position of the anchor points determines the orientation. Static/Dynamic: D	

Table 9-7: Paths Icons.

7. Terrain is most often defined by logical or physical boundaries controlled by an authority. As a result, the agents and data within these boundaries are encapsulated. Persona credentials are required to access data and agents are normally only valid within these boundaries. If there are additional credentials needed for accessing agents or data, these should be depicted as being within other boundaries. See Table 9-8.

Table 9-8: Terrain Icons.

Note: See Table A-47 for associated Symbol Identification Codes.

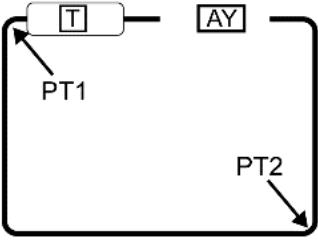
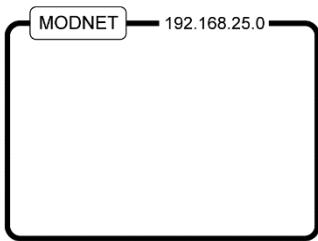
Description	Template	Draw Rules	Example
NETWORK Symbol Set Code: 60 Code: 210100		<u>Anchor Points.</u> This rectangular symbol requires two anchor points. Point one is the top left corner of the network outline, point two is the bottom right corner of the network outline. <u>Size/Shape.</u> Dynamic. <u>Orientation.</u> Determined by the anchor points. Static/Dynamic: S	

Table 9-8: Terrain Icons.

9.2.7. Cyberspace Symbol Sector 1 Modifiers

1. Sector 1 modifiers depict additional information pertaining to the icon (Figure 9-4).

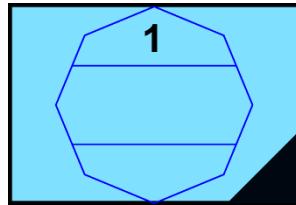


Figure 9-4: Cyberspace Symbol Sector 1 Modifiers.

2. Table 9-9 shows the modifiers for use in cyber-related symbols in sector 1 of the symbol. Additional Sector 1 Modifiers, where required, are included in Table 1-3. These modifiers are accessed using Common Modifiers. See Annex A Para A.13.

Table 9-9: Cyberspace Symbol Sector 1 Modifiers.		
Note: See Table A-48 for associated Symbol Identification Codes		
Description	Modifier 1	Remarks
DEFENSIVE CYBERSPACE Symbol Set Code: 60, 61, 62, 63, 64, 65, 66, 67, 68 Code: 01		N/A
OFFENSIVE CYBERSPACE Symbol Set Code: 60, 61, 62, 63, 64, 65, 66, 67, 68 Code: 02		N/A
RESPONSE ACTIONS Symbol Set Code: 60, 61, 62, 63, 64, 65, 66, 67, 68 Code: 03		N/A

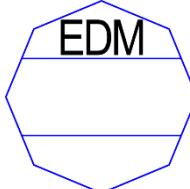
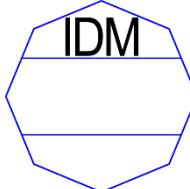
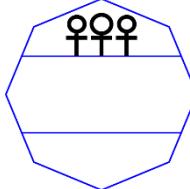
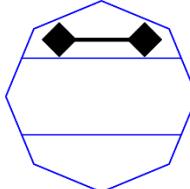
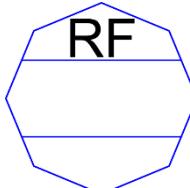
Table 9-9: Cyberspace Symbol Sector 1 Modifiers.		
Note: See Table A-48 for associated Symbol Identification Codes		
Description	Modifier 1	Remarks
EXTERNAL DEFENCE MEASURES Symbol Set Code: 60, 61, 62, 63, 64, 65, 66, 67, 68 Code: 04		N/A
INTERNAL DEFENCE MEASURES Symbol Set Code: 60, 61, 62, 63, 64, 65, 66, 67, 68 Code: 05		N/A
SOCIAL Symbol Set Code: 60, 61, 62, 63, 64, 65, 66, 67, 68 Code: 06		N/A
WIRED Symbol Set Code: 60, 61, 62, 63, 64, 65, 66, 67, 68 Code: 07		N/A
RADIO FREQUENCY RF Symbol Set Code: 60, 61, 62, 63, 64, 65, 66, 67, 68 Code: 08		N/A

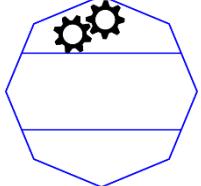
Table 9-9: Cyberspace Symbol Sector 1 Modifiers.		
Note: See Table A-48 for associated Symbol Identification Codes		
Description	Modifier 1	Remarks
OPERATING SYSTEM Symbol Set Code: 60, 61, 62, 63, 64, 65, 66, 67, 68 Code: 09		N/A

Table 9-9: Cyberspace Symbol Sector 1 Modifiers.

9.2.8. Cyberspace Symbol Sector 2 Modifiers

1. Sector 2 modifiers depict additional information pertaining to the icon (Figure 9-5).

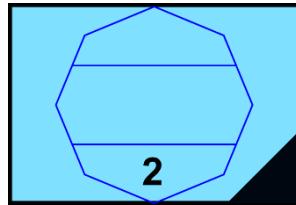


Figure 9-5: Cyberspace Symbol Sector 2 Modifiers.

2. Table 9-10 shows the modifiers for use in cyber-related symbols in sector 2 of the symbol. Additional Sector 2 Modifiers, where required, are included in Table 1-4. These modifiers are accessed using Common Modifiers. See Annex A Para A.13.

Table 9-10: Cyberspace Symbol Sector 2 Modifiers.		
Note: See Table A-49 for associated Symbol Identification Codes		
Description	Modifier 2	Remarks
SECURED Symbol Set Code: 60, 61, 62, 63, 64, 65, 66, 67, 68 Code: 01		N/A
OPEN Symbol Set Code: 60, 61, 62, 63, 64, 65, 66, 67, 68 Code: 02		N/A

Table 9-10: Cyberspace Symbol Sector 2 Modifiers.

9.2.9. Mission Tasks in Cyberspace

- Actions in cyberspace, due to their definitions, will use, where possible, mission task verb symbols of other physical domains with alternative cyber related definitions/ terminology.

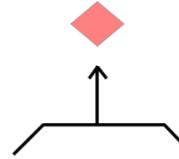
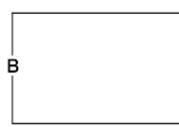
Table 9-11: Mission Tasks in Cyberspace. Note: See Table A-32 for associated Symbol Identification Codes			
Description	Cyberspace Operation Description	Link to Draw Rules	Example
ATTACK BY FIRE Symbol Set Code: 25 Code: 152000	Overt actions where an origination (or interim relay) point can be determined, such as Distributed Denial of Service attacks, broad intrusive scans, where these actions create the intended effect on the target.	LINK	
BREACH Symbol Set Code: 25 Code: 340200	Non-credential-based access (e.g., penetration through a firewall, using an exploit or hacking tradecraft).	LINK	
BYPASS Symbol Set Code: 25 Code: 340300	Credential-based access (using captured credentials for login).	LINK	

Table 9-11: Mission Tasks in Cyberspace.

Note: See Table A-32 for associated Symbol Identification Codes

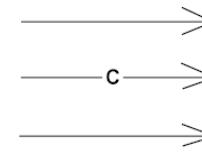
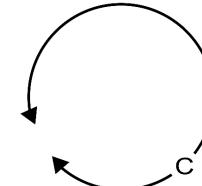
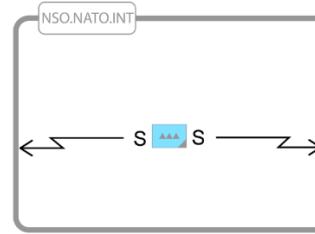
Description	Cyberspace Operation Description	Link to Draw Rules	Example
CLEAR Symbol Set Code: 25 Code: 340500	Comprehensive scans and forensics, removing all malware and adversary points of presence and external connections.	LINK	
CONTROL Symbol Set Code: 25 Code: 343200	Standard cyber security mission to protect a domain, typically assigned to a Tier 2 cyber security Service Provider (CSP).	LINK	
SCREEN (Counter-reconnaissance) Symbol Set Code: 25 Code: 342203	Detection activities on a boundary or domain.	LINK	

Table 9-11: Mission Tasks in Cyberspace.

Note: See Table A-32 for associated Symbol Identification Codes

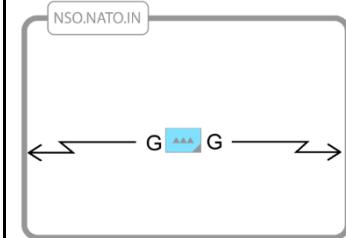
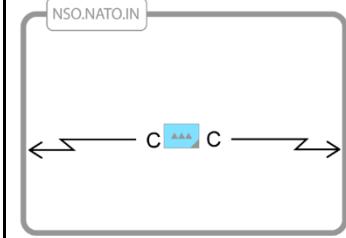
Description	Cyberspace Operation Description	Link to Draw Rules	Example
GUARD (Counter-reconnaissance) Symbol Set Code: 25 Code: 342202	Domain-wide detection and hunt-type activities by a Cyber Protection Team or Tier 3 defensive unit, augmenting the capabilities of a Tier 2 CSP.	LINK	
COVER (Counter-reconnaissance) Symbol Set Code: 25 Code: 342201	Domain-wide detection, hunt, and reposturing of defensive boundary controls by a Tier 2 CSP.	LINK	
EXFILTRATE Symbol Set Code: 25 Code: 343700	Extraction of data from its original location, often (but not necessarily) by means of stealth, deception, covert means, or clandestine means	LINK	

Table 9-11: Mission Tasks in Cyberspace.

Note: See Table A-32 for associated Symbol Identification Codes

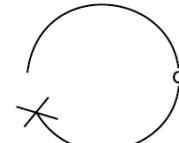
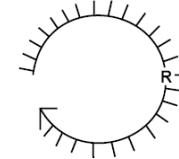
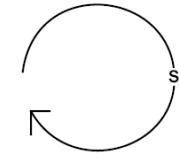
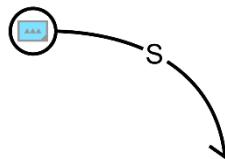
Description	Cyberspace Operation Description	Link to Draw Rules	Example
OCCUPY Symbol Set Code: 25 Code: 341700	Deployment of cyber capabilities to a domain in advance of suspected adversary activity.	LINK	
RETAIN Symbol Set Code: 25 Code: 151205	Defence of a network device or domain to prevent any adversary access.	LINK	
SECURE Symbol Set Code: 25 Code: 342100	Defence of a network device or domain to prevent an adversary from making any changes to data or functionality.	LINK	
SEIZE Symbol Set Code: 25 Code: 342300	Gain control of a device, network, data, or credentials. In cyberspace, two opposing forces <i>may</i> have simultaneous control of any or all of these assets.	LINK	

Table 9-11: Mission Tasks in Cyberspace.

Note: See Table A-32 for associated Symbol Identification Codes

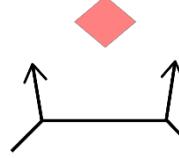
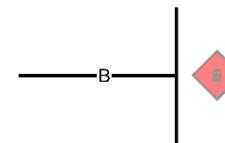
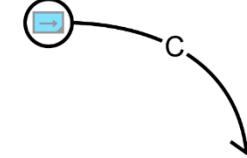
Description	Cyberspace Operation Description	Link to Draw Rules	Example
SUPPORT BY FIRE Symbol Set Code: 25 Code: 152100	Overt actions where an origination (or interim relay) point can be determined, such as Distributed Denial of Service attacks, broad intrusive scans, and where these actions are designed to set the conditions for success for the primary attack actions.	LINK	
BLOCK Symbol Set Code: 25 Code: 340100	Use or modification of blacklists, whitelists, access control lists, routing policies, credentials (username-password pairs, or machine-issued), or filters on firewalls, DNS servers, domain controllers, web servers, email servers, or others to prohibit or terminate access based on specific criteria.	LINK	
CAPTURE Symbol Set Code: 25 Code: 343000	Gain possession of specified data or information.	LINK	

Table 9-11: Mission Tasks in Cyberspace.

Note: See Table A-32 for associated Symbol Identification Codes

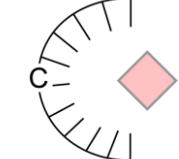
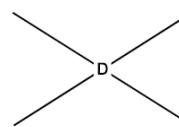
Description	Cyberspace Operation Description	Link to Draw Rules	Example
CANALIZE Symbol Set Code: 25 Code: 340400	Use of routing policies, honeypots/honeyports/honeynets, or other defensive techniques to direct potential adversary traffic to desired network locations.	LINK	
CONTAIN Symbol Set Code: 25 Code: 151204	Not strictly possible in cyberspace since forces exist as a function of effort being expended. However, could be used to indicate quarantine of malware or emails.	LINK	
DESTROY Symbol Set Code: 25 Code: 340900	Change the integrity, availability or confidentiality of an opponent system or opponents' data. For example, deleting all files from a server, flashing BIOS or firmware, or causing physical damage to industrial control systems.	LINK	

Table 9-11: Mission Tasks in Cyberspace.

Note: See Table A-32 for associated Symbol Identification Codes

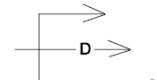
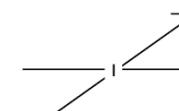
Description	Cyberspace Operation Description	Link to Draw Rules	Example
DISRUPT Symbol Set Code: 25 Code: 341000	Interrupting connections periodically, enforcing time limits on sessions, or actions that require an enemy to repeat previous steps, upset an enemy's tempo, interrupt the enemy's timetable, or cause the enemy's efforts to proceed in a piecemeal fashion.	LINK	
FIX Symbol Set Code: 25 Code: 341100	Not strictly possible in cyberspace, since forces exist as a function of effort being expended, but used to indicate actions that require an enemy to focus effort to restore function (e.g., reboot a domain controller or data server following an induced system crash); to expend much greater effort than planned to obtain an objective (e.g., consuming attacker resources using a realistic honeynet); or to refrain from using capabilities for fear of detection (e.g., refrain from activating implants because of increased random scans for active malware).	LINK	
INTERDICT Symbol Set Code: 25 Code: 341400	Denial of network (data transport) services or limiting access to services.	LINK	

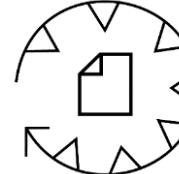
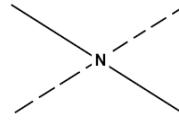
Table 9-11: Mission Tasks in Cyberspace. Note: See Table A-32 for associated Symbol Identification Codes			
Description	Cyberspace Operation Description	Link to Draw Rules	Example
ISOLATE Symbol Set Code: 25 Code: 341500	Removal of a device infected with malware from the network, moving a phishing email from the server to a forensics sandbox.	LINK	
NEUTRALIZE Symbol Set Code: 25 Code: 341600	Any action taken against another unit in cyberspace that prevents it from using its offensive or defensive capabilities (e.g., interrupt the sensor feeds from a target domain to the responsible cyber defence unit).	LINK	

Table 9-11: Mission Tasks in Cyberspace.

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ANNEX A. SYMBOL IDENTIFICATION CODES

A.1. Purpose

1. This annex outlines the procedures for developing Symbol Identification Codes (SIDC) for symbols in APP-06(E). The SIDC codes listed shall be used for machine-to-machine processing.

A.2. Symbol Identification Codes

1. A symbol identification code (SIDC) is a 30-position code that uniquely identifies the core elements needed to build a joint military compliant symbol. Each individual position of the SIDC shall only use the hexadecimal range of values (0-9 and A-F). This range provides the capability to exchange symbol information in a bandwidth-efficient manner, when converting to binary, by treating each position of the SIDC as a hexadecimal number. When processing and storing the SIDC within implementations, it may be treated as a string value with no loss of information. Values within the SIDC given to establish a symbol are provided only by the JSP.

A.3. Elements of the Symbol Identification Codes

1. The SIDC is composed of thirteen elements of information which are presented in three sets of ten values. (See Figure A-1).

Note: SIDC values not explicitly assigned within this standard shall be considered reserved and shall only be assigned by the JSP.

FIRST TEN DIGITS							
$\frac{1}{1}$ $\frac{4}{2}$	$\frac{0}{3}$	$\frac{3}{4}$	$\frac{1}{5}$ $\frac{0}{6}$	$\frac{0}{7}$	$\frac{2}{8}$	$\frac{1}{9}$ $\frac{6}{10}$	
VERSION	CONTEXT	STANDARD IDENTITY	SYMBOL SET	STATUS	HQ TASK FORCE DUMMY	AMPLIFIER/ DESCRIPTOR	
SECOND TEN DIGITS							
$\frac{1}{11}$ $\frac{2}{12}$	$\frac{0}{13}$ $\frac{4}{14}$	$\frac{0}{15}$ $\frac{1}{16}$	$\frac{0}{17}$ $\frac{0}{18}$	$\frac{0}{19}$ $\frac{6}{20}$			
ENTITY	ENTITY TYPE	ENTITY SUBTYPE		SECTOR 1 MODIFIER	SECTOR 2 MODIFIER		
THIRD TEN DIGITS							
$\frac{0}{21}$	$\frac{1}{22}$	$\frac{0}{23}$ $\frac{0}{24}$ $\frac{0}{25}$ $\frac{0}{26}$ $\frac{0}{27}$	RESERVED FOR FUTURE USE	$\frac{0}{28}$ $\frac{0}{29}$ $\frac{0}{30}$			
SECTOR 1 MODIFIER IDENTIFIER	SECTOR 2 MODIFIER IDENTIFIER			GEOGRAPHICAL ENTITY			

Figure A-1: Elements of the Symbol Identification Code.**A.4. First Ten Digits**

1. The first set of ten digits:
 - a. Digit 1 and 2 is Version.
 - b. Digit 3 is Context.
 - c. Digit 4 is Standard Identity.
 - d. Digits 5 and 6 are Symbol Set.
 - e. Digit 7 is Status.
 - f. Digit 8 is Headquarters/Task Force/Dummy.
 - g. Digits 9 and 10 are Amplifier.

A.5. Version

1. This is comprised of digits 1 and 2 of the SIDC and identifies when an edition or version change of a Joint Military Symbology standard has taken place. Each time a standard is published/promulgated the number shall increment by one.

Table A-1: Version.			
1st Digit	2nd Digit	Description	Promulgated
1	0	MIL-STD-2525D	June 2014
1	0	APP-06(D)(1)	October 2017
1	1	MIL-STD-2525D Chg 1	August 2018
1	2	APP-06(D)(2)	Withdrawn
1	3	MIL-STD-2525E	<i>Draft</i>
1	4	APP-06(E)(1)	MONTH YEAR

Table A-1: Version.

A.6. Context and Standard Identity

1. Context and Standard Identity are comprised of two digits. The first digit represents the context of the symbol or if the symbols is a Restricted Target or No Strike Entity. The second digit reflects the Standard Identities in Chapter 1. The following are the entries for Context and Standard Identity:

Table A-2: Context and Standard Identity.		
Description	1st Digit	2nd Digit
Context		
REALITY	0	
EXERCISE ¹	1	
SIMULATION ¹	2	
RESTRICTED TARGET	3	
NO STRIKE ENTITY	4	
RESTRICTED TARGET – EXERCISE ¹	5	
NO STRIKE ENTITY – EXERCISE ¹	6	
RESTRICTED TARGET – SIMULATION ¹	7	
NO STRIKE ENTITY – SIMULATION ¹	8	
Standard Identity		
PENDING		0
UNKNOWN		1
ASSUMED FRIEND		2
FRIEND		3
NEUTRAL		4
SUSPECT/JOKER ²		5
HOSTILE/FAKER ²		6

Note 1: Exercise and Simulation context are currently for US use only within this standard.

Note 2: The Standard Identities Joker and Faker are currently for US use only within this standard.

Table A-2: Context and Standard Identity.

3. **Context Implementation Guidance.** The three contexts listed are Reality, Exercise, and Simulation, and these are directly related to frames depicted in the base document of MIL-STD-2525.

4. **Standard Identity Implementation Guidance.** The Standard Identities are documented, and examples of the various frames used for each of the Standard Identities are depicted in Chapter 1, Table 1-1. The Standard Identities themselves are also listed in Chapter 1, Section 1.2.1. The seven Standard Identities are grouped into four Standard Identity groups each of which has an associated frame shape. The Standard Identity groups are Unknown, Friend, Neutral and Hostile and the mapping between them and the Standard Identities is as shown in Table A-3.

Table A-3: Standard Identity Groups and Standard Identities.	
Standard Identity Group	Standard Identities
Unknown	Pending and Unknown
Friend	Friend and Assumed Friend
Neutral	Neutral
Hostile	Hostile/Faker and Suspect/Joker

Table A-3: Standard Identity Groups and Standard Identities.

5. When a symbol component is variable according to frame shape, the Standard Identity group can be used to determine which of the available graphics (svg) files should be used for symbol construction.

A.7. Symbol Set

1. The symbol set is comprised of two digits as shown in Table A-4.

Table A-4: Symbol Set.	
Description	Code
UNKNOWN	00
AIR	01
AIR MISSILE	02
SPACE	05
SPACE MISSILE*	06
LAND UNIT	10
LAND CIVILIAN UNIT/ORGANIZATION	11
LAND EQUIPMENT	15
LAND INSTALLATIONS	20
CONTROL MEASURES	25
DISMOUNTED INDIVIDUAL	27
SEA SURFACE	30
SEA SUBSURFACE	35
MINE WARFARE	36

Table A-4: Symbol Set.

Description	Code
STABILITY AND CIVIL SUPPORT ACTIVITIES SYMBOLS	40
ATMOSPHERIC (METEOROLOGICAL)*	45
OCEANOGRAPHIC*	46
METEOROLOGICAL SPACE*	47
SIGNALS INTELLIGENCE - SPACE*	50
SIGNALS INTELLIGENCE - AIR*	51
SIGNALS INTELLIGENCE = LAND EQUIPMENT*	52
SIGNALS INTELLIGENCE - SURFACE*	53
SIGNALS INTELLIGENCE - SUBSURFACE*	54
CYBERSPACE	60
CYBERSPACE - SPACE	61
CYBERSPACE - AIR	62
CYBERSPACE - LAND UNIT	63
CYBERSPACE - LAND EQUIPMENT	64
CYBERSPACE - LAND INSTALLATION	65
CYBERSPACE - DISMOUNTED INDIVIDUAL	66
CYBERSPACE - SEA SURFACE	67
CYBERSPACE - SEA SUBSURFACE	68

Note: * indicates symbol set used by US only and included in the Table for information and to account for all values.

Table A-4: Symbol Set.

2. **Symbol Set Implementation Guidance.** A symbol set represents a collection of symbol entities, sector one modifiers, and sector two modifiers. One or more symbol sets is grouped into a given dimension. A dimension is a collection of symbols that all share the same basic frame shape and amplifier placement specifications. The various dimensions are further illustrated as columns in Chapter 1, Table 1-1 through Table 1-15, and section 1.2.1. For any given symbol's SIDC, its Context, Standard Identity, Dimension, and Status codes assist in determining which frame and associated fill is used to depict that symbol. Typically, given a collection of available filled frame graphic (svg) files, a given "affiliation" or "relationship" between a single Contexts, single Standard Identity, single Dimension, together with Status, will permit the identification and selection of a single best choice for frame graphic (svg) file.

**ANNEX A TO
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3. See Table A-5 for the relationships between dimensions and symbol sets and terminology. Domains used in MIL-STD-2525 cut across Dimensions. MIL-STD-2525 also refers to the concept of a Battle Dimension (Air, Space, Ground, Sea Surface, Sea Subsurface, SOF, Other, and Unknown), and so, for clarity, Table A-5 also shows the relationships between the older concept of Battle Dimension and the newer concepts of Domain, Dimension, and Symbol Set.

Table A-5: Domain/Dimension/Symbol Set Relationships			
Battle Dimension (MIL-STD-2525)	Dimension	Domain	Symbol Sets
Unknown	Unknown	Unknown	Unknown
Air	Air	Air	Air Air Missile Air SIGINT*
		Cyberspace	Air Cyberspace
Space	Space	Space	Space Space Missile* Space SIGINT*
		Cyberspace	Space Cyberspace
Ground	Land Unit	Land	Land Unit Land Civilian Unit/Organization
	Land Equipment		Land Equipment Land SIGINT*
		Cyberspace	Land Cyberspace
	Land Installation	Land	Land Installation
N/A	Dismounted Individual	By Location	Dismounted Individual
Sea Surface	Sea Surface	Sea	Sea Surface Sea Surface SIGINT*
		Cyberspace	Sea Surface Cyberspace
Sea Subsurface	Sea Subsurface	Sea	Sea Subsurface Mine Warfare Sea Subsurface SIGINT*
		Cyberspace	Sea Subsurface Cyberspace
--	Activities	By Location	Activities
--	Control Measure	By Location	Control Measure
--	METOC*	Air*	Atmospheric*
		Sea*	Oceanographic*
		Space*	Meteorological* Space*

Note: * Not used by NATO or within this standard.

Table A-5: Domain/Dimension/Symbol Set Relationships

A.8. Status

- The status is comprised of one digit as shown in Table A-6.

Table A-6: Status	
Description	Code
PRESENT	0
PLANNED/ANTICIPATED/SUSPECT	1
PRESENT/FULLY CAPABLE	2
PRESENT/DAMAGED	3
PRESENT/DESTROYED	4
PRESENT/FULL TO CAPACITY	5

Table A-6: Status

- Status Implementation Guidance.** Status is defined in Chapter 1, section 1.2.1. The status code in a SIDC can, alternatively, represent a present symbol's operational condition. Operational condition and Planned/Anticipated/Suspected status are mutually exclusive. Graphic (svg) files are available for each frame shape to enable a location Status of Present (solid frame) or Anticipated/Planned/Suspected (dashed frame) to be indicated for the relevant Standard Identities. Similarly, graphic (svg) files (differentiated by Context, Standard Identity, Dimension, and Status) are available to ensure that when the operational condition of an entity is expressed using the coloured bar approach, the bars are properly aligned when drawn beneath various frame shapes.

A.9. Headquarters/Task Force/Dummy

- The Headquarters/Task Force/Dummy is comprised of one digit as shown in Table A-7.

Table A-7: Headquarters/Task Force/Dummy	
Description	Code
NOT APPLICABLE	0
FEINT/DUMMY	1
HEADQUARTERS	2
FEINT/DUMMY HEADQUARTERS	3
TASK FORCE	4
FEINT/DUMMY TASK FORCE	5
TASK FORCE HEADQUARTERS	6
FEINT/DUMMY TASK FORCE HEADQUARTERS	7

Table A-7: Headquarters/Task Force/Dummy

2. **Headquarters /Task Force/Dummy Implementation Guidance.** Task force and feint/dummy indicators are described in Chapter 1 sections 1.2.8 and 1.2.9 respectively. The headquarters staff indicator is detailed in Chapter 1, section 1.2.4. Code values exist for each of the eight possible combinations of these three graphic amplifiers including the case where none of the amplifiers are used. Graphic (svg) files exist for each combination of Standard Identity group, dimension, and the aforementioned Headquarters/Task Force/Dummy codes.

A.10. Unit Echelon/Equipment Mobility/Naval Towed Array Amplifier

1. The Unit Echelon/Equipment Mobility/Naval Towed Array Amplifier is comprised of two digits as shown in Table A-8.

Table A-8: Amplifier.

Description	1st Digit	2nd Digit
UNKNOWN	0	0
ECHELON AT BRIGADE AND BELOW	1	
TEAM/CREW		1
SQUAD		2
SECTION		3
PLATOON/DETACHMENT		4
COMPANY/BATTERY/TROOP		5
BATTALION/SQUADRON		6
REGIMENT/GROUP		7
BRIGADE		8
ECHELON AT DIVISION AND ABOVE	2	
DIVISION		1
CORPS/MARINE EXPEDITIONARY FORCE		2
ARMY		3
ARMY GROUP/FRT		4
REGION/THEATRE		5
COMMAND		6
EQUIPMENT MOBILITY ON LAND	3	
STANDARD MOBILITY/ON-ROAD MOBILITY		1

Table A-8: Amplifier.

Description	1st Digit	2nd Digit
HIGH MOBILITY/OFF-ROAD MOBILITY		2
TRACKED		3
WHEELED AND TRACKED COMBINATION		4
TOWED		5
RAIL		6
PACK ANIMALS		7
EQUIPMENT MOBILITY ON SNOW		
OVER SNOW (PRIME MOVER)	4	1
SLED		2
EQUIPMENT MOBILITY ON WATER		
BARGE	5	1
AMPHIBIOUS		2
NAVAL TOWED ARRAY		
SHORT TOWED ARRAY	6	1
LONG TOWED ARRAY		2
LEADERSHIP INDICATOR		
LEADER INDIVIDUAL	7	1

Table A-8: Amplifier.

2. **Echelon/Mobility/Towed Array Amplifier Implementation Guidance.** An amplifier can either be textual or graphical and are documented in Chapter 1. These codes allow, within the contents of a SIDC, for the inclusion of three of the most commonly used graphic amplifiers. An individual graphic (svg) file can be identified for use for a given amplifier based on a SIDC's Standard Identity group and its two-digit amplifier code.

A.11. Second Ten Digits

1. These digits define the icon and modifier contents of each symbol set:
 - a. Digits 11 and 12 are the entity.
 - b. Digits 13 and 14 are entity type.
 - c. Digits 15 and 16 are entity subtype.

- d. Digits 17 and 18 are sector one (first) modifier.
 - e. Digits 19 and 20 are sector two (second) modifier.
2. If an entity is "Unspecified", then the remainder of the second set of ten digits shall be set to 0.
3. Icons are the innermost part of a symbol. Icons are fully defined in section 1.2. The SIDC structure is organized using a logical three-tier hierarchy based on first, second and third order military functions; each tier (military function level) is expressed using a pair of digits. A first order military function is expressed as an Entity. Where there are second order military functions associated with a first order military function, these are expressed as Entity Types. Similarly, if a second order military function has related third order military functions, these are expressed as Entity Subtypes. The placement of the digits representing Entity, Entity Type and Entity Subtype can be seen in Figure A-1. Some entities and entity types are used purely for hierarchical purposes, these are never associated with an actual physical icon (an individual svg graphic file) and thus are never intended to be displayed. Most entities and entity types, however, and all entity subtypes, are associated with a single physical icon (an individual svg file). The icon used to represent a SIDC should be that associated with the highest level of detail available i.e. the one that reflects a non-zero-zero value at the most discriminating (i.e. lowest order) of the Entity, Entity Type and Entity Subtype values. When the icon to be used is a full frame icon (see section 1.2.) so by definition it touches the edge of the frame it is drawn within, one of four graphic (svg) files needs to be used, based on the Standard Identity group of the given SIDC.
4. A symbol set is also comprised of up to two sets of sector modifiers (sector 1 and sector 2). Sector modifiers are defined in section 1.2., and their placement in paragraph 1.2.16. The graphic (svg) file for a given sector one modifier can be determined through a SIDC's symbol set and sector one modifier codes. The graphic (svg) file for a given sector two modifier can be determined through a SIDC's symbol set and sector two modifier codes.

A.12. Third Ten Digits

1. The third ten digit set of the symbol identification codes is used for two functions.
 - a. To provide the common modifier identification codes.
 - b. To provide the Geographical Entity Code for the symbol. Digits 28-30 are used to provide the Geographical Entity Code for the symbol.
- NOTE: "The list of geographic entities' codes required is not part of this standard." (AC/322-D(2017)0043)**
2. The common modifier identification codes are defined as follows. See Table A-9 below.

Table A-9: Common Modifier SIDC Digits 21-22 use.

Description	Common Modifier Coding
Modifier 1	Digit 21 is used to provide the Common Modifier 1 Identification Code.
Modifier 2	Digit 22 is used to provide the Common Modifier 2 Identification Code.

Table A-9: Common Modifier SIDC Digits 21-22 use.

A.13. Common Modifier Coding

1. Digit 21 of the 30-digit SIDC provides the Sector 1 Common Modifier Identification Code. Digit 22 identifies whether to use the sector 1 modifier from the main icon's symbol set or use the sector 1 common modifier table. If the value of SIDC position 21 is zero, the sector 1 modifier from the Main Icon's symbol set should be used. A value from 1-F would identify the sector 1 modifier is from the sector 1 common modifier table and then becomes the first value of the three-digit common sector 1 modifier SIDC. The combination of SIDC digits 21, 17 and 18 in that order identifies the icon in the common sector 1 modifier table.

2. Digit 22 of the 30-digit SIDC provides the Sector 2 Common Modifier Identification Code. Digit 22 identifies whether to use the sector 2 modifier from the main icon's symbol set or use the sector 2 common modifier table. If the value of SIDC position 22 is zero, the sector 1 modifier from the Main Icon's symbol set should be used. A value from 1-F would identify the sector 2 modifier is from the sector 1 common modifier table and then becomes the first value of the three-digit common sector 2 modifier SIDC. The combination of SIDC digits 22, 19 and 20 in that order identifies the icon in the common sector 2 modifier table

A.14. Example SIDC and Symbol Structure

1. To better understand the context of the components of the SIDC and how they associate with the individual graphic files (or primitives) an example is provided below.
2. For example, a SIDC of 140310021612040100060100000000 would be interpreted as:
 - a. 14 = Version ID - APP-06(E)(1).
 - b. 03 = Reality context, friend Standard Identity, friend Standard Identity group.
 - c. 10 = Land Equipment symbol set.
 - d. 0 = Status of Present.
 - e. 2 = Headquarters/task force/dummy amplifier, headquarters.
 - f. 16 = Echelon at brigade and below, specifically a battalion/squadron echelon.
 - g. 12 = Within the Land Unit symbol set, the movement and manoeuvre entity.
 - h. 04 = Within the movement and manoeuvre entity, an anti-armour entity type.
 - i. 01 = Within the anti-armour entity type, an armoured unit.
 - j. 00 = Within the Land Unit symbol set, no sector one modifier specified.
 - k. 06 = Within the Land Unit symbol set, digits two and three of the High Mobility/Off-Road Mobility sector two common modifier.
 - l. 0 = Within the common modifier sector 1 identifier, no common modifier specified.
 - m. 1 = Within the common modifier sector 2 identifier, common modifier 2 High Mobility/Off-Road Mobility selected.
 - n. 0000 = Digits reserved for future use.
 - o. 000 = Within the geographical entity amplifier, no geographical entity specified.
3. The above SIDC example would be drawn as shown in example of SIDC Symbol Building (See Table A-10).

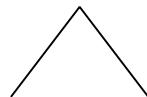
Table A-10: Example of SIDC Symbol Building.	
Codes Used	Graphic (svg)
<p>03 = Reality friend 10 = Land unit symbol set (and dimension) 0 = status of present</p> <p>All of the above values must be noted, in order to select the single best graphic for the filled frame.</p>	
<p>3 = Friend 10 = Land Unit 2 = Headquarters</p> <p>All of the above values must be noted, in order to select the single best graphic for the headquarters/task force/dummy amplifier.</p>	
<p>3 = Friend 16 = Echelon at brigade or below, battalion/squadron</p> <p>The friend Standard Identity belongs to the friend Standard Identity group, which in turn helps determine which graphic (svg) to use.</p>	
<p>10 = Land Unit symbol set 12 = Entity is movement/manoeuvre</p>	No icon is associated with this entity (hierarchical purposes only)
<p>3 = Friend 04 = Entity type within land unit movement/manoeuvre entity is anti-armour.</p> <p>Since this is a full frame icon, the Standard Identity of friend determines the specific graphic (svg) needed.</p> <p>This icon would be used if this were the highest order non-zero-zero military function code in this SIDC. But it is not, in this example, the icon we desire.</p>	

Table A-10: Example of SIDC Symbol Building.	
Codes Used	Graphic (svg)
<p>3 = Friend 01 = Entity subtype within land unit movement/manoeuvre entity and armoured entity type is anti-armour.</p> <p>Since this is a full frame icon, the Standard Identity of friend determines the specific graphic (svg) needed.</p> <p>Since this is the highest (3rd) order non-zero-zero military function code in this particular SIDC, this icon IS used, NOT the previous icon for anti-armour.</p>	
00 = Sector one modifier code is zero.	Nothing is drawn in sector one.
06 = These two digits are the second and third digit of the common modifier sector two modifier code (106) for High Mobility/Off-Road Mobility	ooo
0 = This digit provides the sector 1 modifier identifier	Nothing is drawn in sector one.
1 = This digit provides the sector 2 modifier identifier and is the first digit of the common modifier sector two modifier code (105) for High Mobility/Off-Road Mobility	ooo
00000 = Reserved for future use	N/A
000 = These positions are used to provide the geographical entity to be used in the symbol.	
When composed and drawn, the result is: 140310021612040100060100000000	

Table A-10: Example of SIDC Symbol Building.

A.15. Entity/Entity Type/Entity Subtype and Sector 1 and Sector 2 Modifiers

1. Entity, Entity Type, Entity Subtype and Individual Symbol Set Sector 1 and Sector 2 Modifier are each comprised of two digits. Common Modifiers use three digits. The Tables in this section are organised by symbol sets.

Air (01)

Table A-11: Air Entity/Entity Type/Entity Subtype.

Entity (Digits 1 and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.	Remarks
Unspecified Air			000000	
Military			110000	For training or hierarchical purposes only
	Fixed Wing		110100	
		Medical Evacuation (MEDEVAC)	110101	
		Attack/Strike	110102	
		Bomber	110103	
		Fighter	110104	
		Fighter/Bomber	110105	
		Cargo	110107	
		Electronic Combat (EC)/Jammer	110108	
		Tanker	110109	
		Patrol	110110	
		Reconnaissance	110111	
		Trainer	110112	
		Utility	110113	
		Vertical or Short Take-off and Landing (VSTOL)	110114	
		Airborne Command Post (ACP)	110115	
		Airborne Early Warning (AEW)	110116	
		Antisurface Warfare	110117	

Table A-11: Air Entity/Entity Type/Entity Subtype.

Entity (Digits 1 and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.	Remarks
		Antisubmarine Warfare	11011 8	
		Communications	11011 9	
		Combat Search and Rescue (CSAR)	11012 0	
		Electronic Support Measures(ESM)	11012 1	MIL-STD-2525 uses ES
		Government	11012 2	
		Mine Countermeasures (MCM)	11012 3	
		Personnel Recovery	11012 4	
		Search and Rescue	11012 5	
		Special Operations Forces	11012 6	
		Ultra Light	11012 7	
		Photographic Reconnaissance	11012 8	
		Very Important Person (VIP)	11012 9	
		Suppression of Enemy Air Defence	11013 0	
		Passenger	11013 1	
		Escort	11013 2	
		Electronic Attack (EA)	11013 3	
	Rotary Wing		11020 0	
	Unmanned Aircraft (UA) / Unmanned Aerial Vehicle (UAV) / Unmanned Aircraft System (UAS) / Remotely Piloted Vehicle (RPV)		11030 0	
	Vertical Take-off UAV (VT-UAV)		11040 0	
	Lighter Than Air		11050 0	
	Airship		11060 0	

Table A-11: Air Entity/Entity Type/Entity Subtype.

Entity (Digits 1 and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.	Remarks
	Tethered Lighter than Air		110700	
Civilian			120000	For training or hierarchical purposes only
	Fixed Wing		120100	
	Rotary Wing		120200	
	Unmanned Aircraft (UA) / Unmanned Aerial Vehicle (UAV) / Unmanned Aircraft System (UAS) / Remotely Piloted Vehicle (RPV)		120300	
	Lighter Than Air		120400	
	Airship		120500	
	Tethered Lighter than Air		120600	
	Medical Evacuation (Medevac)		120700	
Weapon			130000	For training or hierarchical purposes only
	Bomb		130100	
	Decoy		130200	
Manual Track			140000	

Table A-11: Air Entity/Entity Type/Entity Subtype.

Table A-12: Air Sector 1 Modifier.

First Modifier	Code	Remarks.
Not Applicable	00	
Bomber	02	
Fighter	04	
Interceptor	05	
Tanker	06	
Passenger	09	
Ultra Light	10	
Airborne Command Post (ACP)	11	
Airborne Early Warning (AEW)	12	
Government	13	
Electronic Combat (EC)/Jammer	16	
Patrol	17	
Reconnaissance	18	
Trainer	19	
Photographic Reconnaissance	20	
Personnel Recovery	21	
Communications	23	
Electronic Support Measures (ESM)	24	MIL-STD-2525 uses ES
Very Important Person (VIP) Transport	29	
Combat Search and Rescue (CSAR)	30	
Suppression of Enemy Air Defences	31	
Antisurface Warfare	32	
Fighter/Bomber	33	
Intensive Care	34	
Electronic Attack (EA)	35	
Multimission	36	
ASW Heli- LAMPS	38	
ASW Heli – SH-60R	39	

Table A-12: Air Sector 1 Modifier.

Table A-13: Air Sector 2 Modifier.

Second Modifier	Code	Remarks.
Not Applicable	00	
Boom-Only	04	
Drogue-Only	05	
Boom and Drogue	06	
Downlinked	11	

Table A-13: Air Sector 2 Modifier.

Air Missile (02)

Table A-14: Air Missile Entity/Entity Type/Entity Subtype.				
Entity (Digits 1 and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>	Remarks
Unspecified Missile			000000	
Missile			110000	

Table A-14: Air Missile Entity/Entity Type/Entity Subtype.

Table A-15: Air Missile Sector 1 Modifier.		
First Modifier	Code	Remarks.
Unspecified	00	
Air	01	
Surface	02	
Subsurface	03	
Space	04	
Anti-Ballistic	05	
Ballistic	06	
Cruise	07	
Interceptor	08	
Hypersonic	09	

Table A-15: Air Missile Sector 1 Modifier.

Table A-16: Air Missile Sector 2 Modifier.		
Second Modifier	Code	Remarks.
Unspecified	00	
Air	01	
Surface	02	
Subsurface	03	
Space	04	
Launched	05	
Patriot	07	
Standard Missile-2 (SM-2)	08	
Standard Missile-6 (SM-6)	09	
Evolved Sea Sparrow Missile (ESSM)	10	
Rolling Airframe Missile (RAM)	11	
Short Range	12	
Medium Range	13	
Intermediate Range	14	
Long Range	15	
Intercontinental	16	

Table A-16: Air Missile Sector 2 Modifier.

Space (05)

Table A-17: Space Entity/Entity Type/Entity Subtype.

Entity (Digits 1 and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.	Remarks
Unspecified Military			000000	
Military			110000	For training or hierarchical purposes only
	Space Vehicle		110100	
	Re-Entry Vehicle		110200	
	Planet Lander		110300	
	Orbiter Shuttle		110400	
	Capsule		110500	
	Satellite, General		110600	
	Satellite		110700	
	Antisatellite Weapon		110800	
	Astronomical Satellite		110900	
	Biosatellite		111000	
	Communications Satellite		111100	
	Earth Observation Satellite		111200	
	Miniaturized Satellite		111300	
	Navigational Satellite		111400	
	Reconnaissance Satellite		111500	
	Space Station		111600	
	Tethered Satellite		111700	
	Weather Satellite		111800	
	Space Launched Vehicle (SLV)		111900	
Civilian			120000	For training or hierarchical purposes only
	Orbiter Shuttle		120100	
	Capsule		120200	
	Satellite		120300	
	Astronomical Satellite		120400	

Table A-17: Space Entity/Entity Type/Entity Subtype.

Entity (Digits 1 and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>	Remarks
	Biosatellite		120500	
	Communications Satellite		120600	
	Earth Observation Satellite		120700	
	Miniaturized Satellite		120800	
	Navigational Satellite		120900	
	Space Station		121000	
	Tethered Satellite		121100	
	Weather Satellite		121200	
	Planetary Lander		121300	
	Space Vehicle		121400	
Manual Track			130000	

Table A-17: Space Entity/Entity Type/Entity Subtype.

Table A-18: Space Sector 1 Modifier.		
First Modifier	Code	Remarks.
Unspecified	00	
Low Earth Orbit (LEO)	01	
Medium Earth Orbit (MEO)	02	
High Earth Orbit (HEO)	03	
Geosynchronous Orbit (GSO)	04	
Geostationary Orbit (GEO)	05	
Molniya Orbit (MO)	06	

Table A-18: Space Sector 1 Modifier.

Table A-19: Space Sector 2 Modifier.

Second Modifier	Code	Remarks.
Unspecified	00	
Optical	01	
Infrared	02	
Radar	03	
Signals Intelligence (SIGINT)	04	
Electromagnetic Warfare (ASAT)	06	Only used with Antisatellite Weapon Main Icon.
High Power Microwave (ASAT)	07	Only used with Antisatellite Weapon Main Icon.
Laser (ASAT)	08	Only used with Antisatellite Weapon Main Icon.
Mine (ASAT)	09	Only used with Antisatellite Weapon Main Icon.
Maintenance	10	
Refuel	11	
Tug	12	

Table A-19: Space Sector 2 Modifier.

Land Unit (10)

Table A-20: Land Unit Entity/Entity Type/Entity Subtype.

Entity (Digits 1 and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>	Remarks
Unspecified Command and Control			000000	
Command and Control			110000	For training or hierarchical purposes only
	Broadcast Transmitter Antennae		110100	
	Civil Affairs		110200	
	Civil–Military Cooperation		110300	
	Information Operations		110400	
	Liaison		110500	
		Reconnaissance and Liaison Element	110501	
	Psychological Operations (PSYOPS)		110600	MIL-STD-2525 uses the term Military Information Support Operations (MSIO)
		Broadcast Transmitter Antennae	110601	
	Radio		110700	
	Radio Relay		110800	
	Radio Teletype Centre		110900	
	Signal		111000	
		Radio	111001	
		Radio Relay	111002	
		Teletype	111003	
		Video Imagery (Combat Camera)	111005	
	Video Imagery (Combat Camera)		111200	
	Space		111300	
	Special Troops		111400	
	Multi-Domain		111500	
Movement and Manoeuvre			120000	For training or hierarchical purposes only
	Air Assault with Organic Lift		120100	
	Air Traffic Services/Airfield Operations		120200	
	Anti-armour		120400	

Table A-20: Land Unit Entity/Entity Type/Entity Subtype.

Entity (Digits 1 and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code <i>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</i>	Remarks
		Armoured	120401	
		Motorized	120402	
Armour			120500	
		Reconnaissance/Cavalry	120501	
		Amphibious	120502	
Army Aviation/Aviation Rotary Wing			120600	
		Reconnaissance	120601	
	Aviation Composite		120700	
	Aviation Fixed Wing		120800	
		Reconnaissance	120801	
	Combat		120900	
	Combined Arms		121000	
Infantry			121100	
		Amphibious	121101	
		Armoured/Tracked	121102	
		Main Gun System, Infantry/Heavy Weapon	121103	
		Motorized	121104	
		Mechanised Infantry with Main Gun System/Heavy Weapon	121105	
		Main Gun System/Heavy Weapon	121106	
Observer			121200	
Reconnaissance/Cavalry			121300	
		Reconnaissance and Surveillance	121301	
		Marine	121302	
		Motorized	121303	
Sea Air Land (SEAL)			121400	
Sniper			121500	
Surveillance			121600	
Special Forces			121700	
Special Operations Forces (SOF)			121800	
		Fixed Wing PSYOPS	121801	MIL-STD-2525 uses the term Military Information Support Operations (MSIO)
		Ground	121802	

Table A-20: Land Unit Entity/Entity Type/Entity Subtype.

Entity (Digits 1 and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>	Remarks
		Underwater Demolition Team	121805	
	Unmanned Aircraft Systems (UAS)		121900	
	Ranger		122000	
Fires			130000	For training or hierarchical purposes only
	Air Defence		130100	
		Main Gun System	130101	
		Missile	130102	
		Air and Missile Defence	130103	
	Air/Land Naval Gunfire Liaison		130200	
	Field Artillery		130300	
		Self-propelled Artillery	130301	
		Reconnaissance	130303	
	Field Artillery Observer		130400	
	Joint Fire Support		130500	
	Meteorological		130600	
	Missile		130700	
	Mortar		130800	
		Self-Propelled Wheeled	130802	
	Survey		130900	
Protection			140000	For training or hierarchical purposes only
	Chemical Biological Radiological and Nuclear		140100	
		Motorized	140102	
		Reconnaissance	140103	
		Reconnaissance Armoured	140104	
		Reconnaissance Motorised	140105	
		CBRN and High Yield Explosives	140106	
	Combat Support (Manoeuvre Enhancement)		140200	
	Criminal Investigation Division		140300	
	Diving		140400	
	Dog		140500	

Table A-20: Land Unit Entity/Entity Type/Entity Subtype.

Entity (Digits 1 and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>	Remarks
	Drilling		140600	
	Engineer		140700	
		Armour	140701	
		Motorized	140702	
		Reconnaissance	140703	
	Explosive Ordnance Disposal (EOD)		140800	
	Field Camp Construction		140900	
	Fire Fighting		141000	
	Geospatial Support/Geospatial Information Support		141100	
	Military Police		141200	
	Mine		141300	
	Mine Clearing		141400	
	Mine Launching		141500	
	Mine Laying		141600	
	Security		141700	
		Motorized	141702	
	Search and Rescue		141800	
		Isolated Personnel	141801	
	Shore Patrol / Security Police		142000	
	Geospatial Information		142100	
	Missile Defence		142200	
Intelligence			150000	For training or hierarchical purposes only
	Analysis		150100	
	Counterintelligence		150200	
	Direction Finding		150300	
	Electronic Ranging		150400	
	Electromagnetic Warfare		150500	
		Analysis	150501	
		Direction Finding	150502	
		Intercept	150503	
		Jamming	150504	
		Search	150505	
	Intercept (Search and Recording)		150600	

Table A-20: Land Unit Entity/Entity Type/Entity Subtype.

Entity (Digits 1 and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code <i>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</i>	Remarks
	Interrogation		150700	
	Jamming		150800	
	Joint Intelligence Centre		150900	
	Military Intelligence		151000	
	Search		151100	
	Sensor		151200	
	Military History		151300	
Sustainment			160000	
	Administrative		160100	
	All Classes of Supply		160200	
	Ammunition		160400	
	Band		160500	
		Army Music	160501	
	Combat Service Support		160600	
	Finance		160700	
	Judge Advocate General		160800	
	Labour		160900	
	Laundry/Bath		161000	
	Maintenance		161100	
	Material		161200	
	Medical		161300	
	Medical Treatment Facility		161400	
	Morale, Welfare and Recreation		161500	
	Mortuary Affairs/Graves Registration		161600	
	Multiple Classes of Supply		161700	
	NATO Supply Class I		161800	
	NATO Supply Class II		161900	
	NATO Supply Class III		162000	
	NATO Supply Class IV		162100	
	NATO Supply Class V		162200	
	Ordnance		162300	
	Personnel Services		162400	
	Petroleum, Oil and Lubricants		162500	
	Public Affairs/Public Information		162800	
	Quartermaster		162900	

Table A-20: Land Unit Entity/Entity Type/Entity Subtype.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>	Remarks
	Religious Support		163100	
	Replacement Holding Unit		163200	
	Joint Information Bureau		163500	
	Transportation		163600	
	US Supply Class I		163700	
	US Supply Class IV		164000	
	US Supply Class VI		164200	
	US Supply Class VII		164300	
	US Supply Class VIII		164400	
	US Supply Class IX		164500	
	US Supply Class X		164600	
	Water Purification		164800	
	Broadcast		164900	
	Interpreter/Translator		165100	
	Support		165200	
	Army Field Support		165300	
	Contractor Support		165400	
	Parachute Rigger		165500	
	Human Resources (HR)		165600	
Naval			170000	For training or hierarchical purposes only
	Naval		170100	
Named Headquarters			180000	For training or hierarchical purposes only
	Allied Command Europe Rapid Reaction Corps (ARRC)		180100	
	Allied Command Operations		180200	
	International Security Assistance Force (ISAF)		180300	
	Multinational (MN)		180400	
Emergency Operation			190000	
Law Enforcement			200000	For training or hierarchical purposes only.
	Bureau of Alcohol, Tobacco, Firearms and Explosives (ATF) (Department of Justice)		200100	

Table A-20: Land Unit Entity/Entity Type/Entity Subtype.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>	Remarks
	Drug Enforcement Administration (DEA)		200400	
	Federal Bureau of Investigation (FBI)		200600	
	Police		200700	
	United States Secret Service (USSS)		200900	
	Transportation Security Administration (TSA)		201000	
	Coast Guard		201100	
	Internal Security Force		201300	
Cyberspace Operation			210000	

Table A-20: Land Unit Entity/Entity Type/Entity Subtype.

Table A-21: Land Unit Sector 1 Modifier.

First Modifier	Code	Remarks.
Unspecified	00	
Tactical Satellite	01	
Area	02	
Border	05	
Communications Contingency Package	11	
Construction	12	
Cross Cultural Communication	13	
Detention	16	
Direct Communications	17	
Diving	18	
Division	19	
Dog	20	
Drilling	21	
Electro–Optical	22	
Enhanced	23	
Fire Direction Centre	25	
Force	26	
Forward	27	
Ground Station Module	28	
Landing Support	29	
Company (Echelon of Support)	30	
Meteorological	32	
Missile	34	
Mobile Advisor and Support	35	
Mobile Subscriber Equipment	36	
Mobility Support	37	
Battalion (Echelon of Support)	38	
Multinational	39	
Multinational Specialized Unit	40	
Multiple Rocket Launcher	41	
NATO Medical Role 1	42	
NATO Medical Role 2	43	
NATO Medical Role 2 Basic	81	
NATO Medical Role 2 Enhanced	82	
NATO Medical Role 2 Forward	83	
NATO Medical Role 3	44	
NATO Medical Role 4	45	
Naval	46	
Unmanned Aircraft Systems (UAS)	47	
Operations	49	
Radar	50	
Radio Frequency Identification (RFID) Interrogator / Sensor	51	
Sensor	55	
Weapon	56	
Signals Intelligence	57	
Single Rocket Launcher	59	
Smoke	60	
Sound Ranging	62	
Survey	65	

Table A-21: Land Unit Sector 1 Modifier.

First Modifier	Code	Remarks.
Tactical Exploitation	66	
Target Acquisition	67	
Topographic/Geospatial	68	
Video Imagery (Combat Camera)	70	
Mobility Assault	71	
Amphibious Warfare Ship	72	
Load Handling System	73	
Palletised Load System	74	
Support	77	
Route, Reconnaissance, and Clearance	79	
Assault	84	
Criminal Investigation Division	86	
Digital	87	
Network or Network Operations	88	
Air Terminal	89	
Pipeline	90	
Postal	91	
Independent Command	93	
Theatre	94	
Army or Theatre Army	95	
Corps	96	
Headquarters or headquarters staff element	98	

Table A-21: Land Unit Sector 1 Modifier.

Table A-22: Land Unit Sector 2 Modifier.

Second Modifier	Code	Remarks.
Unspecified	00	
Arctic	02	
Battle Damage Repair	03	
Casualty Staging	05	
Clearing	06	
Control	08	
Decontamination	09	
Demolition	10	
Dental	11	
Digital	12	
Enhanced Position Location Reporting System (EPLRS)	13	
Equipment	14	
High Altitude	16	
Intermodal	17	
Intensive Care	18	
Laboratory	20	
Launcher	21	
Low Altitude	23	
Medium Altitude	25	
High to Medium Altitude	28	
Multi-Channel	29	
Optical (Flash)	30	
Pack Animal	31	
Patient Evacuation Coordination	32	
Preventive Maintenance	33	
Psychological	34	
Radio Relay Line of Sight	35	
Recovery (Unmanned Systems)	37	
Recovery (Maintenance)	38	
Rescue Coordination Centre	39	
Riverine	40	
Single Channel	41	
Strategic	44	
Support	45	
Tactical	46	
Towed	47	
Troop	48	
Vertical or Short Take-Off and Landing (VTOL/VSTOL)	49	
Veterinary	50	
High to Low Altitude	52	
Medium to Low Altitude	53	
Attack	54	
Refuel	55	
Utility	56	
Combat Search and Rescue (CSAR)	57	
Guerrilla	58	
Air Assault	59	

Table A-22: Land Unit Sector 2 Modifier.

Second Modifier	Code	Remarks.
Amphibious	60	
Very Heavy	61	
Supply	62	
Navy Barge Self-Propelled	64	
Navy Barge Not Self-Propelled	65	
Launch	66	
Landing Craft	67	
Landing Ship	68	
Service Craft/Yard	69	
Tug Harbour	70	
Tug Boat Ocean Going	71	
Surface Deployment and Distribution Command	72	
Non-Combatant Generic Vessel	73	
Composite	74	
Shelter	75	
Surgical	81	
Blood Support	82	
Combat and Operational Stress Control	83	
Jamming	84	
Optometry	86	
Preventative Medicine	87	

Table A-22: Land Unit Sector 2 Modifier.

Land Civilian Unit/Organization (11)**Table A-23: Land Civilian Unit/Organization Entity/Entity Type/Entity Subtype.**

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>	Remarks
Unspecified Civilian			000000	
Civilian			110000	For training or hierarchical purposes only
	Environmental Protection		110100	
	Government Organization		110200	
	Individual		110300	
	Group		110400	
	Individual victim; killed by criminal activity		110500	
	Group of victims; killed by criminal activity		110600	
	Victim of an Attempted Crime		110700	
	Spy		110800	
	Composite Loss		110900	
	Emergency Medical Operation		111000	

Table A-23: Land Civilian Unit/Organization Entity/Entity Type/Entity Subtype.

Table A-24: Land Civilian Unit/Organization Sector 1 Modifier.

First Modifier	Code	Remarks.
Unspecified	00	
Murder Victims	03	
Displaced Person(s), Refugee(s) and Evacuee(s)	09	
Foreign Fighter(s)	10	
Gang Member or Gang	11	
Leader or Leadership	13	
Non-governmental Organization Member or Non-governmental Organization	14	
Coerced/Impressed Recruit	15	
Willing Recruit	16	
Religious or Religious Organization	17	
Targeted Individual or Organization	18	
Terrorist or Terrorist Organization	19	
Speaker	20	
Other	23	
Loot	24	

Table A-24: Land Civilian Unit/Organization Sector 1 Modifier.**Table A-25: Land Civilian Unit/Organization Sector 2 Modifier.**

Second Modifier	Code	Remarks.
Unspecified	00	
Leader or Leadership	01	

Table A-25: Land Civilian Unit/Organization Sector 2 Modifier.

Land Equipment (15)

Table A-26: Land Equipment Entity/Entity Type/Entity Subtype.

Entity (Digits 1 and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>	Remarks
Unspecified			000000	
Weapons/ Weapon System			110000	For training or hierarchical purposes only.
	Rifle		110100	
		Single Shot Rifle	110101	
		Semiautomatic Rifle	110102	
		Automatic Rifle	110103	
	Machine Gun		110200	
		Light	110201	
		Medium	110202	
		Heavy	110203	
	Grenade Launcher		110300	
		Light	110301	
		Medium	110302	
		Heavy	110303	
	Flame Thrower		110400	
	Air Defence Gun		110500	
		Light	110501	
		Medium	110502	
		Heavy	110503	
	Antitank Gun		110600	
		Light	110601	
		Medium	110602	
		Heavy	110603	
	Direct Fire Gun		110700	
		Light	110701	
		Medium	110702	
		Heavy	110703	
	Recoilless Gun		110800	
		Light	110801	
		Medium	110802	
		Heavy	110803	
	Howitzer		110900	
		Light	110901	
		Medium	110902	
		Heavy	110903	
	Missile Launcher		111000	

Table A-26: Land Equipment Entity/Entity Type/Entity Subtype.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.	Remarks
		Light	11100 1	
		Medium	11100 2	
		Heavy	11100 3	
	Air Defence Missile Launcher		111100	
		Light	11110 1	
		Light, Light Transporter-Launcher and Radar (TLAR)	11110 2	
		Light, Light Tactical Landing Approach Radar (TELAR)	11110 3	
		Medium	11110 4	
		Medium, TLAR	11110 5	
		Medium, TELAR	11110 6	
		Heavy	11110 7	
		Heavy, TLAR	11110 8	
		Heavy, TELAR	11110 9	
	Antitank Missile Launcher		111200	
		Light	11120 1	
		Medium	11120 2	
		Heavy	11120 3	
	Surface-to-Surface Missile Launcher		111300	
		Light	11130 1	
		Medium	11130 2	
		Heavy	11130 3	
	Mortar		111400	
		Light	11140 1	
		Medium	11140 2	
		Heavy	11140 3	
	Single Rocket Launcher		111500	
		Light	11150 1	
		Medium	11150 2	
		Heavy	11150 3	
	Multiple Rocket Launcher		111600	
		Light	11160 1	
		Medium	11160 2	
		Heavy	11160 3	

Table A-26: Land Equipment Entity/Entity Type/Entity Subtype.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.	Remarks
	Antitank Rocket Launcher		111700	
		Light	111701	
		Medium	111702	
		Heavy	111703	
	Non-lethal Weapon		111800	
	Taser		111900	
	Water Cannon		112000	
Vehicles			120000	For training or hierarchical purposes only
	Armoured		120100	For training or hierarchical purposes only
		Armoured Fighting Vehicle	120101	
		Armoured Fighting Vehicle Command and Control	120102	
		Armoured Personnel Carrier	120103	
		Armoured Personnel Carrier Ambulance	120104	
		Armoured Protected Vehicle	120105	
		Armoured Personnel Carrier, Recovery	120108	
		Combat Service Support Vehicle	120109	
		Light Armoured Reconnaissance	120111	
	Tank		120200	
		Light	120201	
		Medium	120202	
		Heavy	120203	
Engineer Vehicles and Equipment			130000	
	Bridge		130100	
	Fixed Bridge		130300	
	Floating Bridge		130400	
	Folding Girder Bridge		130500	
	Hollow Deck Bridge		130600	
	Drill		130700	
		Drill Mounted on Utility Vehicle	130701	

Table A-26: Land Equipment Entity/Entity Type/Entity Subtype.

Entity (Digits 1 and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.	Remarks
	Earthmover		130800	
		Multifunctional Earthmover/Digger	1308 01	
	Mine Clearing Equipment		130900	
		Mine Clearing Equipment on Tank Chassis	1309 02	
		Assault Breacher Vehicle (ABV) With Combat Dozer Blade	1309 03	
	Mine Laying Equipment		131000	
		Mine Laying Equipment on Utility Vehicle	1310 01	
		Armoured Carrier with Volcano	1310 02	
		Truck Mounted with Volcano	1310 03	
	Dozer		131100	
		Dozer, Armoured	1311 01	
	Armoured Assault		131200	
	Armoured Engineer Recon Vehicle (AERV)		131300	
	Backhoe		131400	
	Construction Vehicle		131500	
	Ferry Transporter		131600	
Utility Vehicles			140000	For training or hierarchical purposes only
	Utility		140100	
	Medical		140200	
	Mobile Emergency Physician		140400	
	Bus		140500	
	Semi-Trailer and Truck		140600	
		Light	1406 01	
		Medium	1406 02	
		Heavy	1406 03	
	Limited Cross Country Truck		140700	
	Cross Country Truck		140800	

Table A-26: Land Equipment Entity/Entity Type/Entity Subtype.

Entity (Digits 1 and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.	Remarks
	Petroleum, Oil and Lubricant		140900	
	Water		141000	
	Amphibious Utility Wheeled Vehicle		141100	
	Tow Truck		141200	
		Light	141201	
		Heavy	141202	
Trains			150000	For training or hierarchical purposes only
	Locomotive		150100	
Civilian Vehicles			160000	For training or hierarchical purposes only
	Utility Vehicle		160400	
	Known Insurgent Vehicle		160800	
	Drug Vehicle		160900	
Law Enforcement			170000	
	Bureau of Alcohol, Tobacco, Firearms and Explosives (ATF) (Department of Justice)		170100	
	Drug Enforcement Administration (DEA)		170400	
	Federal Bureau of Investigation (FBI)		170600	
	Police		170700	
	United States Secret Service (USSS)		170800	
	Transportation Security Administration (TSA)		170900	
	Coast Guard		171000	
Pack Animals			180000	
Missile Support			190000	
	Transloader		190100	
	Transporter		190200	
	Crane/Loading Device		190300	
	Propellant Transporter		190400	

Table A-26: Land Equipment Entity/Entity Type/Entity Subtype.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.	Remarks
	Warhead Transporter		190500	
Other Equipment			200000	For training or hierarchical purposes only
	Antennae		200100	
	Bomb		200200	
	Booby Trap		200300	
	CBRN Defence Equipment		200400	
	Computer System		200500	
	Command Launch Equipment (CLE)		200600	
	Generator Set		200700	
	Ground-based Midcourse Defence (GMD) Fire Control (GFC) Centre		200800	
	In-Flight Interceptor Communications System (IFICS) Data Terminal (IDT)		200900	
	Laser		201000	
	Psychological Operations (PSYOPS)		201100	MIL-STD-2525 uses the term Military Information Support Operations (MSIO)
	Sustainment Shipments		201200	
	Tent	Civilian	201301	
		Military	201302	
	Unit Deployment Shipments		201400	
	Emergency Medical Operation		201500	
Land Mines			210000	For training or hierarchical purposes only
	Land Mine		210100	
	Antipersonnel Land Mine (APL)		210200	
	Antitank Mine		210300	
	Improvised Explosive Device (IED)		210400	

Table A-26: Land Equipment Entity/Entity Type/Entity Subtype.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.	Remarks
	Less than lethal		210500	
Sensors			220000	For training or hierarchical purposes only
	Sensor		220100	
	Sensor Emplaced		220200	
	Radar		220300	
Emergency Operation			230000	
	Fire Fighting		230200	
Manual Track			240000	
Rotary Wing			250000	

Table A-26: Land Equipment Entity/Entity Type/Entity Subtype.**Table A-27: Land Equipment Sector 1 Modifier.**

First Modifier	Code	Remarks
Unspecified	00	
Early Warning Radar	03	
Intrusion	04	
Upgraded Early Warning Radar	07	
Multi Purpose Blade	12	
Tank Width Mine Plow	13	

Table A-27: Land Equipment Sector 1 Modifier.**Table A-28: Land Equipment Sector 2 Modifier.**

Second Modifier	Code	Remarks.
Unspecified	00	
Tractor Trailer	06	

Table A-28: Land Equipment Sector 2 Modifier.

Land Installations (20)

Table A-29: Land Installation Entity/Entity Type/Entity Subtype.

Entity (Digits 1 and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>	Remarks
Unspecified			000000	
Installation			110000	For training or hierarchical purposes only
	Ammunition and Explosives/Production		110200	
	Ammunition Cache		110300	
	Armament Production		110400	
	Black List Location		110500	
	Chemical, Biological, Radiological and Nuclear (CBRN)		110600	
	Engineering Equipment Production		110700	
	Bridge		110701	
	Equipment Manufacture		110800	
	Government Leadership		110900	
	Gray List Location		111000	
	Mass Grave Site		111100	
	Materiel		111200	
	Mine		111300	
	Missile and Space System Production		111400	
	Nuclear (Non CBRN Defence)		111500	
	Printed Media		111600	
	Safe House		111700	
	White List Location		111800	
	Tented Camp		111900	
	Displaced Persons/Refugee/Evacuees Camp		111901	
	Training Camp		111902	
	Warehouse/Storage Facility		112000	For training or hierarchical purposes only
	Grenade Cache		112001	
	Law Enforcement		112100	For training or hierarchical purposes only.

Table A-29: Land Installation Entity/Entity Type/Entity Subtype.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>	Remarks
		Bureau of Alcohol, Tobacco, Firearms and Explosives (ATF) (Department of Justice)	112101	
		Drug Enforcement Administration (DEA)	112104	
		Federal Bureau of Investigation (FBI)	112106	
		Police	112107	
		United States Secret Service (USSS)	112109	
		Transportation Security Administration (TSA)	112110	
		Coast Guard	112111	
	Emergency Operation		112200	
		Fire Station	112201	
		Emergency Medical Operation	112202	
	House		112300	
Infrastructure			120000	For training or hierarchical purposes only.
	Agriculture and Food Infrastructure		120100	For training or hierarchical purposes only.
		Commercial Food Distribution Centre	120103	
		Food Distribution	120105	
		Food Production Centre	120106	
		Food Retail	120107	
	Banking Finance and Insurance		120200	
		Economic Infrastructure Asset	120204	
		Financial Services, Other	120207	
	Commercial		120300	For training or hierarchical purposes only.
		Hazardous Material Storage	120305	
		Industrial Site	120306	
		Pharmaceutical Manufacturer	120308	
	Educational Facilities		120400	

Table A-29: Land Installation Entity/Entity Type/Entity Subtype.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>	Remarks
		College/University	120401	
		School	120402	
	Energy Facility		120500	
		Electric Power	120501	
		Generation Station	120502	
		Natural Gas Facility	120503	
		Petroleum/Gas/Oil	120505	
	Medical		120700	For training or hierarchical purposes only
		Medical	120701	
		Medical Treatment Facility (Hospital)	120702	
	Military		120800	For training or hierarchical purposes only.
		Military Armoury	120801	
		Military Base	120802	
	Postal Services		120900	
		Postal Distribution Centre	120901	
		Post Office	120902	
	Public Venues		121000	
		Religious Institution	121004	
	Telecommunications		121200	For training or hierarchical purposes only.
		Broadcast Transmitter Antennae	121201	
		Telecommunications (Civilian)	121202	
		Telecommunications Tower	121203	
	Transportation		121300	
		Air Terminal	121301	
		Air Traffic Control Facility	121302	
		Ferry Terminal	121304	
		Helicopter Landing Site	121305	
		Maintenance Facility	121306	
		Railhead/Railroad Station	121307	

Table A-29: Land Installation Entity/Entity Type/Entity Subtype.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>	Remarks
		Sea Terminal	1213 09	
		Ship Yard	1213 10	
Water Supply			121400	
		Ground Water Well	1214 04	.
		Water	1214 10	
		Water Treatment	1214 11	

Table A-29: Land Installation Entity/Entity Type/Entity Subtype.

Table A-30: Land Installation Sector 1 Modifier.

First Modifier	Code	Remarks.
Unspecified	00	
Coal	06	Used with Electric Power
Geothermal	07	Used with Electric Power
Hydroelectric	08	Used with Electric Power
Natural Gas	09	Used with Electric Power
Civilian Telephone	12	Telecommunication
Civilian Television	13	Telecommunication

Table A-30: Land Installation Sector 1 Modifier.**Table A-31: Land Installation Sector 2 Modifier.**

Second Modifier	Code	Remarks.
Unspecified	00	
Biological	01	Used with CBRN
Chemical	02	Used with CBRN
Nuclear	03	Used with CBRN
Radiological	04	Used with CBRN
Atomic Energy Reactor	05	Used with CBRN
Nuclear Material Production	06	Used with CBRN
Nuclear Material Storage	07	Used with CBRN
Weapons Grade Production	08	Used with CBRN

Table A-31: Land Installation Sector 2 Modifier.

Control Measure (25)

Table A-32: Control Measure Entity/Entity Type/Entity Subtype.

Entity (Digits 1 and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.	Remarks
Command and Control Lines			110000	For training or hierarchical purposes only
	Boundary		110100	For training or hierarchical purposes only
	Light Line		110200	
	Engineer Work Line		110300	
	Line, Generic		110400	
	Decision Line		110500	
Command and Control Areas			120000	For training or hierarchical purposes only
	Area of Operations		120100	
	Named Area of Interest		120200	
	Target Area of Interest		120300	
	Airfield Zone		120400	
	Base Camp		120500	
	Guerrilla Base		120600	
	Area, Generic		120700	
	Bridgehead		120800	
Command and Control Points			130000	For training or hierarchical purposes only
	Action Point (General)		130100	
	Amnesty Point		130200	
	Checkpoint		130300	
	Centre of Main Effort		130400	
	Contact Point		130500	
	Coordinating Point		130600	
	Decision Point		130700	
	Distress Call		130800	
	Entry Control Point		130900	
	Fly-To-Point		131000	For training or hierarchical purposes only
		Sonobuoy	131001	
		Weapon	131002	
		Normal	131003	
	Linkup Point		131100	
	Passage Point		131200	
	Point of Interest		131300	

Table A-32: Control Measure Entity/Entity Type/Entity Subtype.

Entity (Digits 1 and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.	Remarks
		Point of Interest - Launch Event	131301	
	Rally Point		131400	
	Release Point		131500	
	Start Point		131600	
	Special Point		131700	
	Waypoint		131800	
	Airfield		131900	
	Target Handover		132000	
	Key Terrain		132100	
	Control Point (CP)		132200	
	Vital Ground		132300	
	Engineer Regulating Point		280800	
Manoeuvre Lines			140000	For training or hierarchical purposes only
	Forward Line of Troops		140100	
	Phase Line		140300	
	Forward Edge of the Battle Area		140400	
	Principle Direction of Fire		140500	
	Direction of Attack		140600	For training or hierarchical purposes only
	Aviation		140601	
	Main Attack		140602	
	Supporting Attack		140603	
	Feint		140605	
	Final Coordination Line		140700	
	Infiltration Lane		140800	
	Limit of Advance		140900	
	Line of Departure		141000	
	Line of Departure/Line of Contact		141100	
	Probable Line of Deployment		141200	
	Airhead Line		141300	
	Bridgehead Line (BL)		141400	
	Holding Line (HL)		141500	
	Release Line		141600	
	Ambush		141700	

Table A-32: Control Measure Entity/Entity Type/Entity Subtype.

Entity (Digits 1 and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.	Remarks
	Handover Line (HOL)		141800	
	Battle Handover Line (BHL)		141900	
	Named Area of Interest Line (NAI)		142000	
	Mobility Corridor		142100	
Manoeuvre Areas			150000	For training or hierarchical purposes only
	Area		150100	
	Assembly Area (AA)		150200	
	Action Area		150500	For training or hierarchical purposes only
		Joint Tactical Action Area (JTAA)	150501	
		Submarine Action Area (SAA)	150502	
		Submarine-Generated Action Area (SGAA)	150503	
	Drop Zone (DZ)		150600	
	Extraction Zone (EZ)		150700	
	Landing Zone (LZ)		150800	
	Pick-Up Zone (PZ)		150900	
	Fortified Area		151000	
	Limited Access Area		151100	
	Battle Position		151200	
		Prepared (P) but not Occupied	151202	
		Strong Point	151203	
		Contain	151204	
		Retain	151205	
	Engagement Area (EA)		151300	
	Axis of Advance		151400	For training or hierarchical purposes only
		Airborne/Aviation	151401	
		Attack Helicopter	151402	
		Main Attack	151403	
		Supporting Attack	151404	
		Feint	151406	
	Assault Position		151500	
	Attack Position		151600	

Table A-32: Control Measure Entity/Entity Type/Entity Subtype.

Entity (Digits 1 and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>	Remarks
	Objective Area		151700	
	Encirclement		151800	
	Penetration Box		151900	
	Attack by Fire		152000	
	Support by Fire		152100	
	Search Area/Reconnaissance Area		152200	
	Avenue of Approach		152300	
	Restricted Terrain		152400	
	Severely Restricted Terrain		152500	
Manoeuvre Points			160000	For training or hierarchical purposes only
	Observation Post/Outpost (unspecified)		160100	
	Observation Post/Outpost (specified)		160200	
		Reconnaissance Outpost	160201	
		Forward Observer Outpost	160202	
		CBRN Observation Outpost	160203	
		Sensor Outpost /Listening Post	160204	
		Combat Outpost	160205	
	Target Reference Point		160300	
	Point of Departure		160400	
Airspace Control Areas			170000	For training or hierarchical purposes only
		Air Corridor	170100	
	Low Level Transit Route		170200	
	Temporary Minimum–Risk Route		170300	
	Safe Lane		170400	
	Standard Use Army Aircraft Flight Route		170500	
	Transit Corridor		170600	
	Special Corridor (SC)		170700	
	Base Defence Zone		170800	
	High–Density Airspace Control Zone		170900	

Table A-32: Control Measure Entity/Entity Type/Entity Subtype.

Entity (Digits 1 and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.	Remarks
	Restricted Operations Zone (ROZ)		171000	
	Air-to-Air Restricted Operating Zone (AARROZ)		171100	
	Unmanned Aircraft Restricted Operating Zone (UA-ROZ)		171200	
	Weapon Engagement Zone (WEZ)		171300	
	Fighter Engagement Zone (FEZ)		171400	
	Joint Engagement Zone (JEZ)		171500	
	Missile Engagement Zone (MEZ)		171600	
	Low (Altitude) Missile Engagement Zone (LOMEZ)		171700	
	High (Altitude) Missile Engagement Zone (HIMEZ)		171800	
	Short Range Air Defence Engagement Zone (SHORADEZ)		171900	
	Weapons Free Zone		172000	
Airspace Control Points			180000	For training or hierarchical purposes only.
	Air Control Point		180100	
	Communications Checkpoint		180200	
	Isolated Personnel Pick-up Point		180300	
	Pop-up Point		180400	
	Air Control Rendezvous		180500	
	Tactical Air Navigation (TACAN)		180600	
	Combat Air Patrol (CAP) Station		180700	
	Airborne Early Warning (AEW) Station		180800	
	ASW (Helo and F/W) Station		180900	

Table A-32: Control Measure Entity/Entity Type/Entity Subtype.

Entity (Digits 1 and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.	Remarks
	Strike Initial Point		181000	
	Replenishment Station		181100	
	Tanking		181200	
	Antisubmarine Warfare, Rotary Wing		181300	
	Surface Combat Air Patrol (SUCAP) - Fixed Wing		181400	
	SUCAP – Rotary Wing		181500	
	MW – Fixed Wing		181600	MIL-STD-2525 uses the icon MIW
	MW – Rotary Wing		181700	MIL-STD-2525 uses the icon MIW
	Tomcat		181800	
	Rescue		181900	
	Unmanned Aircraft System (UAS)		182000	
	Vertical Take-off and Landing (VTOL) Tactical Unmanned Aircraft (VTUA)		182100	
	Orbit		182200	
	Orbit – Figure Eight		182300	
	Orbit – Race Track		182400	
	Orbit – Random Closed		182500	
	Isolated Personnel Location		182600	
Airspace Control Lines			190000	For training or hierarchical purposes only
	Identification Friend or Foe (IFF) Off Line		190100	
	Identification Friend or Foe (IFF) On Line		190200	
Maritime Control Areas			200000	For training or hierarchical purposes only
	Launch Area		200100	For training or hierarchical purposes only
		Ellipse/Circle	200101	
	Defended Area		200200	For training or hierarchical purposes only
		Ellipse/Circle	200201	

Table A-32: Control Measure Entity/Entity Type/Entity Subtype.

Entity (Digits 1 and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.	Remarks
		Rectangle	200202	
	No Attack (NOTACK) Zone		200300	
	Ship Area of Interest		200400	
		Ellipse/Circle	200401	
		Rectangle	200402	
	Active Manoeuvre Area		200500	
	Cued Acquisition Doctrine		200600	
	Radar Search Doctrine		200700	
Maritime Control Points			210000	For training or hierarchical purposes only
	Plan Ship		210100	
	Aim Point		210200	
	Defended Asset		210300	
	Drop Point		210400	
	Entry Point		210500	
	Air Detonation		210600	
	Ground Zero		210700	
	Impact Point		210800	
	Predicted Impact Point		210900	
	Launched Torpedo		211000	
	Missile Detection Point		211100	
	Acoustic Countermeasure (Decoy)		211200	
	Electronic Countermeasures (ECM) Decoy		211300	
	Brief Contact		211400	
	Datum Lost Contact		211500	
	BT Buoy Drop		211600	
	Reported Bottomed Sub		211700	
	Moving Haven		211800	
	Screen Centre		211900	
	Lost Contact		212000	
	Sinker		212100	
	Trial Track		212200	
	Acoustic Fix		212300	
	Electromagnetic Fix		212400	

Table A-32: Control Measure Entity/Entity Type/Entity Subtype.

Entity (Digits 1 and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.	Remarks
	Electromagnetic – Magnetic Anomaly Detection (MAD)		21 2 500	
	Optical Fix		21 2 600	
	Formation		21 2 700	
	Harbour		21 2 800	
	Harbour Entrance Point		21 2 900	
	A		212901	
	Q		212902	
	X		212903	
	Y		212904	
	Dip Position		213000	
	Search		213100	
	Search Area		213200	
	Search Centre		213300	
	Navigational Reference Point		213400	
	Sonobuoy		213500	
	Ambient Noise		213501	
	Air Transportable Communication (ATAC)		213502	
	Barra		213503	
	Bathythermograph Transmitting (BT)		213504	
	Command Active Multi-Beam Sonobuoy (CAMBS)		213505	
	Command Active Sonobuoy Directional Command Active Sonobuoy System (CASS)		213506	
	Directional Frequency Analysis and Recording (DIFAR)		213507	
	Directional Command Active Sonobuoy System (DICASS)		213508	
	Expendable Reliable Acoustic Path Sonobuoy (ERAPS)		213509	
	Expired		213510	
	Kingpin		213511	

Table A-32: Control Measure Entity/Entity Type/Entity Subtype.

Entity (Digits 1 and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.	Remarks
		Low Frequency Analysis and Recording (LOFAR)	213512	
		Pattern Centre	213513	
		Range Only	213514	
		Vertical Line Array Directional Frequency Analysis and Recording (VLAD)	213515	
	Reference Point		213600	
	Special Point		213700	
	Navigational Reference Point		213800	
	Data Link Reference Point		213900	
	Vital Area Centre		214100	
	Corridor Tab Point		214200	
	Enemy Point		214300	
	Marshall Point		214400	
	Position and Intended Movement (PIM)		214500	
	Pre-Landfall Waypoint		214600	
	Estimated Position (EP)		214700	
	Waypoint		214800	
	General Subsurface Station		214900	
	Submarine Subsurface Station		215000	
	Submarine Antisubmarine Warfare Subsurface Station		215100	
	Unmanned Underwater Vehicle Subsurface Station		215200	
	Antisubmarine Warfare (ASW) Unmanned Underwater Vehicle Subsurface Station		215300	
	Mine Warfare Unmanned Underwater Vehicle Subsurface Station		215400	

Table A-32: Control Measure Entity/Entity Type/Entity Subtype.

Entity (Digits 1 and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>	Remarks
	Surface Warfare Unmanned Underwater Vehicle Subsurface Station		21 5 500	
	General Surface Station		21 5 600	
	Antisubmarine Warfare (ASW) Surface Station		21 5 700	
	Mine Warfare Surface Station		21 5 800	
	Non-Combatant Surface Station		21 5 900	
	Picket Surface Station		21 6 000	
	Rendezvous Surface Station		21 6 100	
	Replenishment at Sea Surface Station		21 6 200	
	Rescue Surface Station		21 6 300	
	Surface Warfare Surface Station		21 6 400	
	Unmanned Underwater Vehicle Surface Station		21 6 500	
	Antisubmarine Warfare (ASW) Unmanned Underwater Vehicle Surface Station		21 6 600	
	Mine Warfare Unmanned Underwater Vehicle Surface Station		21 6 700	
	Remote Multi-Mission Vehicle Mine Warfare Unmanned Underwater Surface Station		21 6 800	
	Surface Warfare Mine Warfare Unmanned Underwater Vehicle Surface Station		21 6 900	
	Shore Control Station		21 7 000	
	General Route		21 7 100	
	Diversion Route		21 7 200	
	Position and Intended Movement (PIM) Route		21 7 300	
	Picket Route		21 7 400	
	Point R Route		21 7 500	

Table A-32: Control Measure Entity/Entity Type/Entity Subtype.

Entity (Digits 1 and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.	Remarks
	Rendezvous Route		21 7 600	
	Waypoint Route		21 7 700	
	Clutter, Stationary or Cease Reporting		21 7 800	
	Tentative or Provisional Track		21 7 900	
	Distressed Vessel		21 8 000	
	Ditched Aircraft/Downed Aircraft		21 8 100	
	Person in Water/Bailout		21 8 200	
	Iceberg		21 8 300	
	Navigational		21 8 400	
	Oil Rig		21 8 500	
	Sea Mine–Like		21 8 600	
	Bottom Return/Non-Mine, Mine-Like Bottom Object (NOMBO)		21 8 700	
	Bottom Return/Non-Mine, Mine-Like Bottom Object (NOMBO)/Installation Manmade		21 8 800	
	Marine Life		21 8 900	
	Sea Anomaly (Wake, Current, Knuckle)		21 9 000	
	Bottom Return/Non-MILCO, Wreck, Dangerous		21 9 100	
	Bottom Return/Non-MILCO, Wreck, Non Dangerous		21 9 200	
Maritime Control Lines			22 0000	For training or hierarchical purposes only
	Bearing Line		220100	
		Electronic	220101	
		Electromagnetic Warfare (EW)	220102	
		Acoustic	220103	
		Acoustic (Ambiguous)	220104	
		Torpedo	220105	
		Electro-Optical Intercept	220106	
		Jammer	220107	

Table A-32: Control Measure Entity/Entity Type/Entity Subtype.

Entity (Digits 1 and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.	Remarks
		Radio Direction Finder (RDF)	220108	
Deception			230000	For training or hierarchical purposes only
	Decoy/Dummy/ Deception		230100	
	Deceive/Decoy/Dummy/ Feint		230200	
Fires Areas			240000	For training or hierarchical purposes only
	Airspace Coordination Area		240100	For training or hierarchical purposes only
		Irregular	240101	
		Rectangular	240102	
		Circular	240103	
	Free Fire Area		240200	For training or hierarchical purposes only
		Irregular	240201	
		Rectangular	240202	
		Circular	240203	
	No Fire Area		240300	For training or hierarchical purposes only
		Irregular	240301	
		Rectangular	240302	
		Circular	240303	
	Restricted Fire Area		240400	For training or hierarchical purposes only
		Irregular	240401	
		Rectangular	240402	
		Circular	240403	
	Position Area For Artillery (PAA)		240500	For training or hierarchical purposes only
		Rectangular	240501	
		Circular	240502	
		Irregular	240503	
	Point Targets		240600	For training or hierarchical purposes only
		Point or Single Target	240601	

Table A-32: Control Measure Entity/Entity Type/Entity Subtype.

Entity (Digits 1 and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.	Remarks
		Nuclear Target	240602	
		Target-Recorded	240603	
	Linear Targets		240700	For training or hierarchical purposes only
		Linear Target	240701	
		Linear Smoke Target	240702	
		Final Protective Fire (FPF)	240703	
	Area Targets		240800	For training or hierarchical purposes only
		Area Target	240801	
		Rectangular Target	240802	
		Circular Target	240803	
		Rectangular Target – Single Target (AEGIS Only)	240804	
		Series or Groups of Targets	240805	
		Smoke	240806	
		Bomb Area	240808	
	Fire Support Station		240900	
	Fire Support Area		241000	For training or hierarchical purposes only
		Irregular	241001	
		Rectangular	241002	
		Circular	241003	
	Artillery Target Intelligence Zone (ATI)		241100	For training or hierarchical purposes only
		Irregular	241101	
		Rectangular	241102	
		Circular	241103	
	Call for Fire Zone (CFFZ)		241200	For training or hierarchical purposes only
		Irregular	241201	
		Rectangular	241202	
		Circular	241203	
	Censor Zone		241300	For training or hierarchical purposes only
		Irregular	241301	
		Rectangular	241302	
		Circular	241303	

Table A-32: Control Measure Entity/Entity Type/Entity Subtype.

Entity (Digits 1 and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.	Remarks
	Critical Friendly Zone (CFZ)		241400	For training or hierarchical purposes only
		Irregular	241401	
		Rectangular	241402	
		Circular	241403	
	Dead Space Area		241500	For training or hierarchical purposes only
		Irregular	241501	
		Rectangular	241502	
		Circular	241503	
	Target Build-up Area		241700	For training or hierarchical purposes only
		Irregular	241701	
		Rectangular	241702	
		Circular	241703	
	Target Value Area		241800	For training or hierarchical purposes only
		Irregular	241801	
		Rectangular	241802	
		Circular	241803	
	Zone of Responsibility		241900	For training or hierarchical purposes only
		Irregular	241901	
		Rectangular	241902	
		Circular	241903	
	Terminally Guided Munition Footprint (TGMF)		242000	
	Weapon/Sensor Range Fan, Circular		242100	
	Weapon/Sensor Range Fan, Sector		242200	
	Kill Box		242300	For training or hierarchical purposes only
		Irregular, Blue	242301	
		Rectangular, Blue	242302	
		Circular, Blue	242303	
		Irregular, Purple	242304	
		Rectangular, Purple	242305	

Table A-32: Control Measure Entity/Entity Type/Entity Subtype.

Entity (Digits 1 and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.	Remarks
		Circular, Purple	242306	
	Artillery Manoeuvre Area (AMA)		242400	
	Artillery Reserved Area (ARA)		242500	
Fire Points			250000	For training or hierarchical purposes only
	Firing Point		250100	
	Hide Point		250200	
	Launch Point		250300	
	Reload Point		250400	
	Survey Control Point		250500	
	Known Point		250600	
Fire Lines			260000	For training or hierarchical purposes only
	Fire Support Coordination Line (FSCL)		260100	
	Coordinated Fire Line (CFL)		260200	
	No Fire Line		260300	
	Battlefield Coordination Line		260400	
	Restrictive Fire Line		260500	
	Munition Flight Path		260600	
Protection Areas			270000	For training or hierarchical purposes only
	Obstacle Belt		270100	
	Obstacle Zone		270200	
	Obstacle Free Zone		270300	
	Obstacle Restricted Zone		270400	
	Obstacle Effects		270500	For training or hierarchical purposes only
	Block		270501	
	Disrupt		270502	
	Fix		270503	
	Turn		270504	
	Obstacle Bypass		270600	For training or hierarchical purposes only

Table A-32: Control Measure Entity/Entity Type/Entity Subtype.

Entity (Digits 1 and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.	Remarks
		Easy	270601	
		Difficult	270602	
		Impossible	270603	
	Minefield		270700	For training or hierarchical purposes only
		Static Depiction	270701	
		Dynamic Depiction	270707	
	Mined Area		270800	
		Fenced	270801	
	Unexploded Explosive Ordnance (UXO) Area		271000	
	Bridge or Gap		271100	
	Roadblocks, Craters, and Blown Bridges		271200	For training or hierarchical purposes only
		Planned	271201	
		Explosives, State of Readiness 1 (Safe)	271202	
		Explosives, State of Readiness 2 (Armed but Passable)	271203	
		Roadblock Complete (Executed)	271204	
	Assault Crossing		271300	
	Ford Easy		271500	
	Ford Difficult		271600	
	Biological Contaminated Area		271700	
		Toxic Industrial Material	271701	
	Chemical Contaminated Area		271800	
		Toxic Industrial Material	271801	
	Nuclear Contaminated Area		271900	
	Radiological Contaminated Area		272000	
		Toxic Industrial Material	272001	
	Minimum Safe Distance Zone		272100	
		Multiple Strike - (STRIKWARN)	272101	

Table A-32: Control Measure Entity/Entity Type/Entity Subtype.

Entity (Digits 1 and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.	Remarks
	Radiation Dose Rate Contour Lines		272200	
Protection Points			280000	For training or hierarchical purposes only
	Abatis		280100	
	Antipersonnel Mine		280200	
		Antipersonnel Mine with Directional Effects	280201	
	Antitank Mine		280300	
	Antitank Mine with Anti-handling Device		280400	
	Wide Area Antitank Mine		280500	
	Unspecified Mine		280600	
	Booby Trap		280700	
	Shelter		280900	
	Above Ground Shelter		281000	
	Below Ground Shelter		281100	
	Fort		281200	
	Chemical Event		281300	
		Toxic Industrial Material	281301	
	Biological Event		281400	
		Toxic Industrial Material	281401	
	Nuclear Event		281500	
	Nuclear Fallout Producing Event		281600	
	Radiological		281700	
		Toxic Industrial Material	281701	
	General Decontamination Point/Site		281800	
		Alternate	281801	
		Equipment	281802	
		Troop	281803	
		Equipment/Troop	281804	
		Operational	281805	
		Thorough	281806	
		Main Equipment	281807	
		Forward Troop	281808	
		Wounded Personnel	281809	

Table A-32: Control Measure Entity/Entity Type/Entity Subtype.

Entity (Digits 1 and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>	Remarks
	Tetrahedrons, Dragons Teeth, and Other Similar Obstacles		281900	For training or hierarchical purposes only
		Fixed and Prefabricated	281901	
		Movable	281902	
		Movable and Prefabricated	281903	
	Vertical Obstructions		282000	For training or hierarchical purposes only
		Tower, Low	282001	
		Tower, High	282002	
		Overhead Wire	282003	
Protection Lines			290000	For training or hierarchical purposes only
	Obstacle Line		290100	
		Mineline	290101	
	Antitank Obstacles		290200	For training or hierarchical purposes only
		Antitank Ditch Under Construction	290201	
		Antitank Ditch Completed	290202	
		Antitank Ditch Reinforced, with Antitank Mines	290203	
	Wire Obstacles		290300	For training or hierarchical purposes only
		Unspecified	290301	
		Single Fence	290302	
		Double Fence	290303	
		Double Apron Fence	290304	
		Low Wire Fence	290305	
		High Wire Fence	290306	
		Single Concertina	290307	
		Double Strand Concertina	290308	
		Triple Strand Concertina	290309	
	Mine Cluster		290400	
	Trip Wire		290500	
	Lane		290600	
	Ferry		290700	
	Raft Site		290800	
	Fortified Line		290900	

Table A-32: Control Measure Entity/Entity Type/Entity Subtype.

Entity (Digits 1 and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>	Remarks
	Fortified Position		291000	
Intelligence Lines			300000	For training or hierarchical purposes only
	Intelligence Coordination Line (ICL)		300100	
Sustainment Areas			310000	For training or hierarchical purposes only
	Detainee Holding Area		310100	
	Enemy Prisoner of War Holding Area		310200	
	Forward Arming and Refuelling Point (FARP)		310300	
	Refugee Holding Area		310400	
	Regimental Support Area		310500	
	Brigade Support Area		310600	
	Division Support Area		310700	
	Corps Support Area		310800	
Sustainment Points			320000	For training or hierarchical purposes only
	Ambulance Points		320100	For training or hierarchical purposes only
		Ambulance Exchange Point	320101	
		Ambulance Control Point	320102	
		Ambulance Load Point	320103	
		Ambulance Relay Point	320104	
	Ammunition Supply Point		320200	
	Ammunition Transfer and Holding Point		320300	
	Cannibalization Point		320400	
	Casualty Collection Point		320500	
	Civilian Collection Point		320600	
	Detainee Collection Point		320700	
	Enemy Prisoner of War (EPW) Collection Point		320800	
	Logistics Release Point (LRP)		320900	
	Maintenance Collection Point (MCP)		321000	

Table A-32: Control Measure Entity/Entity Type/Entity Subtype.

Entity (Digits 1 and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.	Remarks
	Medical Evacuation Point (MEDEVAC) Pick-Up Point		32 1 00	
	Rearm, Refuel and Resupply Point (R3P)		32 1 200	
	Refuel on the Move (ROM) Point		32 1 300	
	Traffic Control Post (TCP)		32 1 400	
	Trailer Transfer Point (TTP)		32 1 500	
	Unit Maintenance Collection Point (UNCP)		32 1 600	
	General Supply Point		32 1 700	
		NATO Class I	32 1 701	
		NATO Class II	32 1 702	
		NATO Class III	32 1 703	
		NATO Class IV	32 1 704	
		NATO Class V	32 1 705	
		NATO Multiple Class	32 1 706	
		US Class I	32 1 707	
		US Class II	32 1 708	
		US Class III	32 1 709	
		US Class IV	32 1 710	
		US Class V	32 1 711	
		US Class VI	32 1 712	
		US Class VII	32 1 713	
		US Class VIII	32 1 714	
		US Class IX	32 1 715	
		US Class X	32 1 716	
	Medical Supply Point		32 1 800	
	Mortuary Collection Point		32 1 900	
Sustainment Lines			33 0000	For training or hierarchical purposes only
	Moving Convoy		33 0 100	
	Halted Convoy		33 0 200	
	Main Supply Route (MSR)		33 0 300	
		One Way Traffic	330301	
		Two Way Traffic	330302	

Table A-32: Control Measure Entity/Entity Type/Entity Subtype.

Entity (Digits 1 and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.	Remarks
		Alternating Traffic	330303	
	Alternate Supply Route (ASR)		330400	
		One Way Traffic	330401	
		Two Way Traffic	330402	
		Alternating Traffic	330403	
	Route		330500	
		One Way Traffic	330501	
		Alternating Traffic	330502	
Mission Tasks			340000	
	Block		340100	
	Breach		340200	
	Bypass		340300	
	Canalize		340400	
	Clear		340500	
	Contain		151204	
	Counter-Attack		340600	
	Counterattack by Fire		340700	
	Delay		340800	
	Destroy		340900	
	Disrupt		341000	
	Fix		341100	
	Follow and Assume		341200	
	Follow and Support		341300	
	Interdict		341400	
	Isolate		341500	
	Neutralize		341600	
	Occupy		341700	
	Penetrate		341800	
	Relieve in Place / Relief in Place (RIP)		341900	
	Retire/Retirement		342000	
	Secure		342100	
	Security		342200	
		Cover	342201	
		Guard	342202	
		Screen	342203	
	Seize		342300	
	Withdraw		342400	

Table A-32: Control Measure Entity/Entity Type/Entity Subtype.

Entity (Digits 1 and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.	Remarks
	Withdraw Under Pressure		34 2 500	
	Cordon and Knock		34 2 600	
	Cordon and Search		34 2 700	
	Suppress		34 2 800	
	Advance to Contact		34 2 900	
	Capture		34 3 000	
	Exploit/Exploitation		34 3 100	
	Control		34 3 200	
	Demonstration/Demonstrate		34 3 300	
	Deny		34 3 400	
	Envelop		34 3 500	
	Escort		34 3 600	
	Exfiltrate		34 3 700	
	Infiltrate		34 3 800	
	Locate		34 3 900	
	Pursue		34 4 000	
	Forward Passage of Lines		34 4 100	
	Rearward Passage of Lines		34 4 200	
	Defeat		34 4 300	
	Disengage		34 4 400	
	Evacuate		34 4 500	
	Recover		34 4 600	
	Deceive/Feint		230 2 00	
	Turn		34 4 700	
Space Debris			35 0000	
	Human Made Space Debris		350 1 00	
		Human Made Space Debris Small	3501 01	
		Human Made Space Debris Medium	3501 02	
		Human Made Space Debris Big	3501 03	
	Natural Space Debris		350 2 00	
		Natural Space Debris Small	3502 01	
		Natural Space Debris Medium	3502 02	

Table A-32: Control Measure Entity/Entity Type/Entity Subtype.

Entity (Digits 1 and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.	Remarks
		Natural Space Debris Big	350203	
Protection of Cultural Property			360000	
	General		360100	
	Special		360200	
	Enhanced		360300	
Intelligence Areas			370000	
	Human Terrain		370100	

Table A-32: Control Measure Entity/Entity Type/Entity Subtype.

Table A-33: Control Measure Sector 1 Modifier.

Second Modifier	Code	Remarks
Unspecified	00	For use with Limited Access Area, Restricted Terrain, and Severely Restricted Terrain only.
Standard Mobility/On-Road Mobility	01	For use with Limited Access Area, Restricted Terrain, and Severely Restricted Terrain only.
High Mobility/Off-Road Mobility	02	For use with Limited Access Area, Restricted Terrain, and Severely Restricted Terrain only.
Tracked	03	For use with Limited Access Area, Restricted Terrain, and Severely Restricted Terrain only.
Tracked and Wheeled Combination	04	For use with Limited Access Area, Restricted Terrain, and Severely Restricted Terrain only.
Towed	05	For use with Limited Access Area, Restricted Terrain, and Severely Restricted Terrain only.
Railway	06	For use with Limited Access Area, Restricted Terrain, and Severely Restricted Terrain only.
Over-Snow (Prime Mover)	07	For use with Limited Access Area, Restricted Terrain, and Severely Restricted Terrain only.
Sled	08	For use with Limited Access Area, Restricted Terrain, and Severely Restricted Terrain only.
Pack Animal	09	For use with Limited Access Area, Restricted Terrain, and Severely Restricted Terrain only.
Barge	10	For use with Limited Access Area, Restricted Terrain, and Severely Restricted Terrain only.
Amphibious	11	For use with Limited Access Area, Restricted Terrain, and Severely Restricted Terrain only.
No Vehicles	12	For use with Limited Access Area, Restricted Terrain, and Severely Restricted Terrain only.
Unspecified Mine	13	Minefields & mined areas only.
Antipersonnel Mine	14	Minefields & mined areas only.
Antipersonnel Mine with Directional Effects	15	Minefields & mined areas only.
Antitank Mine	16	Minefields & mined areas only.
Antitank Mine with Antihandling Device	17	Minefields & mined areas only.
Wide Area Antitank Mine	18	Minefields & mined areas only.
Mine Cluster	19	Minefields & mined areas only.
Antipersonnel Mine and Antipersonnel Mine with Directional Effects	20	Minefields & mined areas only.
Antipersonnel Mine and Antitank Mine	21	Minefields & mined areas only.
Antipersonnel Mine and Antitank Mine with Antihandling Device	22	Minefields & mined areas only.
Antipersonnel Mine and Wide Area Antitank Mine	23	Minefields & mined areas only.
Antipersonnel Mine and Mine Cluster	24	Minefields & mined areas only.
Antipersonnel Mine with Directional Effects and Antitank Mine	25	Minefields & mined areas only.

Table A-33: Control Measure Sector 1 Modifier.

Second Modifier	Code	Remarks
Antipersonnel Mine with Directional Effects and Antitank Mine with Antihandling Device	26	Minefields & mined areas only.
Antipersonnel Mine with Directional Effects and Wide Area Antitank Mine	27	Minefields & mined areas only.
Antipersonnel Mine with Directional Effects and Mine Cluster	28	Minefields & mined areas only.
Antitank Mine and Antitank Mine with Antihandling Device	29	Minefields & mined areas only.
Antitank Mine and Wide Area Antitank Mine	30	Minefields & mined areas only.
Antitank Mine and Mine Cluster	31	Minefields & mined areas only.
Antitank Mine with Antihandling Device and Wide Area Antitank Mine	32	Minefields & mined areas only.
Antitank Mine with Antihandling Device and Mine Cluster	33	Minefields & mined areas only.
Wide Area Antitank Mine and Mine Cluster	34	Minefields & mined areas only.
Antipersonnel Mine, Antipersonnel Mine with Directional Effects, and Antitank Mine	35	Minefields & mined areas only.
Antipersonnel Mine, Antipersonnel Mine with Directional Effects, and Antitank Mine with Antihandling Device	36	Minefields & mined areas only.
Antipersonnel Mine, Antipersonnel Mine with Directional Effects, and Wide Area Antitank Mine	37	Minefields & mined areas only.
Antipersonnel Mine, Antipersonnel Mine with Directional Effects, and Mine Cluster	38	Minefields & mined areas only.
Antipersonnel Mine, Antitank Mine, and Antitank Mine with Antihandling Device	39	Minefields & mined areas only.
Antipersonnel Mine, Antitank Mine, and Wide Area Antitank Mine	40	Minefields & mined areas only.
Antipersonnel Mine, Antitank Mine, and Mine Cluster	41	Minefields & mined areas only.
Antipersonnel Mine, Antitank Mine with Antihandling Device, and Wide Area Antitank Mine	42	Minefields & mined areas only.
Antipersonnel Mine, Antitank Mine with Antihandling Device, and Mine Cluster	43	Minefields & mined areas only.
Antipersonnel Mine, Wide Area Antitank Mine, and Mine Cluster	44	Minefields & mined areas only.
Antipersonnel Mine with Directional Effects, Antitank Mine, and Antitank Mine with Antihandling Device	45	Minefields & mined areas only.
Antipersonnel Mine with Directional Effects, Antitank Mine, and Wide Area Antitank Mine	46	Minefields & mined areas only.
Antipersonnel Mine with Directional Effects, Antitank Mine, and Mine Cluster	47	Minefields & mined areas only.
Antipersonnel Mine with Directional Effects, Antitank Mine with Antihandling Device, and Wide Area Antitank Mine	48	Minefields & mined areas only.
Antipersonnel Mine with Directional Effects, Antitank Mine with Antihandling Device, and Mine Cluster	49	Minefields & mined areas only.

Table A-33: Control Measure Sector 1 Modifier.		
Second Modifier	Code	Remarks
Antipersonnel Mine with Directional Effects, Wide Area Antitank Mine, and Mine Cluster	50	Minefields & mined areas only.
Dismounted	51	For use with Limited Access Area, Restricted Terrain, and Severely Restricted Terrain only.

Table A-33: Control Measure Sector 1 Modifier.

Table A-34: Control Measure Sector 2 Modifier.

Second Modifier	Code	Remarks.
Unspecified	00	N/A
Urban	01	Optional hatching colour - BLACK
Water	02	Optional hatching colour - BLUE
Ground	03	Optional hatching colour - BROWN
Vegetation	04	Optional hatching colour - GREEN
Obstacles	05	Optional hatching colour - GREEN

Table A-34: Control Measure Sector 2 Modifier.

Dismounted Individual (27)**Table A-35: Dismounted Individual/Entity/Entity Type/Entity Subtype.**

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.	Remarks
Military			110000	For training or hierarchical purposes only
	Activity/Task		110200	For training or hierarchical purposes only
		Explosive Ordnance Disposal	110201	
		Field Artillery Observer	110202	
		Joint Fire Support	110203	
		Liaison	110204	
		Messenger	110205	
		Military Police	110206	
		Observer	110207	
		Security	110208	
		Sniper	110209	
		Special Operation Forces (SOF)	110210	
		Designated Marksman	110211	
		Medic	110212	
		Signaller	110213	
		Reconnaissance	110214	
		Infantry	110215	
		Close Protection	110216	
		Crowd and Riot Control	110217	
		SWAT	110218	
		Demolition	110219	
		Commander (CDR)	110220	
		Second In Command (SIC)	110221	
	Lethal Weapons		110300	For training or hierarchical purposes only
		Rifle	110301	
		Single Shot Rifle	110302	
		Semiautomatic Rifle	110303	
		Automatic Rifle	110304	
		Machine Gun	110305	

Table A-35: Dismounted Individual/Entity/Entity Type/Entity Subtype.

Entity (Digits 1 and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>	Remarks
		Machine Gun - Light	110306	
		Machine Gun - Medium	110307	
		Machine Gun - Heavy	110308	
		Grenade Launcher	110309	
		Grenade Launcher - Light	110310	
		Grenade Launcher - Medium	110311	
		Grenade Launcher - Heavy	110312	
		Flame Thrower	110313	
		Mortar	110314	
		Single Rocket Launcher	110315	
		Antitank Rocket Launcher	110316	
	Non-Lethal Weapons		110400	For training or hierarchical purposes only
		Non-Lethal Weapon	110401	
		Non-Lethal Grenade Launcher	110402	
		Taser	110403	
Civilian			120000	For training or hierarchical purposes only
	Activity/Task		120100	For training or hierarchical purposes only
		Police	120101	
		Non-Governmental Organization Member or Non-Governmental Organization (NGO)	120102	
		Government Organization (GO)	120103	

Table A-35: Dismounted Individual/Entity/Entity Type/Entity Subtype.

Table A-36: Dismounted Individual Sector 1 Modifier.

First Modifier	Code	Remarks
Unspecified	00	
Non-Governmental Organization Member	07	
Field Artillery Observer	11	
Joint Fire Support	12	
Liaison	13	
Messenger	14	
Military Police	15	
Observer	16	
Designated Marksman	17	
Signaller	20	
Reconnaissance	21	
Infantry	22	
Commander (CDR)	23	
Second In Command (SIC)	24	
Demolition	25	
Police	26	
Individual	46	
Team/Crew	47	
Squad	48	
Section	49	
Platoon/Detachment	50	
Company	51	
Battalion	52	
Regiment/Group	53	

Table A-36: Dismounted Individual Sector 1 Modifier.

Table A-37: Dismounted Individual Sector 2 Modifier.

Second Modifier	Code	Remarks
Unspecified	00	
Video Imagery (Combat Camera)	03	
Functional Staff Area J1	04	
Functional Staff Area J2	05	
Functional Staff Area J3	06	
Functional Staff Area J4	07	
Functional Staff Area J5	08	
Functional Staff Area J6	09	
Functional Staff Area J7	10	
Functional Staff Area J8	11	
Functional Staff Area J9	12	
Rank Code OF-1	14	
Rank Code OF-2	15	
Rank Code OF-3	16	
Rank Code OF-4	17	
Rank Code OF-5	18	
Rank Code OF-6	19	
Rank Code OF-7	20	
Rank Code OF-8	21	
Rank Code OF-9	22	
Rank Code OF-10	23	
Rank Code OF-D	24	
Rank Code OR-1	25	
Rank Code OR-2	26	
Rank Code OR-3	27	
Rank Code OR-4	28	
Rank Code OR-5	29	
Rank Code OR-6	30	
Rank Code OR-7	31	
Rank Code OR-8	32	
Rank Code OR-9	33	
Rank Code WO-1	34	
Rank Code WO-2	35	
Rank Code WO-3	36	
Rank Code WO-4	37	
Rank Code WO-5	38	

Table A-37: Dismounted Individual Sector 2 Modifier.

Sea Surface (30)

Table A-38: Sea Surface Entity/Entity Type/Entity Subtype.

Entity (Digits 1 and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>	Remarks
Military			110000	For training or hierarchical purposes only
Military Combatant			120000	
	Carrier		120100	
	Surface Combatant, Line		120200	
		Battleship	120201	
		Cruiser	120202	
		Destroyer	120203	
		Frigate	120204	
		Corvette	120205	
		Littoral Combatant Ship	120206	
	Amphibious Warfare Ship		120300	
		Amphibious Force Flagship or Amphibious Command Ship	120301	MIL-STD-2525 name is Amphibious Command Ship
		Amphibious Assault, Non-specified	120302	
		Amphibious Assault Ship, General	120303	
		Amphibious Assault Ship, Multipurpose	120304	
		Amphibious Assault Ship, Helicopter	120305	
		Amphibious Transport Dock	120306	
		Landing Ship General	120307	MIL-STD-2525 name is Landing Ship
		Landing Craft	120308	
	Mine Warfare Ship, General		120400	MIL-STD-2525 name is Mine Warfare Ship
		Mine Layer General	120401	MIL-STD-2525 name is Mine Layer
		Mine Sweeper General	120402	MIL-STD-2525 name is Mine Sweeper
		Mine Sweeper, Drone	120403	
		Mine Hunter General	120404	MIL-STD-2525 name is Mine Hunter
		Mine Countermeasures Vessel, General	120405	MIL-STD-2525 name is Mine Countermeasures Vessel, General

Table A-38: Sea Surface Entity/Entity Type/Entity Subtype.

Entity (Digits 1 and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.	Remarks
		Mine Countermeasures, Support Ship	120406	
	Patrol Boat General		120500	MIL-STD-2525 name is Patrol Boat
		Patrol Craft, Submarine Chaser/Escort, General	120501	
		Patrol Ship, Gun Equipped General	120502	MIL-STD-2525 name is Patrol Ship General
	Decoy		120600	
	Unmanned Surface Water Vehicle (USV)		120700	
	Spdboat		120800	MIL-STD-2525 name is Speedboat
		Rigid-Hull Inflatable Boat (RHIB)	120801	
	Jet Ski		120900	
	Navy Task Organization		121000	
		Navy Task Element	121001	
		Navy Task Force	121002	
		Navy Task Group	121003	
		Navy Task Unit	121004	
		Convoy	121005	
	Sea-Based X-Band Radar		121100	
Military Non Combatant			130000	For training or hierarchical purposes only
	Auxiliary Ship General		130100	MIL-STD-2525 name is Auxiliary Ship
		Ammunition Ship	130101	
		Stores Ship (Naval)	130102	MIL-STD-2525 name is Stores Ship
		Auxiliary Flag or Command Ship	130103	MIL-STD-2525 name is Auxiliary Flag Ship
		Intelligence Collector	130104	
		Oceanographic Research Ship (AGOR)	130105	
		Survey Ship	130106	
		Hospital Ship	130107	
		Cargo Ship (Naval)	130108	MIL-STD-2525 name is NAVAL Cargo Ship

Table A-38: Sea Surface Entity/Entity Type/Entity Subtype.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>	Remarks
		Combat Support Ship Fast (Naval)	130109	MIL-STD-2525 name is Combat Support Ship, Fast
		Oiler, Replenishment (Naval)	130110	MIL-STD-2525 name is Oiler, Replenishment
		Repair Ship	130111	
		Submarine Tender	130112	
		Tug, Ocean Going	130113	
	Service Craft/Yard		130200	
		Barge, not Self–Propelled	130201	
		Barge, Self–Propelled	130202	
		Tug, Harbour	130203	
		Lighter, Torpedo Transport	130204	MIL-STD-2525 name is LAUNCH
Civilian			140000	
	Merchant Ship, General		140100	MIL-STD-2525 name is Merchant Ship
		Merchant Ship, Dry Cargo, Break Bulk	140101	MIL-STD-2525 name is Cargo, General
		Merchant Ship, Container	140102	MIL-STD-2525 name is Container Ship
		Merchant Dredger	140103	MIL-STD-2525 name is Dredge
		Merchant Ship, Roll-On, Roll-Off (RO/RO)	140104	MIL-STD-2525 name is Roll On/Roll Off
		Merchant Ship, Car/Passenger Ferry	140105	MIL-STD-2525 name is FERRY
		Merchant Ship, Heavy Lift	140106	MIL-STD-2525 name is Heavy Lift
		Hovercraft, General	140107	MIL-STD-2525 name is Hovercraft
		Merchant Ship, Lash	140108	MIL-STD-2525 name is Lash Carrier (With Barges)
		Merchant Ship, Tanker	140109	MIL-STD-2525 name is Oiler/Tanker
		Merchant Ship, Passenger	140110	MIL-STD-2525 name is Passenger
		Merchant Ship, Tug, Ocean Going	140111	MIL-STD-2525 name is Tug, Ocean Going
		Tow	140112	
		Transport Ship, Hazardous Material	140113	
		Junk/Dhow - Dhow	140114	MIL-STD-2525 name is Junk/Dhow
		Barge, not Self–Propelled	140115	

Table A-38: Sea Surface Entity/Entity Type/Entity Subtype.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.	Remarks
		Hospital Ship	140116	
	Fishing Vessel, General		140200	MIL-STD-2525 name is Fishing Vessel
		Drifter	140201	
		Trawler	140202	
		Merchant, Dredger	140203	MIL-STD-2525 name is Dredger
	Law Enforcement Vessel		140300	
	Leisure Craft, Sailing		140400	
	Leisure Craft, Motorized		140500	
		Rigid-Hull Inflatable Boat (RHIB)	140501	
		Spdboat	140502	MIL-STD-2525 name is Speedboat
	Jet Ski		140600	
	Unmanned Surface Water Vehicle (USV)		140700	
Own Ship			150000	
Fused Track			160000	
Manual Track			170000	

Table A-38: Sea Surface Entity/Entity Type/Entity Subtype.

Table A-39: Sea Surface Sector 1 Modifier.

First Modifier	Code	Remarks
Unspecified	00	
Own Ship	01	
Anti-air Warfare	02	
Missile Defence	08	
Remote Multi-Mission Vehicle	11	
Torpedo	17	
Ballistic Missile Defence, Long-Range Surveillance and Track (LRS&T)	21	
Sea-Base X-Band	22	

Table A-39: Sea Surface Sector 1 Modifier.**Table A-40: Sea Surface Sector 2 Modifier.**

Second Modifier	Code	Remarks
Unspecified	00	
Nuclear Powered	01	
Dock	05	
Logistics	06	
Tank	07	
Vehicle	08	
Fast	09	
Air-Cushioned (US)	10	
Air-Cushioned (NATO)	11	
Hydrofoil	12	

Table A-40: Sea Surface Sector 2 Modifier.

Sea Subsurface (35)**Table A-41: Sea Subsurface Entity/Entity Type/Entity Subtype.**

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>	Remarks
Military			110000	
	Submarine, General		110100	MIL-STD-2525 name is Submarine
		Submarine, Surfaced	110101	
		Submarine, Snorkelling	110102	
		Submarine, Bottomed	110103	
	Other Submersible		110200	
	Nonsubmarine		110300	
	Autonomous Underwater Vehicle (AUV)/Unmanned Underwater Vehicle (UUV)		110400	
	Diver		110500	
Civilian			120000	
	Submersible, General (Commercial)		120100	MIL-STD-2525 name is Submersible
	Autonomous Underwater Vehicle (AUV)/ Unmanned Underwater Vehicle (UUV)		120200	
	Diver		120300	
Weapon			130000	
	Torpedo		130100	
	Improvised Explosive Device (IED)		130200	
	Decoy		130300	
Echo Tracker Classifier (ETC) / Possible Contact (POSCON)			140000	
Fused Track			150000	
Manual Track			160000	

Table A-41: Sea Subsurface Entity/Entity Type/Entity Subtype.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.	Remarks
Sea Bed Installation Human-Made Military			200000	
Sea Bed Installation Human-Made Non-Military			210000	

Table A-41: Sea Subsurface Entity/Entity Type/Entity Subtype.

Table A-42: Sea Subsurface Sector 1 Modifier.

First Modifier	Code	Remarks
Unspecified	00	
Auxiliary	02	
Possible Submarine Low 1	13	Used with SUBMARINE entity type only.
Possible Submarine Low 2	14	Used with SUBMARINE entity type only.
Possible Submarine High 3	15	Used with SUBMARINE entity type only.
Possible Submarine High 4	16	Used with SUBMARINE entity type only.
Probable Submarine	17	Used with SUBMARINE entity type only.
Certain Submarine	18	Used with SUBMARINE entity type only.
Anti-torpedo Torpedo	19	Used with SUBMARINE entity type only.

Table A-42: Sea Subsurface Sector 1 Modifier.

Second Modifier	Code	Remarks
Unspecified	00	
Air Independent Propulsion	01	Used with SUBMARINE entity type only.
Diesel Electric, General	02	Used with SUBMARINE entity type only.
Diesel – Type 1	03	Used with SUBMARINE entity type only.
Diesel – Type 2	04	Used with SUBMARINE entity type only.
Diesel – Type 3	05	Used with SUBMARINE entity type only.
Nuclear Powered, General	06	Used with SUBMARINE entity type only.
Nuclear – Type 1	07	Used with SUBMARINE entity type only.
Nuclear – Type 2	08	Used with SUBMARINE entity type only.
Nuclear – Type 3	09	Used with SUBMARINE entity type only.
Nuclear – Type 4	10	Used with SUBMARINE entity type only.
Nuclear – Type 5	11	Used with SUBMARINE entity type only.
Nuclear – Type 6	12	Used with SUBMARINE entity type only.
Nuclear – Type 7	13	Used with SUBMARINE entity type only.

Table A-43: Sea Subsurface Sector 2 Modifier.

Mine Warfare (36)

Table A-44: Mine Warfare Entity/Entity Type/Entity Subtype.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>	Remarks
Sea Mine, General			110000	
	Sea Mine, Bottom		110100	
	Sea Mine, Moored		110200	
	Sea Mine, Floating		110300	
	Sea Mine, Rising		110400	
	Sea Mine, Other Position		110500	
	Kingfisher		110600	
	Small Object, Mine-Like		110700	
	Exercise Mine, General		110800	
		Exercise Mine, Bottom	110801	
		Exercise Mine, Moored	110802	
		Exercise Mine, Floating	110803	
		Exercise Mine, Rising	110804	
	Neutralized Mine, General		110900	
		Neutralized Mine, Bottom	110901	
		Neutralized Mine, Moored	110902	
		Neutralized Mine, Floating	110903	
		Neutralized Mine, Rising	110904	
		Neutralized Mine, Other Position	110905	
Unexploded Ordnance			120000	
Sea Mine Decoy			130000	
	Sea Mine Decoy, Bottom		130100	
	Sea Mine Decoy, Moored		130200	
Mine-Like Contact (MILCO)			140000	
	MILCO - General		140100	
		MILCO - General, Confidence Level 1	140101	
		MILCO - General, Confidence Level 2	140102	
		MILCO - General, Confidence Level 3	140103	

Table A-44: Mine Warfare Entity/Entity Type/Entity Subtype.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>	Remarks
		MILCO - General, Confidence Level 4	1401 04	
		MILCO - General, Confidence Level 5	1401 05	
	MILCO - Bottom		1402 00	
		MILCO - Bottom, Confidence Level 1	1402 01	
		MILCO - Bottom, Confidence Level 2	1402 02	
		MILCO - Bottom, Confidence Level 3	1402 03	
		MILCO - Bottom, Confidence Level 4	1402 04	
		MILCO - Bottom, Confidence Level 5	1402 05	
	MILCO - Moored		1403 00	
		MILCO - Moored, Confidence Level 1	1403 01	
		MILCO - Moored, Confidence Level 2	1403 02	
		MILCO - Moored, Confidence Level 3	1403 03	
		MILCO - Moored, Confidence Level 4	1403 04	
		MILCO - Moored, Confidence Level 5	1403 05	
	MILCO - Floating		1404 00	
		MILCO - Floating, Confidence Level 1	1404 01	
		MILCO - Floating, Confidence Level 2	1404 02	

Table A-44: Mine Warfare Entity/Entity Type/Entity Subtype.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>	Remarks
		MILCO - Floating, Confidence Level 3	140403	
		MILCO - Floating, Confidence Level 4	140404	
		MILCO - Floating, Confidence Level 5	140405	
Mine-Like Echo (MILEC), General			150000	
	Mine-Like Echo, Bottom		150100	
	Mine-Like Echo, Moored		150200	
	Mine-Like Echo, Floating		150300	
Negative Reacquisition , General			160000	
	Negative Reacquisition, Bottom		160100	
	Negative Reacquisition, Moored		160200	
	Negative Reacquisition, Floating		160300	
Obstructor			170000	
	Neutralized Obstructor		170100	
General Mine Anchor			180000	
Non-Mine Mine-Like Object (NMLO), General			190000	
	Non-Mine Mine-Like Object, Bottom		190100	
	Non-Mine Mine-Like Object, Moored		190200	
	Non-Mine Mine-Like Object, Floating		190300	

Table A-44: Mine Warfare Entity/Entity Type/Entity Subtype.				
Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>	Remarks
Environment al Report Location			200000	
Dive Report Location			210000	

Table A-44: Mine Warfare Entity/Entity Type/Entity Subtype.

Activities (40)

Table A-45: Activities Entity/Entity Type/Entity Subtype.

Entity (Digits 1 and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.	Remarks
Incident			110000	For training or hierarchical purposes only
	Criminal Activity Incident		110100	For training or hierarchical purposes only.
		Arrest/Apprehend/DETAIN	110101	
		Attempted Criminal Activity	110103	
		Drive-by Shooting	110104	
		Drug Related	110105	
		Extortion	110106	
		Graffiti	110107	
		Killing	110108	
		Poisoning	110109	
		Civil Rioting	110110	
		Booby Trap	110111	
		Black Marketing	110113	
		Vandalism/Loot/Ransack/Plunder	110114	
		Robbery	110116	
		Theft	110117	
		Burglary	110118	
		Smuggling	110119	
		Dead Body	110121	
		Sabotage	110122	
	Bomb/Bombing		110200	
		Bomb Threat	110201	
	IED		110300	
		IED Explosion	110301	
		Premature IED Explosion	110302	
		IED Cache	110303	
		IED Suicide Bomber	110304	
	Shooting		110400	For training or hierarchical purposes only.
		Sniping	110401	
	Illegal Drug Operation		110500	
		Trafficking	110501	
		Illegal Drug Lab	110502	
	Explosion		110600	
		Grenade Explosion	110601	
		Incendiary Explosion	110602	
		Mine Explosion	110603	

Table A-45: Activities Entity/Entity Type/Entity Subtype.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.	Remarks
		Mortar Fire Explosion	110604	
		Rocket Explosion	110605	
		Bomb Explosion	110606	
	House		110700	
Civil Disturbance			120000	For training or hierarchical purposes only
	Demonstration		120100	
Operation			130000	For training or hierarchical purposes only
	Patrol		130100	
	Psychological Operations (PSYOPS)		130200	MIL-STD-2525 uses the term Military Information Support Operations (MSIO)
		TV and Radio Propaganda	130201	
	Foraging/Searching		130300	
	Recruitment		130400	For training or hierarchical purposes only
		Willing	130401	
		Coerced/Impressed	130402	
	Mine Laying		130500	
	Spy		130600	
	Warrant Served		130700	
	Exfiltration		130800	
	Infiltration		130900	
	Meeting		131000	
		Polling Place/Election	131001	
	Raid on House		131100	
	Emergency Operation		131200	For training or hierarchical purposes only.
		Emergency Food Distribution	131202	
		Emergency Water Distribution Centre	131208	
	Emergency Medical Operation		131300	
		Pharmacy	131305	
	Fire Fighting		131400	
	Law Enforcement Operation		131500	For training or hierarchical purposes only.

Table A-45: Activities Entity/Entity Type/Entity Subtype.

Entity (Digits 1 and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.	Remarks
		Bureau of Alcohol, Tobacco, Firearms and Explosives (ATF) (Department of Justice)	131501	
		Drug Enforcement Administration (DEA)	131504	
		Federal Bureau of Investigation (FBI)	131506	
		Police	131507	
		United States Secret Service (USSS)	131509	
		Transportation Security Administration (TSA)	131510	
		Coast Guard	131511	
		Internal Security Force	131513	
Hazardous Materials			150000	For training or hierarchical purposes only
	Hazardous Materials Incident		150100	For training or hierarchical purposes only.
		Unexploded Ordnance	150115	
Transportation Incident			160000	For training or hierarchical purposes only
	Air		160100	
	Marine		160200	
	Rail		160300	
	Vehicle		160400	
Natural Event			170000	For training or hierarchical purposes only
	Geologic		170100	For training or hierarchical purposes only
		Volcanic Eruption	170106	.
		Volcanic Threat	170107	
		Cave Entrance	170108	
	Hydro-Meteorological		170200	For training or hierarchical purposes only
	Infestation		170300	
Individual			180000	For training or hierarchical purposes only
	Religious Leader		180100	
	Speaker		180200	

Table A-45: Activities Entity/Entity Type/Entity Subtype.

Table A-46: Activities Sector 1 Modifier.

First Modifier	Code	Remarks.
Unspecified	00	
House-to-House	04	
Murder	06	
Written Psychological Operations (PSYOPS)	09	
Pirate	10	
False	11	
Find	12	
Found and Cleared	13	
Hoax (Decoy)	14	
Attempted	15	
Incident	17	
Theft	18	
Eviction	21	
Raid	22	

Table A-46: Activities Sector 1 Modifier.

Cyberspace (60)

Table A-47: Cyberspace Entity/Entity Type/Entity Subtype.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>	Remarks
Unspecified			000000	
Mission Force			110000	For training or hierarchical purposes only.
	Combat Mission Team		110100	
	National Mission Team		110200	
	Cyber Protection Team		110300	
Cyberspace Unit (Non specified)			120000	
	Defensive Cyberspace		120100	
	Offensive Cyberspace		120200	
	Internet Service Provider		120300	
	Security Operations Centre		120400	
	Active Cyber Operations		120500	
	Advanced Persistent Threat		120600	
Threat Actor			130000	
	Nation State		110400	
	Non Nation State		110500	
	Criminal		130100	
	Insider		130200	
Agent			140000	
	Firewall		140100	
	Firmware		140200	
Application			150000	
	Banking		150100	
	Cloud		150200	
	Fileserver		150300	
	Search Engine		150400	
	Social Media		150500	
Threat			160000	
	Malware		160100	
	Phishing		160200	
	Spearnphishing		160300	
Data			170000	
	Digital Currency		170100	
	Persona		170200	

Table A-47: Cyberspace Entity/Entity Type/Entity Subtype.

Entity (Digits 1and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>	Remarks
Endpoint			180000	
	Server		180100	
	Mobile/Smartphone		180200	
	Tablet/Mobile Personal Device		180300	
	Workstation		180400	
	Laptop		180500	
	Internet of Things Device		180600	
	Printer		180700	
	Router		180800	
	Switch		180900	
Wearable			190000	
	Health Monitor		190100	
	Smartvest		190200	
	Smartwatch		190300	
Paths			200000	
	Data Path Segment		200100	
	Data Tunnel		200200	
Terrain			210000	
	Network		210100	
Actions	Cyberspace actions use Mission Task and Control Measure SIDCs. See respective tables for Symbol Set and SIDCs.			

Table A-47: Cyberspace Entity/Entity Type/Entity Subtype.

Table A-48: Cyberspace Sector 1 Modifier.

First Modifier	Code	Remarks.
Unspecified	00	
Defensive Cyberspace	01	
Offensive Cyberspace	02	
Response Actions	03	
External Defence Measures	04	
Internal Defence Measures	05	
Social	06	
Wired	07	
Radio Frequency	08	
Operating System	09	

Table A-48: Cyberspace Sector 1 Modifier.

Table A-49: Cyberspace Sector 2 Modifier.

Second Modifier	Code	Remarks.
Unspecified	00	
Secured	01	
Open	02	

Table A-49: Cyberspace Sector 2 Modifier.

A.16. Common Modifier Tables

Table A-50: Common Modifier Sector 1.		
First Modifier	Code	Remarks.
UAV/Drone Equipped/Drone	100	
Robotic	101	
Fixed Wing	102	
Rotary Wing	103	
Tilt Rotor	104	
VSTOL/VTOL Or Helicopter Equipped	105	
Attack or Attack/Strike	106	
Armoured	107	
Ballistic Missile/Ballistic Missile Defence Shooter	108	
Bridge/Bridging	109	
Cargo	110	
Utility	111	
Light	112	
Medium	113	
Heavy	114	
Cyberspace	115	
Command Post Node	116	
Joint Network Node	117	
Retransmission	118	
Brigade	119	
Close Protection	120	
Combat	121	
Command and Control	122	
Crowd and Riot Control	123	
Explosive Ordnance Disposal (EOD)	124	
Intelligence, Surveillance, Reconnaissance	125	
Maintenance	126	
Medevac/Medic/Medical	127	
Search And Rescue	128	
Security	129	
Sniper	130	
Special Operations Forces	131	
Special Weapons and Tactics (Swat)	132	
Guided Missile	133	
Other Guided Missile	134	
Petroleum/Petroleum Oil and Lubricants	135	
Water	136	
Weapon Or Weapons	137	
Chemical	138	
Biological	139	
Radiological	140	
Nuclear	141	
Decontamination	142	
Civilian	143	
Government Organization/Government Organization Member	144	
Accident	145	

Table A-50: Common Modifier Sector 1.

First Modifier	Code	Remarks.
Assassination	146	
Execution	147	
Kidnapping	148	
Piracy	149	
Rape	150	
Antisubmarine Warfare	151	
Escort	152	
Mine Countermeasures	153	
Mine Warfare	154	
Surface Warfare	155	
Hijack/Hijacking/Hijacker	165	
Electromagnetic Warfare	166	

Table A-50: Common Modifier Sector 1.**Table A-51: Common Modifier Sector 2.**

Second Modifier	Code	Remarks.
Airborne	100	
Bicycle Equipped	101	
Railroad/Railway	102	
Ski	103	
Tracked	104	
Standard Mobility/On-Road Mobility	105	
High Mobility/Off-Road Mobility	106	
Fixed Wing	107	
Rotary Wing	108	
Robotic	109	
Autonomous Control	110	
Remotely Piloted	111	
Expendable	112	
Mountain	113	
Long Range	114	
Medium Range	115	
Short Range	116	
Close Range	117	
Heavy	118	
Medium	119	
Light And Medium	120	
Light	121	
Cyberspace	122	
Security Force Assistance	123	
Medical Bed	124	
Multifunctional	125	

Table A-51: Common Modifier Sector 2.

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ANNEX B. COMPARATIVE FORMATION/UNIT DESIGNATIONS

B.1. General

The data given in this Annex has been provided by each nation. The designations assigned by the various nations to their formations/units are shown against the agreed size symbols listed in Table 1-8. If a nation has no formation unit of the size indicated by the symbol, no designation will be entered. Nations not yet included in this Annex are invited to provide their unit designations. With a view to making this Annex easier to understand, each military symbol is accompanied by a group number, which is explained below.

B.2. Explanatory Notes

These group numbers should not be used outside the context of this STANAG. They are not intended as definitions in themselves.

- a. **Group 1.** The smallest basic unit, part of a group 2 and/or a group 3 unit. Requires administrative and logistical support.
- b. **Group 2.** A unit larger than a group 1 unit but smaller than a group 3 unit. Requires administrative and logistical support.
- c. **Group 3.** A unit designed to perform a tactical or support mission, composed of two or more group 1 and/or group 2 units and normally forming part of a group 4 unit. It is commanded by an OF-1/OF-2 or OR-7/OR-8 (see STANAG 2116) and may or may not require administrative support.
- d. **Group 4.** A unit designed to be capable of administering itself if operating independently and may be self-accounting. It is composed of two or more group 3 units and is commanded by an OF-2 or 3 (see STANAG 2116). It is normally part of a group 5 unit. It can be a composite group 4 unit of mixed arms.
- e. **Group 5.** A unit designed to be self-administering and self-accounting and capable of operating independently. It is composed of two or more group 4 units and is commanded by an OF-3 or 4 (see STANAG 2116). It can be grouped with group 1, 2, 3 or 4 units of different arms to form a composite group 5 unit of mixed arms.
- f. **Group 6.** A unit of two or more group 5 units or group 4 units usually of the same arm under a designated commander. Usually commanded by an OF-4, 5 or 6 (see STANAG 2116).

- g. **Group 7.** A formation of two or more combat arm group 5 units or group 6 units with group 1, 2, 3, 4 or 5 units from supporting arms and services normally commanded by an OF-5 or 6 (see STANAG 2116); it is smaller than a group 8 formation.
- h. **Group 8.** A major tactical and administrative formation which combines in itself the necessary arms and services required for sustained combat, larger than a group 7 formation and smaller than a group 9 formation. It is normally commanded by an OF-7 (see STANAG 2116).
- i. **Group 9.** A formation larger than a group 8 formation and smaller than a group 10 formation which usually consists of two or more group 8 formations together with supporting arms and services. It is normally commanded by OF-8 (see STANAG 2116).
- j. **Group 10.** The largest tactical and administrative formation of armed forces made up of a number of group 9 and group 8 formations.
- k. **Group 11.** Several group 10 or group 9 formations under a designated joint force commander.

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GROUP	SYMBOL	NATIONAL DESIGNATION	REMARK	COUNTRY
1	●			ALB
2	● ●	Skuadër		
3	● ● ●	Toga	Infantry, Commando, Special Ops, Combat Support, Training, Engineer, Transport, Supply, Maintenance	
4		Kompania	Infantry, Commando, Special Ops, Combat Support, Training, Engineer, Transport, Supply, Maintenance	
5		Batalioni	Infantry, Commando, Special Ops, Combat Support, Training, Engineer, Transport, Supply, Maintenance battalions	
6		Regjiment	Academies, Military Schools	
7	X	Brigadës	Infantry, Support Command, Training and Doctrine Command	
8	XX	No equivalent	(1)	
9	XXX	No equivalent	(1)	
10	XXXX	No equivalent	(1)	
11	XXXXX	No equivalent	(1)	

(1) Non-existent in the Albanian army.

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GROUP	SYMBOL	NATIONAL DESIGNATION		REMARK	COUNTRY
		FRANCAISE	NEERLANDAISE		BEL
1	●	Equipe	Ploeg	(1)	
2	● ●	Section	Sectie	(1)	
3	● ● ●	Peloton	Peloton	(1)	
4		Compagnie Escadron Batterie	Compagnie Eskadron Batterij	(1) armour artillery	
5		Bataillon Escadrille	Bataljon Escadrille	(1) army aviation	
6		Groupement Régiment	Groepering Regiment	Applies only to home forces	
7	X	Brigade	Brigade	(1)	
8	XX	Division	Divisie	(1)	
9	XXX	Corps d'armée	Legerkorps	(1)	
10	XXXX	Armée	Leger	(2)	
11	XXXXX	Group d'armée	Legergroep	(2)	

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GROUP	SYMBOL	NATIONAL DESIGNATION	REMARK	COUNTRY
				BGR
1	●	Razchet (Разчет) Ekipazh (Екипаж)	(1) artillery, signals, air-defence infantry, armour, reconnaissance, engineers, signals	
2	● ●	Otdelenie (Отделение)	(1) infantry, reconnaissance, CBRN, logistic, signals, engineers	
3	● ● ●	Vzvod (Взвод)	(1) infantry, armour, reconnaissance, artillery, air-defence, engineers, signals, CBRN, logistic,	
4	I	Rota (Рота) Batareja (Батарея)	(1) infantry, armour reconnaissance, signals, engineers, CBRN, logistic artillery, air-defence	
5	II	Batalyon (Баталъон) Diviziyon (Дивизион)	(1) infantry, armour reconnaissance, signals, engineers, CBRN, logistic artillery, air-defence	
6	III	Polk (Полк)	(1) infantry, armour reconnaissance, artillery, signals, engineers, CBRN, logistic	
7	X	Brigada (Бригада)	(1) infantry, armour, artillery, engineers, logistic	
8	XX	No equivalent	(2)	
9	XXX	Komandvane (Командване)	(1), (3)	
10	XXXX	Armia (Армия)	(1)	
11	XXXXX	No equivalent	(2)	

(1) basic national designation.

(2) Non-existent in the Bulgarian armed forces.

(3) Will exist in the Bulgarian armed forces up to the end of 2006.

Note: Words in Latin letters are the transcribed pronunciation of national designations.

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GROUP	SYMBOL	NATIONAL DESIGNATION	REMARK	COUNTRY
				CAN
1	●	Element smaller than a Section		
2	● ●	Section	(1)	
3	● ● ●	Platoon Troop Section	(1) infantry armour, artillery, engineers, signals aviation	
4		Company Squadron Battery <u>Flight</u>	(1) infantry armour, engineers artillery aviation	
5		Battalion Regiment Squadron	(1) infantry armour, artillery, engineers, signals aviation	
6		Regiment Wing Group	(2) aviation established as required generally in support of joint operations	
7	×	Brigade Brigade group Aviation group	(1)	
8	XX	Division	(2)	
9	XXX	Corps	(2)	
10	XXXX	Army	(2)	
11	XXXXX	Army group	(2)	

(1) Basic national designation.

(2) Non-existent in the Canadian armed forces.

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GROUP	SYMBOL	NATIONAL DESIGNATION	REMARK	COUNTRY
1	●	Osádka, obsluha, sekce	Element smaller than a section	CZE
2	● ●	Družstvo	(1)	
3	● ● ●	Četa	(1)	
4		Rota Baterie Roj	(1) artillery, air defence aviation	
5		Prapor Oddil Letka	(1) artillery, air defence aviation	
6		Pluk Letecká skupina	(1) aviation	
7	X	Brigáda Zakladna	(1) aviation	
8	XX	Divize	(1)	
9	XXX	Armádní sbor	(1)	
10	XXXX	No equivalent	(2)	
11	XXXXX	No equivalent	(2)	

(1) Basic national designation.

(2) Non-existent in the Czech army.

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GROUP	SYMBOL	NATIONAL DESIGNATION	REMARK	COUNTRY
1	●	Trupp	(1)	DEU
2	● ●	Gruppe Rote	(1) army aviation	
3	● ● ● ● ● ● ●	Zug Schwarm Staffel	(1) army aviation echelon of command/control or support elements	
4		Kompanie Batterie Staffel Boot Inspektion	(1) artillery, army air defence army aviation, air force, medical and navy navy military school	
5		Bataillon Abteilung Bootsgeschwader, Schiff Lehrgruppe Gruppe	(1) army aviation navy military school medical air force	
6		Regiment Geschwader	(1) artillery, signal, army aviation, engineers, army air defence, air mobile infantry, medical, CBRN defence, logistics air force navy	
7	×	Brigade	(1) logistics, armour, armoured infantry, airborne infantry, air mechanized, special forces, army combat support, navy	
8	XX	Division Kommandobehörde	(1) armour, armoured infantry, special operations, air mechanized	
9	XXX	Korps Höhere Kommandobehörde	(1)	
10	XXXX	Armee	(2)	
11	XXXXX	Armeegruppe Joint Force Command	(2)	

(1) Basic national designation.

(2) Non-existent in the German Armed Forces

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GROUP	SYMBOL	NATIONAL DESIGNATION	REMARK	COUNTRY
1	●	Gruppe	(1)	DNK
2	● ●	Sektion	(1)	
3	● ● ●	Deling	(1)	
4		Kompagni Eskadron Batteri	infantry, engineers, signals armour artillery	
5		Bataljon Afdeling Bataljons kampgruppe	(1) artillery composite unit of mixed arms, mainly infantry or armour with other arms added	
6		Regiment	peacetime training and administrative unit	
7	X	Brigade	(1)	
8	XX	Division	(1)	
9	XXX	Korps	(1)	
10	XXXX	Arme	(2)	
11	XXXXX	Armegruppe	(2)	

(1) Basic national designation.

(2) Non-existent in the Danish Army.

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GROUP	SYMBOL	NATIONAL DESIGNATION	REMARK	COUNTRY
1	●	Escuadra/Equipo Patrulla	(1) army air	ESP
2	● ●	Pelotón		
3	● ● ●	Sección		
4	I	Compañía Batería Escuadrón Subgrupo Táctico	(1) artillery armour composite unit of mixed arms	
5	II	Batallón Grupo Grupo Táctico	(1) artillery, cavalry, services composite unit of mixed arms	
6	III	Regimiento Agrupación Táctica	(1) composite unit of mixed arms	
7	X	Brigada	(1)	
8	XX	División	(1)	
9	XXX	Cuerpo de Ejercito	(1)	
10	XXXX	Ejercito	(2)	
11	XXXXX	Grupo de Ejercito	(2)	

(1) Basic national designation.

(2) Non-existent in the Spanish army.

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GROUP	SYMBOL	NATIONAL DESIGNATION	REMARK	COUNTRY
				EST
1	●	Lahingpaar Salk	Fire and manoeuvre team (smallest military formation) - Bigger than an individual soldier but smaller than a fireteam. Fireteam - Bigger than a fire and manoeuvre team (lahingpaar) but smaller than a squad (jagu).	
2	● ●	Jagu	Squad - Bigger than a fireteam (salk) but smaller than a platoon (rühm).	
3	● ● ●	Rühm	Platoon - Bigger than a squad (jagu) but smaller than a company (kompanii)	
4		Kompanii	Company - Bigger than a platoon (rühm) but smaller than a battalion (pataljon). Company, Reconnaissance Company, Anti-Tank Company	
5		Pataljon	Battalion - Bigger than a company (kompanii) but smaller than a brigade (brigaad). Battalion, Scouts Battalion, Artillery Battalion, Air Defence Battalion	
6		No equivalent	(1)	
7	×	Brigaad Malev	Brigade - Bigger than a battalion (pataljon) but smaller than a division (diviis) subordinate to an infantry division. Country Brigade - Bigger than a battalion (pataljon) and smaller than a division (diviis) that is a sub-component of a division. Some are classified as a separate brigade and operate independently from the traditional division structure.	
8	XX	Diviis	Division - Bigger than a brigade (brigaad) but smaller than a corps.	
9	XXX	Korpus	Corps	
10	XXXX	No equivalent	(1)	
11	XXXXX	No equivalent	(1)	

(1) Non-existent in the Estonian army.

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GROUP	SYMBOL	NATIONAL DESIGNATION	REMARK	COUNTRY
1	●	Equipe Equipage	(1) personnel responsible for the operation of equipment	FRA
2	● ●	Groupe Patrouille	(1) reconnaissance	
3	● ● ●	Section Peloton	(1) armour and transportation units	
4	I	Compagnie Batterie Escadron Flight	(1) artillery armour and transportation units army aviation	
5	II	Bataillon Groupement	(1) (1) temporary unit	
6	III	Régiment	(1)	
7	X	Brigade	(1) logistic unit	
8	XX	Division	(1)	
9	XXX	Corps d'Armée	(1)	
10	XXXX	Armée	(1)	
11	XXXXX	Groupe d'Armées	(2)	

(1) Basic national designation.

(2) Non-existent in the French army.

ANNEX B TO

APP-06

GROUP	SYMBOL	NATIONAL DESIGNATION	REMARK	COUNTRY
1	●	Section	(1)	GBR
2	● ●	No equivalent	(2)	
3	● ● ●	Platoon Troop Flight	(1) marines, armour, artillery, engineers, signals, special air service, transport, army air, RAF Regiment	
4	I	Company Squadron Battery Combat group. Squadron group, Coy/Sqn group	(1) armour, engineers, signals, special air service, army air , transport, RAF Regiment	
5	II	Battalion Regiment Field Ambulance Armoured or Field workshop Wing Battle group Commando	(1) armour, artillery, engineers, signals, special air service, army air medical repair and recovery RAF Regiment composite unit of mixed arms "marines"	
6	III	No equivalent	(2)	
7	X	Field force/Brigade	(1)	
8	XX	Division	(1)	
9	XXX	Corps	(1)	
10	XXXX	No equivalent	(2)	
11	XXXXX	Army Group	(1)	

(1) Basic national designation.

(2) Non-existent in the British army.

ANNEX B TO

APP-06

GROUP	SYMBOL	NATIONAL DESIGNATION	REMARK	COUNTRY
1	●	Hemi-Homas Stoecheon	Infantry Infantry, armour	GRC
2	● ●	Homas Stoecheon	Infantry, armour, engineers, signals artillery	
3	● ● ●	Themoerea Ulamos	infantry, engineers, signals artillery, armour	
4		Lochos Pyrovolaarchia Ili	infantry, engineers, signals artillery armour	
5		Taghma Mora Epilarchia	infantry, engineers, signals artillery armour	
6		Stntagma Theoekissis machis Merarchiakon Pyrovolikon Homas Pyrovolikon Mahis	infantry armour)) artillery))	
7	✗	Taxiarchia	armour	
8	✗ ✗	Merarchia	(1)	
9	✗ ✗ ✗	Soma stratou	(1)	
10	✗ ✗ ✗ ✗	Stratia	(1)	
11	✗ ✗ ✗ ✗ ✗	No equivalent	(2)	

(1) Basic national designation.

(2) Non-existent in the Greek army.

ANNEX B TO

APP-06

GROUP	SYMBOL	NATIONAL DESIGNATION	REMARK	COUNTRY
1	●	No equivalent	(1)	HRV
2	● ●	odred	infantry, armour, reconnaissance, artillery, air-defence, engineers, signals, CBRN, logistic squads.	
3	● ● ●	Vod	infantry, armour, reconnaissance, artillery, air-defence, engineers, signals, CBRN, logistic platoons.	
4		Satnije	infantry, armour, reconnaissance, artillery, air-defence, engineers, signals, CBRN, logistic,	
5		Bataljon	Armoured, Mechanized, Artillery, Air Defence, Motorized, CBRN, Engineer battalions.	
6		Puk	Military Police, Signals, Air Defence, Artillery and Rocket, Engineer, Military School regiments.	
7	×	Brigada	Armoured Guard, Mechanized Guard brigades.	
8	XX	Divizija	(1)	
9	XXX	No equivalent	(2)	
10	XXXX	No equivalent	(2)	
11	XXXXX	No equivalent	(2)	

(1) Basic national designation.

(2) Non-existent in the Croatian army.

ANNEX B TO

APP-06

GROUP	SYMBOL	NATIONAL DESIGNATION	REMARK	COUNTRY
1	●	Résleg Repülő géppár	(1) It does not exist as an organic unit.	HUN
2	● ●	Kezelőszmélyzet Raj	(1) armour, infantry reconnaissance	
3	● ● ●	Szakasz	(1) armour, infantry, engineers, signals	
4		Század Úteg	(1) armour, infantry, signals, air artillery air defence	
5		Zászlóalj Osztály	(1) armour, infantry, combat service support artillery air defence	
6		Ezred	(1) radar, air	
7	X	Dandár	(1) infantry, logistics	
8	XX	Hadosztály	(2)	
9	XXX	Hadtest	(1)	
10	XXXX	Hadsereg	(2)	
11	XXXXX	Hadseregcsoport	(2)	

(1) Basic national designation.

(2) Non-existent in the Hungarian Defence Forces.

ANNEX B TO

APP-06

GROUP	SYMBOL	NATIONAL DESIGNATION	REMARK	COUNTRY
1	●	No equivalent	(1)	ISL
2	● ●	No equivalent	(1)	
3	● ● ●	No equivalent	(1)	
4		Kompagni	Air Defence – Radar system Crisis response unit – normally, personnel do not wear uniforms or carry weapons.	
5		No equivalent	(1)	
6		No equivalent	(1)	
7	X	No equivalent	(1)	
8	XX	No equivalent	(1)	
9	XXX	No equivalent	(1)	
10	XXXX	No equivalent	(1)	
11	XXXXX	No equivalent	(1)	

(1) Non-existent in the Icelandic Forces.

ANNEX B TO

APP-06

GROUP	SYMBOL	NATIONAL DESIGNATION	REMARK	COUNTRY
1	●	Squadra Squadra pezzo Equipaggio	(1) artillery tank and cavalry	ITA
2	● ●	Pattuglia	This formation is not an organic unit. A comparable unit is organized on a case-by-case basis in accordance with the task. The unit strength may range from group 1 to 3.	
3	● ● ●	Plotone Sezione	(1) artillery, transport	
4		Compagnia Squadrone Batteria Autoreparto	(1) cavalry, army aviation artillery transport	
5	II	Battaglione Gruppo Gruppo squadroni Autogruppo Reparto	(1) infantry, signal, engineers, logistic, transport artillery cavalry, army aviation transport combined arms battlegroup (battalion level), headquarters units, medical	
6	III	Reggimento	(1) In the Italian Army, the regiment is battalion sized. Grouping of combat support units Combined arms battlegroup	
7	X	Brigata	(1)	
8	XX	Divisione Comando Operativo Intermedio	(1) Divisional headquarters are called "Intermediate Operational Command"	
9	XXX	Corpo d'Armata Comando di Vertice/ Alto Comando	Corps "High Operational Command"	
10	XXXX	Armata	Joint Force Command	
11	XXXXX	Not equivalent	(2)	

(1) Basic national designation.

(2) Non-existent in the Italian Armed Forces.

ANNEX B TO

APP-06

GROUP	SYMBOL	NATIONAL DESIGNATION	REMARK	COUNTRY
				LTU
1	●	Grandis Grupė	(1) Artillery	
2	● ●	Skyrius	(1)	
3	● ● ●	Būrys Ekipa, komanda, grupė	(1) Special forces	
4		Kuopa Baterija Grandis	(1) Artillery, Air defence Air forces	
5		Batalionas Eskadrilė	(1) Air forces	
6		Pulkas Rinktinė	Land forces training unit only National volunteer forces unit only	
7	X	Brigada	(1)	
8	XX	Karinis regionas	Territorial (regional) organization	
9	XXX	Ginkluotosios pajėgos	Unified command organization for all armed forces services and units	
10	XXXX		(2)	
11	XXXXX		(2)	

(1) Basic national designation.

(2) Non-existent in the Lithuanian Armed Forces.

ANNEX B TO

APP-06

GROUP	SYMBOL	NATIONAL DESIGNATION	REMARK	COUNTRY
1	●	Equipe	(1)	LUX
2	● ●	Groupe	(1)	
3	● ● ●	Section	(1)	
4		Compagnie	(1)	
5		Bataillon	(1)	
6		Régiment	(2)	
7	X	Brigade	(2)	
8	XX	Division	(2)	
9	XXX	Corps d'Armée	(2)	
10	XXXX	Armée	(2)	
11	XXXXX	Groupe d'Armée	(2)	

(1) Basic national designation.

(2) Non-existent in the Luxembourgian army.

ANNEX B TO

APP-06

GROUP	SYMBOL	NATIONAL DESIGNATION	REMARK	COUNTRY
1	●	No equivalent	(1)	LVA
2	● ●	komanda	Mechanized, Infantry, Combat Support, Combat Service Support, Transport, Medical, CBRN	
3	● ● ●	vads	Mechanized, Infantry, Combat Support, Combat Service Support, Transport, Medical, CBRN	
4		kompānija	Mechanized, Infantry, Combat Support, Combat Service Support, Transport, Medical, CBRN	
5		Bataljons	Mechanized, Infantry, Combat Support, Combat Service Support, Transport, Medical	
6		Pulks	Support Command, Schools	
7	X	Brigāde	Mechanized, Infantry	
8	XX	No equivalent	(1)	
9	XXX	No equivalent	(1)	
10	XXXX	No equivalent	(1)	
11	XXXXX	No equivalent	(1)	

(1) Non-existent in the Latvian army.

ANNEX B TO
APP-06

GROUP	SYMBOL	NATIONAL DESIGNATION	REMARK	COUNTRY
1	●			MNE
2	● ●			
3	● ● ●			
4	I			
5	II			
6	III			
7	X			
8	XX			
9	XXX			
10	XXXX			
11	XXXXX	No equivalent		

ANNEX B TO

APP-06

GROUP	SYMBOL	NATIONAL DESIGNATION	REMARK	COUNTRY
1	●	Groep Ploeg Stuk	(1) reconnaissance artillery	NLD
2	● ●	Sectie Fire unit Raiding Section	(1) artillery, air defence marines	
3	● ● ●	Peloton Vuurmondpeloton Vlucht Raiding Troop	(1) artillery aviation marines	
4		Compagnie Eskadron Gevechtsbatterij Batterij/Squadron Squadron Raiding Squadron	(1) reconnaissance, armour, military police artillery air defence aviation marines	
5		Bataljon Afdeling Marine Combat Group	(1) artillery marines	
6		Regiment	(1) exist only as a non-organic traditional grouping of 'bataljons' or 'eskadrons' of the same arm or branch	
7	X	Brigade	(1)	
8	XX	Divisie	(1)	
9	XXX	Legerkorps	(1)	
10	XXXX	Leger	(2)	
11	XXXXX	Legergroep	(2)	

(1) Basic national designation.

(2) Non-existent in the Royal Netherlands Army.

ANNEX B TO

APP-06

GROUP	SYMBOL	NATIONAL DESIGNATION	REMARK	COUNTRY
1	●	Lag	(1)	NOR
2	● ●	Gruppe	(1)	
3	● ● ●	Tropp	(1)	
4		Kompani Eskadron Batteri Stridsgruppe	(1) armour, cavalry artillery composite unit of mixed arms	
5		Bataljon Stridsgruppe	(1) composite unit of mixed arms	
6		Regiment	administrative unit only	
7	X	Brigade Kombinert regiment	composite formation of mixed arms (Brigade Size)	
8	XX	Division Forsvardsdistrikt Landforsvar	(1) territorial organization ("Land Defence")	
9	XXX	Korps	(2)	
10	XXXX	Forsvarskommando	combined organization for all three services	
11	XXXXX	Arme-gruppe	(2)	

(1) Basic national designation.

(2) Non-existent in the Norwegian army.

ANNEX B TO

APP-06

GROUP	SYMBOL	NATIONAL DESIGNATION	REMARK	COUNTRY
1	●	Element mniejszy niż drużyna	It does not exist as an organic unit and is structured each time in view of a particular task.	POL
2	● ●	Drużyna Załoga Działon	(1) infantry, reconnaissance, engineers, signals, air mobile armour artillery	
3	● ● ●	Pluton	(1)	
4		Kompania Bateria Swadron	(1) artillery air cavalry	
5		Batalion Dywizjon	(1) artillery	
6		Pułk	(1)	
7	X	Brygada	(1)	
8	XX	Dywizja	(1)	
9	XXX	Korpus	(1)	
10	XXXX	No equivalent	(2)	
11	XXXXX	No equivalent	(2)	

(1) Basic national designation.

(2) Non-existent in the Polish Army.

ANNEX B TO

APP-06

GROUP	SYMBOL	NATIONAL DESIGNATION	REMARK	COUNTRY
1	●	Esquadra	(1)	PRT
2	● ●	Seccao	(1)	
3	● ● ●	Pelotao	(1)	
4		Companhia Bateria Esquadrao	(1) artillery cavalry and armour	
5		Batalhao Grupo	(1) cavalry, armour, artillery	
6		Regimento	(1)	
7	X	Brigada Agrupamento	(1) special duties organization	
8	XX	Divisao	(1)	
9	XXX	Corps de exército	(1)	
10	XXXXX	Exército de campanha	(2)	
11	XXXXXX	Grupo de exercitos	(2)	

(1) Basic national designation.

(2) Non-existent in the Portuguese army.

ANNEX B TO

APP-06

GROUP	SYMBOL	NATIONAL DESIGNATION	REMARK	COUNTRY
1	●	Sectie		ROU
2	● ●	Echipă Piesă	Artillery.	
3	● ● ●	Pluton Sectie	Artillery	
4		Companie Baterie	Artillery	
5		Batalion Divizion	Artillery	
6		Regiment		
7	X	Brigadă		
8	XX	Divizie		
9	XXX	Corp de armată		
10	XXXX	Armată		
11	XXXXX			

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GROUP	SYMBOL	NATIONAL DESIGNATION	REMARK	COUNTRY
1	Ø	Tím/ Osádka/Obsluha	(1)	SVK
2	●	Družstvo	(1)	
3	● ●	Sekcia	(2)	
4	● ● ●	Čata	(1)	
5	I	Rota/ Batéria/ Roj	(1) Fire Support, Air Defence Air Force	
6	II	Prápor/ Oddiel/ Letka	(1) Fire Support, Air Defence Air Force	
7	III	Pluk/ Letecké krídlo	(1) Air Force	
8	X	Brigáda	(1)	
9	XX	Divízia	(2)	
10	XXX	Zbor	(2)	
11	XXXX	Armáda	(2)	
12	XXXXX	Skupina armád	(2)	
13	XXXXXX	Dejisko operácií	(2)	

(1) Basic national designation.

(2) Non-existent in the Armed Forces of the Slovak Republic.

ANNEX B TO

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GROUP	SYMBOL	NATIONAL DESIGNATION	REMARK	COUNTRY
1	●			SVN
2	● ●			
3	● ● ●	vod	Infantry, Anti-tank, Logistics, Engineer, CBRN, Maintenance, Military Police, Signals, Intelligence and Reconnaissance, Transport, Air Defence, Fire Support, Artillery,	
4		Četa Baterija	Infantry, Anti-tank, Logistics, Engineer, CBRN, Maintenance, Military Police, Signals, Intelligence and Reconnaissance, Transport. Fire Support, Artillery, Air Defence	
5		Bataljon	Combat Support, Special OPS, Medical, Military Police, Communications and Information System	
6		Polk	Infantry, logistics	
7	X	Brigada	Infantry, Logistics	
8	XX			
9	XXX			
10	XXXX			
11	XXXXX	No equivalent		

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GROUP	SYMBOL	NATIONAL DESIGNATION	REMARK	COUNTRY
1	●	Manga	(1)	TUR
2	● ●	Kisim	(1)	
3	● ● ●	Takim	(1)	
4		Bölük Batarya	(1) artillery	
5		Tabur	(1)	
6		Alay (muharebe grubu)		
7	X	Tugay	(1)	
8	XX	Tümen	(1)	
9	XXX	Kolordu	(1)	
10	XXXX	Ordu	(1)	
11	XXXXX	Ordular grubu		

(1) Basic national designation.

(2) Non-existent in the Turkish army.

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GROUP	SYMBOL	NATIONAL DESIGNATION	REMARK	COUNTRY
See note ¹ .	Ø	Crew	Crew - a small military unit that consists of all personnel operating a particular system. Team - a small group of two or more persons associated by work or activity. Note. This is the smallest echelon and should not be confused with company team and brigade combat team.	USA
1	●	Squad	Squad - a small military unit typically containing two or more fire teams. Note. Common English language definition also applies to this symbol, 'a small group engaged in a common effort or occupation.'	
2	● ●	Section	Section - a tactical unit of the Army and Marine Corps smaller than a platoon and larger than a squad.	
3	● ● ●	Platoon Detachment	Platoon - a subdivision of a company or troop consisting of two or more squads or sections. Detachment - a tactical element organised on either a temporary or permanent basis for special duties.	
4		Company Battery Troop	Company - a unit consisting of two or more platoons, usually of the same type, with a headquarters and a limited capacity for self-support. Battery - a company-size unit in a field artillery or air defence artillery battalion. Troop - a company-size unit in a cavalry organisation.	
5		Battalion Squadron	Battalion - a unit consisting of two or more company-battery or troop-size units and a headquarters. Squadron - a unit consisting of two or more troop-size units and a headquarters in a cavalry organisation.	
6		Regiment Group	Regiment - a unit consisting of 2 or more battalions.	
7	X	Brigade	Brigade - a unit consisting of two or more battalions and a headquarters company or detachment.	

ANNEX B TO

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8	XX	Division	Division - an echelon of command and tactical formation that employs brigade combat teams, multifunctional brigades, and functional brigades to achieve objectives on land.
9	XXX	Corps	Corps - an echelon of command and tactical formation that employs divisions, multifunctional brigades, and functional brigades to achieve objectives on land.
10	XXXX	Theatre Army	Theatre Army - an echelon of command designated as the Army Service component command responsible for recommendations of allocation and employment of Army forces to the geographic combatant commander.
11	XXXXX	Army Group	Army Group - the largest formation of land forces, normally comprising two or more armies or army corps under a designated commander. (NATO Term)
12 ²	XXXXXX	Theatre	Theatre —The geographical area command for which a commander of a geographic combatant command has been assigned responsibility.

Note¹: USA provides a definition and echelon symbol for Team or Crew as component parts of a Squad.

Note²: USA provides a definition and echelon symbol for Theatre which is greater in size than an Army Group.

ANNEX C. THE NATO JSP NSCP TEMPLATE

PART ONE- DECISION COVER SHEET

NSCP TITLE:

NSCP IDENTIFIER: {Assigned by JSP}

ORIGINATOR REFERENCE:

SPONSOR CONTACT INFORMATION:

JSP DECISION/RECOMMENDATION:

- | | | |
|------------------------------|--------------------------|-----------------------------|
| VETTED (SPONSOR) | <input type="checkbox"/> | |
| CONFIRMED (JSP CHAIR) | <input type="checkbox"/> | Note: File name suffix V1_n |
| CONSOLIDATED (JSP CHAIR) | <input type="checkbox"/> | Note: File name suffix V2_n |
| GEX AGREED AS WRITTEN (JSP) | <input type="checkbox"/> | Note: File name suffix V3_n |
| GEX AGREED AS MODIFIED (JSP) | <input type="checkbox"/> | Note: File name suffix V3_n |
| GEX DISAGREED (JSP) | <input type="checkbox"/> | |
| WITHDRAWN BY ORIGINATOR | <input type="checkbox"/> | |
| DEFERRED | <input type="checkbox"/> | |

RECORD OF NSCP PROCESSING:

DATE OF GEX DECISION:

VOTING RECORD:

VOTING		
Yes	No	Abstain

IF DISAGREED – REASONS FOR DISAGREEMENT:

RECORD OF IERHWG PROCESSING:

- | | | |
|----------------------|--------------------------|-----------------------------|
| APPROVED (IERHWG) | <input type="checkbox"/> | Note: File name suffix V4_n |
| DISAPPROVED (IERHWG) | <input type="checkbox"/> | |

DATE OF IERHWG DECISION:

IF DISAPPROVED – REASONS FOR DISAPPROVAL:

COORDINATION WITH SSMC:

YES N/A

DATE:

COORDINATING ACTION:

PART TWO- DEFINITION

1. STATEMENT OF THE PROBLEM:
2. PROPOSED SOLUTION:
3. ALTERNATIVE SOLUTIONS (Optional):
4. SUBMITTED GRAPHICS FILES (If applicable):
5. IMPACT ON INTEROPERABILITY (If applicable):
6. IMPACT ON RELATED DOCUMENTS (If applicable):
7. PROPOSED IMPLEMENTATION DATES:
8. OTHER CONSIDERATIONS (If applicable):
9. REFERENCES:

PART THREE- APPLICABILITY

AFFECTED DOCUMENT(S): (check applicable documents)

- APP-06
MIL-STD-2525
OTHER

List others here:

TYPE OF CHANGE PROPOSAL: (check all that apply)

- Administrative/editorial change(s)
Add new guidance, rules, and procedures
Revision to guidance, rules, and procedures
Remove existing guidance, rules, and procedures
Add new chapter(s)/annex
Add new symbol(s) e.g. icons/modifiers/amplifiers
Revision to existing symbol(s) e.g. icons/modifiers/amplifiers
Remove existing symbol(s) e.g. icons/modifiers/amplifiers

APPLICABLE TRACKS/CHAPTERS: (check all that apply)

- | | | | |
|-------------------------|--------------------------|--------------|--------------------------|
| Military Symbols | <input type="checkbox"/> | Missile | <input type="checkbox"/> |
| Air | <input type="checkbox"/> | Civilian Org | <input type="checkbox"/> |
| Land | <input type="checkbox"/> | Equipment | <input type="checkbox"/> |
| Dismounted Individual | <input type="checkbox"/> | Installation | <input type="checkbox"/> |
| Sea Surface | <input type="checkbox"/> | | |
| Sea Subsurface | <input type="checkbox"/> | | |
| Space | <input type="checkbox"/> | | |
| Activities | <input type="checkbox"/> | | |
| Control Measures | <input type="checkbox"/> | | |
| Cyberspace | <input type="checkbox"/> | | |
| SIDC Tables | <input type="checkbox"/> | | |
| All of the above | <input type="checkbox"/> | | |

NEW SYMBOL/ICON CHARACTERISTICS: (check all that apply)

- Main
Full Frame
Full Octagon
Sector 1 Modifier
Sector 2 Modifier
Amplifiers

**ANNEX C TO
APP-06**

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LEXICON

SECTION I - TERMS AND DEFINITIONS

This section contains terms and definitions relevant to APP-06.

actor. An individual, group or entity whose actions are affecting the attainment of the end state.

agent. In modelling and simulation usage, a computer system capable of acting autonomously, deciding for itself what it needs to do to satisfy its design objectives, and capable of interacting with other agents.

application software. The software or a program that is specific to the solution of an application problem.

attribute. A distinctive feature or characteristic such as line, shape, colour, texture (fill), edge, mass, and value.

cognitive dimension. The cognitive dimension comprises the audiences' perceptions, beliefs, interests, aims, decisions, and behaviours. It encompasses all forms of interaction (such as economic and political) between them. (AJP-10 Ed A V1)

Commission Internationale de l'Eclairage (CIE). A colour space chart widely used to describe the range of colour seen by the human eye.

cyberspace. The global domain consisting of all interconnected communication, information technology and other electronic systems, networks, and their data, including those which are separated or independent, which process, store or transmit data. **Note:** The terms Cyber, and Cyberspace are synonymous and exchangeable in APP-06 where used.

cyberspace actions. The completion of specific tactical-level actions or tasks that employ cyberspace capabilities to create effects in cyberspace.

cyberspace operation. Actions in or through cyberspace intended to preserve own and friendly freedom of action in cyberspace and/or to create effects to achieve military objectives.

data. A reinterpretable representation of information in a formalized manner suitable for communication, interpretation, or processing.

defensive cyberspace operation (DCO). Actions in or through cyberspace to preserve own and friendly freedom of action in cyberspace.

endpoint. An endpoint is a hardware device that provides a user with access to a distributed computer system. These devices include mobile phones, tablets, laptops,

and desktop PC machines. When connected to a local area network or the Internet, all have the potential to access the information assets of an organisation.

faker. A friendly track acting as a hostile for exercise purposes. (STANAG 1241)

field. A defined area in which a limited combination of alphanumeric and other characters, indicators, and/or abbreviations are grouped,/ situated in an or established way around a symbol/icon, line, area, point, or boundary and used for the purpose of providing additional information about the associated object or operational environment geometry.

frame. The geometric border of a symbol that provides an indication of the affiliation, dimension, and status of an operational object.

icon. The innermost part(s) of a symbol that provides a graphic representation of an operational object. Icons can be either graphic or alphanumeric.

joker. A friendly track or contact acting as a "suspect" track for exercise purposes only. (STANAG 1241)

modifier. Optional text or graphics that provide additional information about a symbol or tactical graphic.

offensive cyberspace operation. Actions in or through cyberspace that create effects to achieve military objectives.

operating environment. A composite of the conditions, circumstances and influences that affect the employment of capabilities and bear on the decisions of the commander.

operational symbology. Symbology used to plan and execute military operations in support of command, control, communications, computers, and intelligence functions.

path. In a network, any route between any two nodes.

Pending. Tracks which have not been subject to the identification process, but which are available for reporting. (STANAG 1241)

signals intelligence. Intelligence derived from electromagnetic signals or emissions. Notes: The main subcategories of signals intelligence are communications intelligence and electronic intelligence.

status. A determination or declaration as to whether a track's or object's location or battlefield environment is existing/present or is planned/anticipated at the time that the symbol was generated, or the time associated/presented with the symbol itself.

suspect. A track or contact which is potentially hostile because of its characteristics, behaviour, origin, or nationality. (STANAG 1241)

symbol. A graphic representation of a concept that has meaning in a specific context.

symbol identification code. An alphanumeric code based on a database structure that provides the minimum elements required to construct the basic icon and/or a complete symbol.

terrain in cyberspace. The systems, devices, protocols, data, software, processes, cyber personas, and other entities, that comprise, supervise, and control cyberspace.

threat actor. Threat actors are states, groups, or individuals who, with malicious intent, aim to take advantage of vulnerabilities, low cyber security awareness, or technological developments to gain unauthorized access to information systems in order to access or otherwise affect victims' data, devices, systems, and networks.

track. A series of related contacts displayed on a data display console, other display devices, or a plotting board. The actual path of an aircraft above, or a ship on, the surface of the earth.

SECTION II - ACRONYMS AND ABBREVIATIONS

This section contains abbreviations relevant to APP-06 and is not meant to be exhaustive. The definitive and more comprehensive list of NATO agreed abbreviations is in NATOTerm. APP-06 uses upper case for all abbreviations to reflect how they are used in this document.

AA	assembly area
AARROZ	air-to-air restricted operations zone
AAW	anti-air warfare
ACA	airspace coordination area
AEW	airborne early warning
AGI	auxiliary group intelligence
ALT	altitude
APC	armoured personnel carrier
APP	Allied procedural publication
ASP	ammunition supply point
ASR	alternate supply route
ASUW	antisurface warfare
ASW	antisubmarine warfare
AUV	autonomous underwater vehicle
BDZ	base defence zone
BL	bridgehead line
BSA	brigade support area
C2	command and control
CBRN	chemical, biological, radiological and nuclear
CBT	combat
CIE	Commission Internationale de l'Eclairage
CSAR	combat search and rescue
DET	detrainee(s)
DIFAR	directional frequency analysis and recording
DSA	division support area
DTG	date-time group
DZ	drop zone

ENY	enemy
EO	electro-optical
EPLRS	enhanced position location reporting system
EPW	enemy prisoner of war
ERP	engineer regulating point
EW	electromagnetic warfare
EZ	extraction zone
FAADEZ	forward area air defence engagement zone
FARP	forward arming and refuelling point
FC	funnel cloud
FCL	final coordination line
FEBA	forward edge of the battle area
FEZ	fighter engagement zone
FFA	free-fire area
FPF	final protective fire
FSA	fire support area
FSCL	fire support coordination line
FSS	fire support station
FSSL	fire support safety line
GOV	government
GPS	global positioning system
HIDACZ	high-density airspace control zone
HIMEZ	high missile engagement zone
HL	holding line
IFF	identification, friend-or-foe
ISR	intelligence, surveillance and reconnaissance
JEZ	joint engagement zone
LAB	laboratory
LC	landing craft
LD	line of departure
LLTR	low-level transit route
LOA	limit of advance

LOMEZ	low missile engagement zone
LP	launch point
LRP	logistics release point
LZ	landing zone
MAGTF	Marine air-ground task force
MCM	mine countermeasures
MCP	maintenance collection point
MEDEVAC	medical evacuation
MEZ	missile engagement zone
MP	military police
MRR	minimum-risk route
MSD	minesweeper, drone
MSR	main supply route
NAI	named area of interest
NATO	North Atlantic Treaty Organization
NFA	no-fire area
NFL	no fire line
NFLCFL	no fire line cease fire line
OBJ	objective
PAA	position area for artillery
PD	point of departure
PIM	position and intended movement
PK	picket
PLD	probable line of deployment
PP	passage point
PR	personnel recovery
PS	personnel services
PUP	pop-up point
PX	passenger
PZ	pick-up zone
R3P	rearm, refuel, and resupply point
RFA	restricted fire area

RFL	restrictive fire line
RGB	red, green, blue
RL	release line
RLY	rally point
ROM	refuel on the move
ROZ	restricted operating zone
RS	rescue surface station
RSA	regimental support area
RV	re-entry vehicle
SAAFR	standard use Army aircraft flight route
SAM	surface-to-air missile
SAR	search and rescue
SEAD	suppression of enemy air defences
SHORADEZ	short-range air defence engagement zone
SIF	selective identification feature
SIGINT	signals intelligence
SOF	special operations force
STANAG	NATO standardization agreement
SUB	submarine
TAI	target area of interest
TCP	traffic control post
TF	task force
TGT	target
TRP	target reference point
TS	thunderstorm
TTP	trailer transfer point
TV	television
UAV	unmanned aerial vehicle
UL	ultra light
UMCP	unit maintenance collection point
UVV	unmanned underwater vehicle
UXO	unexploded explosive ordnance

VSTOL	vertical or short take-off and landing
WEZ	weapon engagement zone
WFZ	weapons free zone

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