FM 1-02.2

MILITARY SYMBOLS

MAY 2022

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HEADQUARTERS, DEPARTMENT OF THE ARMY

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MILITARY SYMBOLS

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Preface

FM 1-02.2 constitutes approved Army military symbols for general use to depict land operations. The principal audience for FM 1-02.2 is all members of the profession of arms. Commanders and staffs of Army headquarters serving as a joint task force or multinational headquarters should also refer to applicable joint or multinational doctrine concerning the range of military operations and joint or multinational forces. Trainers and educators throughout the Army will also use this publication.

Commanders, staffs, and subordinates ensure their decisions and actions comply with applicable U.S., international, and, in some cases host-nation laws and regulations. Commanders at all echelons ensure their Soldiers operate in accordance with the law of war and the rules of engagement. (See FM 6-27/MCTP 11-10D.)

This publication implements the following international agreements:

STANAG 1059 (ED. 8). *Letter Codes for Geographical Entities*. 1 April 2004.

STANAG 1241. (ED. 5). *NATO Standard Identity Description Structure for Tactical Use*. 6 April 2005.

STANAG 2019 (ED 7)/APP 6 (D). *NATO Joint Military Symbology*. 16 October 2017.

FM 1-02.2 applies to the Active Army, Army National Guard/Army National Guard of the United States and United States Army Reserve unless otherwise stated.

The proponent of FM 1-02.2 is the United States Army Combined Arms Center. The preparing agency is the Combined Arms Doctrine Directorate, United States Army Combined Arms Center. Send comments and recommendations on DA Form 2028 (*Recommended Changes to Publications and Blank Forms*) to Commander, United States Army Combined Arms Center and Fort Leavenworth, ATTN: ATZL-MCD (FM 1-02.2), 300 McPherson Avenue, Fort Leavenworth, KS 66027-2337; by e-mail to usarmy.leavenworth.mccoe.mbx.cadd-org-mailbox@army.mil; or submit an electronic DA Form 2028.

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Introduction

This publication compiles Department of Defense Military Standard (MIL-STD) 2525D approved military symbols applicable to land operations for use in U.S. Army doctrinal publications, situation maps, overlays, annotated aerial photographs for all types of military operation. MIL-STD 2525D is the single standard for developing and depicting computer-generated military symbols for use in command and control systems. FM 1-02.2 is the proponent for hand drawn alternate symbols, course of action sketch symbols applicable to U.S. Army doctrine, and approved for use military symbols that are not currently included in MIL-STD 2525D due to difference in revision timeline. Use this publication as the standard for properly constructing land operations associated military symbols for communicating instructions to subordinate units, commanders, and staffs from company through corps echelons.

This publication is augmented by FM 1-02.1, *Operational Terms*, and *Army Dictionary* online. Changes to military symbols occur more frequently than traditional publication media can be updated. The terminology and military symbol database, known as the *Army Dictionary*, is updated monthly to reflect the latest editions of Army publications. (To access the database, go to https://jdeis.js.mil/jdeis/index.jsp?pindex=207, and log in with a common access card.) This database is an official DOD website, maintained by the Combined Arms Doctrine Directorate in collaboration with the Joint Staff Directorate for Joint Force Development. The site is part of the Joint Doctrine, Education, and Training Electronic Information System. It includes all Army doctrinal terms and all military symbols in MIL-STD 2525D, including air, land, maritime, space, activities, and control measures.

FM 1-02.2 is organized as follows:

Chapter 1 introduces military symbol fundamentals.

Chapters 2 through 4 provide icons for units, individuals, organizations, equipment, installations, and activities.

Chapter 5 introduces control measure symbols.

Chapter 6 discusses tactical mission tasks.

Chapter 7 discusses the course of action sketch.

These chapters provide detailed requirements for composing and constructing military symbols. The rules for building a set of military symbols allow enough flexibility for users to create any symbol to meet their operational needs. All military symbols construct standards are governed by MIL-STD 2525D, and this publication serves as the compendium of land related military symbols used in U.S. Army doctrine and training manuals.

FM 1-02.2 is now the proponent of military symbols that were included in ADP 1-02 as the preceding proponent.

The introductory table on page x provides a listing of new and modified military symbol changes published in this manual.

Introductory table 1. New and modified military symbol changes

Symbol	*Status*	*Symbol category*
Air defense	Modified usage	Approved for use as a sector 2 modifier for units
Amplifier field “V” for specific unit equipment	Added/correction	Unit amplifier fields (figure 2-1 and table 2-2)
Command and control	Modified usage	Approved for use as a sector 1 modifier for facilities and equipment
Cyberspace	Modified usage	Approved for use as main icon for facilities, and sector 1 modifier for facilities and units
Cyber-server	New	Main icon for facilities and equipment
Continuity of operations	New	Sector 1 modifier for facilities
Data	New	Main icon and sector 2 modifier for facilities
Directed energy	Modified usage	Approved for use as a main icon for units
Electric generation	Modified usage	Approved for use as a sector 1 modifier for facilities
Internet service provider	New	Main icon for facilities
Laser (equipment main icon)	Modified term	Name change to directed energy
Multidomain operations	New	Main icon and sector 1 modifier for units
Network	Modified usage	Approved for use as a sector 1 modifier for facilities
Operations	Modified usage	Approved for use as a main icon and sector 1 and 2 modifier for facilities
Robotic	Modified usage	Approved for use as a sector 1 modifier for units
Sector 1 and 2 modifiers for units and facilities	Modified usage	All sector 1 and 2 modifiers can now offset to the right to avoid symbol overlapping. This excludes the following modifiers due to full frame linear design: • Headquarters • Jamming • Supply
Security	Modified usage	Now can be used as a main icon, sector 1 and sector 2 modifier for facilities
Short range air defense	Added	Main icon for units
Supporting axis of advance	Added/correction	Control measure
Water	Modified usage	Approved for use as a sector 1 modifier for facilities
Wired	New	Sector 1 modifier for facilities
Wireless	New	Sector 1 modifier for facilities

Chapter 1

Military Symbol Fundamentals

This chapter discusses the MIL-STD 2525D military symbol construct standards for framed and unframed symbol standard identity, physical domain, color usage, and the placement of main icons, modifiers, and amplifiers. Military symbols are logograms that represent words or terms used to depict abstract graphic representations of a unit, equipment, installation, activity, control measure, or tactical mission task relevant to military operations. These symbols are available for use in course of action sketches, visualizing operation orders, planning, maps, overlays, and command and control system displays to represent a current common operational picture.

FRAMED SYMBOLS

1-1. Framed symbols allow the depiction of units, equipment, installations, and activities by using a combination of main icon, modifiers, amplifiers, and color (optional) to complete the military symbol construct. The frame is the border of the symbol and serves as the base to which other symbol components are added, and indicates the standard identity, physical domain, and status of the object being represented. Framed symbol may use standard identity colors to enhance depiction, or can be black and white depending on display. (See table 1-4 on page 1-5.)

STANDARD IDENTITY

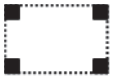
1-2. The framed shape design identifies the symbol standard identity. The standard identify frame shape categories are unknown, pending, assumed friend, friend, neutral, suspect, and hostile. Table 1-1 (on page 1-2) depicts the standard identity frame shapes categorized by physical domains.

PHYSICAL DOMAIN

1-3. The physical domain defines the primary mission area above the earth's surface (in the air domain or space domain), on the earth's surface (land domain or maritime domain), or below the earth's surface (subsurface domain). Frame shapes differ by surface (land and sea), sea subsurface, air, and space physical domains. Table 1-1 (on page 1-2) lists and depicts the frame shapes usage for each of these physical domains by land unit, installation, activity, land and sea surface equipment, air equipment (in flight), space equipment (in space), and sea subsurface equipment.

1-4. Frame shape symbol use is dependent on the object's current physical domain. An aircraft, regardless of Service ownership, can be depicted in either the air domain (in flight) or land domain (on the ground), while aviation units are depicted as land units and facilities as land installations. The exception is surface equipment (land and sea) frames that do not change between land and maritime physical domains. An example is an amphibious vehicle that use the same frame shape regardless of current physical domain because it can operate in both land and maritime domains.

Table 1-1. Standard identities and physical domain frame shapes

Standard Identities and Physical Domains	***Friendly*** / ***Assumed Friend***	***Hostile***	***Neutral***	***Unknown*** / ***Pending***
Land unit				
Land and sea surface equipment				
Air equipment (in flight)				
Space equipment (in space)				
Activity				
				
Installation				
Sea subsurface equipment				

STATUS

1-5. Status depicts whether an object exists at location identified (status is "present" or "confirmed"), will in the future reside at that location (status is "planned" or "anticipated"), or is thought to reside at that location ("suspected"). (See table 1-2 for a depiction of friendly frames.)

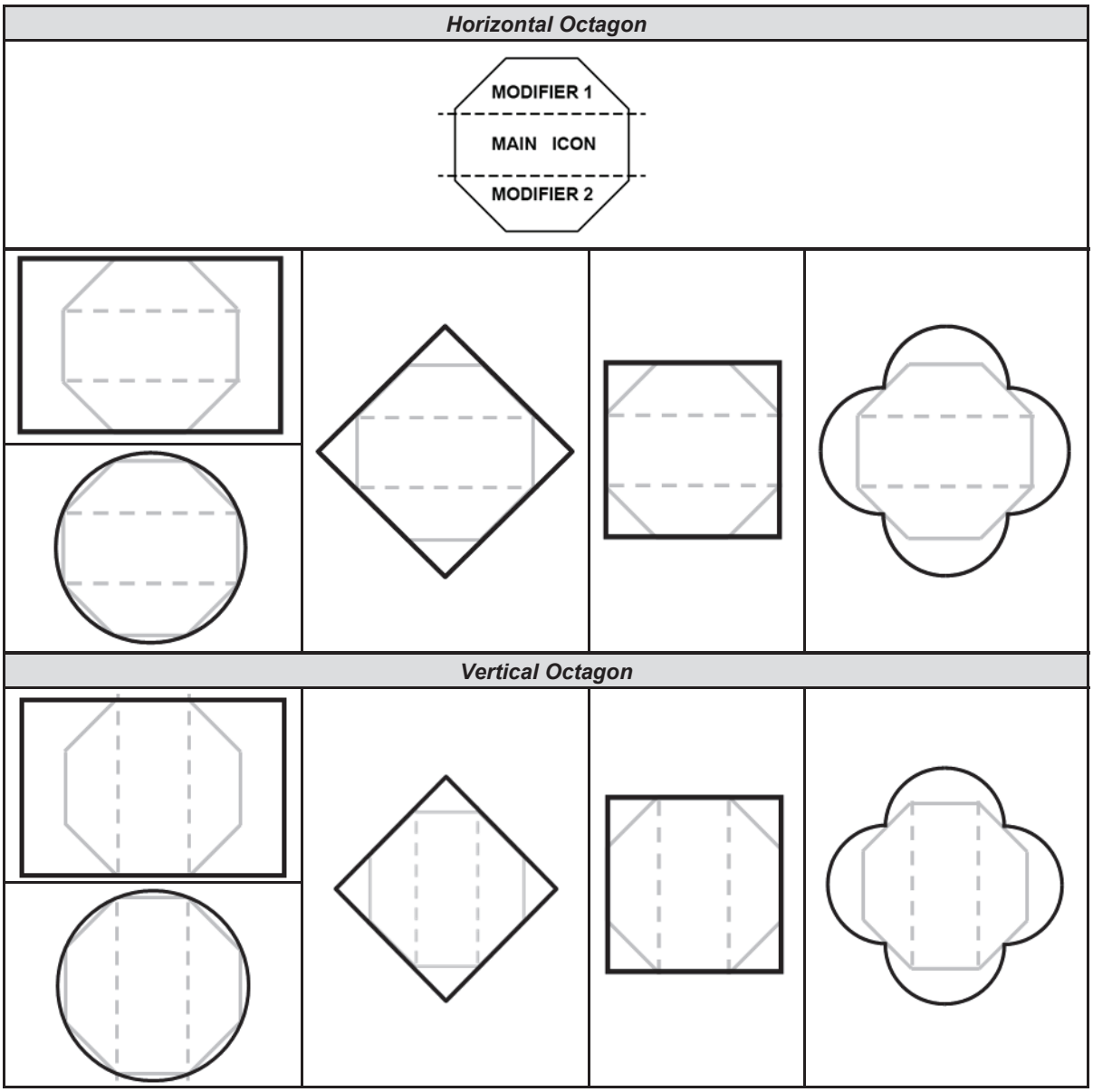
Table 1-2. Friendly frame status examples in present, planned, or suspected

Domain / *Status*	*Space Equipment*	*Air Equipment*	*Land Unit*	*Land Equipment and Sea Surface*	*Land Installation*	*Sea Subsurface Equipment*	*Activity or Event*
Present or confirmed position							
Anticipated, planned, or suspected position							

OCTAGON PLACEMENT DIAGRAM

1-6. The octagon serves as a reference for placement of main and modifier icons for units, equipment, installations, or activities symbol constructs, and it is not part of the visible symbol. The octagon divides into 3 areas the innermost part of the symbol construct to standardize the usage of Field A and Field AA. These 3 areas are composed of the center area that is reserved for the main function area (main icon), the upper area (left area if vertical) reserved for sector 1 capability modifier, and lower area (right area if vertical) reserved for sector 2 capability modifier. The octagon may be used horizontally or vertically to allow for effective use of the space when placing main and modifier icons. Table 1-3 on page 1-4 provides examples showing the horizontal and vertical bounding octagons.

Table 1-3. Horizontal and vertical octagon placement diagram examples



MAIN ICON FOR UNITS, EQUIPMENT, INSTALLATIONS, OR ACTIVITIES

1-7. The main icon for units, equipment, installations, or activities provides the main function of the military symbol construct. It is placed in the innermost part of the symbol construct, and is represented as the center area of Field A and Field AA. In general, main icons should not be so large as to exceed the dimensions of the main sector of the placement octagon or touch the interior border when framed. There are exceptions to the framed size rule because some main icons occupy the entire frame, and they must exceed the dimensions of the placement octagon and touch the interior border of the frame. These symbols are called full-frame main icons and occur only in land domain symbols. Figure 1-1 shows an example of a full frame main icon for all frame shapes.

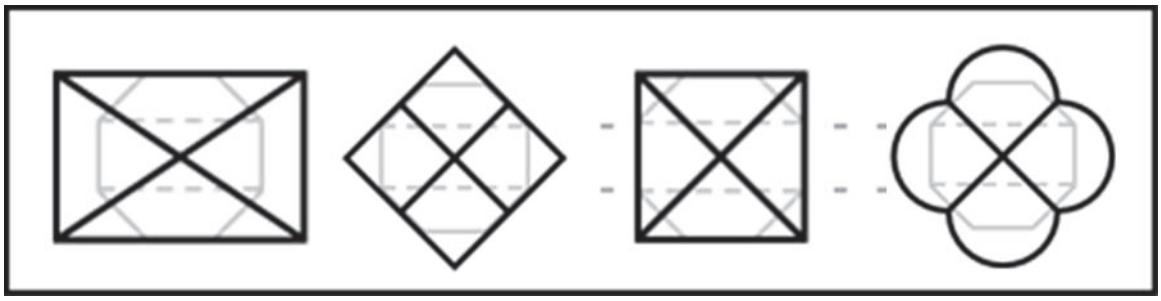


Figure 1-1. Example of full frame main icons

Modifier Icon for Units, Equipment, Installations, or Activities

1-8. A modifier provides additional capability information when portraying a symbol. Modifiers conform to the octagon and are placed either above (sector 1) or below (sector 2). The main function icon is represented as part of Field A and Field AA. Some modifiers are interchangeable (multiple usage) and may be used as a sector 1 and sector 2 modifier with the same meaning. This publication defines various types of modifiers and indicates their placement in relation to the main function icon.

Standard Identity Colors

1-9. Standard identity colors are used as the fill areas for framed military symbols, and line colors for unframed and framed military symbols. Unframed symbols require color as the standard identity indicator if text amplifiers are not used to categorize the symbol. Fill and line color are optional for framed symbols because the frame design provides the standard identity, and color is only a redundant identity indicator used to enhance the framed symbol. The framed symbol fill is normally white or transparent when color is not used in the depiction. Table 1-4 provides the approved standard identity color variants for military symbol construct fill and line colors.

Table 1-4. Standard identity colors

Description	***Hand-Drawn***	***Computer-Generated Colors***	
		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	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% Gray) (239, 239, 239)

AMPLIFIERS

1-10. Amplifiers are optional fields that provide the capability to include additional information about the portrayed symbol. Not all military symbols use amplifiers, and each symbol construct has its own unique amplifier applicability or placement location in accordance with the appropriate military symbol construct

standard. Each respective chapter provides the applicable amplifier placement template and amplifier field listing for all military symbol constructs that have the option to use amplifiers.

SYMBOL LETTERING

1-11. The lettering for all military symbols will always be uppercase, sans serif font, right aligned on the left of side, left aligned on the right, and centered on top. In some cases the lettering may be tilted slightly to follow the contour of a line, but must be oriented for left-to-right legibility and avoid tilting so much that readers must tilt their heads to read it.

UNFRAMED SYMBOLS

1-12. Equipment symbols may be depicted with frame or unframed. Control measure symbols and mission task symbols are unframed symbols that conform to special rules for their own elements.

UNFRAMED EQUIPMENT SYMBOLS

1-13. The military symbol construct standard permits the depiction of equipment symbols with or without a frame. Unframed equipment symbol constructs follow the same icon and amplifier placement rules as framed equipment symbols. The only difference is that the main icon of the symbol construct serves as the base for adding modifiers and amplifiers, and it must use standard identity colors (blue, red, green, or yellow) to effectively depict and distinguish friendly or assumed friend, hostile or suspect, neutral, and unknown or pending units. Chapter 3 provides the equipment symbol icon and amplifier guidelines.

TACTICAL MISSION TASK SYMBOLS

1-14. Tactical mission task symbols are used in course of action sketches, synchronization matrices, and maneuver sketches. Tactical mission task symbols are sized to accommodate the scale of the display or map, and they may be used with other framed and unframed symbols, but they do not use modifiers or amplifiers. Chapter 6 provides tactical mission task symbol listings and construct examples.

CONTROL MEASURE SYMBOLS

1-15. A control measure is a means of regulating forces or warfighting functions. Control measure symbols have different unique construct template patterns for each type of control measure, but they use similar standard identity colors and amplifiers as other military symbols. They can be black or white, depending on their display background. Display backgrounds can be blue (for friendly), red (for hostile), green (for obstacles), or yellow (for a chemical, biological, radiological, and nuclear contaminated area fill). See chapter 5 for description, placement, and further details of control measure symbols.

MAIN ICONS FOR CONTROL MEASURES

1-16. Similar to frame symbols, field A identifies the location for control measures main icon placement. The main icon provides the ability to depict the main or supporting function within the construct composition of a control measure. Some control measures symbol constructs permit the use of Field A to embed a completed framed symbol construct. Not all control measures have this placement field, and the control measure templates in chapter 5 indicate if the construct composition provides the capability to add a main icon to the symbol.

MODIFIERS FOR CONTROL MEASURES

1-17. Minefields and limited access areas have modifiers that can only be used within their unique military symbol construct. (See chapter 5 for appropriate modifier listing and usage construct.)

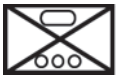
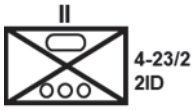
MILITARY SYMBOL CONSTRUCT PROCESS

1-18. Military symbol construct is a logographic writing system similar to words in written language. Each symbol has a specific meaning that when combined with other symbols provides legible information that can be used to quickly identify units, organizations, and capabilities and to understand current or future actions. The military symbol construct process can construct sentences and paragraphs or translate written words into military symbols using MIL-STD 2525D symbol construct standard used by command and control systems. The symbols in this publication are adequate for depicting a variety of military symbol constructs, but if a user determines there is a gap in the symbol construct language, that user must inform the U.S. Army symbologist so collaboration can begin on creating a required new military symbol.

CONSTRUCT PROCESS FOR FRAMED SYMBOLS

1-19. Chapters 2 through 4 provide icons and modifiers for building a wide variety of framed symbols. Table 1-5 on page 1-8 provides a step-by-step framed symbol building process example for an infantry unit with armored high mobility vehicle capability, echelon of command level, and its unit designation.

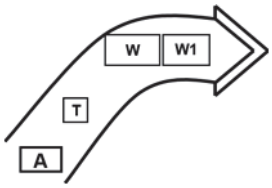
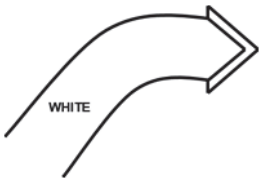
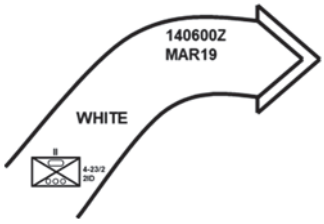
Table 1-5. Construct process for framed symbols

Steps		*Construct example and symbol translation*
1	Choose appropriate frame shape from table 3-1 on page 3-1. ***Note***. This example uses the friendly unit frame.	 Friendly unit
2	Choose appropriate main icon from chapters 2 through 5 and combine it with frame. ***Note***. This example selects the infantry main icon which is a full frame icon found in chapter 2.	 Infantry Friendly infantry unit
3	Choose appropriate sector 1 modifier from chapters 2 through 5. ***Note***. This example uses the armored protected sector 1 modifier found in chapter 2.	 Armored (protection) Friendly infantry unit with armored (protection) capability
4	Choose appropriate sector 2 modifier from chapters 2 through 5. ***Note***. This example selects the wheeled high mobility sector 2 modifier found in chapter 2.	 Wheeled high mobility  Friendly infantry unit with armored high mobility vehicle capability
5	Choose essential amplifier field from those listed in table 3-3 on page 3-4. ***Note***. This example uses Field B, H, M to add echelon and unit designator information to complete the desired military symbol. These specific amplifier symbols and construct usage can be found in chapter 2.	 Infantry battalion with armored high mobility vehicle capability, 4th Battalion, 23rd Infantry Regiment, 2nd Brigade, 2nd Infantry Division

Construct Process for Control Measures

1-20. As part of the military symbol construct process, many control measure symbols can be combined with amplifiers and main icons to display operational information in one symbol. Table 1-6 depicts the steps in the building process example for one of these types of control measures.

Table 1-6. Construct process for control measure symbol

Steps		***Construct example and symbol translation***	
1	Choose an appropriate control measure template with amplifier fields from chapter 5. ***Note***. This example uses the main axis of advance template.	 Main axis of advance with amplifier fields	
2	Choose the appropriate amplifier information by field. ***Note***. This example uses unique designation Field T to name the axis of advance.	T	WHITE
		 Main axis of advance “White”	
3	Choose the next appropriate amplifier information by field. ***Note***. This example uses Field W to add a date time group to axis of advance.	W	140600ZMAR2019
		W1	If needed
		 Main axis of advance “White” movement begins at 0600 Zulu hour, 14 MAR 2019	
4	Add a main icon construct to complete the intent of the symbol. ***Note***. This example use Feld A to add a completed unit symbol construct.	A	
		 Infantry battalion with armored high mobility vehicle capability, 4th Battalion, 23d Infantry Regiment, 2d Brigade, 2nd Infantry Division	
5	Completed construct of control measure.	 4th Infantry Battalion (Stryker), 23d Infantry Regiment, 2d Brigade, 2nd Infantry Division, moves at 0600 Zulu hour, 14 MAR 2019 on main axis of advance White	

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Chapter 2

Military Unit and Organizational Symbols

This chapter discusses symbols for units and organizations.

UNIT AND ORGANIZATION SYMBOLS

2-1. A *unit* is any military element whose structure is prescribed by a competent authority (JP 3-33). This section includes the lists of amplifiers, main icons, and modifiers for constructing unit and organization symbols.

UNIT AND ORGANIZATION FRAME SHAPES

2-2. Unit and organization frame shapes are used to identify friendly, enemy, neutral, or unknown affiliation units in an area of interest or operation that may affect unified land operations. Table 2-1 provides the standard identity frame shapes for units and organizations. The frame shape construct guidelines for main and modifier icons and amplifier placement locations are provided in paragraph 2-3.

Table 2-1. Unit and organization standard identity frame shapes

Friendly	*Hostile*	*Neutral*	*Unknown*
Assumed Friend	*Suspect*		*Pending*

MAIN AND MODIFIER ICONS AND AMPLIFIER FIELDS FOR UNITS

2-3. The main and modifier icons and amplifier fields standardize the display of alphanumerical information that graphically describes a unit, its capabilities, status, and location. The field placement is the same for all unit standard identity frames (including friend and assumed friend, hostile and suspect, neutral, pending, and unknown). Figure 2-1 on page 2-2 shows the placement fields for land unit symbols using a friend symbol frame as an example. Table 2-2 on page 2-3 provides descriptions and formats for each amplifier.

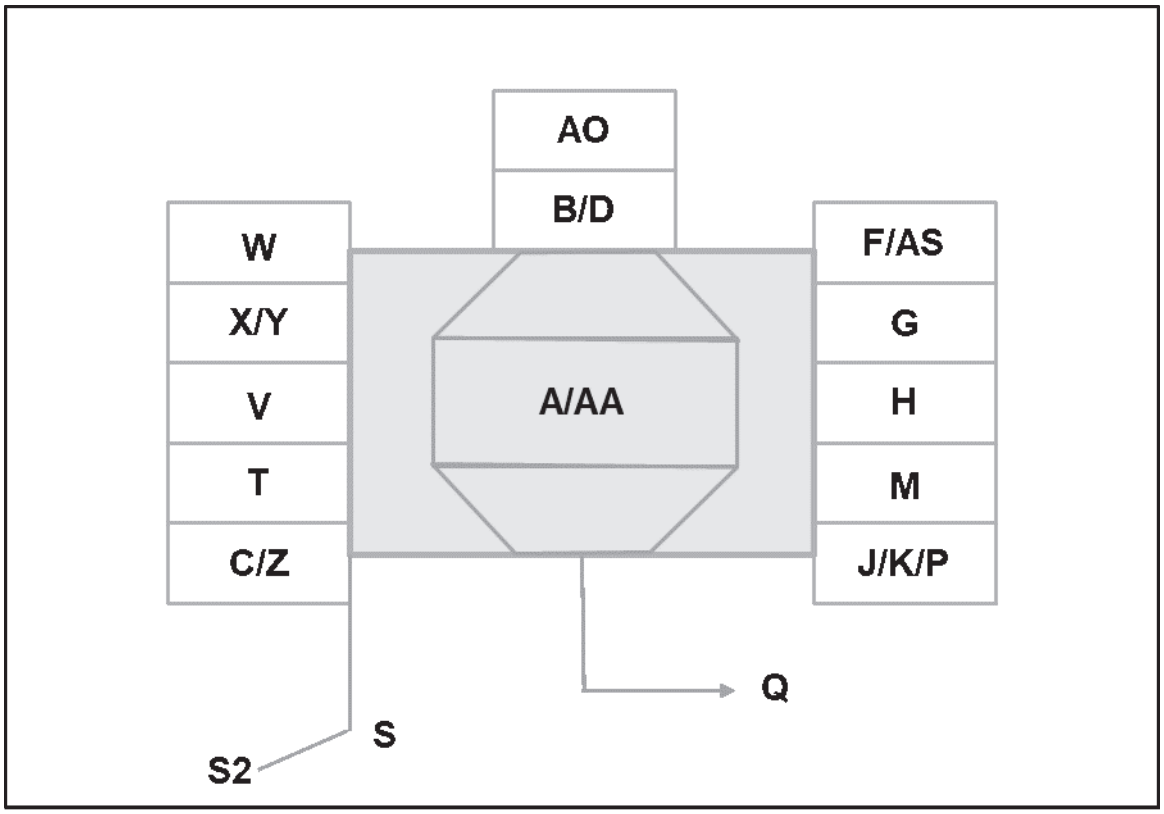


Figure 2-1. Main and modifier icon and amplifier placement locations

Table 2-2. Descriptions of main icon and amplifier fields for unit frames

Field	*Field Title*	*Description*
A	Main and modifier icons	The innermost part of a symbol that represents the main function (main icon) and its capabilities (modifiers 1 and 2).
B	Echelon	A graphic amplifier in a unit symbol that identifies command level.
C	Quantity	A text amplifier that identifies a specific number and type of items.
D	Task organization indicator	A graphic amplifier that identifies a unit or an activities symbol as a task force.
F	Attached and detached (reinforced or reduced)	A text amplifier in a unit symbol that displays (+) for reinforced, (-) for reduced, (±) reinforced and reduced. ***Note***. This field allows a maximum of 3 characters.
G	Staff comments	A text amplifier for units, equipment, and installations. Content is implementation specific. ***Note***. This field allows a maximum of 20 characters.
H	Additional information	A unique alphanumeric designation that identifies the displayed unit. ***Note***. This field allows a maximum of 20 characters.
J	Evaluation rating	A text amplifier for units, equipment, and installations that consists of a single letter reliability rating and a single digit credibility rating. 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 ***Note***. This field allows a maximum of 2 characters
K	Combat effectiveness	A text amplifier for units and installations that indicates effectiveness. The entries are— Fully operational (FO) Substantially operational (SO) Marginally operational (MO) Not operational (NO) Unknown (UNK) ***Note***. This field allows a maximum of 5 characters.
M	Higher formation	A text amplifier for units that indicates number or title of higher echelon command (Roman numerals designate corps). ***Note***. This field allows a maximum of 21 characters.
P	Identification, friend or foe Selective identification feature	A text amplifier displaying one or more identification, friend or foe, or selective identification feature identification modes and codes. Display priority is mode 5, mode, mode 4, mode 3, and mode 2. ***Note***. This field allows a maximum of 15 characters.
Q	Direction of movement indicator	A graphic amplifier for units and equipment that identifies the direction of movement or intended movement of an object.
S S[2]	Offset location indicator	A graphic amplifier used to indicate the offset or precise location.

Table 2-2. Descriptions of main icon and amplifier fields for unit (continued)

Field	*Field Title*	*Description*
T	Unique identifier	1. An amplifier field reserved for command and control systems that uniquely identifies a particular symbol with a track number. Prefix = TN #####. Example: TN: 13579. 2. Also available for unit designation (similar to amplifier Field H usage). ***Note***. This field allows a maximum of 30 characters.
V	Equipment type	A text amplifier used to indicate a specific type of unit equipment. ***Note***. This field allows a maximum of 24 characters.
W	Date-time group	An alphanumeric designator for displaying date-time group (DDHHMMSSZMONYYYY) or "O/O" for an order. The date-time group is composed of a group of six numeric digits with at time zone suffix and the standardized three-letter abbreviation for the month followed by four digits representing the year. The first pair of digits represents the day; the second pair, the hour; the third pair, the minutes. For automated systems, two digits may be added before the time zone suffix and after the minutes to designate seconds. ***Note***. This field allows a maximum of 16 characters.
X	Altitude or depth	A text amplifier that displays either altitude, flight level, depth for submerged objects, or height of equipment or structures on the ground. Measurement units shall be displayed in the string. Examples: 1500MSL FL150 ***Note***. This field allows a maximum of 14 characters.
Y	Location	A text amplifier that displays a symbol's location in degrees, minutes, and decimal minutes (or in military grid reference system, global area reference system, or other applicable display formats). ***Note***. This field allows a maximum of 22 characters.
Z	Speed	A text amplifier for units and equipment that displays velocity. ***Note***. This field allows a maximum of 8 characters.
AA	Special headquarters	A text modifier for units. The indicator is contained inside the frame. A named command such as Supreme Headquarters Allied Powers, Europe, United States Southern Command, United States Central Command, and joint, multinational, or coalition commands such as combined joint task forces or joint task forces. ***Note***. This field allows a maximum of 9 characters.
AO	Engagement bar	A graphic amplifier placed immediately atop the symbol. May denote 1) local/remote status, 2) engagement status, and 3) weapon type. Format: A:BBC-CC, where A = remote/local BBB = engagement status CC = weapon asset
AS	Country	A three-letter code that indicates the country of origin of the organization. In stability activities, this field can be used for factions or groups. ***Note***. This field allows a maximum of 3 characters.

2-4. **Echelon and Non-Echelon Amplifiers (Field B)**. An echelon is a separate level of command. In addition, there is also a separate echelon known as a non-echelon command. A non-echelon 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. Figure 2-2 shows the template for an echelon amplifier. The height of the echelon

amplifier is one-fourth of the size of the height of the frame. Table 2-3 on pages 2-6 through 2-7 shows the Field B amplifiers for Army echelons and non-echelon commands.

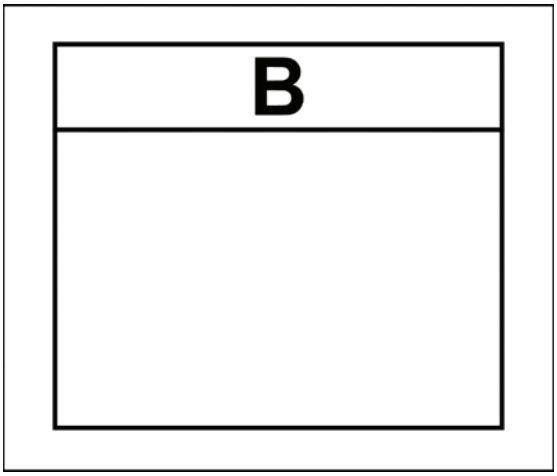


Figure 2-2. Template for an echelon amplifier

Table 2-3. Echelon and non-echelon amplifiers

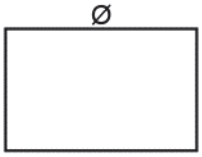
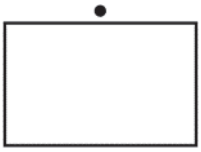
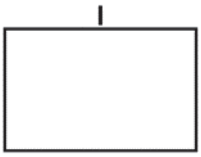
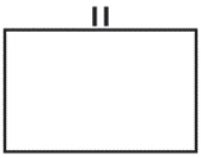
Echelon	*Amplifier*	*Amplifier Usage Construct Example*
Crew—A small military unit that consists of all personnel operating a particular system. (ADP 3-90) **Team**—A small group of persons associated by work or activity ***Note***. This is the smallest echelon and should not be confused with company team and brigade combat team.	Ø	
Squad—A small military unit typically containing two or more fire teams. (ADP 3-90) Note. Common English language definition also applies to this symbol, "a small group engaged in a common effort or occupation."	●	
Section—A tactical unit of the Army and Marine corps smaller than a platoon and larger than a squad. (ADP 3-90)	●●	
Platoon—A subdivision of a company or troop consisting of two or more squads or sections. (ADP 3-90) **Detachment**—A tactical element organized on either a temporary or permanent basis for special duties. (ADP 3-90)	●●●	
Company—A unit consisting of two or more platoons, usually of the same type, with a headquarters and a limited capacity for self-support. (ADP 3-90) **Battery**—A company-size unit in a field artillery or air defense artillery battalion. (ADP 3-90) **Troop**—A company-size unit in a cavalry organization. (ADP 3-90)	I	
Battalion—A unit consisting of two or more company-battery-, or troop-size units and a headquarters. (ADP 3-90) **Squadron**—A unit consisting of two or more troop-size units and a headquarters in a cavalry organization. (See ATP 3-20.96 for more information on the squadron.)	II	

Table 2-3. Echelon and non-echelon amplifiers (continued)

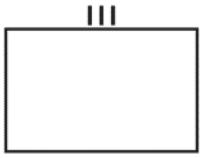
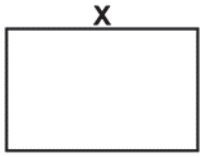
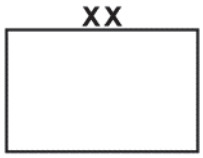
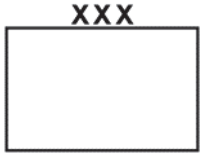
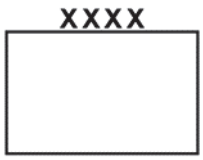
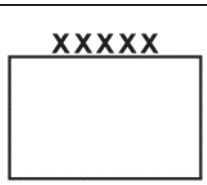
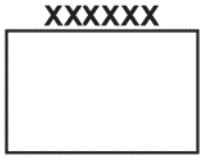
Non-Echelon	*Amplifier*	*Amplifier Usage Construct Example*
Regiment or group—A unit consisting of 2 or more battalions.	III	
Brigade—A unit consisting of two or more battalions and a headquarters company or detachment. (ADP 3-90)	X	
Division—An echelon of command and tactical formation that employs brigade combat teams, multi-functional brigades, and functional brigades to achieve objectives on land. (ADP 3-90)	XX	
Corps—An echelon of command and tactical formation that employs divisions, multi-functional brigades, and functional brigades to achieve objectives on land. (ADP 3-90)	XXX	
Theater 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. (JP 3-31)	XXXX	
Army group—The largest formation of land forces, normally comprising two or more armies or army corps under a designated commander. (APP 6[D]) ***Note***. Used in North Atlantic Treaty Organization or multinational military operations.	XXXXX	
Theater—The geographical area for which a commander of a geographic combatant command has been assigned responsibility. (JP 1)	XXXXXX	

Table 2-3. Echelon and non-echelon amplifiers (continued)

Non-Echelon	*Amplifier*	*Amplifier Usage Construct Example*
Command (Independent support command)—A unit specifically supporting a theater or corps command.	++	++ XXX SUST ESC Sustainment command supporting a corps (expeditionary sustainment command)
		++ XXXX Medical command supporting a theater army (theater medical command)

2-5. **Quantity amplifiers (Field C)**. A text amplifier used to identify the number of type items or individuals. Figure 2-3 shows the template for a quantity amplifier and figure 2-4 (on page 2-9) provides a usage example of a medical augmentation detachment with a 32-hospital bed capability.

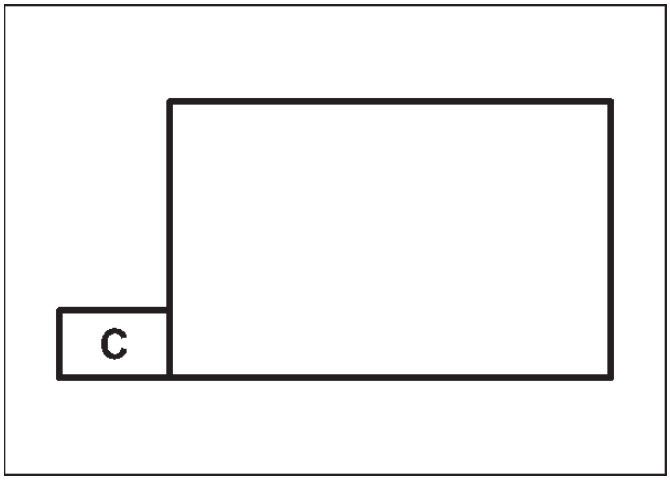


Figure 2-3. Template for quantity amplifier

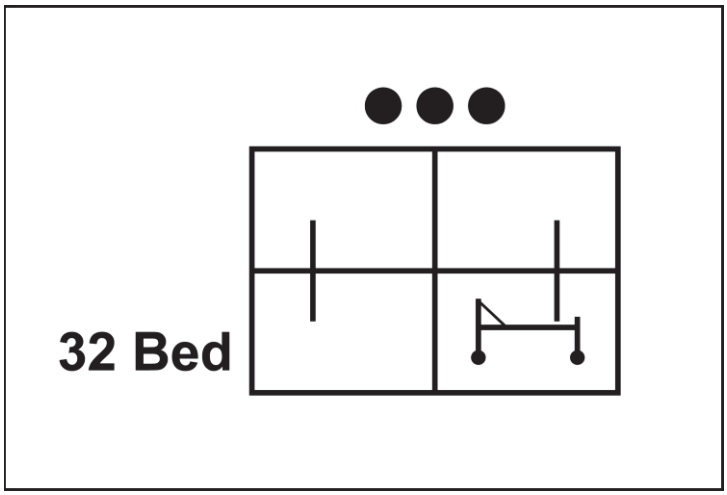


Figure 2-4. Quantity amplifier usage example

2-6. **Task organization indicator amplifier (Field D)**. This amplifier is used with a battalion task force or company team. A battalion task force is a maneuver battalion-size unit consisting of a battalion headquarters, at least one assigned company-size element, and at least one attached company-size element from another maneuver or support unit (functional or multifunctional). A company team is a combined arms organization formed by attaching one or more nonorganic armor, mechanized, infantry, Stryker infantry, or infantry platoons to a tank, mechanized, infantry, Stryker, or infantry company, either in exchange for, or in addition to, its organic platoons. (See ADP 3-90 for more information on company teams.) Figure 2-5 provides the template for a tsk organization amplifier, and table 2-4 on page 2-10 shows the task organization amplifier and construct examples.

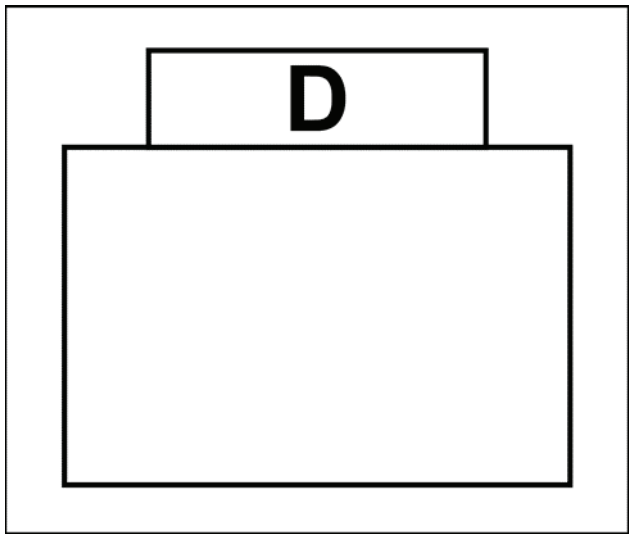
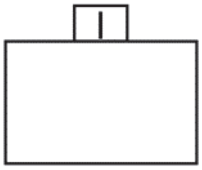
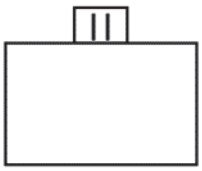


Figure 2-5. Template for task force or team amplifier

Table 2-4. Task organization indicator amplifier

Amplifier	*Symbol*	*Example*
Task organization— (DOD) An organization that assigns to responsible commanders the means with which to accomplish their assigned tasks in any planned action. (JP 3-33) (Army) A temporary grouping of forces designed to accomplish a particular mission. (ADP 5-0) ***Note***. This amplifier is sized to correspond with the echelon amplifiers being used. The height of the amplifier is one-third of the size of the height of the frame.		 Company team  Battalion task force Marine expeditionary force

2-7. **Attached and detached amplifiers (Field F)**. This amplifier is used at brigade echelons and below. Use a plus symbol (+) when reinforcing (attaching) one or more sub-elements of a similar function to a headquarters. (See JP 3-0 for more information on attached sub-elements.) Use a minus symbol (–) when reducing (detaching) one or more sub-elements of a similar function to a headquarters. Use a plus and minus symbol (±) when reinforcing (attaching) and reducing (detaching) one or more sub-elements of a similar function to a headquarters. Figure 2-6 shows a template for attached and detached amplifiers. Table 2-5 lists the amplifiers and usage examples. (See FM 6-0 for additional information on attachment and detachment.)

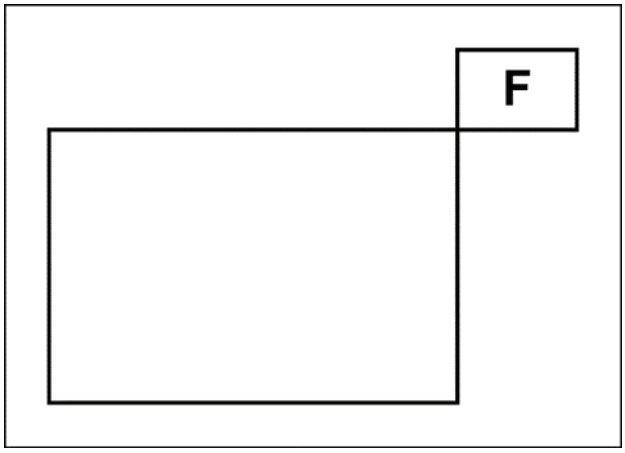


Figure 2-6. Template for attached and detached amplifier

Table 2-5. Attached and detached amplifiers

Function	*Amplifier*	*Amplifier Usage Construct Example*
Reinforced (attached) **Attach**—(DOD) 1. The placement of units or personnel in an organization where such placement is relatively temporary. (JP 3-0)	(+)	
Reduced (detached)	(–)	
Reinforced and reduced (attached and detached)	(±)	

2-8. **Country code amplifier (Field AS)**. The country code is a three-letter code that indicates the country of origin. FM 1-02.1 includes a complete listing of geographical entry codes (country codes) that can be used in Field AS. Field AS is located at the right corner of the frame and shares this space with Field F (attached and detached amplifiers). When Field F is being used, the Field AS country code will be placed to the right of Field F as shown in figure 2-7. If Field F is not being used, the AS field can occupy the entire space as shown in figure 2-8 on page 2-12.

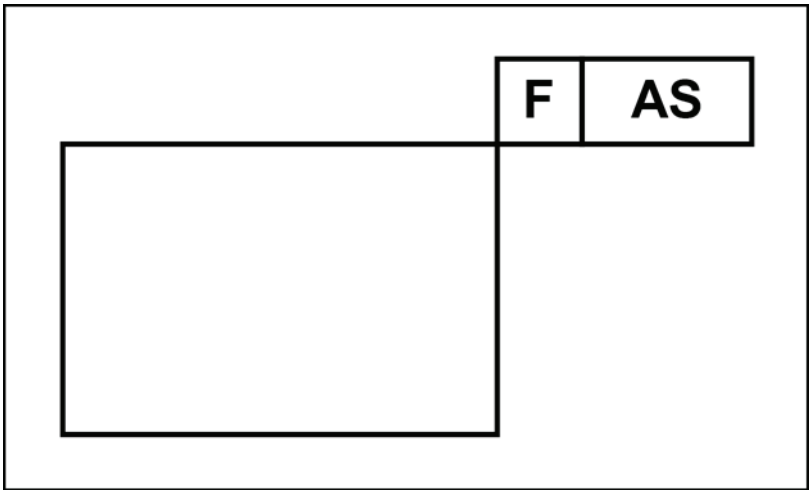


Figure 2-7. Template for country code amplifier Field AS with Field F in use

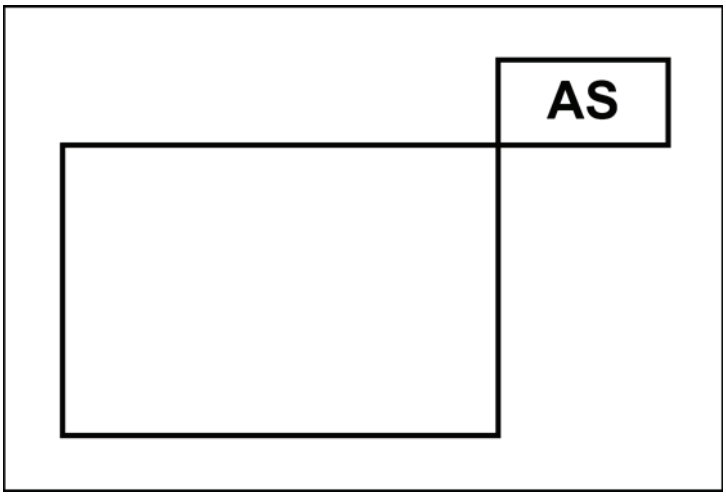


Figure 2-8. Template for country code amplifier Field AS without Field F usage

2-9. **Command post using staff comments amplifier (Field G)**. A command post is a unit headquarters where the commander and staff perform their activities. The headquarters staff indicator (Field S) is always used in conjunction with the command post and command group amplifiers. Figure 2-9 shows the template for the command post using amplifier Field G, and table 2-6 provides amplifier usage examples.

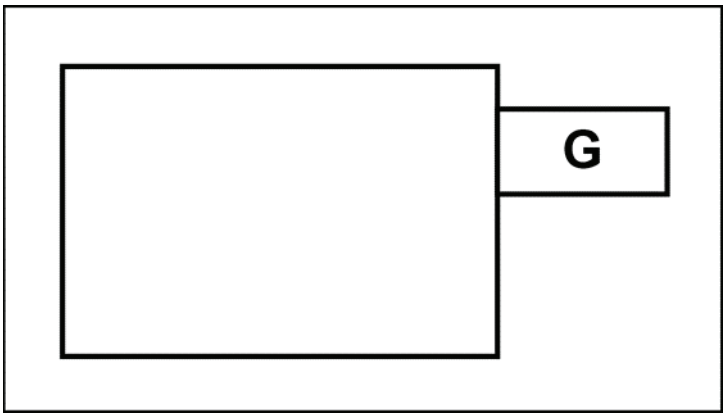
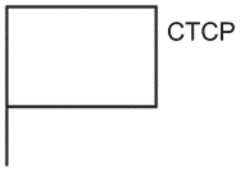
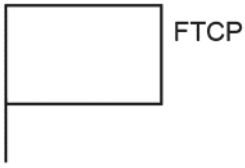


Figure 2-9. Template for command post using amplifier Field G

Table 2-6. Command post amplifier Field G usage examples

Description	*Amplifier*	*Amplifier Usage Example*
Combat trains command post—controls and coordinates administrative and logistic support. (See ATP 6-0.5 for more information on combat trains.)	**CTCP**	
Early-entry command post—A lead element of a headquarters designed to control operations until the remaining portions of the headquarters are deployed and operational. (FM 6-0)	**EECP**	
Field trains command post—A facility containing a personnel administration center, elements of the S-4 (battalion or brigade logistics staff officer) sustainment staff section, elements of company supply sections, and elements of the forward support company. (See ATP 6-0.5 for more information on field trains.)	**FTCP**	
Main command post—A facility containing the majority of the staff designed to control current operations, conduct detailed analysis, and plan future operations. (FM 6-0)	**MAIN**	
Tactical command post—A facility containing a tailored portion of a unit headquarters designed to control portions of an operation for a limited time. (FM 6-0)	**TAC**	

2-10. **Alphanumeric unit designations using additional information amplifier (Field H)**. The alphanumeric unit designation identifies the unit displayed, and it may consist of a number consistent with the unit designation, function, and a higher echelon chain of command. The unit designation construct begins with the unit's own designation (number, or letter, or acronym), followed by a higher echelon command designation. Figure 2-10 on page 2-14 shows the template.

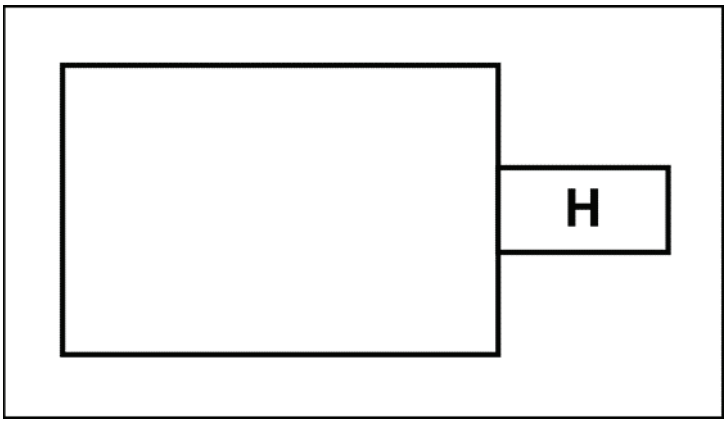


Figure 2-10. Template for additional information amplifier

2-11. A unit designation construct uses the solidus (/) between echelons to identify a continuous hierarchy of command. Figure 2-11 provides an example of the solidus being used in a military symbol construct for 1st Platoon, 51st Transportation Company, 181st Transportation Battalion.

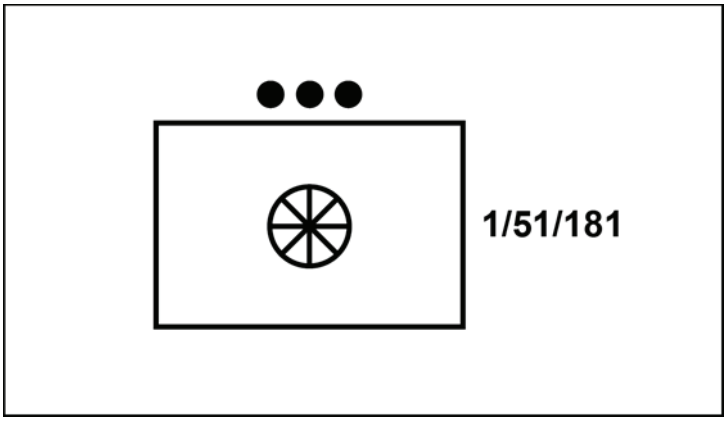


Figure 2-11. Solidus usage example

2-12. Hyphens (-) are only used to depict combat units that maintain regimental affiliations but have no regimental headquarters and are organized as part of a brigade. The use of the hyphen in the unit designation construct retains the units' traditional regimental affiliation and avoids confusing units that do not have a regimental commander from regiments which have remained organized with a regimental headquarters. Figure 2-12 provides an example of a hyphen being used in a military symbol construct for A Battery, 6th Battalion, 37th Field Artillery Regiment.

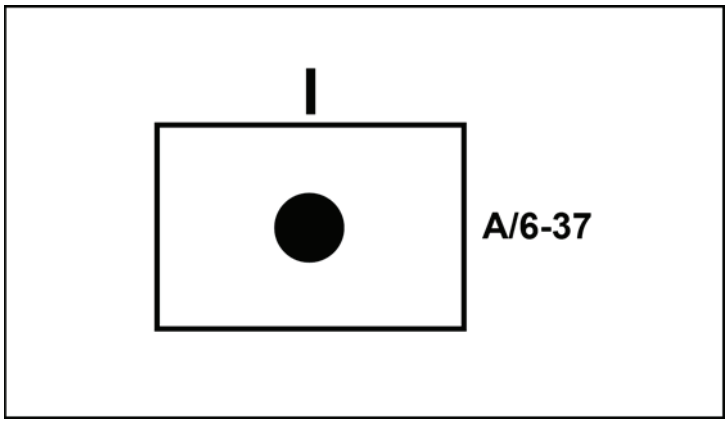


Figure 2-12. Hyphen usage example

2-13. **Higher echelon command using higher information amplifier (Field M)**. This additional text amplifier provides a unit symbol a space for the title or number of the higher echelon command (Roman numerals used to designate corps). Figure 2-13 shows the template and figure 2-14 provides a construct example for A Battery, 6th Battalion, 37th Field Artillery Regiment, 2nd Infantry Division, III Corps.

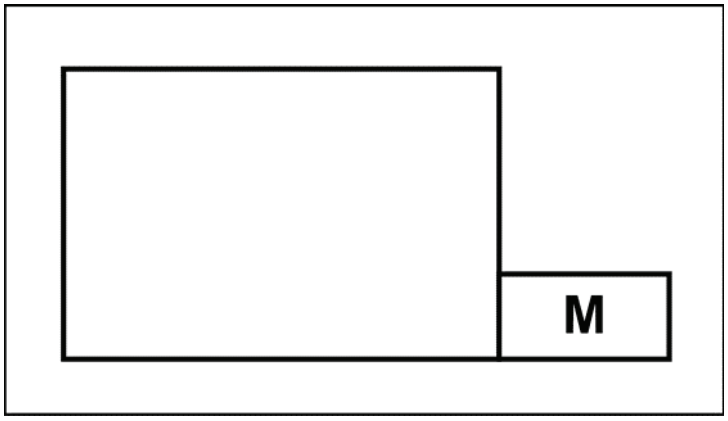


Figure 2-13. Template for higher echelon amplifier

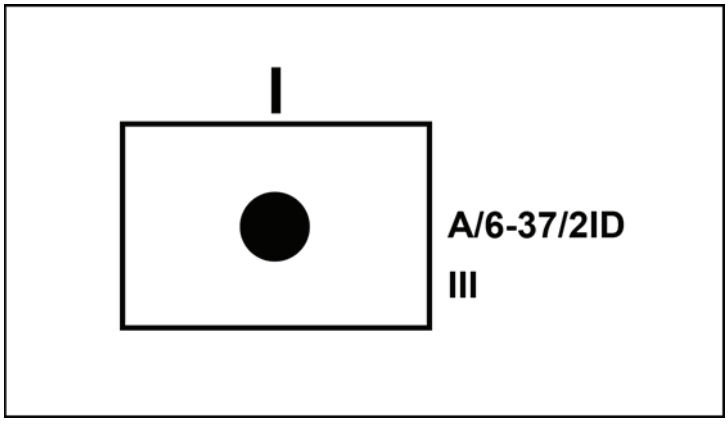


Figure 2-14. Higher echelon amplifier usage example

2-14. **Direction of movement amplifier (Field Q)**. The direction of movement amplifier is an arrow or staff identifying the direction of movement or intended movement of an object. For unit and equipment symbols, the amplifier is an angled arrow extending downward from the bottom center of the frame or icon and pointing

in the direction of movement. Figure 2-15 shows the template, and figure 2-16 is a direction of movement usage construct example of an enemy guerrilla infantry company.

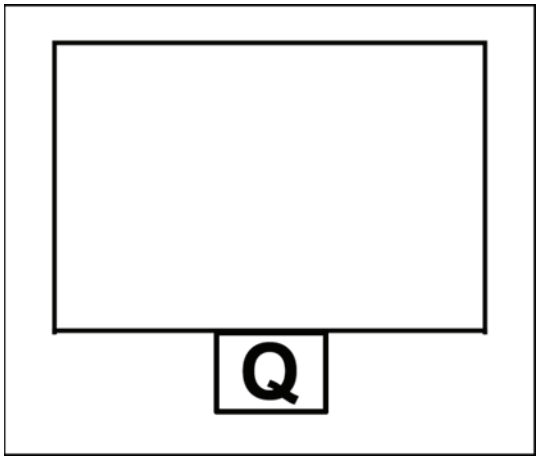


Figure 2-15. Template for direction of movement amplifier

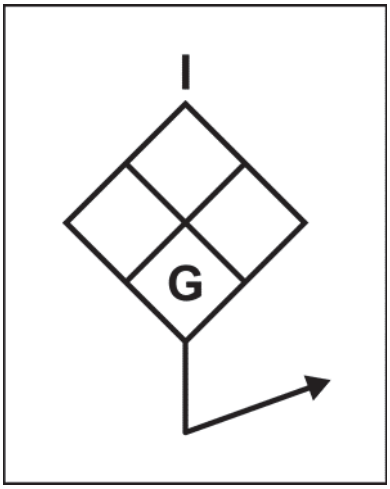


Figure 2-16. Direction of movement amplifier usage example

2-15. **Combat effectiveness amplifiers (Field K)**. This amplifier field provides the ability to display the level of combat effectiveness of a unit. Figure 2-17 shows the template for the combat effectiveness amplifier. Combat effectiveness is the ability of a unit to perform its mission, and this amplifier uses the following rating factors for ammunition, personnel, fuel status, and weapons systems—

- Fully operational (FO) – (85 percent or greater).
- Substantially operational (SO) – (70 to 84 percent).
- Marginally operational (MO) – 50 to 69 percent).
- Not operational (NO) – (less than 50 percent).
- Unknown (UNK).

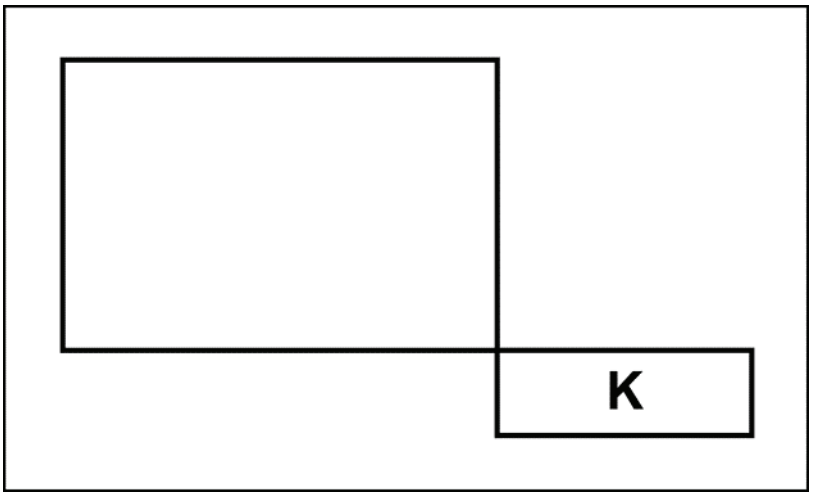


Figure 2-17. Template for combat effectiveness amplifier

2-16. **Headquarters staff location indicator amplifier (Field S)**. To indicate a precise location or reduce the clutter of headquarters unit symbols, a staff extends from the bottom left hand corner to the headquarters location displayed as Field S. 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 echelons in descending order. Figure 2-18 shows examples of how the headquarters locator indicator is used for friendly and hostile units.

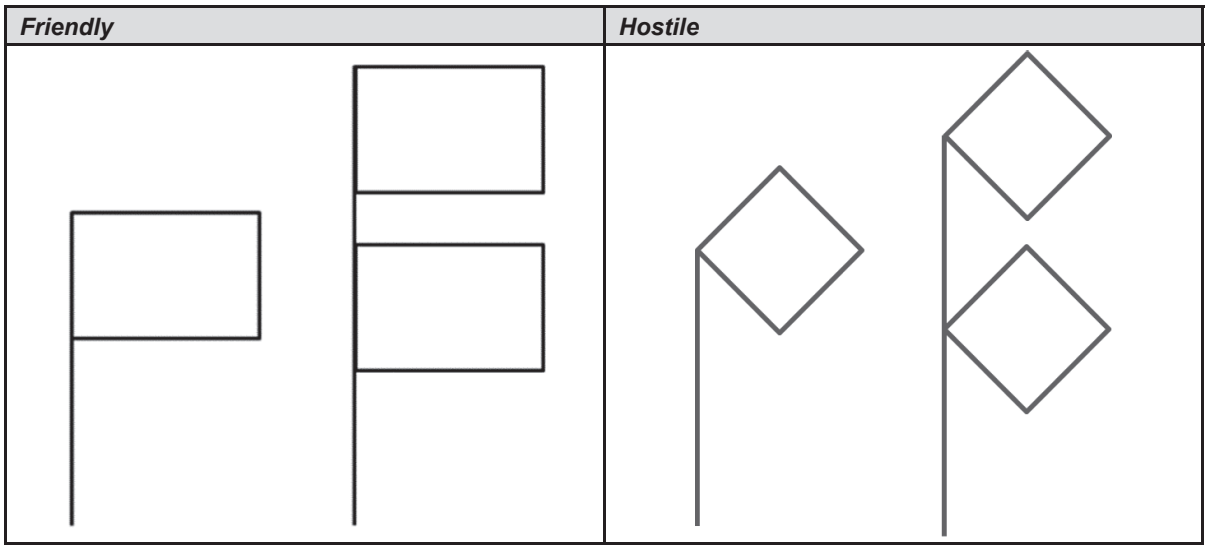


Figure 2-18. Headquarters staff location indicators

2-17. **Offset location indicator amplifier (Field S^2)**. Field S^2 is a bent line (without an arrow) that extends from the end of the headquarters staff location indicator amplifier (Field S) to the desired location. The offset location indicator amplifier field is used to indicate precise location or reduce clutter in an area with multiple units. Figure 2-19 on page 2-18 shows examples of how to use the offset locator indicator for friendly and hostile units.

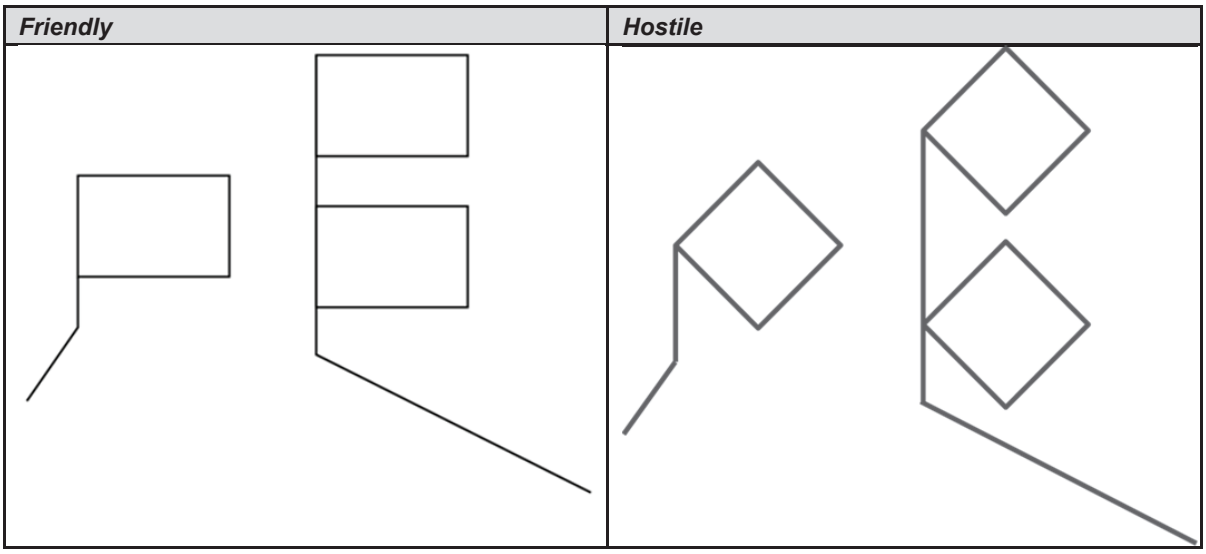


Figure 2-19. Offset location indicators

MAIN ICONS FOR UNITS

2-18. Most U.S. Army main icons for units were determined by table of organization and equipment and modified table of organization and equipment descriptions in the Force Management System of the U.S. Army Force Management Support Agency. This section also includes a limited number of North Atlantic Treaty Organization (NATO) and civil authority main icons.

2-19. **Main icon (Field A)**. The main icon is located in the center sector of the octagon and reflects the main function of the symbol (see table 1-5 on page 1-8). Table 2-7 (on pages 2-19 through 2-34 shows the main icons for units.

Table 2-7. Main icons for units

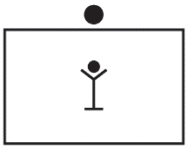
Function	*Icon*	*Main Icon Usage Construct Example and Symbol Translation*
Command and Control		
Cyberspace operations—The employment of cyberspace capabilities where the primary purpose is to achieve objectives in or through cyberspace. (JP 3-0)	CYB	X CYB Cyberspace brigade
Electronic warfare—Military action involving the use of electromagnetic and directed energy to control the electromagnetic spectrum or to attack the enemy. (See ADP 3-0 for more information on electronic warfare). ***Note***. EW stands for electromagnetic warfare.	EW	I EW Electromagnetic warfare company
Information operations—The integrated employment, during military operations, of information-related capabilities in concert with other lines of operation to influence, disrupt, corrupt, or usurp the decision-making of adversaries and potential adversaries while protecting our own. (JP 3-13)	IO	Ø IO Information operations team
Interpreter or translator—The capability to translate orally for parties conversing in different languages, and turn documents into one's own or other language.		Ø Interpreter or translator team
Isolated personnel—United States military, Department of Defense civilians, and contractor personnel (and others designated by the Present or Secretary of Defense) who are separated from their unit (as an individual or a group) while participating in a United States sponsored military activity or mission and are, or may be, in a situation where they must survive, evade, resist, or escape. (JP 3-50)		 Isolated squad

Table 2-7. Main icons for units (continued)

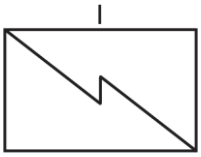
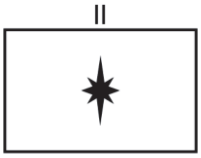
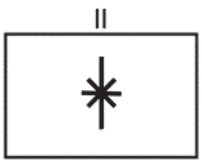
Function	*Icon*	*Main Icon Usage Construct Example and Symbol Translation*
Command and Control		
Liaison—That contact or intercommunication maintained between elements of military forces or other agencies to ensure mutual understanding and unity of purpose and action. (See JP 3-08 for more information on liaison.)	**LO**	Ø LO Liaison team
Multinational—(DOD) Between two or more forces or agencies of two or more nations or coalition partners. (JP 5-0)	**MN**	XXX MN Multinational corps
Public affairs—Communication activities with external and internal audiences. (JP 3-61)	**PA**	●● PA Public affairs section
Signal—Provides and secures the network for commanders to conduct command and control and integrate the other warfighting functions across the range of military operations. (See FM 6-02 for more information on signal.)		I  Signal company
Space forces—The space and terrestrial systems, equipment, facilities, organizations, and personnel, or combination thereof, necessary to conduct space operations. (JP 3-14)		II  Space battalion
	 Alternate hand-drawn version	II 

Table 2-7. Main icons for units (continued)

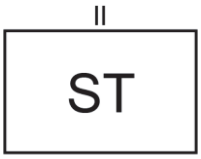
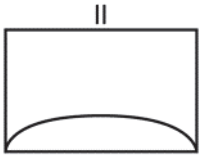
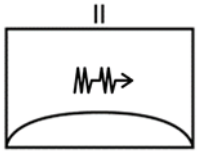
Function	*Icon*	*Main Icon Usage Construct Example and Symbol Translation*
Special troops—An organic unit of a modular brigade, division (or equivalent), corps or higher echelon responsible for planning, preparing, executing, and assessing internal support requirements. Typically has a headquarters and headquarters and a signal company, but may include other functional supporting units. (See FM 4-0 and FM 3-96 for more information on special troops.)		 Special troops battalion
Fires		
Air defense—Defensive measures designed to destroy attacking enemy aircraft or missiles in the atmosphere, or to nullify or reduce the effectiveness of such attack. (JP 3-01)		 Air defense battalion
Air and missile defense—Direct [active and passive] defensive actions taken to destroy, nullify, or reduce the effectiveness of hostile air and ballistic missile threats against friendly forces and assets. (JP 3-01)		 Air and missile defense battalion
Air-naval gunfire liaison (ANGLICO)—provides the Marine air-ground task force (MAGTF) commander a liaison capability to plan, coordinate, and conduct the terminal control of fires in support of joint and multinational forces operating within or adjacent to the MAGTF battlespace. Contains Marine and Navy personnel qualified to plan, coordinate, and integrate all fire support assets available to the MAGTF, as well as joint and multinational forces. (See JP 3-09 for more information on ANGLICO)		 ANGLICO team
Directed energy—A weapon that damages a target with highly focused energy; includes lasers, microwaves, particle beams, and sound beams.		 Directed energy air defense battalion

Table 2-7. Main icons for units (continued)

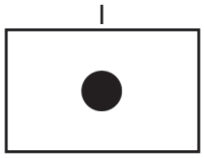
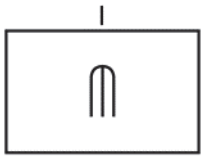
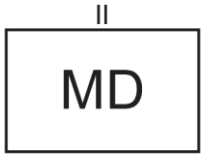
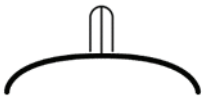
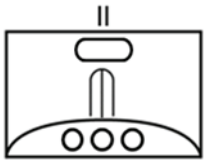
Function	*Icon*	*Main Icon Usage Construct Example and Symbol Translation*
Field artillery—(DOD) Equipment, supplies, ammunition, and personnel involved in the use of cannon, rocket, or surface-to-surface missile launchers. (JP 3-09) (Army) The equipment, supplies, ammunition, and personnel involved in the use of indirect fire cannon, rocket, or surface-to-surface missile launchers. (FM 3-09)		 Field artillery battery
Missile—A weapon that is self-propelled or directed by remote control, carrying conventional or nuclear explosive.		 Missile battery
Missile defense—Defense measures designed to destroy attacking enemy missiles, or to nullify or reduce the effectiveness of such attack. (JP 3-01)	**MD**	 Missile defense battalion
Short range air defense—An air defense artillery (ADA) capability which integrates existing guns, missiles, rockets, and sensors to defend against low-altitude air threats.		 Short range air defense battalion with ADA capabilities integrated on armored high mobility vehicles (maneuver short-range air defense battalion)
Intelligence		
Military intelligence—Conducts intelligence operations as part of information collection across the Army's strategic roles. (See FM 2-0 for more information on military intelligence.)	**MI**	 Military intelligence company

Table 2-7. Main icons for units (continued)

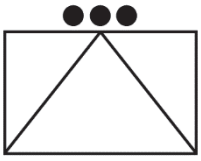
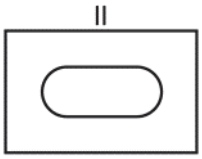
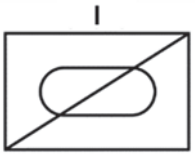
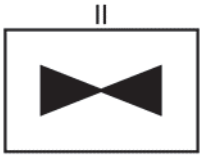
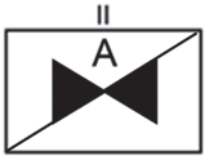
Function	*Icon*	*Main Icon Usage Construct Example and Symbol Translation*
Movement and Maneuver		
Anti-armor (anti-tank) Provides long-range direct fires with TWO missiles and 105mm (millimeter) main gun rounds respectively. (See ATP 3-21.91 for information on anti-armor.)		 Anti-armor platoon
Armor (tracked)—Provides main battle tank weapon system with 120mm smoothbore cannon and increased armor protection. (See ATP 3-90.1 and ATP 3-20.15 for more information on armor.)		 Armor battalion
Armored (tracked) cavalry—Conducts reconnaissance and security with armored tracked fighting vehicles to support the brigade's awareness and knowledge in the area of operations. (See ATP 3-20.96 for more information on cavalry.)		 Armored cavalry troop
Army aviation or rotary-wing aviation—Conducts attack and air movement functions in support of ground maneuver in the area of operations or area of interest. (See FM 3-04 for more information on aviation.)		 Aviation (rotary-wing) squadron
Aviation (rotary-wing) reconnaissance—Conducts aerial reconnaissance and security tasks in close coordination with the brigades cavalry squadrons. (See FM 3-04 and FM 3-98 for information on aviation reconnaissance.)		 Attack reconnaissance squadron
Aviation fixed-wing—Conducts air movement of personnel, leaders, critical supplies, equipment, and systems during the conduct of offensive, defensive, stability, and defense support of civilian authorities operations throughout the depth and breadth of the area of operations or are of interest. (See FM 3-04 for more information on aviation fixed wing.)		Aviation (fixed-wing) battalion

Table 2-7. Main icons for units (continued)

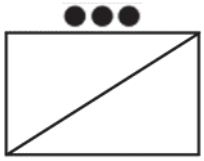
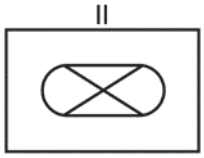
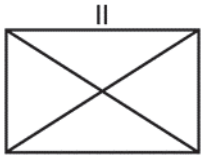
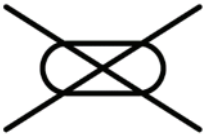
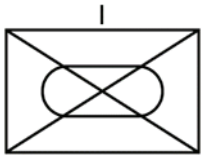
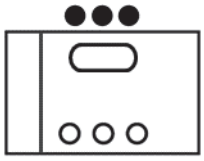
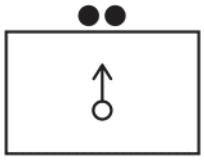
Function	*Icon*	*Main Icon Usage Construct Example and Symbol Translation*
Cavalry (reconnaissance)—Conducts reconnaissance and security to support friendly forces awareness and knowledge in the area of operations. (See FM 3-98 and ATP 3-20.96 for more information on cavalry reconnaissance.)		 Cavalry platoon
Combined arms—Combines the efforts of armor units and mechanized infantry units to execute tactical missions as part of a combined arms operation. (See ATP 3-90.5 and ATP 3-90.1 for more information on combined arms.)		 Combined arms battalion
Infantry—Provides Soldiers trained, armed, and equipped to fight dismounted by means of fire and movement in order to destroy, defeat, capture, or repel an enemy assault. (See ATP 3-21.20 for more information on infantry.)		 Infantry battalion
Mechanized armored (tracked) infantry—Provides armored tracked fighting vehicles to transport and support Soldiers trained, armed, and equipped to fight dismounted by means of fire and movement. (See ATP 3-90.5 and ATP 3-90.1 for more information on mechanized infantry.)		 Mechanized armored infantry company
Mobile gun system—A Stryker brigade combat team asset that provides precise long-range direct fire in support of infantry and cavalry units. (See ATP 3-21.21 and ATP 3-21.91 for more information on mobile gun system.) ***Note***. This main icon is placed about 1/8 from the left edge of the inside of the frame.		 Mobile gun system platoon with armored high mobility vehicle capability
Mortar—Organic fire support to battalions, squadrons, companies, and troops, and are available to a commander when other indirect fire support is not available. (See ATP 3-21.90 for more information on mortars.)		 Mortar section

Table 2-7. Main icons for units (continued)

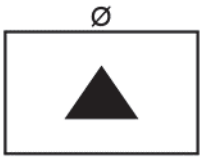
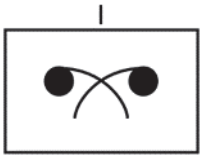
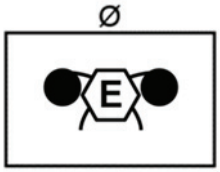
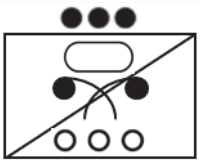
Function	*Icon*	*Main Icon Usage Construct Example and Symbol Translation*
Surveillance—The systematic observation of aerospace, cyberspace, surface, or subsurface areas, places, persons, or things by visual, aural, electronic, photographic, or other means. (JP 3-0)		 Surveillance team
Protection		
Bureau of Alcohol, Tobacco, Firearms, and Explosives (ATF)—Civil authority law enforcement agency in the United States' Department of Justice that protects communities from violent criminals, criminal organizations, the illegal use and trafficking of firearms, the illegal use and storage of explosives, acts of arson and bombings, acts of terrorism, and the illegal diversion of alcohol and tobacco products. (See ATF.gov website for more information.)	ATF	ATF team
Chemical, biological, radiological, and nuclear (CBRN)—Recognizes vulnerabilities, identifies and understands CBRN hazards, and their consequences when they appear, and responds appropriately to protect the force. (See ADP 3-37 for more information on CBRN.)		 CBRN company
Chemical, biological, radiological, nuclear, and explosives—Recognizes components that are threats or potential hazards with adverse effects in the operational environment. (See ATP 3-37.11 for more information on CBRN team.)		 CBRN explosive team
Chemical, biological, radiological, nuclear reconnaissance—Executes operations to obtain by visual observation or other detection methods, information on the potential or actual CBRN hazards and threats in an area of operations. (See ATP 3-37.11 for more information on nuclear reconnaissance.)		 CBRN reconnaissance platoon

Table 2-7. Main icons for units (continued)

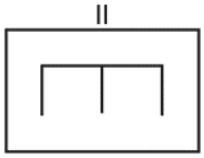
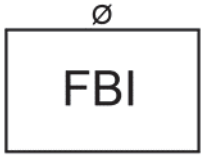
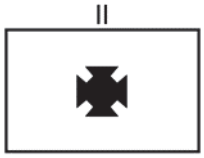
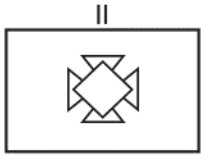
Function	*Icon*	*Main Icon Usage Construct Example and Symbol Translation*
Drug Enforcement Administration (DEA)—Civil authority law enforcement agency under the U.S. Department of Justice tasked with combating drug trafficking and distribution within the U.S. It is the lead agency for domestic enforcement of the Controlled Substances Act, sharing concurrent jurisdiction with the Federal Bureau of Investigation, the U.S. Immigration and Customs Enforcement, and U.S. Customs and Border Protection. (See DEA.gov website for more information.)	DEA	 DEA team
Engineer—Provides Soldiers with technical skills and equipment to provide freedom of action or land power by mitigating the effects of terrain. (See FM 3-34 for more information on engineers.)		 Engineer battalion
Federal Bureau of Investigation (FBI)—Civil authority domestic intelligence and security service of the United States and its principal federal law enforcement agency. Operating under the jurisdiction of the United States Department of Justice, the FBI is also a member of the U.S. Intelligence Community and reports to both the Attorney General and the Director of National Intelligence. (See FBI.gov website for more information.)	FBI	 FBI team
Fire department—Civil authority firefighting organization that operates within a municipality, county, state, nation, or special district. In some areas, they may also provide technical rescue, fire protection, fire investigation, emergency medical services, and hazardous material mitigation. Private and specialist firefighting organizations also exist, such as those for aircraft rescue and firefighting.		 Fire department battalion
	 Alternate hand-drawn version	

Table 2-7. Main icons for units (continued)

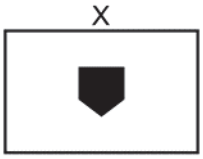
Function	*Icon*	*Main Icon Usage Construct Example and Symbol Translation*
Law enforcement—A civil authority that encompasses police, courts, and correction who act in an organized manner to enforce the law by discovering, deterring, rehabilitating, or punishing people who violate the rules and norms of a government.		 Law enforcement unit
Maneuver enhancement—Provides command and control of forces from multiple branches, but especially those that conduct support area and maneuver support operations for the force. (See FM 3-81 for more information on maneuver enhancement.)		 Maneuver enhancement brigade
Military police—Provides law enforcement activities to control and protect populations and resources to facilitate the existence of a lawful and orderly environment. (See FM 3-39 for more information on military police.)	**MP**	 Military police battalion
Police department—A civil authority constituted body of persons empowered and authorized by a state, with the aim to enforce the law, to ensure the safety, health, and possessions of citizens, and to prevent crime and civil disorder. Their lawful powers include arrest and use of force legitimized by the state via the monopoly on violence.		 Police unit with pack animal capability
Security—Measures taken by a military unit, activity, or installation to protect itself against all acts designed to, or which may, impair its effectiveness. (JP 3-10)	**SEC**	 Security team with working dog capability

Table 2-7. Main icons for units (continued)

Function	*Icon*	*Main Icon Usage Construct Example and Symbol Translation*
United States Marshal Service—A civil authority bureau within the U.S. Department of Justice, operating under the direction of the Attorney General. Responsible for protection of judges and judicial personnel, administration of fugitive operations, management of criminal assets, the operation of the United States Federal Witness Program and the Justice Prisoner and Alien Transportation System, the execution of federal arrest warrants, and the protection of senior government officials through the Office of Protective Operations. (See USMarshals.gov website for more information.)		 Marshal service unit
United States Secret Service—A federal law enforcement agency under the Department of Homeland Security charged with conducting criminal investigations and protecting U.S. political leaders, their families, and visiting heads of state or government. (See secretservice.gov website for more information.)	USSS	 Secret Service team
Unmanned aircraft system—That system whose components include the necessary equipment, network, and personnel to control an unmanned aircraft. (JP 3-30)		 Unmanned aircraft system platoon
Sustainment		
Aerial delivery or rigger—Support that includes parachute packing, aerial delivery equipment repair, external sling load, rigging equipment and supplies for airdrop, as well as the provision of aerial delivery equipment and systems. (See FM 4-0 and ATP 4-48 for information on aerial delivery and riggers.)		 Rigger platoon

Table 2-7. Main icons for units (continued)

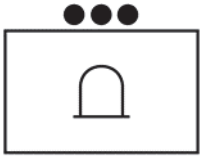
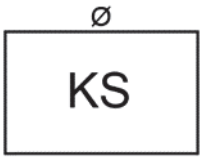
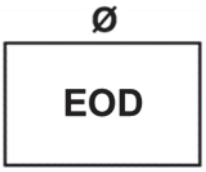
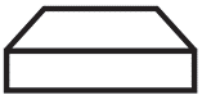
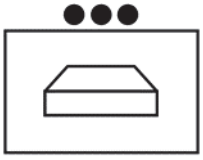
Function	*Icon*	*Main Icon Usage Construct Example and Symbol Translation*
Army field support—Integrates and synchronizes delivery of U.S. Army Materiel Command strategic capabilities and enablers to the operational and tactical points of need in support of Army Service component commands and corps during large-scale combat operations. (See FM 4-0 for more information on Army field support.)	AFS	Army field support brigade
Ammunition—Provides effective and efficient handling, storing, securing, distributing, and accounting for munitions while ensuring adequate explosives safety guidelines are met. (See FM 4-30 for more information on ammunition.)		 Ammunition platoon
Contracting support—Provides support contracting services, along with contracting advice and assistance, primarily to Army forces and to joint forces when directed, and is organized along functional lines. (See ATP 4-71 for more information on contracting support.)	KS	 Contracting support team
Explosive ordnance disposal—(DOD) The detection, identification, on-side evaluation, rendering safe, exploitation, recovery, and final disposal of explosive ordnance. (JP 3-34) (Army) The detection, identification, on-side evaluation, rendering safe, exploitation, recovery, and final disposal of explosive ordnance. (FM 4-30)	EOD	 Explosive ordnance disposal (EOD) team
Finance—Provides timely commercial vendor services and contractual payments, various pay and disbursing services, and oversight and management of the Army's banking program. (See FM 1-06 and FM 4-0 for more information on finance.)		 Finance platoon

Table 2-7. Main icons for units (continued)

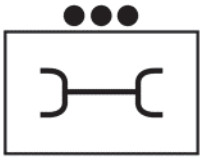
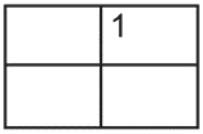
Function	*Icon*	*Main Icon Usage Construct Example and Symbol Translation*
Human resources—Provides operational effectiveness of the Army by anticipating, manning, and sustaining military operations. (See FM 1-0 for more information on human resources.)	HR	Human resources platoon supporting the army theater (human resources sustainment center)
Judge advocate general—Provides subject matter experts in all of the core legal disciplines and are counselors, advocates, and trusted advisors to commanders and Soldiers. (See FM 1-04 for more information on the judge advocate general.)	JAG	Judge advocate general section
Maintenance—Ensures unit readiness by maintaining weapons systems and equipment in a fully mission-capable status for immediate and continuous employment in complex and highly lethal environments. (See FM 4-0, FM 4-30, and ATP 4-33 for more information on maintenance.)		 Maintenance platoon
Medical—Promotes, improves, conserves, or restores the behavioral and physical well-being of personnel in the Army, and as directed in other Services, agencies, and organizations. (See FM 4-02 for more information on medical.) ***Note***. To avoid overlapping main icon with modifiers: 1. Most modifiers offset to the right. 2. When modifiers cannot offset to the right, shorten the vertical center line to allow space for the modifier.		Medical company  Medical unit with Role 1 capability Medical battalion headquarters

Table 2-7. Main icons for units (continued)

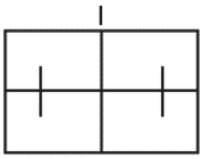
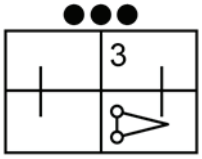
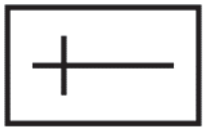
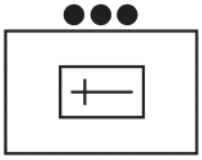
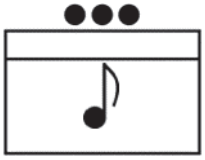
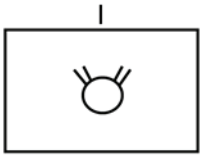
Function	*Icon*	*Main Icon Usage Construct Example and Symbol Translation*
Medical treatment facility—(joint) A facility established for the purpose of furnishing medical and/or dental care to eligible individuals. (JP 4-02) (Army) Any facility established for the purpose of providing medical treatment. This includes battalion aid stations, Role 2 facilities, dispensaries, clinics, and hospitals. (FM 4-02) ***Note***. To avoid overlapping main icon with modifiers: 1. Most modifiers offset to the right. 2. When modifiers cannot offset to the right, shorten the vertical center line to allow space for the modifier.		 Medical treatment facility company  Medical treatment facility platoon with Role 3 surgical capability
Mortuary affairs—Provides for the search, recovery, identification, preparation, and disposition of human remains of persons for whom the Services are responsible by status and executive order. (JP 4-0)		 Mortuary affairs platoon
Band—Serves as a combat multiplier and plays an integral part in the sustainment of forces engaged in unified land operations. (See ATP 1-19 for more information on the band.)		 Band performance headquarters detachment
	 Alternate hand-drawn version	
Ordnance—Provides munitions, maintenance, and explosive ordnance disposal support to generate and maintain combat power and to provide protection to Army, joint, intergovernmental, interagency, and multinational forces. (See FM 4-30 for more information on ordnance.)		 Ordnance company

Table 2-7. Main icons for units (continued)

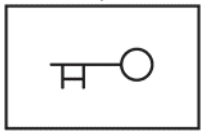
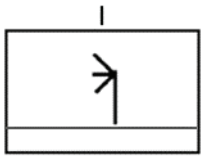
Function	*Icon*	*Main Icon Usage Construct Example and Symbol Translation*
Personnel services—Sustainment functions that man and fund the force, maintain Soldier and family readiness, promote the moral and ethical values of the nation, and enable the fighting qualities of the Army. (ADP 4-0)	PS	II PS Personnel services battalion
Quartermaster—Provides supply and field services to enable freedom of action, extend operational reach, and prolong endurance. (See FM 4-40 for more information on quartermasters.)		I  Quartermaster company
Religious support—Provides for the free exercise of religion and religious, moral, and ethical advisement and leadership. (See FM 1-05 for more information on religious support.)	REL	●● REL Religious support section
Shower and laundry—(See ATP 4-42 for more information on shower and laundry operations.)		I  Shower and laundry supply company
Support—1. The action of a force that aids, protects, complements, or sustains another force in accordance with the directive requiring such action. 3. An element of a command that assists, protects, or supplies other forces in combat. (JP 1)	SPT	I FWD SPT Forward support company
Sustainment—(DOD) The provision of logistics and personnel services required to maintain and prolong operations until successful mission accomplishment. (JP 3-0) (Army) The provision of logistics, financial management, personnel services, and health service support necessary to main operations until successful mission completion. (ADP 4-0)	SUST	X SUST Sustainment brigade

Table 2-7. Main icons for units (continued)

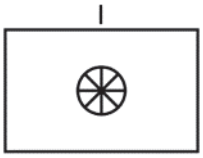
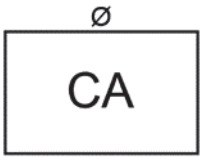
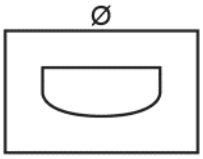
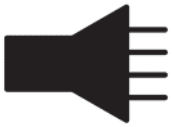
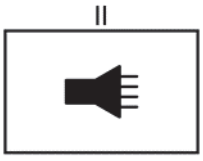
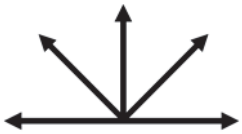
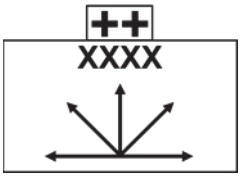
Function	*Icon*	*Main Icon Usage Construct Example and Symbol Translation*
Transportation—A logistics function that includes movement control and associated activities to incorporate military, commercial, and multinational motor, rail, air, and water mode assets in the movement of units, personnel, equipment, and supplies in support of the concept of operations. (FM 1-02.1)		 Transportation company
Special Operations		
Civil affairs—Designated Active and Reserve Component forces and units organized, trained, and equipped specifically to conduct civil affairs operations and to support civil-military operations. (JP 3-57)	**CA**	 Civil affairs team
Civil-military cooperation—(North Atlantic Treaty Organization [NATO]) A joint function comprising a set of capabilities integral to supporting the achievement of mission objectives and enabling NATO commands to participate effectively in a broad spectrum of civil-military interaction with diverse non-military actors. (APP 6[D])		 Civil-military cooperation team
Military information support—A robust military information support operations capability function. (See FM 3-53 for more information on military information support operations.)		 Military information support battalion
Rangers—Rapidly deployable airborne light infantry organized and trained to conduct highly complex joint direct action operations in coordination with or in support of other special operations units of all Services. (JP 3-05)	**RGR**	Ranger battalion
Search and rescue—The use of aircraft, surface craft, submarines, and specialized rescue teams and equipment to search for and rescue distressed persons on land or at sea in a permissive environment. (JP 3-50)	**SAR**	Search and rescue team

Table 2-7. Main icons for units (continued)

Function	*Icon*	*Main Icon Usage Construct Example and Symbol Translation*
SEAL team—United States Navy forces organized, trained, and equipped to conduct special operations with an emphasis on maritime, coastal, and riverine environments. (JP 3-05) ***Note***. SEAL stands for sea, air, and land.	**SEAL**	 SEAL team
Special forces—United States Army forces organized, trained, and equipped to conduct special operations with an emphasis on unconventional warfare capabilities. (JP 3-05)	**SF**	 Special forces company
Special operations forces—Those Active and Reserve Component forces of the Services designated by the Secretary of Defense and specifically organized, trained, and equipped to conduct and support special operations. (JP 3-05)	**SOF**	 Special operations forces group
Multidomain Operations		
Multidomain operations—Designed to deliver long-range precision joint strike as well as integrate air and missile defense, electromagnetic warfare, space, cyber, and information operations. (See JP 3-0 and FM 3-0 for more information on multidomain operations.)		 Multidomain operations task force command supporting a theater army

2-20. **Main icon for named units (Field AA)**. This is a text amplifier field for all special command and control type headquarter-named units, and it allows the placement of a maximum of 9 characters inside the frame. Table 2-8 (on pages 2-35 through 2-38) lists some examples of special command and control type headquarter-named unit main icons.

Table 2-8. Main icons for named units

Named Unit	*Icon*	*Icon Usage Construct Example*
Combatant Command A unified or specified command with a broad continuing mission under a single commander established and so designated by the President, through the Secretary of Defense and with the advice and assistance of the Chairman of the Joint Chiefs of Staff. (JP 1)		
United States Africa Command	AFRICOM	AFRICOM
United States Central Command	CENTCOM	CENTCOM
United States Cyber Command	CYBERCOM	CYBERCOM
United States European Command	EUCOM	EUCOM
United States Indo-Pacific Command	INPACOM	INPACOM
United States Northern Command	NORTHCOM	NORTHCOM
United States Southern Command	SOUTHCOM	SOUTHCOM

Table 2-8. Main icons for named units (continued)

Named Unit	*Icon*	*Icon Usage Construct Example*
United States Space Command	SPACECOM	SPACECOM
Functional Combatant Command Responsible for a larger functional area requiring single responsibility for effective coordination of the operations therein. (See JP 1 for more information on functional combatant command.)		
United States Special Operations Command	SOCOM	SOCOM
United States Strategic Command	STRATCOM	STRATCOM
United States Transportation Command	TRANSCOM	TRANSCOM
Sub-unified Command Sub-unified commands (subordinate unified commands) may be established by geographical area or functional basis by a combatant commander when authorized to do so by the Secretary of Defense through the Chairman Joint Chief of Staff. (See JP 1 for more information on sub-unified commands.)		
Alaskan Command	ALCOM	ALCOM
United States Forces Korea	USFK	USFK

Table 2-8. Main icons for named units (continued)

Named Unit	*Icon*	*Icon Usage Construct Example*
United States Army, Africa Command	USARAF	USARAF
United States Army, Central Command	USARCENT	USARCENT
United States Army, Cyber Command	ARCYBER	ARCYBER
United States Army, Military Surface Deployment and Distribution Command	SDDC	SDDC
United States Army, North	USANORTH	USANORTH
United States Army, Pacific Command	USARPAC	USARPAC
United States Army, Southern Command	USARSO	USARSO USASOC

Table 2-8. Main icons for named units (continued)

Named Unit	*Icon*	*Icon Usage Construct Example*
United States Army, Special Operations Command	USASOC	USASOC
North Atlantic Treaty Organizations		
Allied Command Operations	ACO	ACO

SECTOR 1 MODIFIERS FOR UNITS (FIELD A)

2-21. This indicator is represented as the upper part of Field A as shown in table 1-4 on page 1-5. Table 2-9 (on pages 2-38 through 2-57) shows sector 1 modifiers for unit capabilities. These modifiers assist in providing additional information specific to the capabilities that the unit organized and equipped to perform.

Table 2-9. Sector 1 modifiers for units

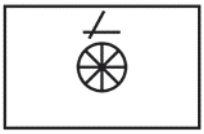
Function	*Modifier*	*Main Icon Usage Construct Example and Symbol Translation*
Air terminals and aerial ports support—The capability to provide airfield functions that may include port clearance, movement control, onward movement, liaison, coordination, operation of holding areas, postal operations, personnel replacement processing, and life and logistic support. (See JP 4-01.5 for more information on aerial ports and terminals.)		 Transportation unit with airfield terminal operations capability
Amphibious warfare ship—A combatant ship having organic capability to embark, land, and support landing forces in amphibious operations and which has characteristics enabling long-duration operations on the high seas. (JP 3-02)		Transportation unit with amphibious warfare ship (generic vessel) capability

Table 2-9. Sector 1 modifiers for units (continued)

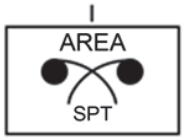
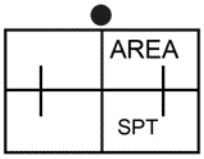
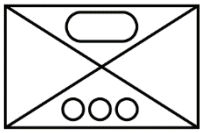
Function	*Modifier*	*Main Icon Usage Construct Example and Symbol Translation*
Area—A specified geographic surface included within a delineated set of lines (boundaries) used for the purpose of facilitating coordination and de-confliction between adjacent units, formations, or other specific geographical surfaces.	**AREA**	 Chemical, biological, radiological, and nuclear (CBRN) company with area support capability .
		 Area support unit
		 Medical treatment facility squad with area support capability ***Note***. The modifier offsets to the right to avoid overlapping of symbols
Armored (protection)—A vehicle hull equipped or protected with armor. ***Notes***. 1. As a sector 1 modifier, this symbol represents armored protected and requires a sector 2 wheeled vehicle modifier to complete a non-tracked vehicle type capability. 2. If this sector 1 is used without a sector 2 wheeled vehicle modifier present, it means the unit has armored tracked capability.		 Infantry armor wheeled vehicle capability (Stryker) unit
Assault—A rapid military attack capability that usually involves direct combat to destroy enemy forces, or to seize or hold terrain.	**ASLT**	 Aviation unit with assault aviation capability

Table 2-9. Sector 1 modifiers for units (continued)

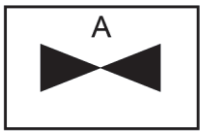
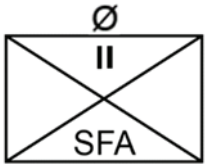
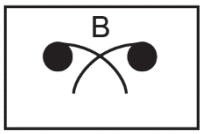
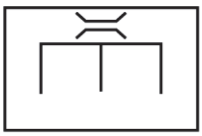
Function	*Modifier*	*Main Icon Usage Construct Example and Symbol Translation*
Attack—A type of offensive operation that destroys or defeats enemy forces, seizes and secures terrain, or both. (ADP 3-90)	A	 Aviation unit with attack helicopter capability
Army aviation or rotary-wing aviation—Conducts attack and air movement functions in support of ground maneuver in the area of operations or area of interest. (See FM 3-04 for more information on Army aviation.)		Maintenance platoon with aviation maintenance capability
Battalion (echelon of support)—Provides support to a battalion. (See ATP 3-96.1 for more information on battalion echelon of support.)	II	 Infantry security force assistance team supporting a battalion
Biological—Capability to detect biological warfare agent employment as a measure to provide medical treatment (See FM 3-11 for more information on biological.) A *biological agent* is a microorganism (or a toxin derived from it) that causes disease in personnel, plants, or animals or cause the deterioration of materiel. (JP 3-11)	B	 CBRN unit with biological capability
Bridging—Assets used to cross a gap; the two types of bridging are standard and nonstandard bridging. (See ATP 3-90.4 for more information on bridging.)		 Engineer unit with bridging capability

Table 2-9. Sector 1 modifiers for units (continued)

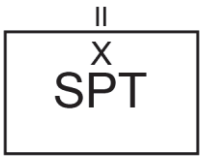
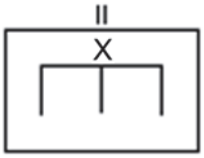
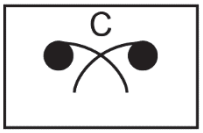
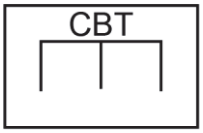
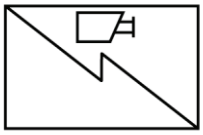
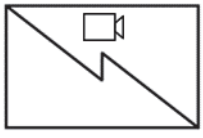
Function	*Modifier*	*Main Icon Usage Construct Example and Symbol Translation*
Brigade (echelon of support)—Provides support to a brigade.	**X**	 Brigade support battalion
		 Brigade engineer battalion
Chemical—Capability to no-intrusively assess chemical munitions. A *chemical agent* is a chemical substance that is intended for use in military operations to kill, seriously injure, or incapacitate, mainly through physiological effects. (See JP 3-11 for more information.)	**C**	 CBRN unit with chemical capability
Combat—Can conduct mobility, countermobility, and survivability.	**CBT**	 Engineer unit with combat capability
Combat camera—Specially trained expeditionary forces from Service-designated units capable of providing high quality directed visual information during military operations. (See JP 3-61 for more information on combat camera.)		 Signal unit with combat camera capability
	 Alternate hand-drawn version	

Table 2-9. Sector 1 modifiers for units (continued)

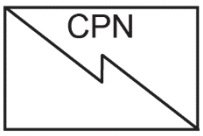
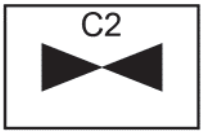
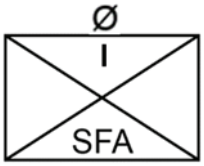
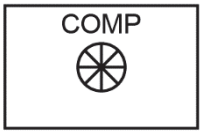
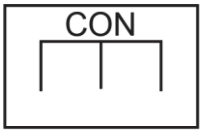
Function	*Modifier*	*Main Icon Usage Construct Example and Symbol Translation*
Command post node—Provides SECRET Internet Protocol Router Network (also known as SIPRNET), Non-classified Internet Protocol Router Network (also known as NIPRNET), secure and non-secure voice over internet protocol (also known as VoIP), and battlefield video teleconferencing services. (See ATP 6-02.60 for more information on command post node.)	**CPN**	 Signal unit with command post node capability
Command and control—The exercise of authority and direction by a properly designated commander over assigned and attached forces in the accomplishment of the mission. (JP 1)	**C2**	 Aviation unit with command and control capability
Company (echelon of support)—Provides support to a company. (See ATP 3-96.1 for more information on company echelon of support.)	**I**	 Infantry security force assistance team supporting a company
Composite—A combination of different capabilities and equipment assigned or attached to a unit with common function or purpose. (See FM 4-0 for more information on composite.) ***Note***. This modifier symbol is interchangeable. Symbol may be used as a sector 1 or sector 2 modifier with the same meaning.	**COMP**	 Transportation unit with multiple variations of vehicles
Construction support—A general engineering capability focused on improving or repairing austere conditions, infrastructure, and building base camps and new lines of communications. (See FM 3-34 for more information on construction support.)	**CON**	 Engineer unit with construction

Table 2-9. Sector 1 modifiers for units (continued)

Function	*Modifier*	*Main Icon Usage Construct Example and Symbol Translation*
Corps (echelon of support)—Provides support to a corps.	**XXX**	++ XXX SUST ESC Expeditionary sustainment command supporting a corps
		II XXX ST Special troops battalion supporting a corps
Counterintelligence—Capability to gather information and conduct activities to identify, deceive, exploit, disrupt, or protect against espionage, other intelligence activities, sabotage, or assassinations conducted for or on behalf of foreign powers, organizations or persons or their agents, or international terrorist organizations or activities. (See JP 2-01.2 for more information on counterintelligence.)	**CI**	CI MI Military intelligence unit with counterintelligence capability
Criminal investigation division—Capabilities are particularly relevant in site exploitation and other evidence collection requirements on the battlefield, training, and assistance to host-nation law enforcement organizations, and collection of police and specific criminal intelligence critical in identifying, understanding, and attacking criminal networks operating against U.S. interests. (See ATP 3-39.12 for more information on criminal investigation division.)	**CID**	CID MP Military police unit with criminal investigation division capability
Cross-cultural communication—The capability to communicate with individuals who have differences in culture (including nationality, ethnicity, race, gender). (See FM 3-18 for more information on cross-cultural communication.)	**CCC**	CCC CA Civil affairs unit with cross-cultural communications capability

Table 2-9. Sector 1 modifiers for units (continued)

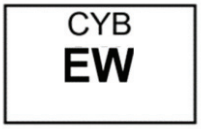
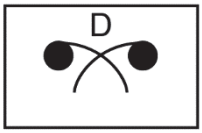
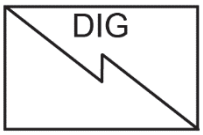
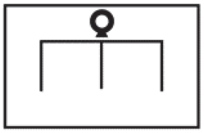
Function	*Modifier*	*Main Icon Usage Construct Example and Symbol Translation*
Crowd and riot control—Capability to use chemical compounds that are developed, in part, for military use (riot control agents and obscurants), but not as weapons. (See FM 3-11 for more information on crowd and riot control.)	**CRC**	Military police unit with crowd and riot control capability
Cyberspace operations—The employment of cyberspace capabilities where the primary purpose is to achieve objectives in or through cyberspace. (JP 3-0)	**CYB**	 Electromagnetic warfare unit with cyberspace operations capability
Decontamination—The process of making any person, object, or area safe by absorbing, destroying, neutralizing, making harmless, or removing chemical or biological agents, or by removing radioactive material clinging to or around it. (JP 3-11) ***Note***. This modifier symbol is interchangeable as a sector 1 or sector 2 modifier with the same meaning.	**D**	 CBRN unit with decontamination capability
Detention—Capability to shelter, sustain, guard, protect, and account for populations or groups (detainees or U.S. military prisoners) as a result of military or civil conflict or to facilitate criminal prosecution. (See FM 3-63 for more information on detention.)	**DET**	Military police unit with detention capability
Digital	**DIG**	 Signal unit with digital capability
Diving—Capability to conduct scuba and surface diving operations to a depth of 190 feet in a maritime environment in support of combat, general, and geospatial engineering. (See FM 3-34 for more information on diving.)		 Engineer unit with diving capability

Table 2-9. Sector 1 modifiers for units (continued)

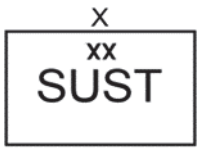
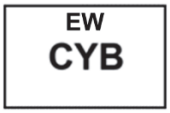
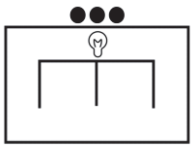
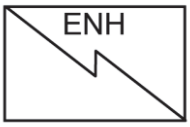
Function	*Modifier*	*Main Icon Usage Construct Example and Symbol Translation*
Division (echelon of support)—Provides support to a division.	XX	 Sustainment brigade supporting a division
Dog (working dog)—A canine capability that enhances security, police operations, and force protection missions (including counter improvised explosive device operations and assured mobility). (See ATP 3-39.34 for more information on working dogs.)	DOG	Military police unit with working dog capability
Drilling—Capability to detect and assess water sources and drilling water wells. (See FM 3-34 for more information on drilling.)		Engineer unit with drilling capability
Electromagnetic warfare—Military action involving the use of electromagnetic and directed energy to control the electromagnetic spectrum or to attack the enemy. (See ADP 3-0 for more information on electromagnetic warfare.) ***Note***. EW stands for electromagnetic warfare.	EW	 Cyberspace unit with electromagnetic warfare capability
Electric power production—Capability to produce electrical power by converting fuels or other energy sources to electricity. (See ATP 3-34.45 for more information on electric power production.)		 Engineer platoon with electric generation capability
Enhanced—Provides network installation, troubleshooting, quality assurance testing, and handoff coordination to enable the transition from tactical to semi-permanent automation support. (See FM 6-02 for more information on enhanced.)	ENH	 Signal unit with enhanced capability

Table 2-9. Sector 1 modifiers for units (continued)

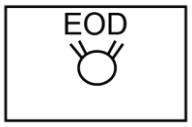
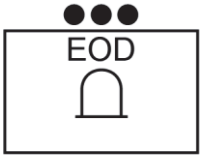
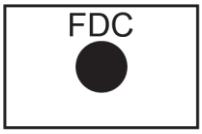
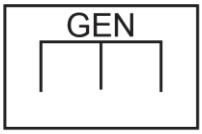
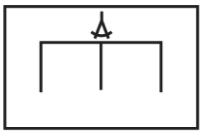
Function	*Modifier*	*Main Icon Usage Construct Example and Symbol Translation*
Explosive ordnance disposal—(DOD) The detection, identification, on-site evaluation, rendering safe, exploitation, recovery, and final disposal of explosive ordnance. (JP 3-34) (Army) The detection identification, on-site evaluation, rendering safe, exploitation, recovery, and final disposal of explosive ordnance. (FM 4-30)	**EOD**	 Ordnance unit with explosive ordnance disposal (EOD) capability  Ammunition platoon with explosive ordnance disposal capability
Forward—An inherent designed capability to function effectively in positions located in geographic proximity of an objective.	**FWD**	 Forward support company
Fire direction center—That element of a command post, consisting of gunnery and communications personnel and equipment, by means of which the commander exercises fire direction and/or fire control. (JP 3-09.3)	**FDC**	 Artillery fire direction center unit
General engineering—Those engineering capabilities and activities, other than combat engineering, that provide infrastructure and modify, maintain, or protect the physical environment. (JP 3-34)	**GEN**	 Engineer unit with general engineering capability
Geospatial information—Information that identifies the geographic location and characteristics of natural or constructed features and boundaries on the Earth, including: statistical data and information derived from, among other things, remote sensing, mapping, and surveying technologies; and mapping, charting, geodetic data, and related products. (JP 2-03)		 Engineer unit with geospatial capability

Table 2-9. Sector 1 modifiers for units (continued)

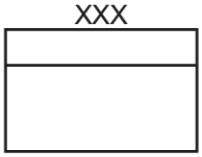
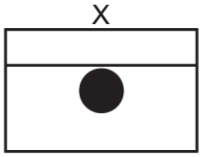
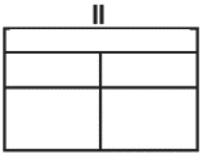
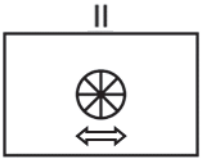
Function	*Modifier*	*Main Icon Usage Construct Example and Symbol Translation*
Headquarters or headquarters element—A place from which a commander performs the functions of command.	———	XXX  Corps headquarters
		X  Artillery brigade headquarters
		II  Medical battalion headquarters ***Note***. The modifier offsets to the right to avoid overlapping of symbols.
Independent support command (echelons of support)—Provides support to an independent support command.	++	X ++ SUST Sustainment brigade supporting an independent support command
Intermodal—Type of international freight system that permits transshipping among sea, highway, rail, and air modes of transportation through use of American National Standards Institute and International Organization for Standardization containers, line haul assets, and handling equipment. (JP 4-09) ***Note***. This modifier symbol is interchangeable. Symbol may be used as a sector 1 or sector 2 modifier with the same meaning.	⟺	II  Transportation battalion with intermodal capability

Table 2-9. Sector 1 modifiers for units (continued)

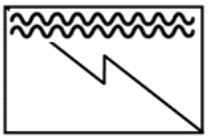
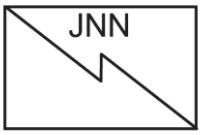
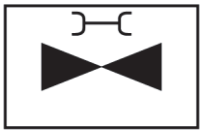
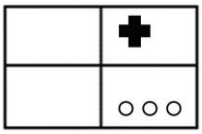
Function	*Modifier*	*Main Icon Usage Construct Example and Symbol Translation*
Jamming—Capability to broadcast a signal tuned to frequencies with enough power to override signals at the receivers (spot jamming or barrage jamming). (See ATP 6-02.70 for more information on jamming.) ***Note***. This modifier symbol is interchangeable as a sector 1 or sector 2 modifier with the same meaning.		 Signal unit with jamming capability ***Note***. To avoid overlapping of symbols, shorten the line of main icon to allow space for the modifiers.
Joint node network—Provides connection to the regional hub node, uses a dedicated frequency division multiple access satellite communications link, and shares bandwidth among command post nodes using network centric waveform satellite communications. (See ATP 6-02.60 for more information on the joint node network.)	**JNN**	 Signal unit with joint node network capability
Maintenance—Ensures unit readiness by maintaining weapons systems and equipment in a fully mission-capable status for immediate and continuous employment in complex and highly lethal environments. (See FM 4-0 and ATP 4-33 for more information on maintenance.) ***Note***. This modifier is interchangeable as a sector 1 or sector 2 modifier with the same meaning.		 Aviation unit with organic maintenance capability
Medical evacuation—The timely and effective movement of the wounded, injured, or ill to and between medical treatment facilities on dedicated and properly marked medical platforms with en route care provided by medical personnel. (ATP 4-02.2)		 Aviation unit with medical evacuation capability  Medical unit with wheeled high mobility vehicle medical evacuation capability ***Note***. The modifier offsets to the right to avoid overlapping of symbols.

Table 2-9. Sector 1 modifiers for units (continued)

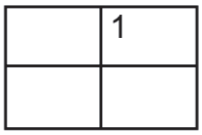
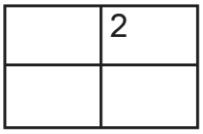
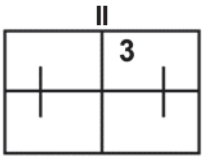
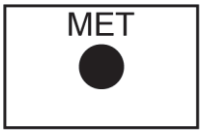
Function	*Modifier*	*Main Icon Usage Construct Example and Symbol Translation*
Medical role 1—Unit-level medical care capability provided by the combat medic or medical treatment provided by the battalion aid station. (See FM 4-02 for more information on medical role 1.) ***Note***. Modifier offsets to the right to avoid overlapping with the main icon.	**1**	 Medical unit with role 1 capability
Medical role 2—Capability to provide care by area support squads or medical treatment platoons of medical companies with greater medical capabilities available than Role 1. (See FM 4-02 for more information on medical role 2.) ***Note***. Modifier offsets to the right to avoid overlapping with the main icon.	**2**	 Medical unit with role 2 capability
Medical role 3—Capability to provide care to all categories of patients, to include resuscitation, initial wound surgery, damage control surgery, and postoperative treatment. (See FM 4-02 for more information on medical role 3.) Note. Modifier offsets to the right to avoid overlapping of symbols.	**3**	 Medical treatment facility battalion with role 3 capability
Medical role 4—Medical care capability found in continental United States (CONUS)-based medical treatment facilities, robust OCONUS medical treatment facilities, and other safe havens. (See FM 4-02 for more information on medical role 4.) ***Note***. Modifier offsets to the right to avoid overlapping of symbols.	**4**	 Medical treatment facility with role 4 capability
Meteorological—Capability to provide weather and weather forecasting data. (See ATP 2-22.7 and ATP 3-34.80 for more information on meteorological.)	**MET**	 Artillery unit with meteorological capability

Table 2-9. Sector 1 modifiers for units (continued)

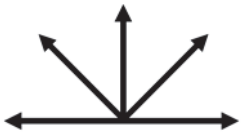
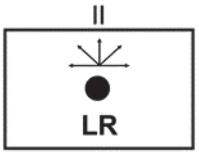
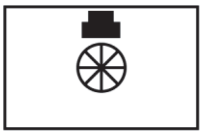
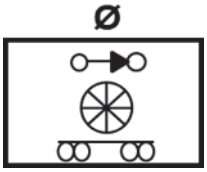
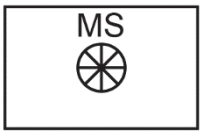
Function	*Modifier*	*Main Icon Usage Construct Example and Symbol Translation*
Multidomain operations—Designed to deliver long-range precision joint strike as well as integrate air and missile defense, electromagnetic warfare, space, cyber, and information operations. (See JP 3-0 and FM 3-0 for more information on multidomain operations.)		 Long-range artillery battery with multidomain capabilities
Watercraft (generic vessel)—Capability to conduct heavy lifting associated with water transport operational maneuver and intra-theater lift of units, equipment, and supplies. (See ATP 4-15 for more information on watercraft.) ***Note***. This modifier symbol is interchangeable. Symbol may be used as a sector 1 or sector 2 modifier with the same meaning.		 Transportation unit with watercraft capability
Mobile advisor and support—Capability to support, breaching operations, clearing operations, gap-crossing operations, traffic control plan development, main and alternate supply route regulation and enforcement, passage of lines, straggler movement control. (See ATP 3-39.30 for more information on mobility support.)		 Transportation rail unit with mobile advisor and support capability
Mobility support—Capability to support breaching operations, clearing operations, gap-crossing operations, traffic control plan development, main and alternate supply route regulation and enforcement, passage of lines, straggler movement control. (See ATP 3-39.30 for more information on mobility support.)	**MS**	 Transportation unit with mobility support capability

Table 2-9. Sector 1 modifiers for units (continued)

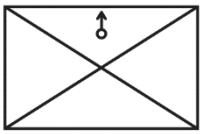
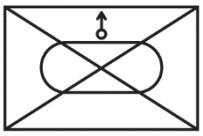
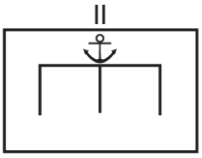
Function	*Modifier*	*Main Icon Usage Construct Example and Symbol Translation*
Mortar—Organic fire support to battalions, squadrons, companies, and troops that is available to a commander when other indirect fire support is not available. (See ATP 3-21.90 for more information on mortars.)		 Infantry unit with mortar capability
		 Mechanized armored infantry unit with mortar capability
Multinational—Between two or more forces or agencies of two or more nations or coalition partners. (JP 5-0)	**MN**	 Multinational transportation unit with multiple variations of vehicles
Multiple rocket launcher—Multiple Launch Rocket System or High Mobility Artillery Rocket System capability (See ATP 3-09.60 for more information on the Multiple Launch Rocket System or High Mobility Artillery Rocket System.)		 Artillery unit with multiple rocket launcher capability
Maritime terminal support—Capability to provide support functions to fixed, unimproved, bare beach, and/or degraded port facilities, and at off-shore anchorages. (See JP 4-01.5 for more information on maritime terminal support.)		 Engineer battalion with maritime terminal support construction capability
	 Alternate hand-drawn version	 Transportation unit with maritime terminal support capability

Table 2-9. Sector 1 modifiers for units (continued)

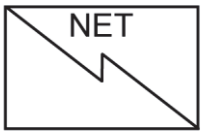
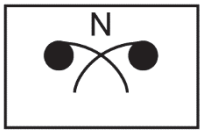
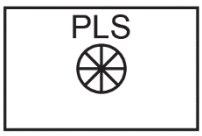
Function	*Modifier*	*Main Icon Usage Construct Example and Symbol Translation*
Network operations—Activities conducted to operate and defend the Global Information Grid. (See JP 6-0 for more information on network operations.)	**NET**	 Signal unit with network operations capability
Nuclear—Capability of assessing, exploiting, characterizing, and disabling facilities associated with the nuclear fuel cycle in semi-permissive or permissive environments. Advises commanders on the risks associated with these facilities, provide detailed information related to potential material proliferation, and make recommendations on how to dispose of nuclear material. (See FM 3-11 for more information on nuclear.)	**N**	 CBRN unit with nuclear capability
Operations—Capability to execute the principal planning and operating functions of a unit.	**OPS**	Support operations unit
		Transportation support operations unit
Palletized load system—A fitted integral self-loading and unloading cargo system capability. (See FM 4-01 for more information on the palletized load system.)	**PLS**	 Transportation unit with palletized load system capability

Table 2-9. Sector 1 modifiers for units (continued)

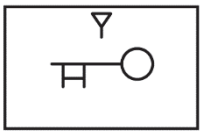
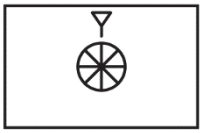
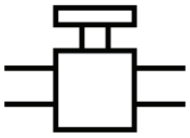
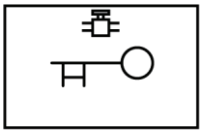
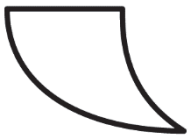
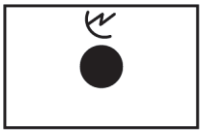
Function	*Modifier*	*Main Icon Usage Construct Example and Symbol Translation*
Petroleum, oil, and lubricants (POL)—Capability to receive, stock, or distribute petroleum products. (See ATP 4-43 for more information on POL.)		 Quartermaster unit with POL storage capability
		 Transportation unit with POL transport capability
Pipeline—A capability that consists of pipeline sets, pipeline pump stations, and pipeline support equipment. Its primary function is to transport fuel from one area to another. (See ATP 4-43 for more information on pipeline.)		 Quartermaster unit with pipeline capability
Postal service—Capability to operate as an extension of the United States Postal Service consistent with public law and federal regulations beyond the boundaries of U.S. sovereignty and provides postal services for all DOD personnel where there is no United States Postal Service available during normal and contingency operations. (See FM 1-0 and FM 4-0 for more information on postal service.)		 Personnel services unit with postal service capability
Radar—A device or system consisting usually of a synchronized radio transmitter and receiver that emits radio waves and processes their reflections for display and is used especially for detaching and locating objects or surface features. (See ATP 3-09.12 and ATP 3-27.5 for more information on radar.)		 Artillery unit with radar capability

Table 2-9. Sector 1 modifiers for units (continued)

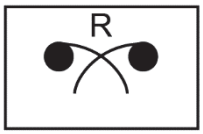
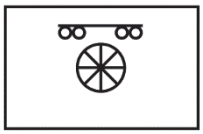
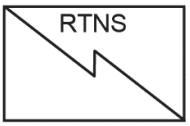
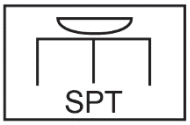
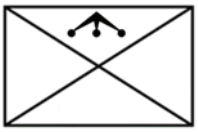
Function	*Modifier*	*Main Icon Usage Construct Example and Symbol Translation*
Radiological—Capability to coordinate radiological survey missions. (See FM 3-11 for more information on radiological.)	**R**	 Chemical unit with radiological capability
Railway—Provides rail network capability and infrastructure assessments and coordinates contracts. (See FM 4-0, FM 4-01, and ATP 4-14 for more information on railway.) ***Note***. This modifier symbol is interchangeable as a sector 2 or sector 2 modifier with the same meaning.		 Transportation unit with railway capability
Retransmission—Capability to extend the range of single-channel radio networks to support command and control in retrograde operations. (See FM 6-02 for more information on retransmission.)	**RTNS**	 Signal unit with retransmission capability
Riverine—Provides water transport to move troops and equipment. (See ATP 4-15 for more information on riverine.)		 Engineer unit with riverine support capability
Robotic (guided and automatic)—Capability to employ operational equipment that has robot guided or automatic control mechanism characteristics.		 Infantry unit with robotic capability
Search and rescue—The use of aircraft, surface craft, submarines, and specialized rescue teams and equipment to search for and rescue distressed persons on land or at sea in a permissive environment. (JP 3-50)	**SAR**	Aviation (rotary) unit with search and rescue capability

Table 2-9. Sector 1 modifiers for units (continued)

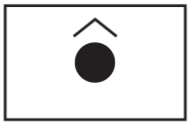
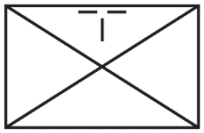
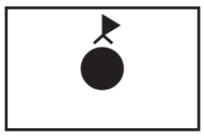
Function	*Modifier*	*Main Icon Usage Construct Example and Symbol Translation*
Sensor—Capability to observe or receive a signal or observable from a person or object. (See FM 2-0 for more information on sensors.)		Electromagnetic warfare unit with sensor capability
Signals intelligence—Intelligence derived from communications, electronic, and foreign instrumentation signals. (JP 2-0)		Military intelligence unit with signals intelligence capability
Single rocket launcher (shoulder-launched munitions)—Unguided free-flight rocket and a launcher that contains all features and controls necessary to aim, fire, and engage targets. (See TM 3-23.25 for more information on single rocket launchers.)		 Artillery unit with single rocket launcher capability
Sniper—A specialized trained marksman with tactical skills and techniques who is highly capable at conducting detailed surveillance and shooting at exposed enemy's forces from a concealed vantage point. (See TC 3-22.10 for more information on snipers.)		 Infantry unit with sniper capability
Survey—Provides position and azimuth determining Global Positioning System capability. (See ATP 3-09.12 for more information on surveys.)		

Table 2-9. Sector 1 modifiers for units (continued)

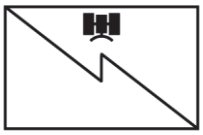
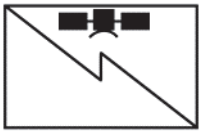
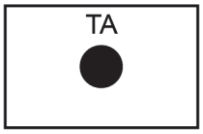
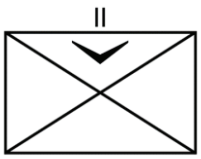
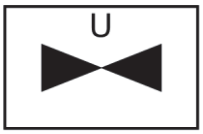
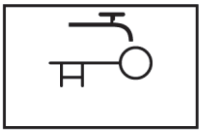
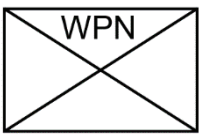
Function	*Modifier*	*Main Icon Usage Construct Example and Symbol Translation*
Tactical satellite communications—(See ATP 3-05.60 and ATP 6-02.54 for more information on tactical satellite communications.)		 Signal unit with tactical satellite communications capability
	Alternate hand-drawn version	
Target acquisition—The detection, identification, and location of a target in sufficient detail to permit the effective employment of capabilities that create the required effects. (JP 3-60)	**TA**	 Artillery unit with target acquisition capability
Theater army (echelon of support)—Provides support to a theater army.	**XXXX**	Expeditionary sustainment command supporting a theater army
Theater of operations (echelon of support)—Provides support to a theater.	**XXXXXX**	Theater sustainment command supporting a theater of operations

Table 2-9. Sector 1 modifiers for units (continued)

Function	*Modifier*	*Main Icon Usage Construct Example and Symbol Translation*
Unmanned aircraft system—That system whose component include the necessary equipment, network, and personnel to control an unmanned aircraft. (JP 3-30)		 Aviation (fixed-wing) unit with unmanned aircraft system (UAS) capability
		 Military intelligence unit with UAS capability
		 Infantry battalion with UAS capability
Utility—Equipment designed or adapted for general purpose use.	**U**	 Aviation (rotary-wing) unit with utility helicopter capability
Water—Capability to receive, stock, produce, or distribute water. (See FM 4-0 and ATP 4-44 for more information on water.)		 Quartermaster unit with water production capability
Weapons—Heavy weapons system capability (machine guns and anti-armor weapons) to provide additional combat power. (See ATP 3-21.10 and ATP 3-21.20 for more information on weapons.)	**WPN**	 Infantry unit with machine gun and anti-armor capability

SECTOR 2 MODIFIERS FOR UNITS (FIELD A)

2-22. This indicator is represented as the lower part of Field A as shown in table 1-4 on page 1-5. Table 2-10 (on pages 2-58 through 2-71) shows sector 2 icons. Sector 2 modifiers provide additional information specific to the capabilities of a unit.

Table 2-10. Sector 2 modifiers for units

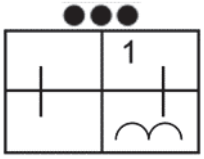
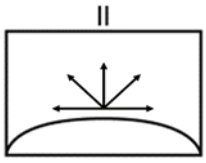
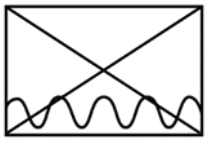
Function	*Modifier*	*Modifier Usage Construct Example and Symbol Translation*
Air assault—(DOD) The movement of friendly assault forces by rotary-wing or tiltrotor aircraft to engage and destroy enemy forces or to seize and hold key terrain.		 Aviation unit with air assault capability
Airborne—Capability to parachute into an objective area. (See JP 3-18 and FM 3-99 for more information on airborne.)		 Infantry unit with airborne capability
		 Medical treatment facility platoon with Role 1 and airborne capability ***Note***. The modifier offsets to the right to avoid overlapping of symbols.
Air defense—Defensive measures designed to destroy attacking enemy aircraft or missiles in the atmosphere, or to nullify or reduce the effectiveness of such attack. (JP 3-01)		 Multidomain battalion with air defense capability
Amphibious—Capability to conduct amphibious operations within the littorals. (See JP 3-02 for more information on amphibious.)		 Infantry unit with amphibious capability

Table 2-10. Sector 2 modifiers for units (continued)

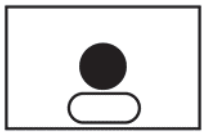
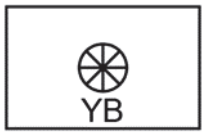
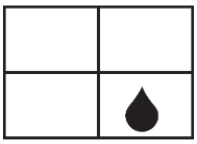
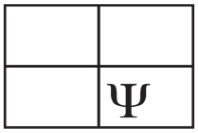
Function	*Modifier*	*Modifier Usage Construct Example and Symbol Translation*
Analysis—Capability to conduct a detailed examination of anything complex in order to understand its nature or to determine its essential features.		Electromagnetic warfare unit with analysis capability
Armored tracked—A vehicle equipped or protected with armor, and with a continuous band of treads or track plates for self-propelled mobility. ***Note***. As a sector 2 modifier, this symbol represents an armored self-propelled tracked vehicle capability.		 Artillery unit with armored self-propelled (tracked) capability
Barge, not self-propelled—Class C vessel that are usually subject to wind, tide, and sea state. When afloat, they have a constant requirement for tending, even when not being actively employed for their designed purpose. (See ATP 4-15 for more information on barges.)	YB	 Transportation unit with barge (not self-propelled) capability
Blood support—A capability to receive, account, store, and distribute blood and blood products. (See ATP 4-02.1 for information on blood support.)		 Medical unit with blood support capability ***Note***. The modifier offsets to the right to avoid overlapping of symbols.
Combat and operational stress control—A capability that provides behavioral health services such as consultation and combat and operational stress control. (See FM 4-02 for more information on combat and operational stress control.)	Ψ	 Medical unit with combat and operational stress control capability ***Note***. The modifier offsets to the right to avoid overlapping of symbols.

Table 2-10. Sector 2 modifiers for units (continued)

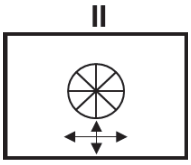
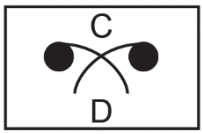
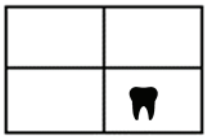
Function	*Modifier*	*Modifier Usage Construct Example and Symbol Translation*
Composite—A combination of different capabilities and equipment assigned or attached to a unit with a common function or purpose. (See FM 4-0 for more information on composite.) ***Note***. This modifier symbol is interchangeable. Symbol may be used as a sector 1 or sector 2 modifier with the same meaning.	COMP	 Transportation unit with multiple variations of vehicles
Control—An action taken to eliminate a hazard or reduce its risk. (ATP 5-19) ***Note***. This symbol demonstrates the capability and authority to exercise restraining or directing influence (regulating over a specific function.		 Transportation unit with multiple variations of vehicles
Decontamination—The process of making any person, object, or area safe by absorbing, destroying, neutralizing, making harmless, or removing chemical or biological agents, or by removing radioactive material clinging to or around it. (JP 3-11) ***Note***. This modifier symbol is interchangeable as a sector 1 or sector 2 modifier with the same meaning.	D	 Chemical, biological, radiological, and nuclear (CBRN) unit with chemical decontamination capability
Dental services—To provide consultation, early treatment of severe oral and maxillofacial injuries; and augment medical personnel (as necessary) during mass casualty operations. (See FM 4-02 for more information on dental.) ***Note***. This modifier offsets to the right to avoid overlapping with the main icon.		 Medical unit with dental service capability
Direction finding—A procedure for obtaining bearings of radio frequency emitters by using a highly directional antenna and a display unit on an intercept receiver or ancillary equipment. (JP 3-85)		 Electromagnetic warfare unit with direction finding capability

Table 2-10. Sector 2 modifiers for units (continued)

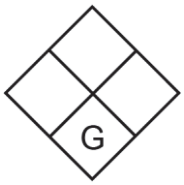
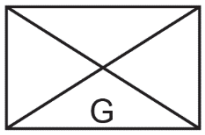
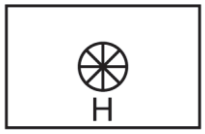
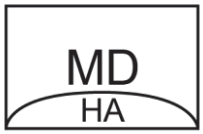
Function	*Modifier*	*Modifier Usage Construct Example and Symbol Translation*
Guerrilla—An irregular, predominantly indigenous member of a guerilla force organized similar to military concepts and structure in order to conduct military and paramilitary operations in enemy-held, hostile, or denied territory. (ATP 3-05.1)	**G**	 Enemy guerrilla infantry unit
		 Friendly guerrilla infantry unit
Heavy	**H**	 Transportation unit with heavy vehicle capability
High altitude—Above 8,000 feet.	**HA**	 Air and missile defense unit with high altitude capability
Intercept—To receive (a communication or signal directed elsewhere) usually secretly. (See FM 2-0 and FM 6-02 for more information on intercept.)		Electromagnetic warfare unit with electronic warfare intercept capability

Table 2-10. Sector 2 modifiers for units (continued)

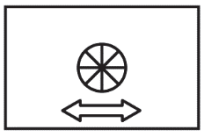
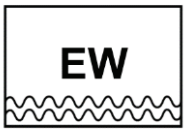
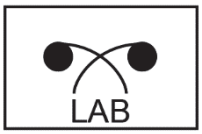
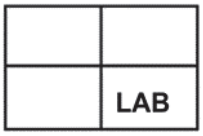
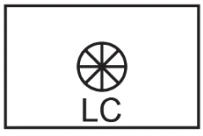
Function	*Modifier*	*Modifier Usage Construct Example and Symbol Translation*
Intermodal—Type of international freight system that permits transshipping among sea, highway, rail, and air modes of transportation through use of American National Standards Institute and International Organization for Standardization containers, line haul assets, and handling equipment. (JP 4-09) ***Note***. This modifier symbol is interchangeable. Symbol may be used as a sector 1 or sector 2 modifier with the same meaning.		 Transportation unit with intermodal capability
Jamming—Capability to broadcast a signal tuned to frequencies with enough power to override signals at the receivers (spot jamming or barrage jamming). (See ATP 6-02.70 for more information on jamming.) ***Note***. This modifier symbol is interchangeable. Symbol may be used as a sector 1 or sector 2 modifier with the same meaning.		 Electromagnetic warfare unit with jamming capability
Laboratory—A place equipped for experimental study in a science or for testing and analysis. (See FM 4-02 for more information on laboratories.)	**LAB**	 CBRN unit with laboratory capability
		 Medical unit with laboratory capability ***Note***. The modifier offsets to the right to avoid overlapping of symbols.
Landing craft—Provides vessels (Landing Craft Utility 2000 or Landing Craft Mechanized-9) to increase access to austere points on the littorals that are unavailable to land forces, and to link ship and shore operations centers. (See ATP 4-15 for more information on landing craft.)	**LC**	 Transportation unit with landing craft capability

Table 2-10. Sector 2 modifiers for units (continued)

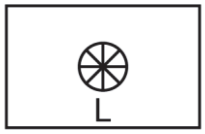
Function	*Modifier*	*Modifier Usage Construct Example and Symbol Translation*
Light	**L**	 Transportation unit with light vehicle capability
Light and medium	**L/M**	Transportation unit with light and medium vehicle capability
Long range	**LR**	Military intelligence unit with long-range unmanned aircraft system capability
Low altitude	**LA**	Air defense unit with low altitude capability
Low to medium altitude	**LMA**	Air defense unit with low to medium altitude capability

Table 2-10. Sector 2 modifiers for units (continued)

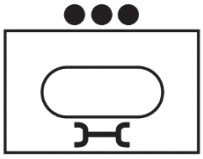
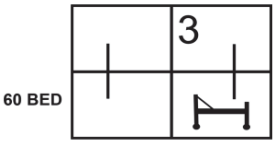
Function	*Modifier*	*Modifier Usage Construct Example and Symbol Translation*
Maintenance—Ensures unit readiness by maintaining weapons systems and equipment in a fully mission-capable status for immediate and continuous employment in complex and highly lethal environments. (See FM 4-0, FM 4-30, and ATP 4-33 for more information on maintenance.) ***Note***. This modifier symbol is interchangeable as a sector 1 or sector 2 modifier with the same meaning.		 Armor (tracked) platoon with organic maintenance capability
Medical bed—A capability to identify and locate		 Medical unit with Role 3 and 60 medical bed capability ***Note***. The modifiers offset to the right to avoid overlapping of symbols.
Medium	**M**	 Transportation unit with medium vehicle capability
Medium altitude	**MA**	 Air defense unit with medium altitude capability
Medium range	**MR**	 Military intelligence unit with medium range unmanned aircraft system capability

Table 2-10. Sector 2 modifiers for units (continued)

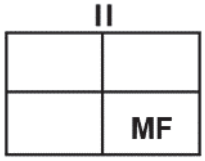
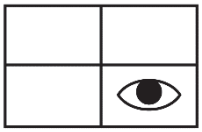
Function	*Modifier*	*Modifier Usage Construct Example and Symbol Translation*
Medium to high altitude	**MHA**	Air defense unit with medium to high altitude capability
Mountain—Capability to conduct mountain warfare. (See ATP 3-90.97 for more information on mountains.)		Infantry unit with mountain capability
Multifunctional—Performing or capable of performing more than one function.	**MF**	 Medical battalion, multifunctional ***Note***. The modifier offsets to the right to avoid overlapping of symbols.
Ocean-going tugboat—Class A 128-foot large tug capable of coastal and ocean towing and docking and undocking operations with large ocean vessels. (See ATP 4-15 for more information on tugboats.)	**AT**	Transportation unit with tug (ocean-going) capability
Optometry—A capability to provide optometry care, optical fabrication, and repair support. (See FM 4-02 for more information on optometry.)		 Medical unit with optometry capability ***Note***. The modifier offsets to the right to avoid overlapping of symbols.

Table 2-10. Sector 2 modifiers for units (continued)

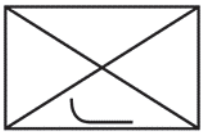
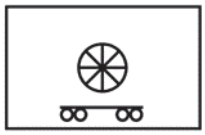
Function	*Modifier*	*Modifier Usage Construct Example and Symbol Translation*
Over-snow (prime mover)		 Infantry unit with over-snow capability
Pack animal—An animal transport system capability that enhances mobility when the area of operations restricts normal methods of transport or resupply. (See ATP 3-18.13 for more information on pack animals.)		 Infantry unit with pack animal capability
Preventative medicine—Capability that provides consultation and conducts medical surveillance which includes health risk communication, education, field sanitation, pest and vector control, disease risk assessment, environmental and occupational monitoring and health surveillance, preventative medicine measures, health threat controls for waste (human, hazardous, and medical) disposal, food safety inspection, and potable water surveillance. (See FM 4-02 for more information on preventative medicine.)		 Medical unit with preventative medicine capability ***Note***. The modifier offsets to the right to avoid overlapping of symbols.
	 Alternate hand-drawn version	
Railway—Provides rail network capability and infrastructure assessments and coordinates contracts. (See FM 4-0, FM 4-01, and ATP 4-14 for more information on railways. ***Note***. This modifier symbol is interchangeable as a sector 1 or sector 2 modifier with the same meaning.		 Transportation unit with railway capability

Table 2-10. Sector 2 modifiers for units (continued)

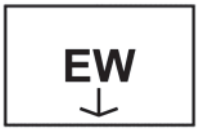
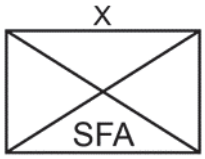
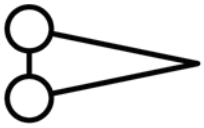
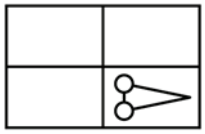
Function	*Modifier*	*Modifier Usage Construct Example and Symbol Translation*
Recovery—Actions taken to extricate damaged or disabled equipment for return to friendly control or repair at another location. (JP 3-34)		Transportation unit with recovery capability
Riverine--Provides water transport to move troops and equipment. (See ATP 4-15 for more information on riverine.)		Engineer unit with riverine capability
Search—A systematic reconnaissance of a defined area, so that all parts of the area have passed within visibility.		 Electromagnetic warfare unit with search capability
Security force assistance—(DOD) The Department of Defense activities that support the development of the capacity and capability of foreign security forces and their supporting institutions. (JP 3-22) (Army) The unified action to generate, employ, and sustain local, host nation, or regional security forces in support of legitimate authority. (FM 3-07)	**SFA**	 Infantry security force assistance brigade
Surgical—Capability to provide life or limb saving operative treatment using specialized instruments to repair or stabilize a patient. (See FM 4-02 for more information on surgical.) ***Note***. This modifier offsets to the right to avoid overlapping with the main icon.		 Medical unit with surgery capability

Table 2-10. Sector 2 modifiers for units (continued)

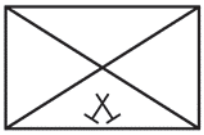
Function	*Modifier*	*Modifier Usage Construct Example and Symbol Translation*
Service craft yard	YY	Transportation unit with seaport service craft yard capability
Short range	SR	Air defense unit with short range capability
Ski—Provides specialized equipment used by trained individuals with skills to negotiate arduous snow-covered terrain. (See ATP 3-90.97 for more information on ski.)		 Infantry unit with ski capability
Sled		Infantry unit with sled capability
Surface Deployment and Distribution Command—Global ocean and inland waterway port manager and surface transportation service provider as part of U.S. Transportation Command's Joint Deployment and Distribution Enterprise. (See FM 4-0 for more on the Surface Deployment and Distribution Command.)	SDDC	Transportation seaport unit with deployment support capability

Table 2-10. Sector 2 modifiers for units (continued)

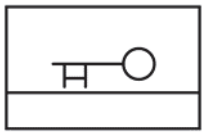
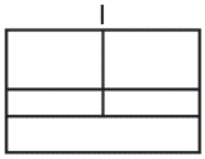
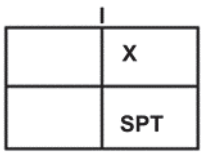
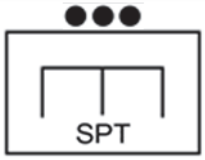
Function	*Modifier*	*Modifier Usage Construct Example and Symbol Translation*
Supply—(DOD) The procurement, distribution, maintenance while in storage, and salvage of supplies, including the determination of kind and quantity of supplies. a. producer phase—That phase of military supply that extends from determination of procurement schedules to acceptance of finished supplies by the Services. b. consumer phase—That phase of military supply that extends from receipt of finished supplies by the Services through issue for use or consumption. (JP 4-0) (Army) The process of providing all items necessary to equip, maintain, and operate a military command. (FM 1-02.1)	———	 Quartermaster unit with supply capability
Supply (continued)		 Medical company with supply capability ***Note***. To avoid overlapping of symbols, shorten the vertical center line of main icon to allow space for the modifier.
Support—1. The action of a force that aids, protects, complements, or sustains another force in accordance with the directive requiring such action. 2. A unit that helps another unit in battle. 3. An element of a command that assists, protects, or supplies other forces in combat. (JP 1) ***Note***. This modifier symbol is interchangeable as a sector 1 or sector 2 modifier with the same meaning.	**SPT**	 Medical company with brigade support capability ***Note***. The modifiers offset to the right to avoid overlapping of symbols.
		 Engineer platoon with support capability

Table 2-10. Sector 2 modifiers for units (continued)

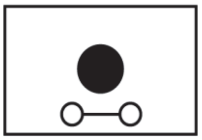
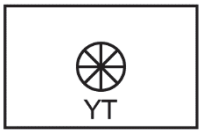
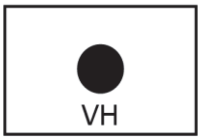
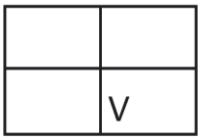
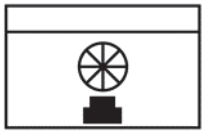
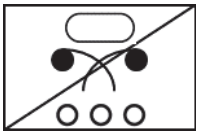
Function	*Modifier*	*Modifier Usage Construct Example and Symbol Translation*
Towed—Prime mover capability to pull a piece of equipment unable to move on its own.		
Tug, harbor—Tug 900 Class B vessel that supports movement of barges and lighterage of various types in harbors, port areas, and during logistics over-the-shore anchorage. (See ATP 4-15 for more information on harbor tugs.)	**YT**	 Transportation unit with tug (harbor) capability
Vertical take-off and landing—Capability to take off and land vertically.	**VTOL**	Fixed-wing unit with vertical take-off and landing capability
Very heavy—Cannon artillery larger than 210mm. (See FM 3-09 for more information.)	**VH**	 Artillery unit with very heavy artillery capability
Veterinary service—A capability that provides consultation, animal care, food protection, and veterinary public health services. (See FM 4-02 for more information on veterinary service.) ***Note***. This modifier offsets to the right to avoid overlapping with the main icon.	**V**	 Medical unit with veterinary service capability

Table 2-10. Sector 2 modifiers for units (continued)

Function	*Modifier*	*Modifier Usage Construct Example and Symbol Translation*
Watercraft (generic vessel)—Capability to conduct heavy lifting associated with water transport operational maneuver and intra-theater lift of units, equipment, and supplies. (See ATP 4-15 for more information on watercraft.) ***Note***. This modifier symbol is interchangeable. Symbol may be used as a sector 1 or sector 2 modifier with the same meaning.		 Transportation headquarters unit with watercraft capability
Wheeled (high mobility)—A wheeled capability that can traverse various types of off-road terrain, unimproved routes, and paved road networks.		Artillery unit with wheeled (high mobility) and multiple launch rocket system capability
		 CBRN reconnaissance unit with armored wheeled (high mobility) vehicle capability

2-23. Table 2-11 on pages 2-72 through 2-73 provides unit symbol construct examples and their translations.

Table 2-11. Unit symbol construct examples and translations

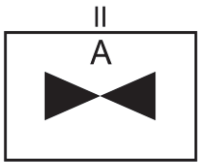
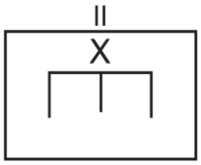
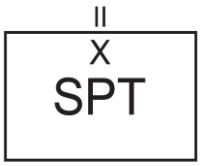
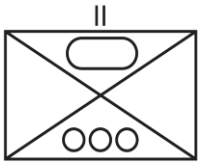
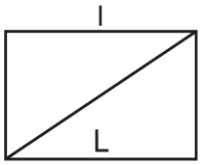
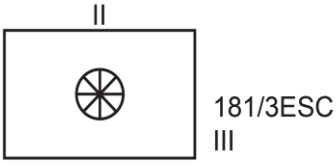
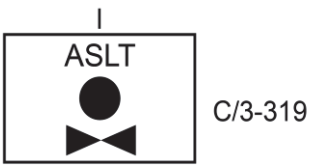
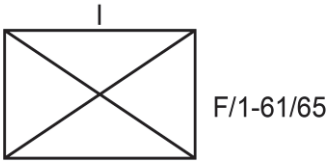
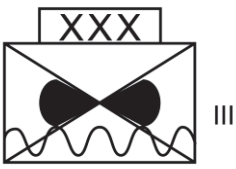
Unique Unit Designation	*Symbol Construct*
1st Aviation Battalion (attack), 25th Regiment, 25th Combat Aviation Brigade, 25th Infantry Division	 1-25/25CAB 25ID
2nd Infantry Battalion (mountain capability),1st Regiment, 2nd Brigade Combat Team, 10th Mountain Division, 3rd Corps	2-1/2BCT/10 III
2nd Military Intelligence Battalion (unmanned aircraft system capability), 66th Military Intelligence Brigade	2/66
2nd Ranger Battalion, 75th Ranger Regiment	2/75
14th Brigade Engineer Battalion, 2nd Stryker Brigade Combat Team, 2nd Infantry Division	 14/2SBCT 2ID
299th Brigade Support Battalion, 2nd Brigade Combat Team, 1st Infantry Division	 299/2BCT 1ID
4th Infantry Battalion (armored high mobility vehicle capability), 23rd Infantry Regiment, 2nd Stryker Brigade Combat Team, 2nd Infantry Division	 4-23/2BCT 2ID
B Troop, 6th Squadron, 4th Cavalry Regiment, 3rd Infantry Brigade Combat Team, 1st Infantry Division	 B/6-4/3IBCT 1ID

Table 2-11. Unit symbol construct examples and translations (continued)

Unique Unit Designation	*Symbol Construct*
6th Field Artillery Battalion (self-propelled multiple rocket launcher capability), 37th Field Artillery Regiment, 2nd Infantry Division	
181 Transportation Battalion, 3rd Expeditionary Sustainment Command, 3rd Corps	
67th Forward Support Company, 201st Brigade Support Battalion, 3rd Infantry Brigade Combat Team, 1st Infantry Division	
C Field Artillery Battery (air assault capability), 3rd Battalion, 319 Field Artillery Regiment	
F Company, 1st Battalion, 61st Infantry Regiment, 65th Infantry Brigade	
Operational Detachment Alpha 595 (pack animal capability), C Company, 3rd Battalion, 5th Special Forces Group	
III Marine Expeditionary Force	

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Chapter 3

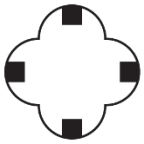
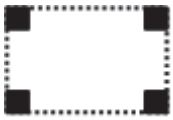
Activity and Installation Symbols

This chapter discusses main icons and sector 1 and 2 modifiers used with activities and installation frames.

ACTIVITY FRAME SHAPES

3-1. This frame is used to identify friendly, enemy, or criminal actions that can reveal civic, ethnic, religious, social, or other grouping activities in an area of interest or operation that may affect unified land operations. The frame shape follows the construct guidelines in chapter 1, main and modifier icons, the activities frame shapes for standard identities in table 3-1 and amplifier placement locations in figure 3-1.

Table 3-1. Activity standard identity frame shapes

	Friendly	*Hostile*	*Neutral*	*Unknown*
Activity				
	Assumed Friend	*Suspect*		*Pending*
				

3-2. **Activity main and modifier icons and amplifiers**. Figure 3-1 shows the placement of main and modifier icons within the frame and amplifiers around the friendly symbol frame. Table 3-2 on page 3-2 provides descriptions and formats of each amplifier.

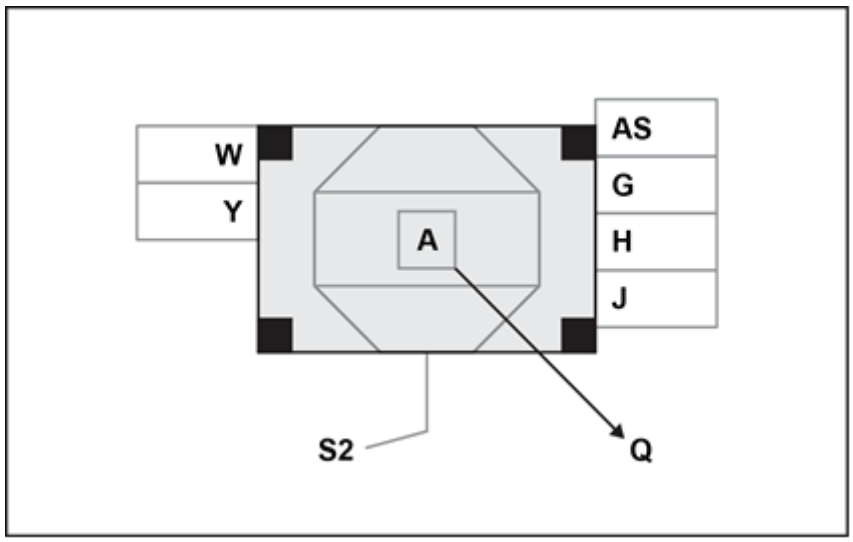


Figure 3-1. Placement of activity main and modifier icons and amplifiers

Table 3-2. Descriptions of main and modifier icons and amplifier fields for activity frames

Field	*Field Title*	*Description*
A	Main and modifier icons	The innermost part of a symbol that represents the main function and its capabilities (modifiers 1 and 2)
G	Staff comments	A text amplifier content is implementation specific. ***Note***. This field allows a maximum of 20 characters.
H	Additional information	A text amplifier content is implementation specific. ***Note***. This field allows a maximum of 20 characters.
J	Evaluation rating	A text amplifier that consists of a single-letter reliability rating and a single digit credibility rating. **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. ***Note***. This field allows a maximum of 2 characters.
Q	Direction of movement	A graphic amplifier that identifies the direction of movement or intended movement of an object.
S^2	Offset location indicator	A graphic amplifier used to indicate the offset or precise location of a single symbol.
W	Date-time group	An alphanumeric designator for displaying a date-time group (DDHHMMSSZMONYYYY) or “O/O” for an order. The date-time group is composed of a group of six numeric digits with at time zone suffix and the standardized three-letter abbreviation for the month followed by four digits representing the year. The first pair of digits represents the day; the second pair, the hour; the third pair, the minutes. For automated systems, two digits may be added before the time zone suffix and after the minutes to designate seconds. ***Note***. This field allows a maximum of 16 characters.
Y	Location	A text amplifier that displays a symbol’s location in degrees, minutes, and decimal minutes (or in military grid reference system, global area reference system, or other applicable display formats). ***Note***. This field allows a maximum of 22 characters.
AS	Country	A three-letter code that indicates the country of origin of the organization. In stability activities, this field can be used for factions or groups. ***Note***. This field allows a maximum of 3 characters.

3-3. **Evaluation rating amplifier (Field J)**. The evaluation rating amplifier is a 2 digit alphanumeric code that allows for adding reliability and credibility rating. The reliability levels are A through F, and the credibility levels are 1 through 6. Table 3-2 provides the meaning of each letter and number code for this amplifier. Figure 3-2 provides an example of an evaluation rating amplifier usage construct of an enemy leader activity that is completely reliable and confirmed by other sources.

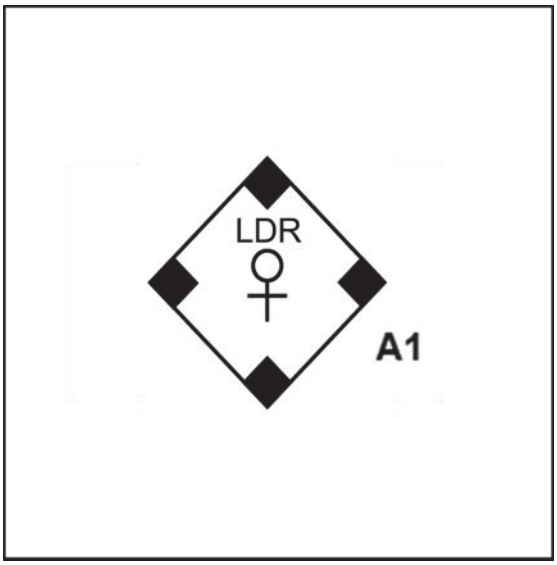


Figure 3-2. Evaluation rating amplifier usage construct

3-4. **Activity direction of movement amplifier (Field Q)**. The activity direction of movement amplifier is an arrow extending from the center of the frame or main icon. The arrow extends in the direction of movement or intended movement of activity symbol. Figure 3-3 is an example of the usage construct.

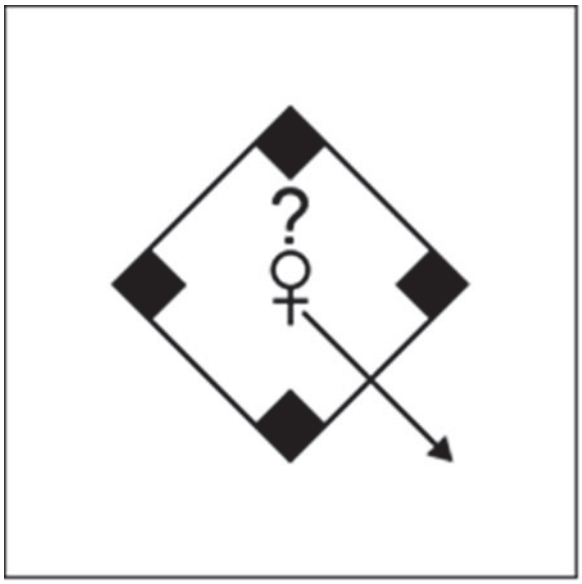


Figure 3-3. Activity direction of movement amplifier usage construct

3-5. **Activity offset location indicator amplifier (Field S^2)**. The offset location amplifier for activities is placed differently from units and installations. Field S^2 is located at the center of the bottom of the activity frame and the offset location indicator line protrude from this point (without an arrow) to the desired location. The line may be extended or bent as needed. Figure 3-4 on page 3-4 is an example of the usage construct of a friendly organized group meeting activity.

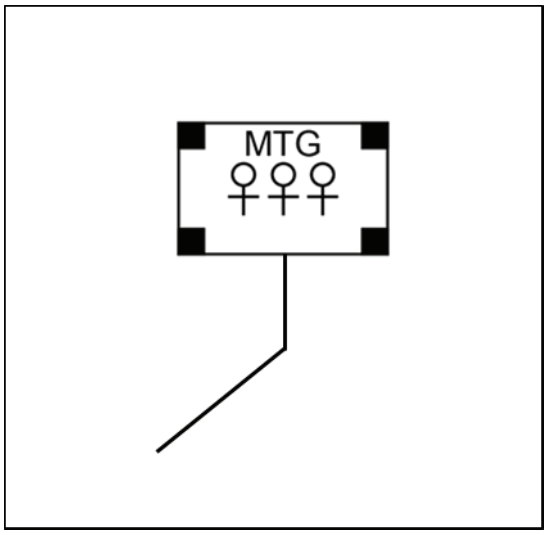


Figure 3-4. Activities offset location indicator amplifier usage construct

INSTALLATION FRAME SHAPES

3-6. This frame shape is used to identify friendly military, civilian, or enemy installations, facilities, campuses, terminals, depots, caches, and specific buildings in an area of interest or operation that supports or may support a common interest during unified land operations. The frame shape follows the construct guidelines in chapter 1 and the activities frame shapes for standard identities in table 3-3.

Table 3-3. Installation standard identity frame shapes

Standard Identity	*Friendly*	*Hostile*	*Neutral*	*Unknown*
Installation				
	Assumed Friend	*Suspect*		*Pending*

3-7. **Installation amplifiers**. Figure 3-5 shows the placement of the main and modifier icons in the frame and amplifiers around the land installation or facility frame. Table 3-4 provides descriptions and formats of each amplifier.

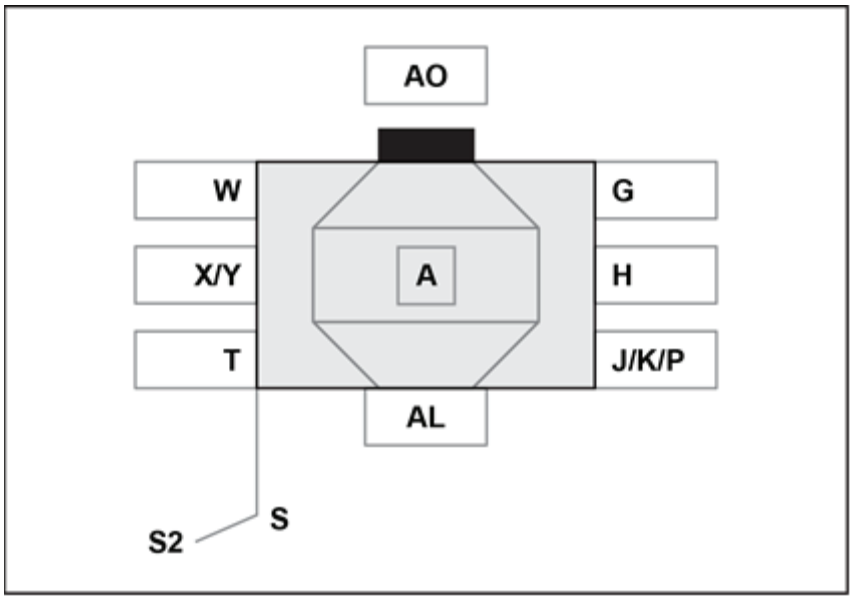


Figure 3-5. Placement of installation main and modifier icon and amplifiers

Table 3-4. Descriptions of main and modifier icon and amplifier fields for installation frames

Field	*Field Title*	*Description*
A	Main and modifier icons	The innermost part of a symbol that represents the main function and its capabilities (modifiers 1 and 2).
G	Staff comments	A text amplifier content is implementation specific. ***Note***. This field allows a maximum of 20 characters.
H	Additional information	A text amplifier content is implantation specific. ***Note***. This field allows a maximum of 20 characters.
J	Evaluation rating	A text amplifier that consists of a single-letter reliability rating and a single digit credibility rating. **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. ***Note***. This field allows a maximum of 2 characters.

Table 3-4. Descriptions of main and modifier icon and amplifier fields for installation frames (continued)

Field	*Field Title*	*Description*
K	Combat effectiveness	A text amplifier that indicates effectiveness. The entries are— Fully operational (FO). Substantially operational (SO). Marginally operational (MO). Not operational (NO). Unknown (UNK). ***Note***. This field allows a maximum of 5 characters.
P	Identification, friend or foe Selective identification feature	A text amplifier displaying one or more identification, friend or foe, or selective identification feature identification modes and codes. Display priority is mode 5, mode, mode 4, mode 3, and mode 2. ***Note***. This field allows a maximum of 15 characters.
S	Headquarters staff indicator	A graphic amplifier that identifies a headquarters.
S^2	Offset location indicator	A graphic amplifier used to indicate the offset or precise location of a single point symbol.
T	Unique identifier	An amplifier field reserved for command and control systems that uniquely identifies a particular symbol with a track number. Prefix = TN: #####. Example: TN: 13579. ***Note***. This field allows a maximum of 30 characters.
W	Date-time group	An alphanumeric designator for displaying a date-time group (DDHHMMSSZMONYYYY) or "O/O for an order. The date-time group is composed of a group of six numeric digits with a time zone suffix and the standardized three-letter abbreviation for the month followed by four digits representing the year. The first pair of digits represents the day; the second pair, the hour; the third pair, the minutes. For automated systems, two digits may be added before the time zone suffix and after the minutes to designate seconds. ***Note***. This field allows a maximum of 16 characters.
X	Altitude or depth	A text amplifier that displays either altitude, flight level, depth for submerged objects, or height of equipment or structures on the ground. Measurement units shall be displayed in the string. Examples: 1500MSL FL150 ***Note***. This field allows a maximum of 14 characters.
Y	Location	A text amplifier that displays a symbol's location in degrees, minutes, and decimal minutes (or in military grid reference system, global area reference system, or other applicable display formats). Note. This field allows a maximum of 22 characters.
AL	Operational condition	A graphic amplifier that indicates operational condition or capacity. Operational condition amplifier, if used, shall be comprised of only one color. Example: Aircraft: Red—damaged, Green—fully capable example: Missile: Red—imminent threat, Green—no threat
AO	Engagement bar	A graphic amplifier placed immediately atop the symbol. May denote 1) local/remote status, 2) engagement status, and 3) weapon type. Format: A:BBB-CC, where

		A = remote/local BBB = engagement status CC = weapon status

3-8. **Operational condition amplifier (AL)**. An AL is used to display the level of operational condition of an installation symbol. Figure 3-6 shows the template for the combat effectiveness amplifier. Table 3-5 shows operational condition amplifiers and construct examples.

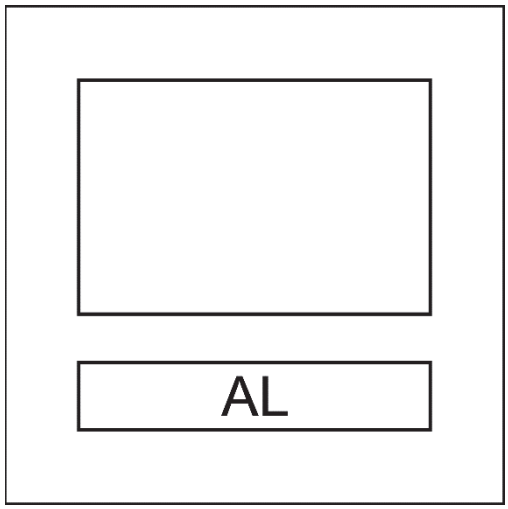
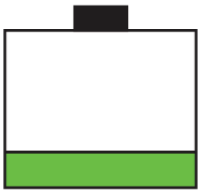
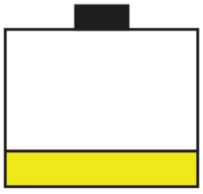
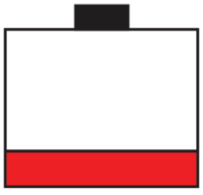


Figure 3-6. Template for operational condition amplifier

Table 3-5. Operational condition amplifiers and construct examples

Function	*Amplifier*	*Example of amplifier construct usage*
Fully operational		
Damaged but substantially operational		
Destroyed		

Full to capacity		

MAIN ICONS FOR ACTIVITIES AND INSTALLATIONS

3-9. Main icons (Field A) reflect the primary function of the symbol. The main icons for activities and installations include some military symbols used in chapter 2 and unique civilian symbols used in defense support of civil authorities and stability operations. Activity symbols provide the means to construct military and civilian symbols to identify individual and group activities (including isolated personnel, civic, religious, social, and other groups), and installation symbols identify military and civilian infrastructure. The use of unique civilian symbols is a recognition of the larger role of military forces beyond war fighting and reflect stability and support to civil authority activities around the world. (See FM 3-57 for more information on civil authorities.) Table 3-6 (on pages 3-8 through 3-19) shows the main icons for civilian individuals, organizations, events, installations, and facilities.

Table 3-6. Main icons for activities and installations

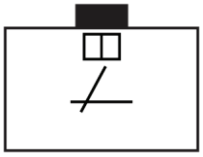
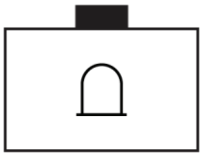
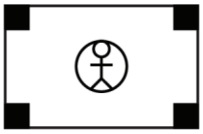
Function	***Icon***	***Main Icon Usage Construct Example and Symbol Translation***
Airport		 Airport cargo terminal
Ammunition		 Ammunition facility
Arrest		 Arrest activity
Black market	**BM**	Black market activity

Table 3-6. Main icons for activities and installations (continued)

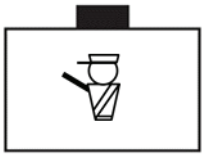
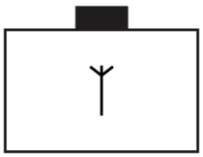
Function	*Icon*	*Main Icon Usage Construct Example and Symbol Translation*
Border patrol		Border patrol installation
	Alternate hand-drawn version	
Bomb	**BOMB**	Enemy bombing activity
Booby trap		Enemy booby trap activity
Broadcast transmitter antenna		 Broadcast transmitter antenna installation
Bureau of Alcohol, Tobacco, Firearms, and Explosives (ATF)	**ATF**	ATF targeted activity

Table 3-6. Main icons for activities and installations (continued)

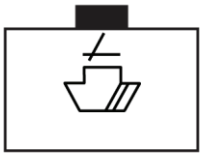
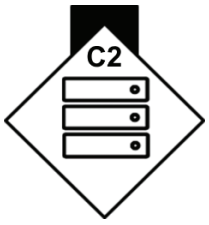
Function	*Icon*	*Main Icon Usage Construct Example and Symbol Translation*
Chemical, biological, radiological, or nuclear (CBRN)		Enemy CBRN facility
Coast Guard		 Coast Guard air station installation
Customs service		Custom service storage facility
	Alternate hand-drawn version	
Cyber-server		 Enemy cyber-server command and control facility
Cyberspace operations—The employment of cyberspace capabilities where the primary purpose is to achieve objectives in or through cyberspace. (JP 3-0)	**CYB**	Cyberspace operations center facility

Table 3-6. Main icons for activities and installations (continued)

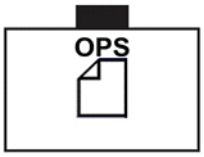
Function	*Icon*	*Main Icon Usage Construct Example and Symbol Translation*
Data		 Data operations center facility
Department of Justice		Department of justice facility
	Alternate hand-drawn version	
Drugs	**DRUG**	Illegal drug activity
Drug Enforcement Agency (DEA)	**DEA**	DEA search activity
Economic center	**ECON**	Economic center facility

Table 3-6. Main icons for activities and installations (continued)

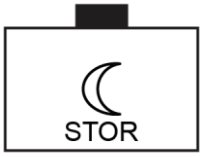
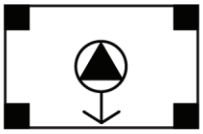
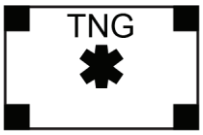
Function	*Icon*	*Main Icon Usage Construct Example and Symbol Translation*
Electric generation		 Electric generation facility
Food		 Food storage facility
Emergency management		 Emergency management search activity
		 Emergency management operations facility
Emergency medical services (EMS)		 EMS training activity
		 EMS facility

Table 3-6. Main icons for activities and installations (continued)

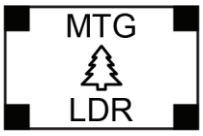
Function	*Icon*	*Main Icon Usage Construct Example and Symbol Translation*
Environmental protection		 Environmental protection leadership meeting activity
Exfiltration	EXFL	 Exfiltration of government organization leader activity
Explosion		 Enemy explosion activity
Extortion	$ Dollars; € Euros; £ Pounds; ¥ Yuan	 Enemy extortion activity
Federal Bureau of Investigation (FBI)	FBI	 FBI raid activity

Table 3-6. Main icons for activities and installations (continued)

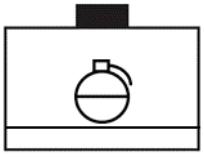
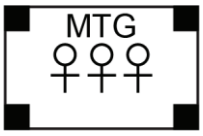
Function	*Icon*	*Main Icon Usage Construct Example and Symbol Translation*
Firefighter or firefighting		Firefighting activity
	Alternate hand-drawn version	Firefighter installation
Governmental organization	GO	Governmental organization facility
Graffiti		Enemy graffiti activity
Grenade		 Grenade cache
Group (organized)		 Group (organized) meeting activity

Table 3-6. Main icons for activities and installations (continued)

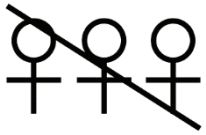
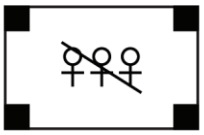
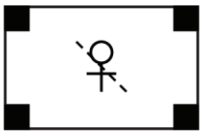
Function	*Icon*	*Main Icon Usage Construct Example and Symbol Translation*
Group of victims—attempted criminal activity		Attempted criminal activity on a group of individuals
Group of victims—criminal activity		 Friendly group of victims criminal activity
Improvised explosive device (IED)	IED	Enemy IED activity
Individual		Individual suspicious activity
Individual victim—attempted criminal activity		 Attempted criminal activity on individual
Individual victim—criminal activity		Enemy individual victim criminal activity

Table 3-6. Main icons for activities and installations (continued)

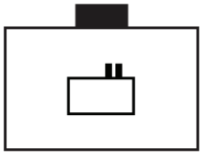
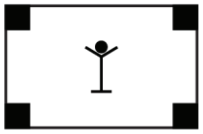
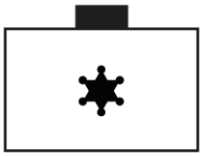
Function	*Icon*	*Main Icon Usage Construct Example and Symbol Translation*
Industrial building		 Industrial building facility
Infiltration	INFL	Infiltration activity
Internal security force	ISF	Internal security force activity
Internet service provider	ISP	Internet service provider facility
Isolated personnel		 14 isolated individuals activity
Law enforcement		 Law enforcement facility

Table 3-6. Main icons for activities and installations (continued)

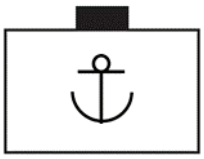
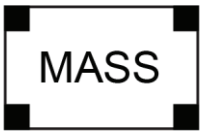
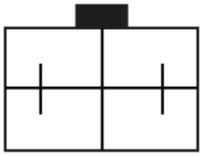
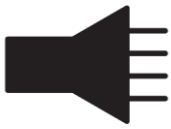
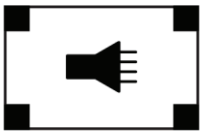
Function	*Icon*	*Main Icon Usage Construct Example and Symbol Translation*
Maritime terminal		Maritime terminal facility
	Alternate hand-drawn version	
Mass demonstration (protest)	**MASS**	 Mass demonstration activity
Mass grave		Mass grave facility
Medical treatment		 Medical treatment facility (hospital)
Meeting	**MTG**	Meeting activity
Military information support operations (MISO)		 MISO activity

Table 3-6. Main icons for activities and installations (continued)

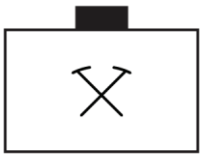
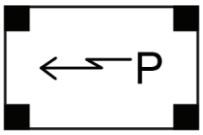
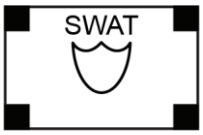
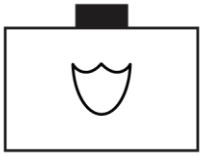
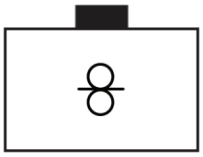
Function	*Icon*	*Main Icon Usage Construct Example and Symbol Translation*
Mine		 Mining facility
		 Illegal mining activity
Network—A system of computers and peripherals that are able to communicate with each other.	**NET**	 Continuity of operations network facility
Nongovernmental	**NGO**	 Nongovernmental facility
		 Nongovernmental activity
Operations—Capability to execute the principal planning and operating functions of an organization.	**OPS**	 Operations facility (operations center)

Table 3-6. Main icons for activities and installations (continued)

Function	*Icon*	*Main Icon Usage Construct Example and Symbol Translation*
Patrolling		 Patrolling activity
Poisoning		Poisoning activity
Police		 Police special weapons and tactics (SWAT) activity
		 Police facility
Print media		 Print media center facility
Security— Measures taken by a military unit, activity, or installation to protect itself against all acts design to, or which may, impair its effectiveness. (JP 3-10)	**SEC**	Security operations center facility

SECTOR 1 MODIFIERS FOR ACTIVITIES AND INSTALLATIONS

3-10. Table 3-7 (on pages 3-20 through 3-29) shows sector 1 modifiers (Field A). Sector 1 modifiers further identify affiliation, capability, special characteristic, or specialty.

Table 3-7. Sector 1 modifiers for activities and installations

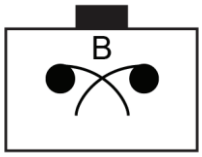
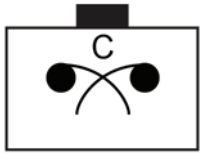
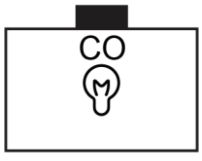
Function	*Modifier*	*Modifier Icon Usage Construct Example and Symbol Translation*
Assassinated	**AS**	Individual assassination victim activity
Biological	**B**	 Biological facility
Bomb	**BOMB**	Explosion bomb activity
Chemical	**C**	 Chemical, biological, radiological, and nuclear (CBRN) chemical facility
Coal	**CO**	 Electric generation coal powered facility

Table 3-7. Sector 1 modifiers for activities and installations (continued)

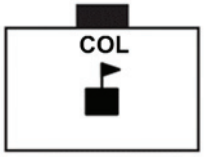
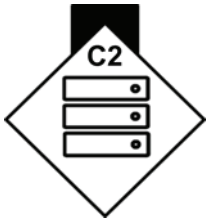
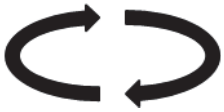
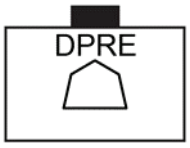
Function	*Modifier*	*Modifier Icon Usage Construct Example and Symbol Translation*
College or university	COL	 College campus
Command and control	C2	 Enemy cyber-server command and control facility
Continuity of operations—An effort within individual executive departments and agencies to ensure that primary mission essential functions continue to be performed during a wide range of emergencies, including localized acts of nature, accidents, and technological or attack-related emergencies.		Continuity of operations network facility
Displaced persons, refugees, or evacuees	DPRE	 Displaced persons, refugees, or evacuees tented camp facility
Electric generation		Electric generation network facility

Table 3-7. Sector 1 modifiers for activities and installations (continued)

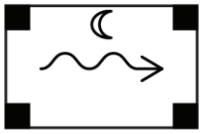
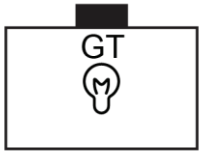
Function	*Modifier*	*Modifier Icon Usage Construct Example and Symbol Translation*
Execution	**EX**	Individual execution victim activity
Food		 Food searching (foraging) activity
Foreign fighters	**FF**	Foreign fighter group activity
Gang	**GANG**	Group gang activity
Geothermal	**GT**	 Electric generation geothermal powered facility
Grenade		Explosion grenade activity

Table 3-7. Sector 1 modifiers for activities and installations (continued)

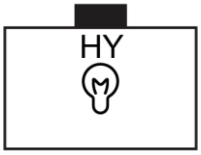
Function	*Modifier*	*Modifier Icon Usage Construct Example and Symbol Translation*
Hydroelectric	**HY**	 Electric generation hydroelectric powered facility
Improvised explosive device	**IED**	Explosion improvised explosive device activity
Incendiary device	**IN**	Explosion incendiary device activity
Kidnapping	**K**	Kidnapping activity
Laboratory	**LAB**	Illegal drug laboratory

Table 3-7. Sector 1 modifiers for activities and installations (continued)

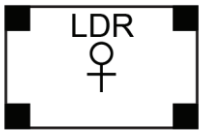
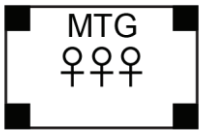
Function	*Modifier*	*Modifier Icon Usage Construct Example and Symbol Translation*
Leader ***Note***. This modifier symbol is interchangeable. Symbol may be used as a sector 1 or sector 2 modifier with the same meaning.	**LDR**	 Friendly individual leader activity
		 Enemy individual leader activity
Meeting	**MTG**	 Group meeting activity
Mine		 Explosion mine activity
Mortar		 Explosion mortar activity
Murdered	**MU**	 Group murder victims activity

Table 3-7. Sector 1 modifiers for activities and installations (continued)

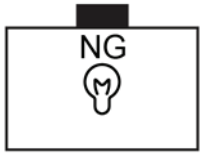
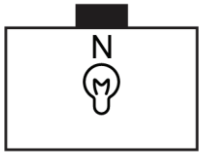
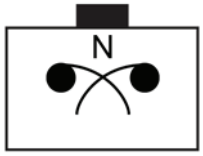
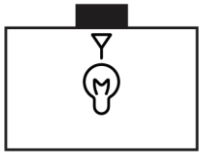
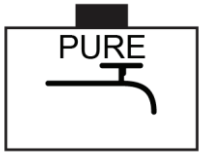
Function	*Modifier*	*Modifier Icon Usage Construct Example and Symbol Translation*
Natural gas	**NG**	 Electric generation natural gas powered facility
Nuclear	**N**	 Electric generation nuclear powered facility
		 Nuclear facility
Operations—Capability to execute the principal planning and operating functions of an organization.	**OPS**	Network operations center facility
Petroleum		 Electric generation petroleum powered plant facility
Purification	**PURE**	 Water purification facility

Table 3-7. Sector 1 modifiers for activities and installations (continued)

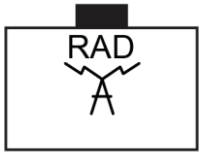
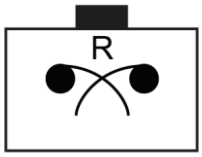
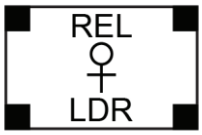
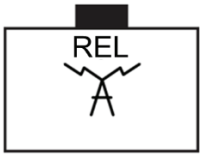
Function	*Modifier*	*Modifier Icon Usage Construct Example and Symbol Translation*
Raid	**RAID**	 Bureau of Alcohol, Tobacco, Firearms, and Explosives raid activity
Radio	**RAD**	 Telecommunications radio facility
Radiological	**R**	 Radiological facility
Rape	**RA**	 Rape
Religious	**REL**	 Individual religious leader activity
		 Telecommunications religious facility

Table 3-7. Sector 1 modifiers for activities and installations (continued)

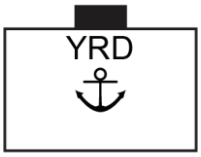
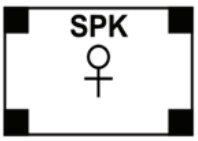
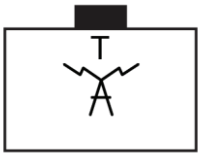
Function	*Modifier*	*Modifier Icon Usage Construct Example and Symbol Translation*
Security— Measures taken by a military unit, activity, or installation to protect itself against all acts designed to, or which may, impair its effectiveness. (JP 3-10)	SEC	Cyber security operations center facility
Yard	YRD	 Maritime yard facility
Rocket		Explosion rocket activity
Speaker	SPK	 Individual speaker activity
Targeted	TGT	Individual targeted activity
Telephone	T	 Telecommunications telephone facility

Table 3-7. Sector 1 modifiers for activities and installations (continued)

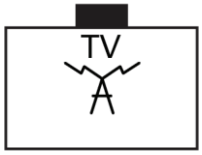
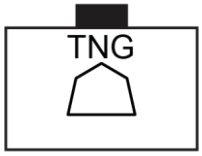
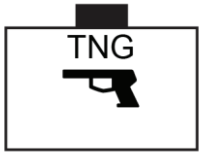
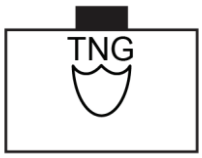
Function	*Modifier*	*Modifier Icon Usage Construct Example and Symbol Translation*
Television	**TV**	 Telecommunications television facility
Terrorist	**TER**	Organized group terrorist activity
		Individual terrorist activity
Training	**TNG**	 Tented camp facility
		 Shooting training facility
		 Police training facility

Table 3-7. Sector 1 modifiers for activities and installations (continued)

Function	*Modifier*	*Modifier Icon Usage Construct Example and Symbol Translation*
Trafficking	**TFK**	Drug trafficking activity
Coerced recruitment ***Note***. This modifier symbol is interchangeable. Symbol may be used as a sector 1 or sector 2 modifier with the same meaning.	**CR**	Group coerced recruitment activity
Water—capability to receive, stock, produce, or distribute water		
Willing recruitment ***Note***. This modifier symbol is interchangeable. Symbol may be used as a sector 1 or sector 2 modifier with the same meaning.	**WR**	Organized willing recruitment activity
Wired		Wired network facility
Wireless		Wireless network facility

SECTOR 2 MODIFIERS FOR ACTIVITIES AND INSTALLATIONS

3-11. Table 3-8 (on pages 3-30 through 3-32) shows sector 2 modifiers (field A). Sector 2 modifiers further identify affiliation, capability, special characteristic, or specialty.

Table 3-8. Sector 2 modifiers for individuals and organizations

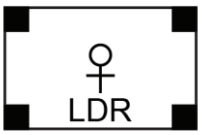
Function	*Modifier*	*Modifier Icon Usage Construct Example and Symbol Translation*
Coerced recruitment ***Note***. This modifier symbol is interchangeable. Symbol may be used as a sector 1 or sector 2 modifier with the same meaning.	**CR**	 Organized coerced terrorist recruitment activity
		 Border patrol coerced recruitment activity
Data		 Network data security facility
Leader ***Note***. This modifier symbol is interchangeable. Symbol may be used as a sector 1 or sector 2 modifier with the same meaning.	**LDR**	 Friendly individual leader activity
Operations—Capability to execute the principal planning and operating functions of an organization	**OPS**	 Wireless network operations facility

Table 3-8. Sector 2 modifiers for individuals and organizations (continued)

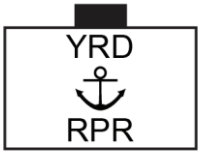
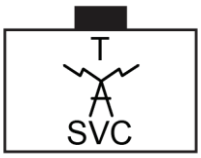
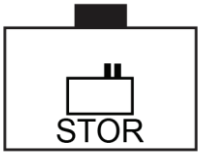
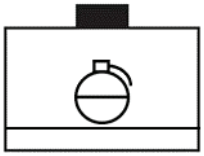
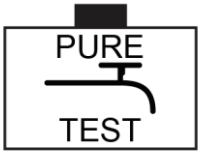
Function	*Modifier*	*Modifier Icon Usage Construct Example and Symbol Translation*
Production	**PROD**	Ammunition production facility
Repair	**RPR**	 Shipyard repair facility
Security—Measures taken by a military unit, activity, or installation to protect itself against all acts designed to, or which may, impair its effectiveness. (JP 3-10)	**SEC**	Network cyber security facility
Service	**SVC**	 Telecommunications telephone service facility
Storage	**STOR**	 Storage (warehouse) facility
Supply—The process of providing all items necessary to equip, maintain, and operate a military command. (FM 1-02.1)	———	 Grenade cache

Table 3-8. Sector 2 modifiers for individuals and organizations (continued)

Function	*Modifier*	*Modifier Icon Usage Construct Example and Symbol Translation*
Test	**TEST**	 Water purification test facility
Willing recruitment ***Note***. This modifier symbol is interchangeable. Symbol may be used as a sector 1 or sector 2 modifier with the same meaning.	**WR**	Organized willing recruitment activity
		Organized group willing terrorist recruitment activity

Chapter 4
Equipment Symbols

This chapter discusses main icons, sector 1 modifiers, and mobility indicator amplifiers for equipment. Equipment is nonexpendable items needed to outfit or equip an individual or organization. This section includes the lists of main and modifier icons, and amplifiers for building land equipment symbols

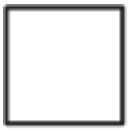
FRAMED AND UNFRAMED EQUIPMENT SYMBOLS

4-1. The equipment symbol construct standard permits the option to depict the symbol with frame or unframed. As discussed in chapter 1, the frame shape is what indicates the standard identity (friendly, enemy, neutral, and unknown) of a symbol. The unframed equipment symbol constructs must use colors (including blue, red, green, and yellow) in order to indicate the standard identity depiction of friendly, enemy, neutral, or unknown items. (See paragraph 1-9 for more information on standard identity colors.)

EQUIPMENT SYMBOL FRAME SHAPES

4-2. The symbol frame shape is used to identify friendly, enemy, neutral, and unknown equipment affiliation in or supporting an area of interest or operations. Table 4-1 on page 4-2 provides the standard identity frame shapes for units and organizations. The frame shape construct guidelines for main and modifier icons and amplifier placement locations are provided in paragraph 4-4.

Table 4-1. Equipment standard identity frame shapes

Domain	*Friendly*	*Hostile*	*Neutral*	*Unknown*
Land and sea surface				
	Assumed Friend	*Suspect*		*Pending*
Air (in flight)				
	Assumed Friend	*Suspect*		*Unknown*
Space (in space)				
	Assumed Friend	*Suspect*		*Unknown*

MAIN AND MODIFIER ICONS AND AMPLIFIERS FOR EQUIPMENT

4-3. The purpose of main and modifier icons and amplifier fields is to standardize the display of optional alphanumeric information that graphically describes the equipment and provides additional information on capabilities, status, and location. Figure 4-1 shows the placement of land equipment symbol amplifiers around the equipment symbol using a friendly frame example for the purpose of reference location. Table 4-2 on pages 4-3 through 4-5 provides the descriptions and formats of each amplifier.

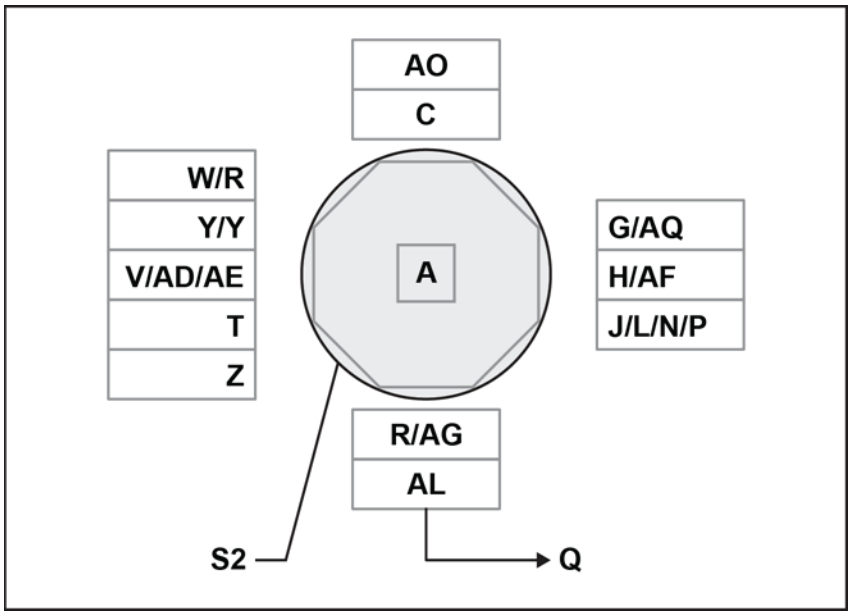


Figure 4-1. Placement of land equipment symbols main and modifier icons and amplifiers

Table 4-2. Descriptions of main and modifier icon and amplifier fields

Field	*Field Title*	*Description*
A	Symbol icon and modifiers	The innermost part of a symbol that represents the main function and its capabilities (modifiers 1 and 2).
C	Quantity	A text amplifier identifies the number of items present. ***Note***. This field allows a maximum of 9 characters.
G	Staff comments	A text amplifier content is implementation specific. ***Note***. This field allows a maximum of 20 characters.
H	Additional information	A text amplifier content is implantation specific. ***Note***. This field allows a maximum of 20 characters.
J	Evaluation rating	A text amplifier that consists of a one-letter reliability rating and a one-number credibility rating: **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. ***Note***. This field allows a minimum of 2 characters.
L	Signature equipment	A text amplifier for hostile equipment; “!” indicates detectable electronic signatures. ***Note***. This field allows a maximum of 1 characters.

Table 4-2. Descriptions of main and modifier icon and amplifier fields (continued)

Field	*Field Title*	*Description*
N	Hostile (enemy)	A text amplifier for unframed equipment; letters “ENY” denote hostile symbols. ***Note***. This field allows a maximum of 3 characters.
P	Identification, friend or foe Selective identification feature	A text amplifier displaying one or more identification, friend or foe or selective identification feature identification modes and codes. Display priority: Mode 5, Mode S, Mode 4, Mode 3, Mode 2. ***Note***. This field allows a maximum of 15 characters.
Q	Direction of movement indicator	A graphic amplifier that identifies the direction of movement or intended movement of an object.
R	Mobility mode indicator	A graphic amplifier that depicts the mobility mode of transportation of an object.
S[2]	Offset location indicator	A graphic amplifier used to indicate the offset or precise location of a single point symbol.
T	Unique identifier	An amplifier field reserved for command and control systems that uniquely identifies a particular symbol with a track number. Prefix = TN: #####. Example: TN: 13579. ***Note***. This field allows a maximum of 30 characters.
V	Type	A text amplifier for equipment that indicates types of equipment. ***Note***. This field allows a maximum of 24 characters.
W	Date-time group	An alphanumeric designator for displaying a date-time group (DDHHMMSSZMONYYYY) or “O/O” for an order. The date-time group is composed of a group of six numeric digits with a time zone suffix and the standardized three-letter abbreviation for the month followed by four digits representing the year. The first pair of digits represents the day; the second pair, the hour; the third pair, the minutes. For automated systems, two digits may be added before the time zone suffix and after the minutes to designate seconds. ***Note***. This field allows a maximum of 16 characters.
X	Altitude or depth	A text amplifier that displays either altitude, flight level, depth for submerged objects; or height of equipment or structures on the ground. Measurement units shall be displayed in the string. Examples: 1500MSL. FL150. ***Note***. This field allows a maximum of 14 characters.
Y	Location	A text amplifier that displays a symbol’s location in degrees, minutes, and decimal minutes (or in military grid reference system, global area reference system, or other applicable display formats). Examples: military grid reference system: 28SMB2649083145 global area reference system: 3317.0921N 04412.6332E ***Note***. This field allows a maximum of 22 characters.
Z	Speed	A text amplifier that displays velocity. ***Note***. This field allows a maximum of 8 characters.
AD	Platform type	Electronic intelligence notation or communications intelligence notation. ***Note***. This field allows a maximum of 6 characters.
AE	Equipment teardown time	Equipment teardown time in minutes. ***Note***. This field allows a maximum of 3 characters.

Table 4-2. Descriptions of main and modifier icon and amplifier fields (continued)

Field	*Field Title*	*Description*
AF	Common identifier	A text amplifier used for placement of common system name or model type name. Example: “Hawk” for Hawk surface-to-air missile system. ***Note***. This field allows a maximum of 12 characters.
AG	Auxiliary equipment indicator	Towed sonar array indicator: A graphic modifier for equipment that indicates the presence of a towed sonar array.
AL	Operational condition	A graphic amplifier that indicates operational condition or capacity. If used, it shall be comprised of only one color. Example: Aircraft: Red—destroyed, Green—fully capable. Example: Missile: Red—imminent threat, Green—no threat.
AO	Engagement bar	A graphic amplifier placed immediately atop the symbol. May denote 1) local/remote status, 2) engagement status, and 3) weapon type. Format: A:BBB-CC, where A = remote/local BBB = engagement status CC = weapon asset
AQ	Guarded unit	During ballistic missile defense, some tracks are designated as guarded by a particular unit. ***Note***. This field allows a maximum of 2 characters.
AR	Special designator	Special track designators such as non-real time and tactically significant tracks are denoted here. ***Note***. This field allows a maximum of 3 characters.

4-4. **Equipment direction of movement amplifier (Field Q)**. The equipment direction of movement amplifier is an arrow or staff identifying the direction of movement or intended movement of an object. For equipment symbols, the amplifier is an angled arrow extending downward from the bottom center of the frame or icon and pointing in the direction of movement. Figure 4-2 provides a direction of movement example for an armored high mobility vehicle with medium gun system.

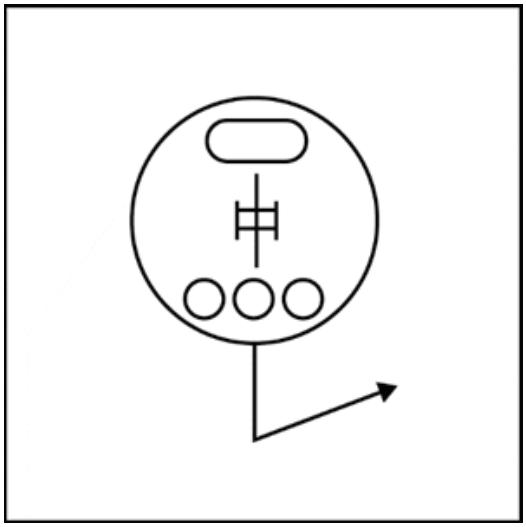


Figure 4-2. Equipment direction of movement usage construct example of an armored high mobility vehicle with medium gun system

4-5. **Engagement bar amplifier (Field AO)**. The engagement amplifier bar may be used to designate engagements and to indicate targets. Both may be done in conjunction where depicted targets contain engagement information. The engagement bar may contain information on 1) remote or local engagement; 2) stage of the engagement (for example, assign, cover, engage, hold fire, cease fire, cease engage, break engagement, or missile in flight); and 3) type of weapon assignment (for example, missile, gun, or torpedo). Engagement bars use four colors; red, white, and orange for hostile targets, and blue for friendly participating. (See table 4-3.) Figure 4-3 depicts an example of a friendly self-propelled (tracked) long range surface to air missile launcher engaging an enemy attack rotary aircraft. (See MIL-STD 2525D for more detailed technical information concerning expanded usage of the engagement bar.)

Table 4-3. Engagement bar designation colors

Hostile target	
Hostile non-target	
Hostile expired target	
Friendly participating (engaging target)	

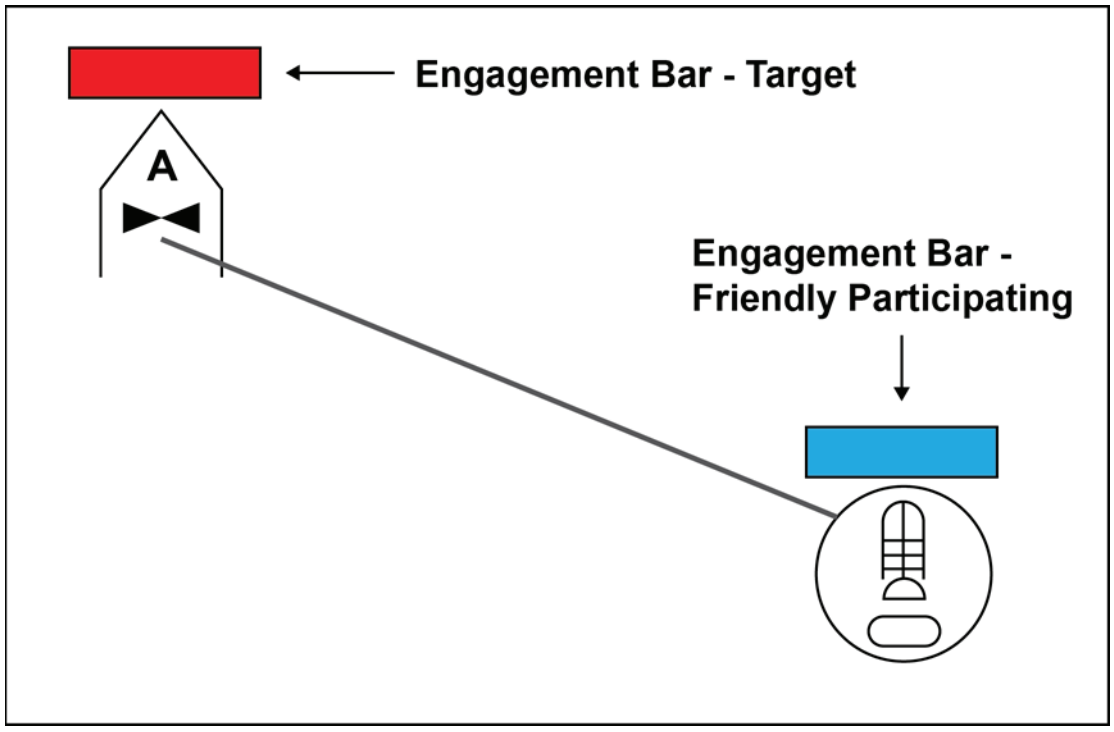


Figure 4-3. Example of armored self-propelled (tracked) long-range surface to air missile launcher engaging an enemy attack rotary aircraft

4-6. **Mobility (transportation) mode indicator (Field R)**. The mobility (transportations) mode indicator is only used to depict the mode of transport of equipment. For example, a symbol for an armored self-propelled howitzer transported by train would include a railway mobility mode indicator in Field R (see figure 4-4.) Table 4-4 on page 4-8 provides a list of mobility (transportation) mode indicators with construct examples of the transporting of a howitzer.

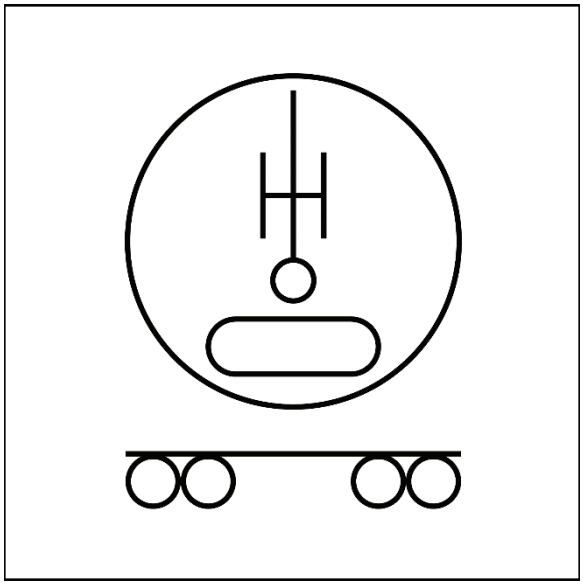
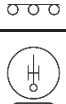
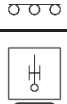
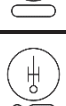
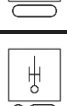


Figure 4-4. Example of armored self-propelled howitzer moving by train

Table 4-4. Equipment mobility (transportation) mode indicators (Field R)

Description	*Mobility Symbol*	*Construct examples with howitzer*				
		Unframed	*Unknown*	*Friend*	*Neutral*	*Hostile*
Wheeled (limited to improved roads)						
Wheeled (cross-country)						
Tracked						
Wheeled and tracked combination						
Towed						
Railway						
Over-snow (prime mover)						
Sled						
Pack animals						
Barge						
Amphibious						

4-7. **Speed (Field Z)**. This field is used to display equipment velocity. (See figure 4-5.) The first part of this eight-character (its maximum length) amplifier shall be a numeric value (quantity), and the second part shall be the speed or velocity unit of measure. Legal entries for this portion of the amplifier shall be "kph" (kilometers per hour), "mps" (meters per second), "kts" (knots per hour), or "mph" (miles per hour). Examples include—

- 220kph = 220 kilometers per hour.
- 974.5mps = 974.5 meters per second.
- 18.75kts = 18.75 knots per hour.
- 5mph = 5 miles per hour.

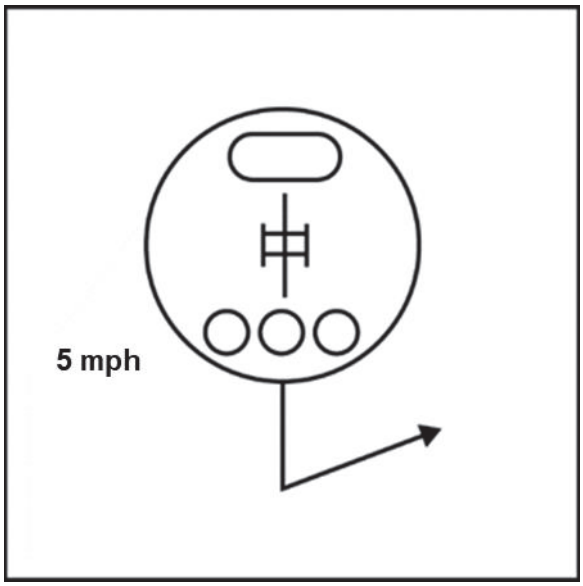
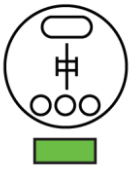
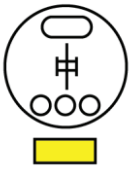
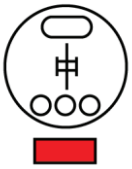


Figure 4-5. Speed usage construct example with direction of movement of an armored high mobility vehicle with medium gun system

4-8. **Operational condition amplifiers (Field AL)**. This field allows the display of the level of operational condition of the equipment. Table 4-5 on page 4-10 shows operational condition amplifiers and construct examples.

Table 4-5. Operational condition amplifiers and construct examples

Function	*Amplifier*	*Example of Amplifier Construct Usage*
Fully operational		 Fully operational armored high mobility wheeled vehicle with medium direct fire gun system
Damaged but substantially operational		 Damaged armored high mobility vehicle wheeled with medium direct fire gun system
Destroyed		 Destroyed armored high mobility wheeled vehicle with medium direct fire gun system
Full to capacity		Full to capacity medium tractor trailer

MAIN ICONS FOR EQUIPMENT

4-9. Main icons (Field A) reflect the main function of the symbol. Table 4-6 (on pages 4-11 through 4-33) shows the main icons for equipment.

Table 4-6. Main icons for equipment

Function	*Icon*	*Main Icon Usage Construct Example*	
		Friendly	*Enemy*
Weapons Systems			
Notes. 1. Weapons systems, missile launchers, and nonlethal weapons use a unique method for indicating size, altitude, or range. 2. Weapon size and capability is indicated by a horizontal line or lines perpendicular to the weapon icon. a. No line: basic equipment symbol (generic). b. One line designates light, low altitude, or short-range. c. Two lines designates medium, medium altitude, or medium-range. d. Three lines designates heavy, high altitude, or long-range. 3. Weapon systems designated as greater than heavy, high altitude, or long-range, use an amplifier field to indicate this unique capability. (See figure 4-1 on page 4-3 and table 4-2). 4. Land equipment symbols can be displayed without a frame, and color may be used to differentiate friend (blue), enemy (red), and neutral (green).			
Unspecified weapon			
Flame thrower			
Grenade launcher	 Generic		
	 Short-range		
	 Medium-range		

Table 4-6. Main icons for equipment (continued)

Function	*Icon*	*Main Icon Usage Construct Example*	
		Friendly	*Enemy*
Weapons Systems			
Grenade launcher (continued)	Long-range		
Guns			
Air defense gun ***Note***. The use of the air defense dome similar to the unit icon at the base of the shaft indicates that it is primarily an air defense weapon.	Generic		
	Short-range		
		Self-propelled (tracked) short-range air defense gun	
	Medium-range		
	Long-range		

Table 4-6. Main icons for equipment (continued)

Function	*Icon*	*Main Icon Usage Construct Example*	
		Friendly	*Enemy*
Weapons Systems			
Anti-tank gun ***Note***. The use of the inverted V similar to the unit icon at the base of the shaft indicates that it is primarily an antitank weapon.	 Generic		
		Armored high mobility wheeled vehicle with anti-tank gun	
	 Light		
	 Medium		
	 Heavy		
Direct fire gun	 Generic		

Table 4-6. Main icons for equipment (continued)

Function	*Icon*	*Main Icon Usage Construct Example*	
		Friendly	*Enemy*
Weapons Systems			
Direct fire gun (continued)	Light		
		Armored high mobility wheeled vehicle with light direct fire gun	
	Medium		
	Heavy		
Howitzer ***Note***. The use of the circle similar to the unit icon for field artillery at the base of the shaft indicates that it is primarily a high trajectory.	Generic		
		Howitzer towed	

Table 4-6. Main icons for equipment (continued)

Function	*Icon*	*Main Icon Usage Construct Example*	
		Friendly	*Enemy*
Weapons Systems			
Howitzer (continued)	120 millimeters or less		
	Greater than 120 millimeters but less than 160 millimeters		
	Greater than 160 millimeters but less than 210 millimeters		
		Howitzer armored self-propelled (tracked)	
Mortar	Generic		
	60 millimeters or less		

Table 4-6. Main icons for equipment (continued)

Function	*Icon*	*Main Icon Usage Construct Example*	
		Friendly	*Enemy*
Weapons Systems			
Mortar (continued)	Greater than 60 millimeters but less than 107 millimeters		
		Armored high mobility wheeled vehicle with medium mortar	
	Greater than 107 millimeters		
Recoilless gun	Generic		
	Light		
	Medium		
		High mobility wheeled vehicle with medium recoilless gun	

Table 4-6. Main icons for equipment (continued)

Function	*Icon*	*Main Icon Usage Construct Example*	
		Friendly	*Enemy*
Weapons Systems			
Recoilless gun (continued)	Medium		
		High mobility wheeled vehicle with medium recoilless gun	
	Heavy		
Rifle	Generic		
	Single		
	Semi-automatic		

Table 4-6. Main icons for equipment (continued)

Function	*Icon*	*Main Icon Usage Construct Example*	
		Friendly	*Enemy*
Weapons Systems			
Rifle (continued)	Automatic		
Machine gun	Generic		
	Light		
	Medium		
		High mobility wheeled vehicle with medium machine gun	
	Heavy		

Table 4-6. Main icons for equipment (continued)

Function	*Icon*	*Main Icon Usage Construct Example*	
		Friendly	*Enemy*
Weapons Systems			
Missiles			
Missile launcher ***Note***. The use of the dome covering most or the entire shaft similar to the unit icon indicates that it is a missile launcher.	 Generic		
		Armored high mobility wheeled vehicle with missile launcher	
	 Short-range		
	 Medium-range		
	 Long-range		
Air defense missile launcher or surface to air missile launcher	 Generic		

Table 4-6. Main icons for equipment (continued)

Function	*Icon*	*Main Icon Usage Construct Example*	
		Friendly	*Enemy*
Weapons Systems			
Air defense missile launcher or surface to air missile launcher (continued)	Short-range		
		Armored high mobility wheeled vehicle with short-range air defense surface to air missile launcher	
	Medium-range		
	Long-range		
		Armored high mobility wheeled vehicle with missile launcher	
Antitank missile launcher	Generic		

Table 4-6. Main icons for equipment (continued)

Function	*Icon*	*Main Icon Usage Construct Example*	
		Friendly	*Enemy*
Weapons Systems			
Antitank missile launcher (continued)	Short-range		
	Medium-range		
		Armored high mobility wheeled vehicle with medium range antitank missile launcher	
	Long-range		
Surface-to-surface missile launcher	Generic		
		High mobility wheeled vehicle with generic surface-to-surface missile launcher	

Table 4-6. Main icons for equipment (continued)

Function	*Icon*	*Main Icon Usage Construct Example*	
		Friendly	*Enemy*
Weapons Systems			
Surface-to-surface missile launcher (continued)	Short-range		
	Medium-range		
	Long-range		
Rockets			
Antitank rocket launcher	Generic		
	Short-range		
	Medium-range		

Table 4-6. Main icons for equipment (continued)

Function	*Icon*	*Main Icon Usage Construct Example*	
		Friendly	*Enemy*
Weapons Systems			
Antitank rocket launcher (continued)	Medium-range (continued)	Armored tracked vehicle with medium antitank rocket launcher	
	Long-range		
Single rocket launcher ***Note***. The use of the double inverted Vs similar to the multiple rocket launcher unit icon indicates that it is a rocket launcher.	Generic		
	Short-range		
	Medium-range		
	Long-range		

Table 4-6. Main icons for equipment (continued)

Function	*Icon*	*Main Icon Usage Construct Example*	
		Friendly	*Enemy*
Weapons Systems			
Multiple rocket launcher	Generic		
	Short-range		
	Medium-range		
	Long-range		
		Armored tracked vehicle with heavy multiple rocket launcher	
Nonlethal Weapons			
Nonlethal weapon			
Taser			

Table 4-6. Main icons for equipment (continued)

Function	*Icon*	*Main Icon Usage Construct Example*	
		Friendly	*Enemy*
Vehicles			
Water cannon		 Armored low mobility wheeled vehicle with water cannon	
Armored			
Armored fighting vehicle			
Armored personnel carrier			
Armored protected ***Notes***. 1. This symbol represents armored protected and requires a sector 2 wheeled vehicle modifier (provided in table 4-8 on page 4-39) to complete a non-tracked vehicle type capability. 2. If used without a sector 2 wheeled vehicle modifier present, symbol represents an armored tracked vehicle.			

Table 4-6. Main icons for equipment (continued)

Function	*Icon*	*Main Icon Usage Construct Example*	
		Friendly	*Enemy*
Vehicles			
Tank ***Notes***. 1. Vehicle symbol construct indicates size by using the same method as weapons systems symbols. 2. Size is indicated by a vertical line or lines within the icon. a. No line: basic equipment symbol (generic). b. One line designates light. c. Two lines designates medium. d. Three lines designates heavy. 3. Land equipment symbols can be displayed without a frame, and color may be used to differentiate friend (blue), enemy (red), and neutral (green).	 Generic		
	 Light		
	 Medium		
	 Heavy		
Vehicle Platforms ***Notes***. 1. Land equipment symbols can be displayed without a frame, and color may be used to differentiate friend (blue), enemy (red), and neutral (green). 2. Vehicle platforms require a mobility modifier to complete the vehicle type symbol construct.			
Engine			
		Engine (locomotive) railway	

Table 4-6. Main icons for equipment (continued)

Function	*Icon*	*Main Icon Usage Construct Example*	
		Friendly	*Enemy*
Vehicles			
Flatbed			
		Flatbed railway car	
		Flatbed tractor trailer	
Vehicle			
		Railway boxcar	
		High mobility wheeled petroleum, oils, and lubricants vehicle	
		Low mobility wheeled armored vehicle (armored car)	
		Medium tractor trailer	

Table 4-6. Main icons for equipment (continued)

Function	*Icon*	*Main Icon Usage Construct Example*	
		Friendly	*Enemy*
Engineer Equipment			
Bridge			
		Rail bridge	
Fixed bridge			
Folding girder bridge			
Hollow deck bridge			
Drill			
		Medium drill	

Table 4-6. Main icons for equipment (continued)

Function	*Icon*	*Main Icon Usage Construct Example*	
		Friendly	*Enemy*
Mine clearing			
		Armored (tracked) robotic mine clearing vehicle	
Mine laying			
		Tracked mine laying vehicle	
Aircraft ***Note***. For all aircraft, an unframed icon denotes the equipment is in flight—in addition to the in flight construct provided.			
Fixed wing			
		Fixed-wing aircraft on ground	
		Fixed-wing aircraft in flight	

Table 4-6. Main icons for equipment (continued)

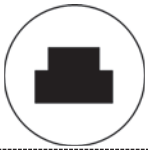
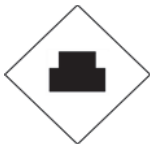
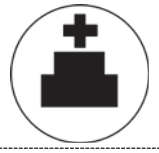
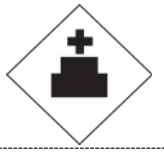
Function	*Icon*	*Main Icon Usage Construct Example*	
		Friendly	*Enemy*
Rotary-wing (helicopter)			
		Rotary-wing aircraft on ground	
		Rotary-wing aircraft in flight	
Unmanned aircraft system			
		Unmanned aircraft system on ground	
		Unmanned aircraft system in flight	
Maritime			
Military noncombatant ship (generic)			
		Military noncombatant ship (generic)	
			
		Military noncombatant hospital ship	
		Military noncombatant cargo ship	

Table 4-6. Main icons for equipment (continued)

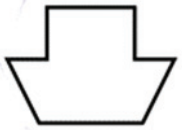
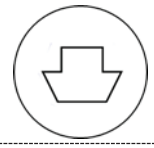
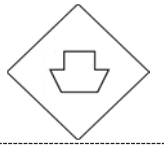
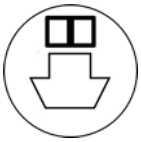
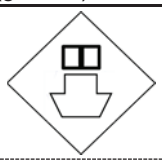
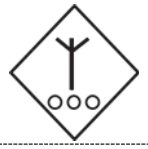
Function	*Icon*	*Main Icon Usage Construct Example*	
		Friendly	*Enemy*
Civilian merchant ship (generic)			
		Civilian merchant ship (generic)	
			
		Civilian merchant cargo ship	
Other Equipment			
Antenna			
			
		High mobility vehicle with mounted antenna	
Chemical, biological, radiological, or nuclear (CBRN)			
		CBRN armored high mobility wheeled vehicle	
Communications satellite			
		Space communications satellite	
Computer			

Table 4-6. Main icons for equipment (continued)

Function	*Icon*	*Main Icon Usage Construct Example*	
		Friendly	*Enemy*
Cyber-server			
		Command and control cyber-server	
Directed energy			
		Directed energy mounted on high mobility wheeled vehicle	
Psychological operations or military information support operations			
		Psychological operations armored high mobility wheeled vehicle	

Table 4-6. Main icons for equipment (continued)

Function	*Icon*	*Main Icon Usage Construct Example*	
		Friendly	*Enemy*
Radar			
		High mobility wheeled radar vehicle	
Sensor			

SECTOR 1 MODIFIERS FOR EQUIPMENT

4-10. Table 4-7 (on pages 4-34 through 4-38) shows sector 1 modifiers (Field A) for equipment.

Table 4-7. Sector 1 modifiers for equipment

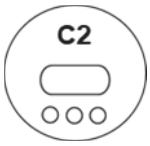
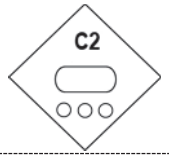
Function	*Modifier*	*Modifier Icon Usage Construct Example and Symbol Translation*	
		Friendly	*Enemy*
Attack	A		
		Attack helicopter in flight	
Battalion (echelon of support)— Provides support to a battalion. (See ATP 3-96.1 for more information on battalion echelon of support.)	II		
		High mobility vehicle supporting battalion (combat trains)	
		High mobility vehicle supporting battalion (field trains	
Cargo			
		Cargo helicopter in flight	
		High mobility wheeled cargo vehicle	
Command and control	C2		
		Command and control armored high mobility wheeled vehicle	

Table 4-7. Sector 1 modifiers for equipment (continued)

Function	*Modifier*	*Modifier Icon Usage Construct Example and Symbol Translation*	
		Friendly	*Enemy*
Heavy ***Note***. This modifier symbol is interchangeable. Symbol may be used as a sector 1 or sector 2 modifier with the same meaning.	**H**		
		Heavy helicopter in flight	
Light ***Note***. This modifier symbol is interchangeable. Symbol may be used as a sector 1 or sector 2 modifier with the same meaning.	**L**		
		Light helicopter in flight	
		Light high mobility wheeled vehicle	
Medium ***Note***. This modifier symbol is interchangeable. Symbol may be used as a sector 1 or sector 2 modifier with the same meaning.	**M**		
		Medium helicopter in flight	
		Medium low mobility wheeled vehicle	

Table 4-7. Sector 1 modifiers for equipment (continued)

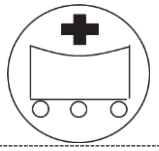
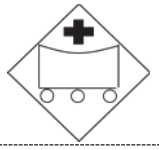
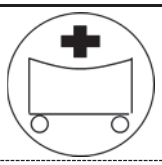
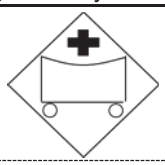
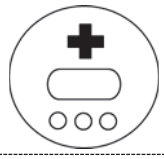
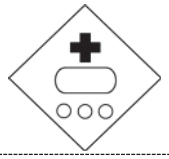
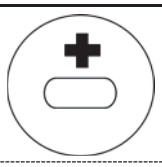
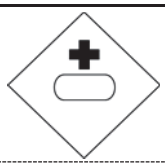
Function	*Modifier*	*Modifier Icon Usage Construct Example and Symbol Translation*	
		Friendly	*Enemy*
Medical evacuation			
		Medical evacuation helicopter on ground	
		Medical evacuation helicopter in flight	
		Medical evacuation fixed wing in flight	
			
		Medical evacuation wheeled high mobility vehicle	
			
		Medical evacuation wheeled low mobility vehicle	
			
		Medical evacuation armored wheeled high mobility vehicle	
			
		Medical evacuation armored tracked vehicle	

Table 4-7. Sector 1 modifiers for equipment (continued)

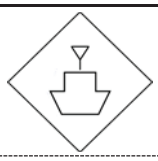
Function	*Modifier*	*Modifier Icon Usage Construct Example and Symbol Translation*	
		Friendly	*Enemy*
Multifunctional	MF		
		Multifunctional high mobility wheeled vehicle	
Petroleum, oils, and lubricants (POL)			
		POL transport high mobility wheeled vehicle	
			
		Civilian merchant POL ship	
Recovery and maintenance			
		High mobility wheeled recovery vehicle	
		Armored tracked heavy recovery vehicle	

Table 4-7. Sector 1 modifiers for equipment (continued)

Function	*Modifier*	*Modifier Icon Usage Construct Example and Symbol Translation*	
		Friendly	*Enemy*
Robotic (guided and automatic)—Equipment that has robot guided or automatic control mechanism characteristic capability.			
		Robotic armored tracked vehicle with heavy antitank gun	
		Robotic rotary wing aircraft in flight	
Utility	U		
		Utility helicopter on ground	
		High mobility wheeled utility vehicle	
Water			
		Water transport high mobility wheeled vehicle	

SECTOR 2 MODIFIERS FOR EQUIPMENT

4-11. Table 4-8 (on pages 4-39 through 4-40) shows sector 2 modifiers (Field A) for equipment.

Table 4-8. Sector 2 modifiers for equipment

Function	*Modifier*	*Modifier Icon Usage Construct Example and Symbol Translation*	
		Friendly	*Enemy*
Armored tracked			
		Armored tracked vehicle with heavy mortar	
Amphibious			
		Amphibious armored tracked vehicle	
Heavy ***Note***. This modifier symbol is interchangeable or symbol may be used as a sector 1 or sector 2 modifier with the same meaning.	**H**		
		Heavy bridge	
Launcher	**—**		
		Mine laying launcher	
Light ***Note***. This modifier symbol is interchangeable or symbol may be used as a sector 1 or sector 2 modifier with the same meaning.	**L**		
		Light bridge	
Medium ***Note***. This modifier symbol is interchangeable or symbol may be used as a sector 1 or sector 2 modifier with the same meaning.	**M**		
		Medium cargo helicopter on ground	

Table 4-8. Sector 2 modifiers for equipment (continued)

Function	*Modifier*	*Modifier Icon Usage Construct Example and Symbol Translation*	
		Friendly	*Enemy*
Pack animal			
		Cargo pack animal	
Rail			
		Rail boxcar	
Tractor trailer			
		Heavy tractor trailer vehicle	
Wheeled high mobility (cross-country)			
		Armored high mobility wheeled vehicle with missile launcher	
Wheeled limited mobility			
		Medium limited mobility vehicle	

Chapter 5

Control Measures and Operation Symbols

This chapter discusses control measure construct fundamentals for points, lines, and areas. It also discusses operation symbols related to offensive and defensive operations.

FUNDAMENTALS OF CONTROL MEASURE SYMBOLS

5-1. **Amplifiers**. An amplifier provides optional additional information about a tactical symbol. The field identification, field title, description, and maximum allowable display lengths of tactical symbol amplifiers are in table 5-21 on pages 5-77 through 5-79. An example of each amplifier (including both text and graphic indicators) is included in figure 5-2 on page 5-4. Amplifiers can be defined as either static or dynamic:

- Static amplifiers are amplifiers whose size and placement are fixed and remain constant.
- Dynamic amplifiers are amplifiers whose size and placement are based on the attributes of an object, and change as these attributes change.

COMPOSITION OF CONTROL MEASURE SYMBOLS

5-2. Control measure symbols can be combined with other symbols, icons, and amplifiers to display operational information. They do not follow the same building rules as the icon-based symbols, but they shall be built in accordance with the draw rules specified in the symbol tables. (See figure 5-1.)

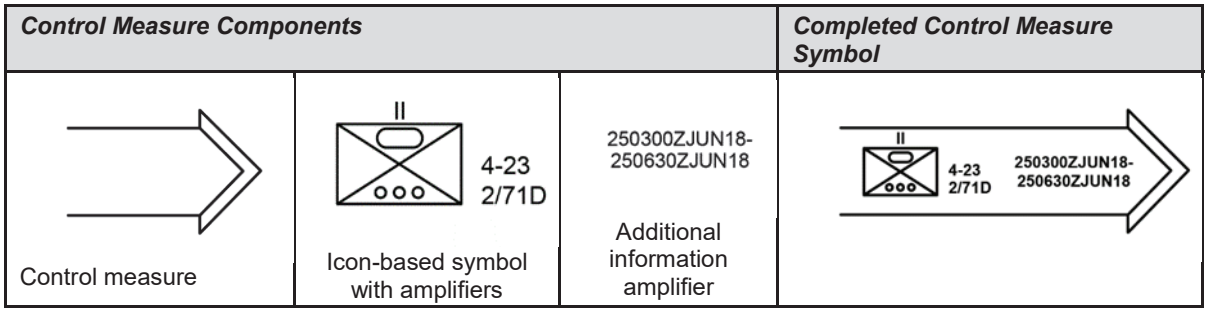


Figure 5-1. Composition of control measure symbol

STANDARD IDENTITY COLORING CONTROL MEASURES

5-3. Friendly graphic control measures are shown in black or blue when drawn manually or on a color computer-generated display. Hostile graphic control measures are shown in red. If red is not available, they are drawn in black with the abbreviation "ENY" placed on the graphic in at least two places. Obstacles as shown in this chapter (friendly, hostile, neutral, unknown, factional) are drawn using the color green. If the color green is not available, obstacles should be drawn using black. The color yellow will be used for the hatching for CBRN contaminated areas.

CONTROL MEASURE ACRONYMS AND ABBREVIATIONS USAGE

5-4. The acronyms and abbreviations in this chapter are considered symbols that are part of the military symbol construct for use with Army control measure symbols. No acronyms or abbreviations other than those

provided in this publication may be used. When acronyms or abbreviations are approved for use with military symbols they become part of the military symbol lexicon.

OPERATION SYMBOLS

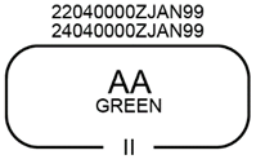
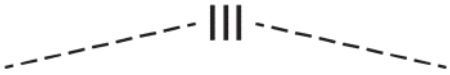
5-5. Operation symbols are symbols related to offensive and defensive operations, which include movement to contact, attack, enabling, and retrograde operations. See types of offense and defense operations in ADP 3-90 and FM 3-90-1 for more information on operation symbols and their usage. Offensive and defensive operations symbols are not control measures, and are used to depict actions conducted during offense and defense operations that enhance operational picture of an operation.

LABELING CONTROL MEASURES

5-6. Symbol makers make all text labeling in upper case letters. The reader should be able to read the labels for all text labels of modifier or amplifier fields for control measure symbols when the bottom of the overlay is closest to the reader. Labeling written on an angle should be readable to viewers horizontally.

5-7. 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" or "suspected"). In general, linear control measures shall be a solid line when indicating present status and a dashed line when indicating suspected or planned status, as depicted in table 5-1. There are certain control measures such as counterattack which are drawn in the "present" status with dashed lines.

Table 5-1. Present and planned status for control measure symbols

	Point Graphics	***Boundary Line Graphics***	***Area Graphics***
Present position	Isolated personnel pickup point	Regiment boundary	 Assembly area green
Planned, or suspected			

MAIN AND MODIFIER ICONS AND AMPLIFIERS

5-8. **Main icons**. Field A is the placement area for control measure main icons, and provides the ability to depict the main or supporting function within the construct composition. Main icons for control measures are framed or unframed symbol constructs, or they are unique approved symbols that can be embedded within the symbol to effectively translate the intent or function. Not all control measures have this placement field, and the control measure template will indicate if the construct composition provides the capability to add a main icon to the symbol.

5-9. **Sector 1 modifier icons**. Only limited access areas and minefields use modifiers in their symbol construct. Each of these constructs have unique sector 1 modifier placement templates that are displayed in their military symbol construct sections. (See table 5-5 [on page 5-11] for limited access area modifier usage constructs, and tables 5-19 [on page 5-66] and 5-20 [on page 5-70] for minefield modifier usage constructs.)

5-10. **Amplifiers**. An amplifier provides optional additional information about a tactical symbol. The field identification, field title, description, and maximum allowable display lengths of tactical symbol amplifiers are presented in table 5-2 on pages 5-3 through 5-4. An example of each amplifier (including both text and graphic indicators) is included in figure 5-2 on page 5-4. Amplifiers can be defined as either static or dynamic:

- Static amplifiers are amplifiers whose size and placement are based on the attributes of an object, and they can change as these attributes and the scale of the background change.

Table 5-2. Main and modifier icon and amplifier descriptions for control measure symbols

Field	*Field Title*	*Description*
A or sector 1 modifier	Main icon or modifier	The part of a symbol that represents main function, capability, type, or classification.
B	Echelon	A unit symbol that identifies command level.
H	Additional information	Content is implementation specific. ***Note***. This field allows a maximum of 20 characters.
N	Hostile (enemy)	The letters "ENY" denote hostile control measure symbols. ***Note***. This field allows a maximum of 3 characters.
Q	Direction of movement indicator	Identifies the direction of movement or intended movement of an object.
S[2]	Offset location indicator	Used for points and chemical, biological, and radiological events to display a symbol away from its position while retaining its actual location.
T, T1	Unique identifier	A text amplifier used to differentiate a symbol by numbering, lettering, or a combination of both, and or may be used to include the unit designation. ***Notes***. 1. In some cases, this tactical symbol may require multiple instances of a "T" amplifier to fully create or represent an object. 2. "T1" maybe be used if field used displayed more than once in a tactical symbol. 3. This field allows a maximum of 30 characters.
W, W1	Date-time group (DTG)	"W" identifies the start DTG, and can be displayed alone or in conjunction with "W1" to identify the projected DTG end date. The "W" represents an alphanumeric designator for displaying a date-time group (DDHHMMSSZMONYYYY) or "O/O" for an order. When "W" and "W1" are used in conjunction they identify the time control measure in effect. The date-time group is composed of a group of six numeric digits with a time zone suffix and the standardized three-letter abbreviation for the month followed by four digits. The first pair of digits represents the day; the second pair, the hour; the third pair, the minutes. The last four digits after the month are the year. For automated systems, two digits may be added before the time zone suffix and after the minutes to designate seconds. ***Note***. This field allows a maximum of 16 characters.
X	Altitude or depth	Displays the minimum, maximum, or specific altitude (in feet or meters in relation to a reference datum), flight level, or depth (for submerged objects in feet below sea level). ***Note***. This field allows a maximum of 15 characters.
Y	Location	Displays a symbol's location in degrees, minutes, and decimal minutes. ***Note***. This field allows a maximum of 22 characters.
AM	Distance	A numeric amplifier that displays a minimum, maximum, or specific distance (range, radius, width, or length) in meters or feet. ***Note***. This field allows a maximum of 7 characters.

Table 5-2. Main and modifier icon and amplifier descriptions for control measure symbols (continued)

Field	*Field Title*	*Description*
AN	Azimuth	A numeric amplifier that displays an angle measured from true north to any other line in degrees. ***Note***. This field allows a maximum of 3 characters.
AP	Target number	A six character text modifier used in fire support operations to uniquely designate targets where characters 1 and 2 are alphabetic, and characters 3–6 are numeric (for example, AANNNN). ***Note***. This field allows a maximum of 6 characters.
AP1	Target number extension	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 and 3 are numeric, from 1 through 15. It is applicable only to the “point or single target” symbol, is conditional upon the presence of the target designator amplifier, and is visually displayed appended to the target number amplifier. ***Note***. This field allows a maximum of 3 characters.
AS	Country	A three letter code representing geographical entity. ***Note***. This field allows a maximum of 3 characters.

ECHELON INDICATOR (B)

5-11. The echelon indicator provides a graphic representation of command level and is used to show the element echelon on lines and areas. The indicator is position as shown in figure 5-2 and Field B is defined in table 5-1 on page 5-2.

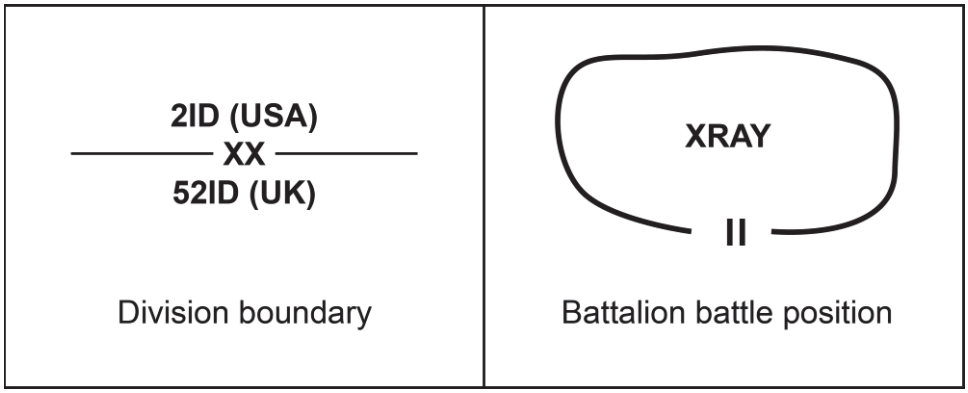


Figure 5-2. Echelon indicator usage construct examples

DIRECTION OF MOVEMENT INDICATOR (Q)

5-12. The direction of movement indicator is an arrow identifying the direction of movement of events. The arrow extends downward from the center of the icon and points in the direction of movement. The indicator is positioned as shown in figure 5-3 and Field Q is defined in table 5-1 on page 5-2.

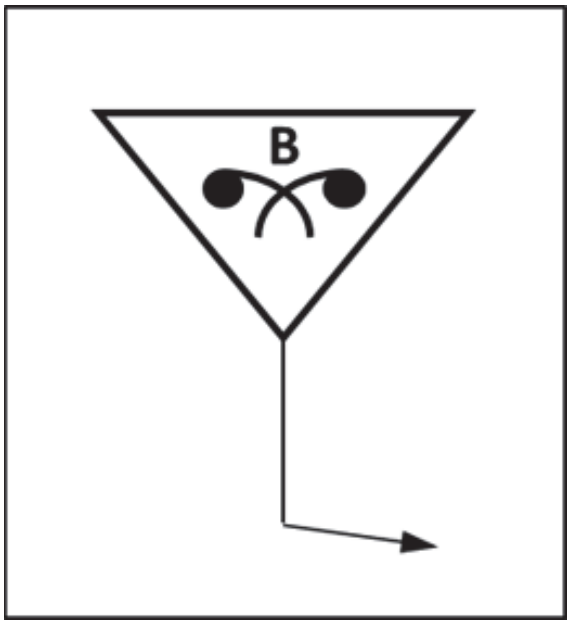


Figure 5-3. Direction of movement usage construct example

OFFSET LOCATION INDICATOR (S^2)

5-13. The offset location indicator is used when placing an object away from its actual location. The indicator is a line extending downward from an appropriate anchor point on an icon. This amplifier permits including the actual location in latitude and longitude between the anchor point of the symbol and the line extending downward. The indicator is positioned as shown in figure 5-4 and Field S^2 is defined in table 5-1 on page 5-2.

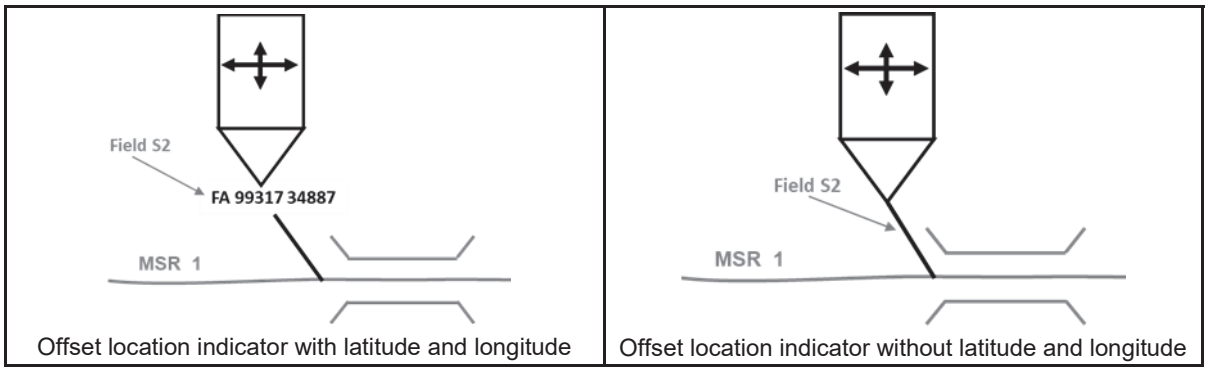


Figure 5-4. Offset location indicator usage construct examples

ADDITIONAL INFORMATION AMPLIFIER (H)

5-14. The additional information amplifier field is used to add content that is implementation specific, provided it does not exceed the allowed 20 maximum number of characters. This amplifier is positioned differently based on the symbol used. Figure 5-5 on page 5-6 provides 2 different position variation constructs for this field.

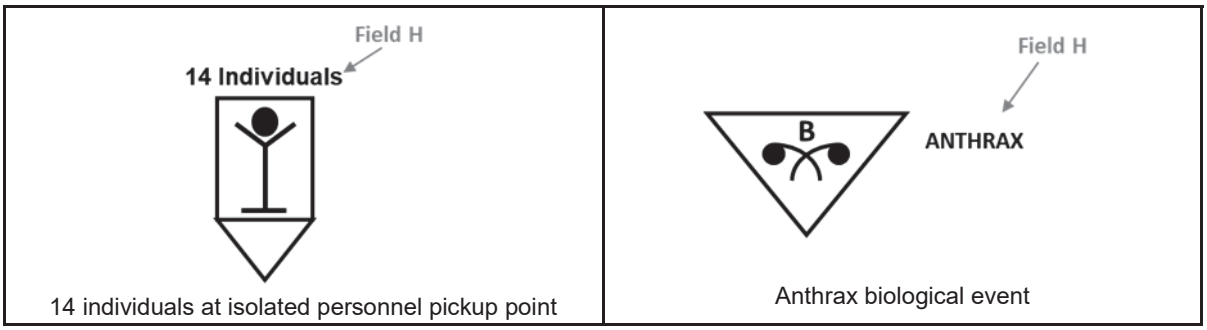


Figure 5-5. Additional information usage construct example

BOUNDARIES

5-15. A *boundary* is a line that delineates surface areas for the purpose of facilitating coordination and deconfliction of operations between adjacent units, formations, or areas (JP 3-0). Figure 5-6 provides a boundary composition template that includes orientation of optional field amplifier labels for horizontal (east—west) and vertical (north—south) boundaries. (See table 5-3 on pages 5-7 through 5-8 for depictions of boundary control measures. The following are optional amplifiers that may be used with this control measure construct:

- Country code Field AS to identify the units' three-letter geographical entity country code.
- Echelon indication Field B to identify the boundary echelon.
- Hostile (enemy) Field N to identify enemy boundaries.
- Unique identifier Field T to identify designations of adjacent units.

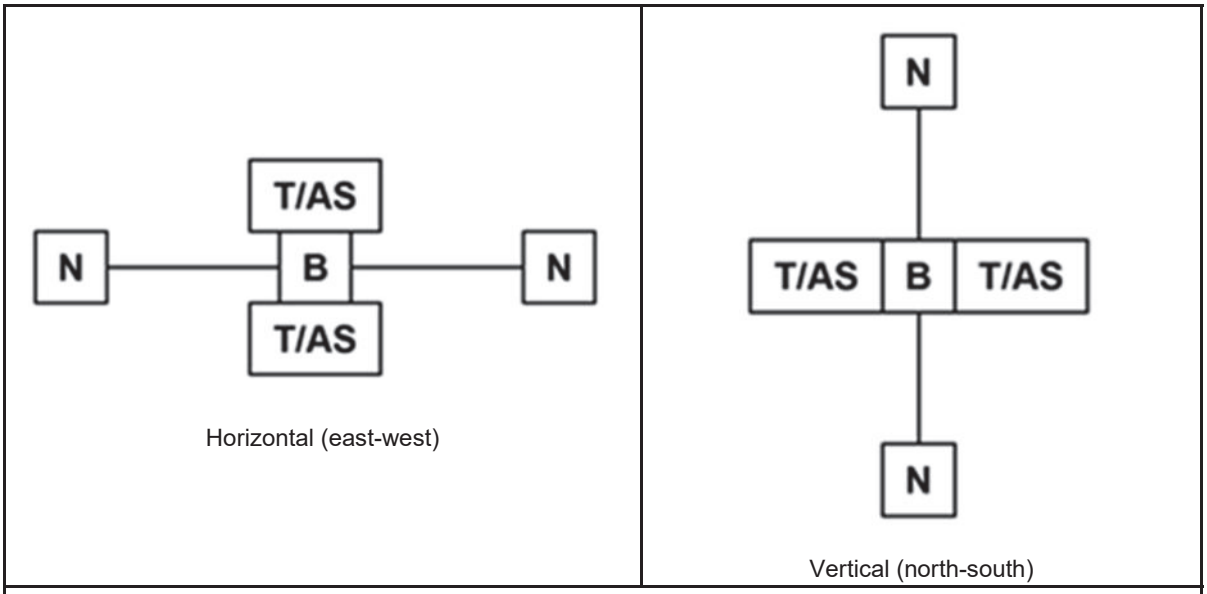


Figure 5-6. Boundary composition template

Table 5-3. Boundaries

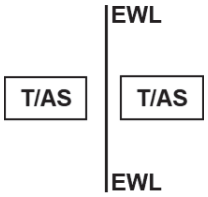
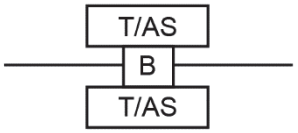
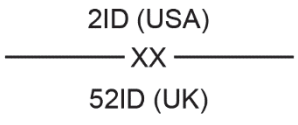
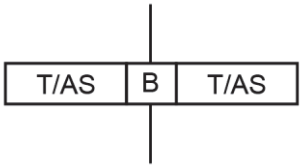
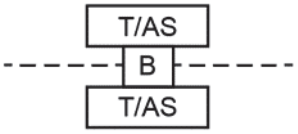
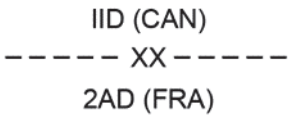
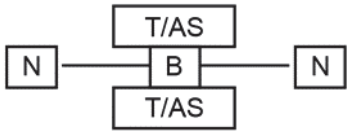
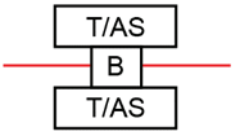
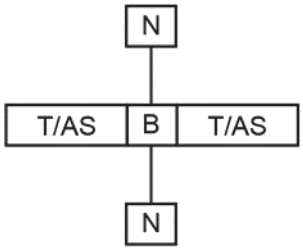
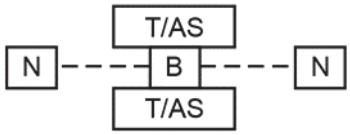
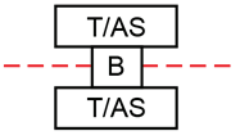
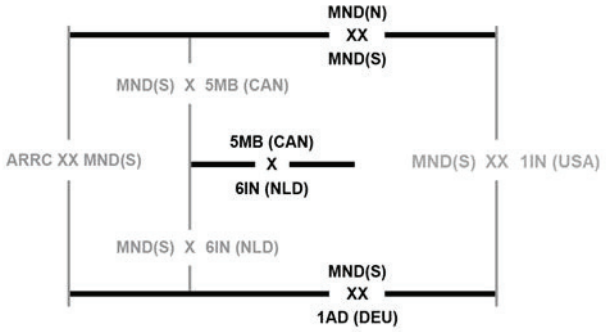
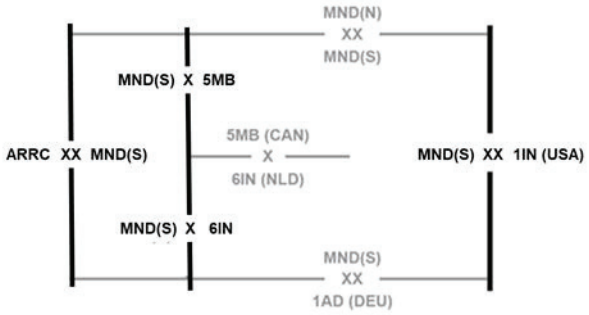
Function	*Template*	*Construct Example*
Engineer work line—A coordinated boundary line used to compartmentalize an area of operations to indicate where specific engineer units have primary responsibility for the engineer effort. (FM 3-34) ***Note***. Letters "EWL" are an integral part of the symbol but they can rotate based on the direction of the line.		
		
Friendly present boundary		
		
Friendly planned, on order boundary		

Table 5-3. Boundaries (continued)

Function	*Template*	*Construct Example*
Enemy known boundary	Monochrome 	12IN ENY——XX——ENY 7IN
	Color 	1AAB ——X—— 3ARBN
		ENY 3MRD II 5MRD ENY
Enemy suspected or templated boundary	Monochrome 	211AR ENY- - - - II - - - -ENY 12ARCOY
	Color 	3ABB - - - - X - - - - 8ABR

5-16. Table 5-4 on page 5-9 provides construct examples for lateral and horizontal boundary control-line control measures between adjacent units in a division area of operations.

Table 5-4. Boundary control-line construct examples

Boundary Type	***Example*** ***Note***. Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.
Horizontal boundary	
Vertical boundary	

AREAS

5-17. An area is a specified geographic surface included within a delineated set of lines (boundaries) used for the purpose of facilitating coordination and deconfliction between adjacent units, formations, or other specific geographical surfaces. Figure 5-7 on page 5-10 provides the dynamic figure template for areas that provide the option to use 7 amplifier fields with the operations area main icon symbols listed in table 5-5 (on pages 5-11 to 5-15). Table 5-6 (on pages 5-16 through 5-19) lists battle positions and operations area templates with unique drawing constructs.

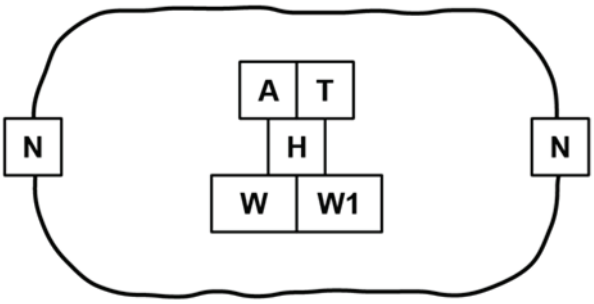
Area Template

A: Icon that identifies the main function. H: Additional information (content is implementation specific) N: Enemy: Letters “ENY” denote hostile. T: Identifies the unique text or numerical designation. W/W1: Identifies the date-time group associated with area. ***Notes***. 1. Not all fields are required for each area as some areas may use only one field, while others will use several. 2. The information fields are moveable and scalable as a block in the area. 3. The figure is dynamic.

Figure 5-7. Template for area control measure symbols

5-18. Table 5-5, on pages 5-11 through 5-15, lists area control measure main icon symbols that follow the specific format as shown in figure 5-7.

Table 5-5. Area control measures main icons

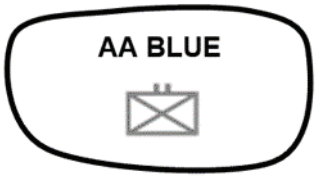
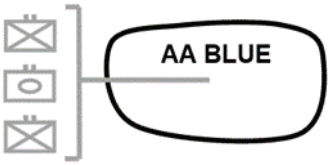
Function	*Main Icon (Field A)*	*Construct Example*
Areas		
Area of operations—An operational area defined by the joint force commander for land and maritime forces that should be large enough to accomplish their missions and protect their forces. (JP 3-0)	**AO**	Area of operations BUFFALO
Assembly area—An area a unit occupies to prepare for an operation. (FM 3-90-1)	**AA**	Assembly area BLUE
		 Occupied
		 Occupied using offset for units
		Planned, on order
Base camp—An evolving military facility that supports the military operations of a deployed unit and provides the necessary support and services for sustained operations. (ATP 3-37.10)	**BC**	Base camp SOTO

Table 5-5. Area control measures icons (continued)

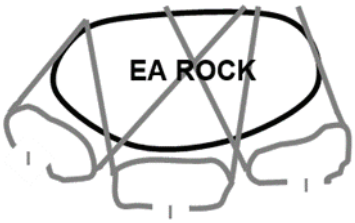
Function	*Main Icon (Field A)*	*Construct Example*
Engagement area—An area where the commander intends to contain and destroy an enemy force with the massed effects of all available weapons and supporting systems. (ADP 3-90)	**EA**	 Engagement area ROCK with three company battle positions covering fields of fire
Guerrilla base—A temporary site where guerrilla installations, headquarters, and some guerrilla units are located. A guerrilla base is considered to be transitory and must be capable of rapid displacement by personnel within the base. (ATP 3-05.1)	**GB**	Guerrilla base BOOGEYMAN
Named area of interest—A geospatial area or systems node or link against which information that will satisfy a specific information requirement can be collected, usually to capture indications of adversary courses of action. (JP 2-01.3)	**NAI**	Named area of interest 1
Objective area—A geographical area, defined by competent authority, within which is located an objective to be captured or reached by military forces. (JP 3-06)	**OBJ**	Objective area FIVE
Target area of interest—The geographical area where high-value targets can be acquired and engaged by friendly forces. (JP 2-01.3)	**TAI**	Target area of interest ALY

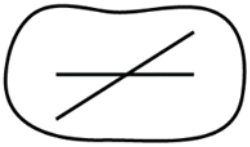
Table 5-5. Area control measures icons (continued)

Function	*Main Icon (Field A)*	*Construct Example*
Positions		
Assault position—A covered and concealed position short of the objective from which final preparations are made to assault the objective. (ADP 3-90)	**ASLT**	Assault position DANUB
Attack position—A covered and concealed position short of the objective from which final preparations are made to assault the objective. (ADP 3-90)	**ATK**	Attack position NILE
		Combined arms unit in attack position AMAZON
	Note. The "A" modifier is only used if a unit must stop in the attack position. Offset indicator may also be used.	
Holding areas		
Detainee holding area—A facility or other location where detainees are administratively processed and provided custodial care pending disposition and subsequent release, transfer, or movement to a theater detention facility. (JP 3-63)	**DHA**	1st Division holding area

Table 5-5. Area control measures icons (continued)

Function	*Main Icon (Field A)*	*Construct Example*
Refugee holding area ***Note***. The use of "refugee holding area" acronym is permitted to conserve space.	**REFUGEE HOLDING AREA**	 15th Military Police refugee holding area
Support area The portion of the commander's area of interest that is designated to facilitate the positioning, employment, and protection of base sustainment assets required to sustain, enable, and control operations. (ADP 3-0)		
Forward arming and refueling point—A temporary facility, organized, equipped, and deployed, to provide fuel and ammunition necessary for the employment of aviation maneuver units in combat. (JP 3-09.3)	**FARP**	 2nd Aviation forward arming and refueling point
Brigade support area—A designated area in which sustainment elements locate to provide support to a brigade. (ATP 4-90)	**BSA**	 Brigade support area CAPA
Division support area—A designated area within the division commander's area of operations that provides a location to base the division's sustainment assets and provide sustainment to the division. (See ATP 3-91 for more information on the division support area.)	**DSA**	 Division support area CRUZ

Table 5-5. Area control measures icons (continued)

Function	*Main Icon (Field A)*	*Construct Example*
Corps support area—Established by the corps headquarters. (See FM 3-0 for more information on the corps support area.)	**CSA**	Corps support area MARIA
Zones		
Airfield zone		
Drop zone—A specific area upon which airborne troops, equipment, or supplies are airdropped. (JP 3-36)	**DZ**	Drop zone HAWK
Landing zone—Any specified zone used for the landing of aircraft. (JP 3-36)	**LZ**	Landing zone SILVER
Pickup zone—A geographic area used to pick up troops or equipment by helicopter. (See ATP 3-04.1 for more information on pickup zone.)	**PZ**	Pickup zone WOLF

5-19. Table 5-6, on pages 5-16 through 5-19, lists functions, templates, and examples for battle positions and operations area control measures that have unique usage constructs. A battle position is a defensive location oriented on a likely enemy avenue of approach. (See ADP 3-90 for more information on battle positions.) These control measures must follow the design and construct guidelines of this table.

Table 5-6. Battle position and unique operation area templates with examples

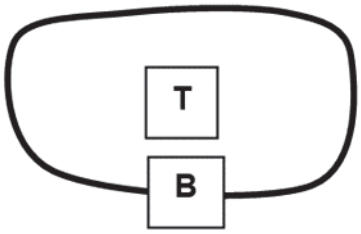
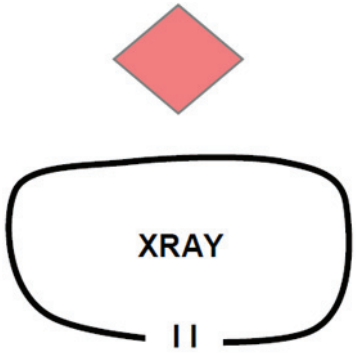
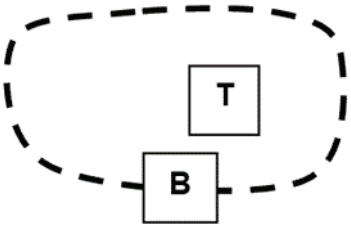
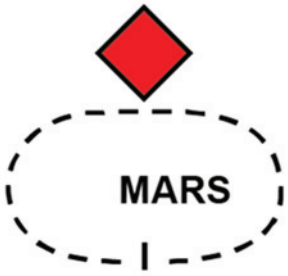
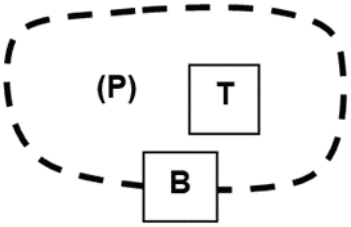
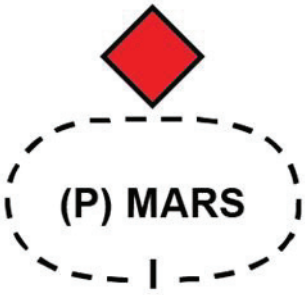
Battle Position A defensive location oriented on a likely enemy avenue of approach. (ADP 3-90)		
Function	***Template***	***Example***
Battle position		 Battle position XRAY
Battle position planned but not prepared		 Company battle position MARS planned but not prepared
Battle position prepared but not occupied		 Company battle position MARS prepared but not occupied

Table 5-6. Battle position and unique operation area templates with examples (continued)

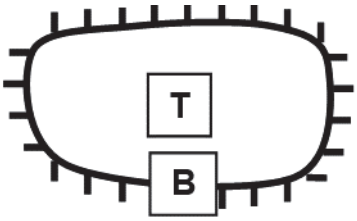
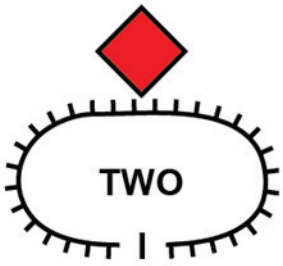
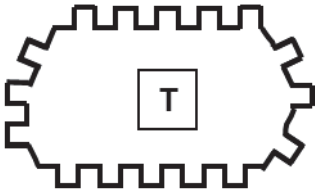
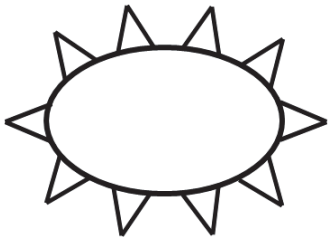
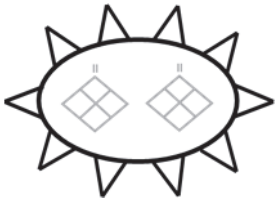
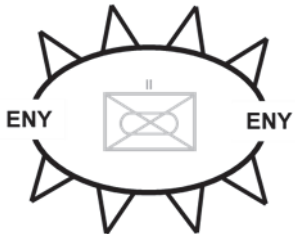
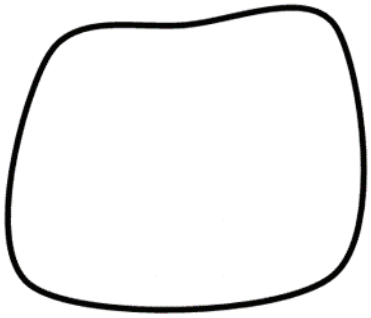
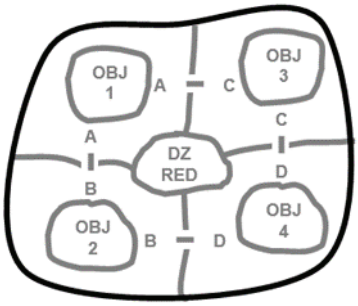
Function	*Template*	*Example*
Strong point—A heavily fortified battle position tied to a natural or reinforcing obstacle to create an anchor for the defense or to deny the enemy decisive or key terrain. (ADP 3-90)		 Company strong point TWO
Unique Area Templates with Examples		
Fortified area		Fortified area TANGO
Encirclement operations—Operations where one force loses its freedom of maneuver because an opposing force is able to isolate it by controlling all ground lines of communications and reinforcement. (ADP 3-90)		 Friendly encirclement operations  Enemy encirclement operations
	Note. Numerous unit symbols can be included in the area for presentation.	
Airhead line—A line denoting the limits of the objective area for an airborne assault. (JP 3-18)		

Table 5-6. Battle position and unique operation area templates with examples (continued)

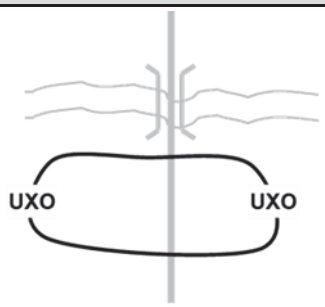
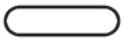
Function	*Template*	*Example*
Unexploded explosive ordnance (UXO) area		
Limited access area ***Note***. The limited access area point symbol will be oriented upright, as shown in the template and example. The listed mobility sector 1 modifiers that can be used with this control measure.		
	Mobility Sector 1 Modifiers	
	Wheeled (limited mobility)	
	Wheeled (high mobility)	
	Wheeled and tracked combination	
	Tracked	
	Towed	
	Railway	
	Over-snow (prime mover)	
	Sled	
	Pack animal	
	Barge	

Table 5-6. Battle position and unique operation area templates with examples (continued)

Function	*Template*	*Example*
	Mobility Sector 1 Modifiers (continued)	
	Amphibious	
	No vehicles	ALL

POINTS

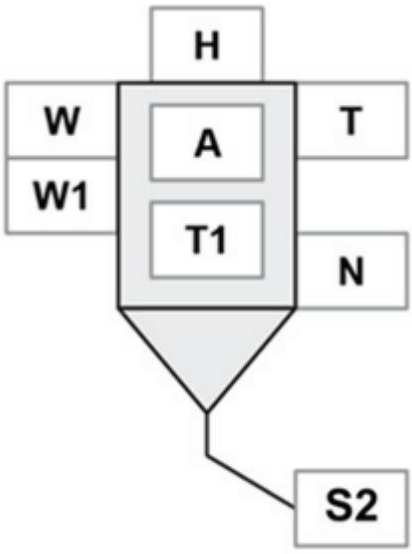
5-20. Figure 5-8 on page 5-20 provides the templates used for point control measure main icon symbols listed in table 5-7 (pages 5-21 through 5-33) that include contact, coordination, decision, targets, sustainment, special supply distribution, and CBRN decontamination points.

5-21. Supply points follow a slightly different format by using the unit sector 2 supply symbol in table 2-4 (on page 2-10) to modify the frame toward the bottom of the vertical rectangle and make it supply unique. Figure 5-8 demonstrates this supply unique modification that is only used for supply point control measures.

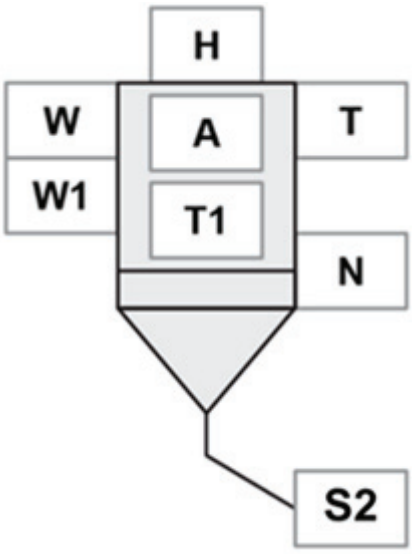
5-22. Distinctive action points have unique formats (including square, circular, star, and cross) that do not follow a specific template and are unique symbols that represent specific actions (including contact, coordination, decision, targets, communication, and air). Distinctive action points are listed in table 5-8 (on pages 5-33 through 5-43).

5-23. The point templates in figure 5-6 on page 5-6 also includes amplifier fields (see table 5-2 on page 5-3) that can be used for additional information. As a minimum, a point shall include the function (Field A) information, and all other fields are optional information. Point symbols cannot be rotated and therefore text will not be written on an angle. Point symbol fields include—

- Field A (required) can use acronyms or graphics in to identify the point name or function.
- Field H (optional) used for additional information (content is implementation specific).
- Field N (optional) used to identify an enemy point using “ENY.”
- Field T, T1 (optional) for text amplifiers used to differentiate a symbol by numbering, lettering or a combination of both, and or unit designations.
- Field S^2 (optional) used to indicate the offset or precise location of a single point symbol.
- Field W, W1 (optional) used to identify the date-time group associated with point.



General purpose points



Supply distribution points

Point symbol fields

A (required) can use acronyms or graphics in to identify the point name or function.

H (optional) used for additional information (content is implementation specific).

N (optional) used to identify an enemy point using "ENY."

T, T1 (optional) for text amplifiers used to differentiate a symbol by numbering, lettering or a combination of both, and or unit designations.

S^2 (optional) used to indicate the offset or precise location of a single point symbol.

W, W1 (optional) used to identify the date-time group associated with point.

Figure 5-8. Template for points (left) and supply distribution points (right) control measure symbols

5-24. The point 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. Table 5-7 on page 5-21 through 5-33 lists point control measure main icons that follow figure 5-8 template construct formats.

Table 5-7. Point control measure main icon symbols

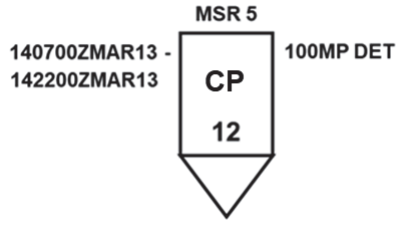
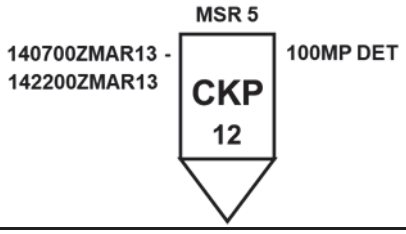
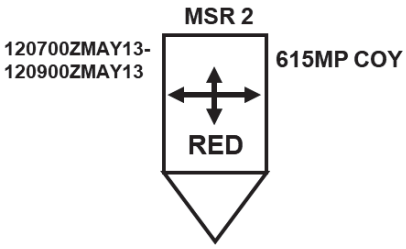
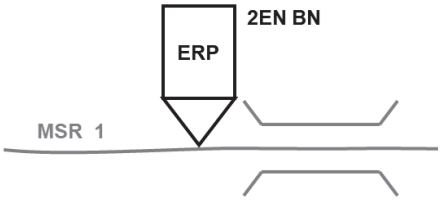
Function	*Main Icon (Field A)*	*Construct Example and Symbol Translation*
Movement and Maneuver		
Checkpoint—A predetermined point on the ground used to control movement, tactical maneuver, and orientation. (See FM 3-90-1 for more information on checkpoints.)	**CP**	 Checkpoint 12 on main supply route 5, controlled by 100th Military Police Detachment, operational from 0700 Zulu hour 14 MAR 2013 to 2200 Zulu hour 14 May 2013
	CKP Alternate MIL-STD 2525D and North Atlantic Treaty Organization (NATO) APP 6(D) symbol usage	
Control—An action taken to eliminate a hazard or reduce its risk. (ATP 5-19) ***Note***. This symbol demonstrates the capability and authority to exercise restraining or directing influence (regulating) over a specific function.		 Control point RED on main supply route 2, controlled by 615th Military Police Company, operational from 0700 Zulu hour 12 May 2013 to 0900 Zulu hour 12 May 2013
Engineer regulating point—Checkpoint to ensure that vehicles do not exceed the capacity of the crossing means and to give drivers final instructions on site-specific procedures and information, such as speed and vehicle interval.	**ERP**	 Engineer regulating point on main supply route 1, controlled by 2nd Engineer Battalion

Table 5-7. Point control measure main icon symbols (continued)

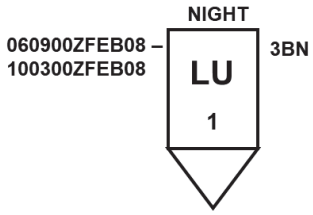
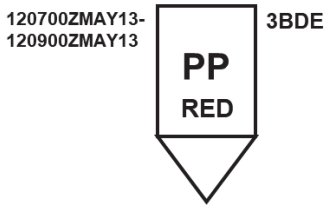
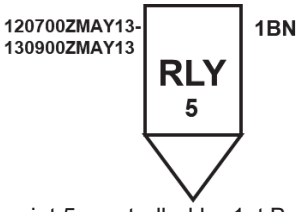
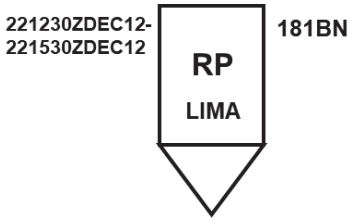
Function	*Main Icon (Field A)*	*Construct Example and Symbol Translation*
Linkup point—The point where two infiltrating elements in the same or different infiltration lanes are scheduled to meet to consolidate before proceeding on with their missions. (FM 3-90-1)	**LU**	 Night linkup point 1, controlled by 3rd Battalion, operational from 0900 Zulu hour 6 FEB 2008 to 0300 Zulu hour 10 FEB 2008
Passage point—A specifically designated place where the passing units will pass through the stationary unit. (FM 3-90-2)	**PP**	 Passage point RED, controlled by 3rd Brigade, operational from 0700 Zulu hour 6 FEB 2008 to 0900 Zulu hour 10 FEB 2008
Rally point—An easily identifiable point on the ground at which units can reassemble and reorganize if they become dispersed. (ATP 3-21.20)	**RLY**	 Rally point 5, controlled by 1st Battalion, operational from 0700 Zulu hour 12 MAY 2013 to 0900 Zulu hour 13 May 2013
Release point—A location on a route where marching elements are released from centralized control. (FM 3-90-2)	**RP**	 Release point LIMA, controlled by 181st Battalion, operational from 1230 Zulu hour 22 DEC 2012 to 1530 Zulu hour 22 DEC 2012

Table 5-7. Point control measure main icon symbols (continued)

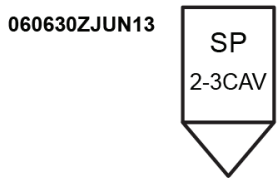
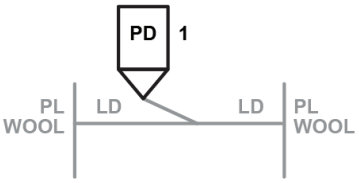
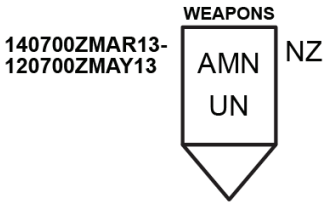
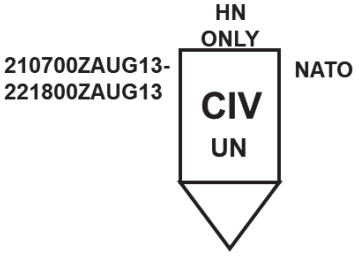
Function	*Main Icon (Field A)*	*Construct Example and Symbol Translation*
Start point—A location on a route where the march elements fall under the control of a designated march commander. (FM 3-90-2)	**SP**	 Start point, controlled by 2nd Troop, 3rd Cavalry Squadron, operational at 0630 Zulu hour 6 JUN 2013
Point of departure—The point where the unit crosses the line of departure and begins moving along a direction of attack. (ADP 3-90)	**PD**	 Point of departure 1. ***Note***. The offset indicator is used in the example to allow the viewer to better see the line of departure. It is not required.
Consolidation		
Amnesty point	**AMN**	 United Nations weapons amnesty point, controlled by New Zealand, operational from 0700 Zulu hour 14 MAR 2013 to 0700 Zulu hour 12 MAY 2013
Civilian collection point—A specific location where civilians are assembled to be transported to another location.	**CIV**	 Host nation only United States civilian collection point, controlled by North Atlantic Treaty Organization, operational from 0700 Zulu hour 21 AUG 2013 to 0800 Zulu hour 22 AUG 2013

Table 5-7. Point control measure main icon symbols (continued)

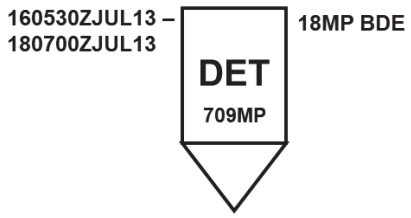
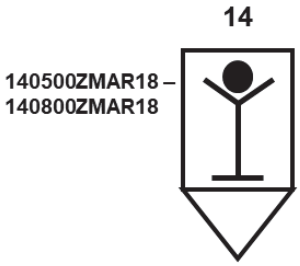
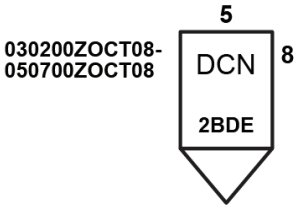
Function	*Main Icon (Field A)*	*Construct Example and Symbol Translation*
Detainee collection point—A specific location where detainees are assembled until transportation becomes available for relocation to detainee holding area or theater detention facility. (See JP 3-63 and FM 3-63 for more information on detainee collection point.)	**DET**	 Detainee collection point, controlled by 709th Military Police of the 18 Military Police Brigade, operational from 0530 Zulu hour 16 JUL 2013 to 0700 Zulu hour 18 JUL 2013
Personnel Recovery		
Isolated personnel recovery (See JP 3-50 and FM 3-50 for more information on isolated personnel recovery.)		 Isolated personnel (14 individuals) recovery point between 0500 Zulu hour 14 MAR 2018 and 0800 Zulu hour 14 MAR 2018
Search and rescue point—A predesignated specific location, relative to which isolated personnel provide their position to recovery forces. (JP 3-50)	**SAR**	Search and rescue point, operational at 0630 Zulu hour 6 JUN 2020
Decontamination The process of making any person, object, or area safe by absorbing, destroying, neutralizing, making harmless, or removing chemical or biological agents, or by removing radioactive material clinging to or around it. (JP 3-11)		
Decontamination point	**DCN**	

Table 5-7. Point control measure main icon symbols (continued)

Function	*Main Icon (Field A)*	*Construct Example and Symbol Translation*
Alternate decontamination point	DCN ALT	5 030200ZSEP08- 050700ZSEP08 DCN ALT 2BDE 8A
Equipment decontamination point	DCN E	WHEELED 030200ZMAY08- 050700ZMAY08 DCN E 4ICB L
Troop decontamination point	DCN T	3 030200ZSEP08- 050700ZSEP08 DCN T 212CB RC(W)
Equipment or troop decontamination point	DCN E/T	CONTRACTOR OPERATED 210700ZAPR08- 071800ZMAY08 DCN E/T DEU MND(S)
Operational decontamination point	DCN O	6 030200ZMAY08- 050700ZMAY08 DCN 0 ACO V
Thorough decontamination point	DCN TH	MEDICAL 030200ZMAY08- 050700ZMAY08 DCN TH 1CB E

Table 5-7. Point control measure main icon symbols (continued)

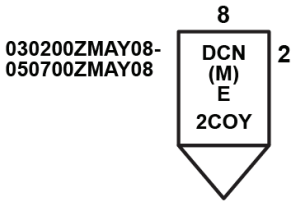
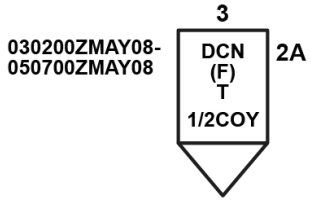
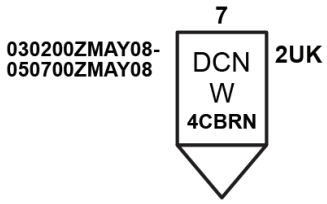
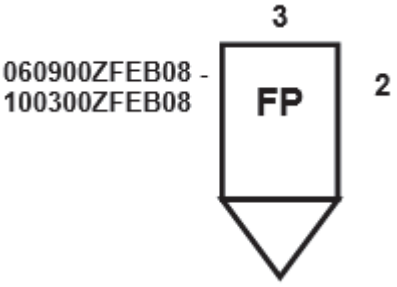
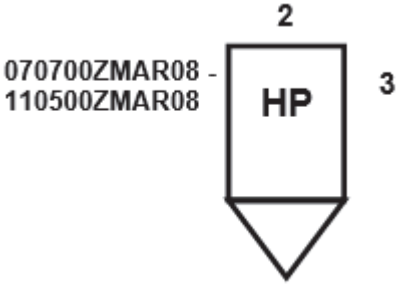
Function	*Main Icon (Field A)*	*Construct Example and Symbol Translation*
Main equipment decontamination point	DCN (M) E	
Forward troop decontamination point	DCN (F) T	
Wounded personnel decontamination point	DCN W	
Field Artillery		
Firing point	FP	
Hide point	HP	

Table 5-7. Point control measure main icon symbols (continued)

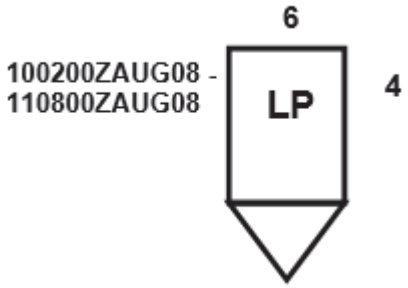
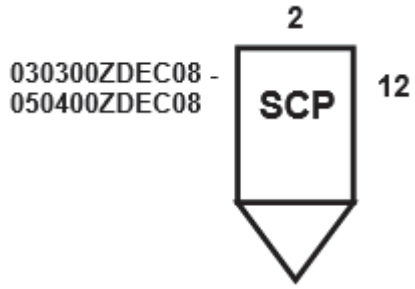
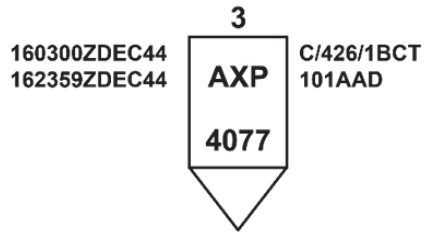
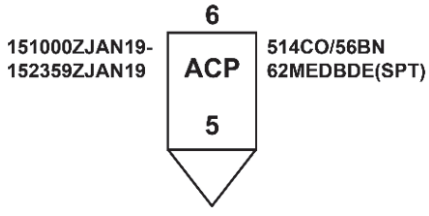
Function	*Main Icon (Field A)*	*Construct Example and Symbol Translation*
Launch point	LP	
Reload point	RLP	
Survey control point	SCP	
Sustainment		
Ambulance exchange point—A location where a patient is transferred from one ambulance to another en route to a medical treatment facility. (ATP 4-02.2)	AXP	
Ambulance control point—A manned traffic regulating, often stationed at a crossroad or road junction, where ambulances are directed to one of two or more directions to reach loading points and medical treatment facilities. (ATP 4-02.2)	ACP	

Table 5-7. Point control measure main icon symbols (continued)

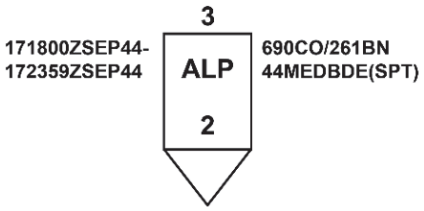
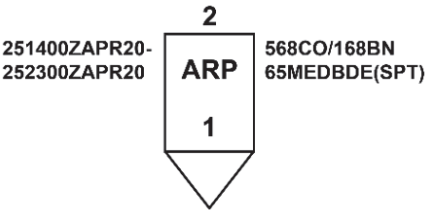
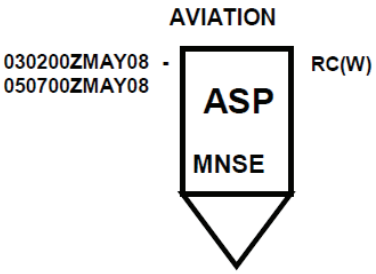
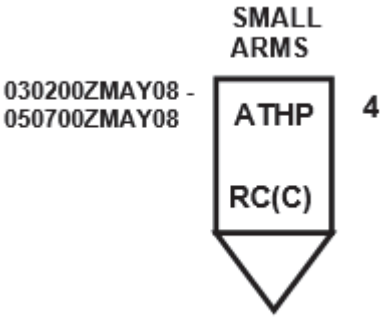
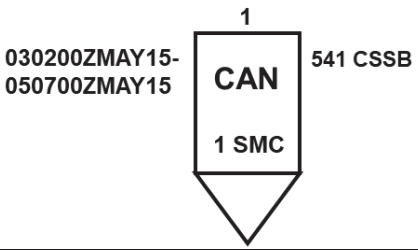
Function	*Main Icon (Field A)*	*Construct Example and Symbol Translation*
Ambulance loading point—This is the point in the shuttle system where one or more ambulances are stationed ready to receive patients for evacuation. (ATP 4-02.2)	ALP	
Ambulance relay point—A point in the shuttle system where one or more empty ambulances are stationed to advance to a loading point or to the next relay post to replace departed ambulances. (ATP 4-02.2)	ARP	
Ammunition supply point—An ammunition support activity operated by one or more modular ammunition platoons. (ATP 4-35)	ASP	
Ammunition transfer holding point—A designated site operated by a brigade support battalion distribution company where ammunition is received, transferred, or temporarily stored to supported units within a brigade combat team. (ATP 4-35)	ATHP	
Cannibalization point	CAN	
Casualty collection point—A location that may or may not be staffed, where casualties are assembled for evacuation to a medical treatment facility. (ATP 4-02.2)	CCP	

Table 5-7. Point control measure main icon symbols (continued)

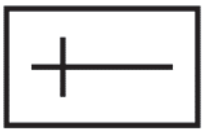
Function	*Main Icon (Field A)*	*Construct Example and Symbol Translation*
Logistics release point (See ATP 3-21.11 and ATP 3-21.8 for more information on logistics release point usage.)	LRP	3 030200ZMAY15- 050700ZMAY15 LRP B CO 325BSB/3BCT
Maintenance collection point—A temporary location established within the battalion echelon for the collection of equipment needing or undergoing field maintenance. (ATP 4-33)	MCP	VEHICLES 030200ZMAY15- 050700ZMAY15 MCP 1 SMC 541 CSSB
Medical evacuation pickup point		3 040104ZNOV19- 042359ZNOV19 61BN 1MEDBDE(SPT)
Mortuary affairs collection point—The location for receiving, establishing chain of custody, and evacuating human remains and personal effects. (See ATP 4-46 for more information on mortuary affairs collection points.)		
Rearm, refuel, and resupply point—A designated location through which a unit passes where it receives fuel, ammunition, and other necessary supplies to continue operations.	R3P	2 051200ZOCT12- 071800ZOCT12 R3P FOXTROT 299 BSB/ 2 ABCT
Refuel on the move point—A location established to ensure that fuel tanks on combat and fuel servicing vehicles are full before they arrive in the unit's tactical assembly area.	ROM	3 030200ZMAY15- 050700ZMAY15 ROM 504CSC 142CSSB

Table 5-7. Point control measure main icon symbols (continued)

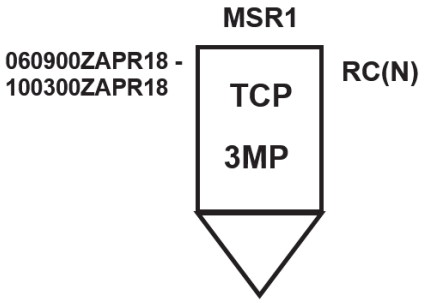
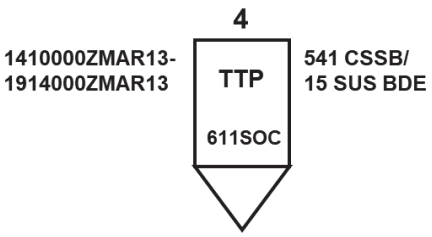
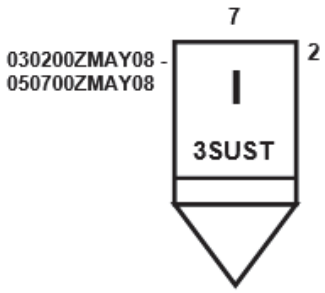
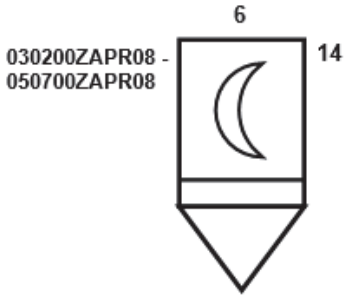
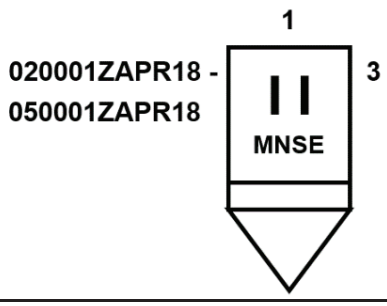
Function	*Main Icon (Field A)*	*Construct Example and Symbol Translation*
Traffic control post—A manned post that is used to preclude the interruption of traffic flow or movement along a designated route. (FM 3-39)	TCP	
Trailer transfer point—A location established along the line haul system to divide the line haul into legs, where semitrailers or flatracks are transferred from one carrier to another while en route. (See ATP 4-11 for more information on trailer transfer points.)	TTP	
Sustainment Distribution		
North Atlantic Treaty Organization (NATO) Class I Those items which are consumed by personnel or animals at the approximately uniform rate, irrespective of local changes in combat or terrain conditions.	I	
U.S. Class I (subsistence items)	☾	
NATO and U.S. Class II Supplies for which allowances are established by tables of organization and equipment.	II	

Table 5-7. Point control measure main icon symbols (continued)

Function	*Main Icon (Field A)*	*Construct Example and Symbol Translation*
NATO Class III Fuels and lubricants for all purposes, except for operating aircraft or for use in weapons such as flame throwers.	III	1 020001ZAPR18 - 050001ZAPR18 III RC(E) 3
U.S. Class III (petroleum, oils, and lubricants)		6 030200ZAPR08 - 050700ZAPR08 14
NATO Class IV Supplies for which initial issue allowances are not prescribed by approved issue tables.	IV	4 030200ZMAY08 - 050700ZMAY08 IV 412EN 7
U.S. Class IV (construction and barrier materials)		6 030200ZAPR08 - 050700ZAPR08 14
NATO and U.S. Class V Ammunition, explosives, and chemical agents of all types.		>20MM 030200ZMAY08 - 050700ZMAY08 55ORD 6A

Table 5-7. Point control measure main icon symbols (continued)

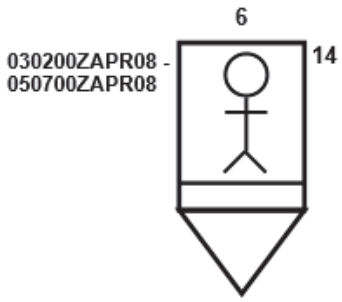
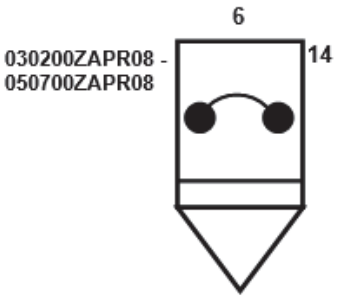
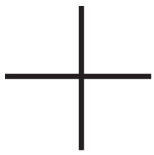
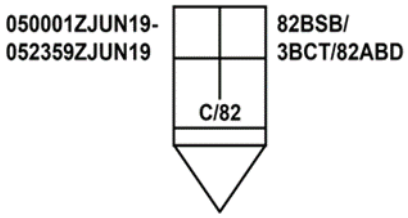
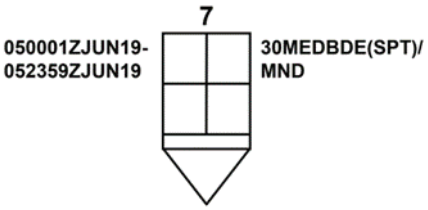
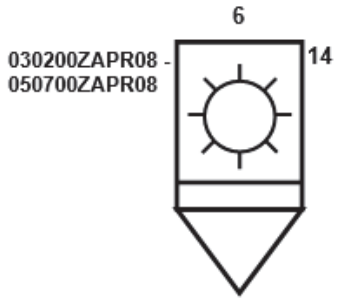
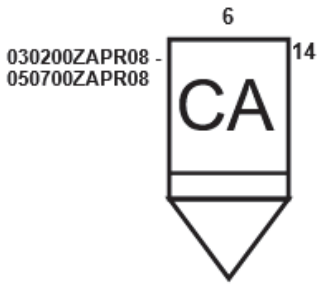
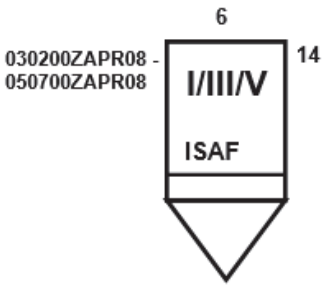
Function	*Main Icon (Field A)*	*Construct Example and Symbol Translation*
U.S. Class VI (personal demand items)		
U.S. Class VII (major end items)		
NATO and U.S. Class VIII (medical)		 
U.S. Class IX (repair parts)		

Table 5-7. Point control measure main icon symbols (continued)

Function	*Main Icon (Field A)*	*Construct Example and Symbol Translation*
U.S. Class X (material to support nonmilitary programs)	CA	
NATO multiple supply class point Use supply class numbers (I, II, III, IV, and V) for A field or ALL for all classes of supply.	I/III/V	

5-25. Table 5-8, on pages 5-33 through 5-35, lists distinctive action point functions, templates, and usage examples that must follow the guidelines of this table.

Table 5-8. Distinctive action point control measure functions, templates, and examples

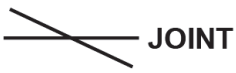
Function	*Template*	*Construct Example and Symbol Translation*
Airfield—An area prepared for the accommodation (including any buildings, installations, and equipment), landing, and takeoff of aircraft. (See JP 3-36 for additional information.)		 Joint airfield
Contact point—In land warfare, a point on the terrain, easily identifiable, where two or more units are required to make contact. (JP 3-50)		 Contact point 1

Table 5-8. Distinctive action point control measure functions, templates, and examples (continued)

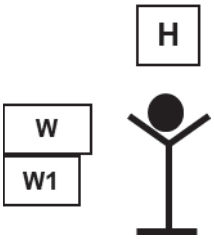
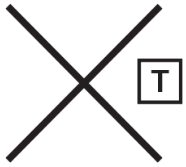
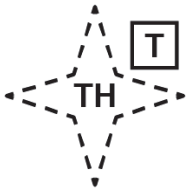
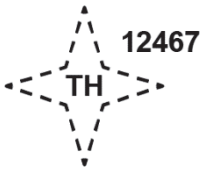
Function	*Template*	*Construct Example and Symbol Translation*
Decision point—A point in space and time when the commander or staff anticipates making a key decision concerning a specific course of action. (JP 5-0)		Decision point 3
Isolated personnel initial location (See JP 3-50 and FM 3-50 for more information on isolated personnel initial locations.)		14 121100ZMAR18 – 121130ZMAR18 Isolated personnel (14 individuals) initial location between 1100 Zulu hour 12 MAR 2018 and 1130 Zulu hour 12 MAR 2018
Key terrain—An identifiable characteristic whose seizure or retention affords a marked advantage to either combatant. (ADP 3-90)		Key terrain 7
Point of interest		Point of interest 9 Point of interest launch event

Table 5-8. Distinctive action point control measure functions, templates, and examples (continued)

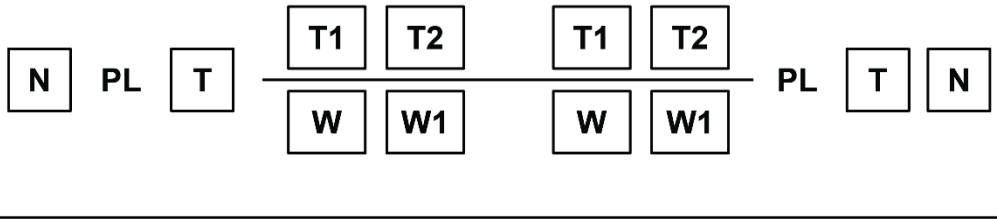
Function	*Template*	*Construct Example and Symbol Translation*
Waypoint—A designated point or series of points loaded and stored in a global positioning system or other electronic navigational aid system to facilitate movement.		Waypoint 8
Target handover—Depicts a direction fire target handover mission is in progress and facilitates orientation of direct fires to maximize combat effectiveness and minimize fratricide.		 Target handover 12467

LINES

5-26. In table 5-9, on pages 5-36 through 5-41, there are line control measure symbols that follow a specific template format as shown in figure 5-9.

- Most lines are also names as a phase line for ease of reference in orders and during transmissions.
- Lines that have a specific purpose and are also named as phase lines (such as a restrictive fire line) should have the primary purpose in the Field T1 labeled on top of the line at both ends of the line inside the lateral boundaries or as often as necessary for clarity.
- The designation of the controlling headquarters for fire support coordination measures is depicted in Field T2.

The use of phase lines to mark line control measure symbols is not mandatory.



N	Field identifies hostile (enemy).
T	Text amplifier used to differentiate a symbol by numbering, lettering, or a combination of both.
T1	Text amplifier used to identify primary purpose (function).
T2	Text amplifier used to identify the controlling headquarters.
W-W1	Text amplifier for date and time group.

Figure 5-9. Template for line control measure symbols

Table 5-9. Line control measure symbols

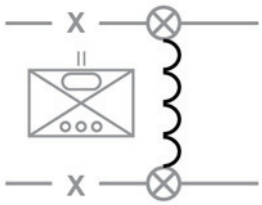
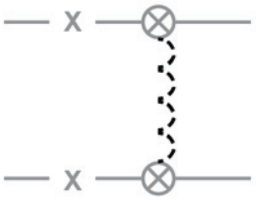
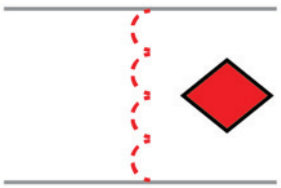
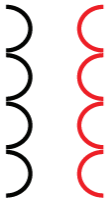
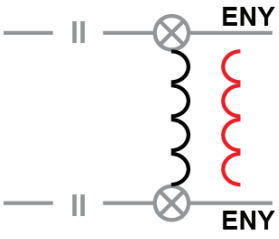
Function	*Template*	*Construct Example* ***Note***. Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.
Lines		
Forward line of own troops—A line which indicates the most forward position of friendly forces in any kind of military operation at a specific time. (JP 3-03) ***Note***. The open side of the arc reflects the reported unit.		 Friendly present  Friendly planned, or on order  Enemy suspected or templated
Line of contact—A general trace delineating the locations where friendly and enemy forces are engaged. (ADP 3-0) The line of contact symbol is created when both the friendly and enemy forward line of troops symbols are displayed. ***Note***. The open side of the art reflects the reported unit.		

Table 5-9. Line control measure symbols (continued)

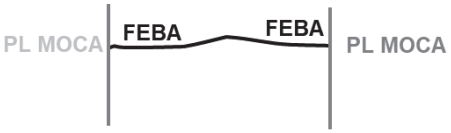
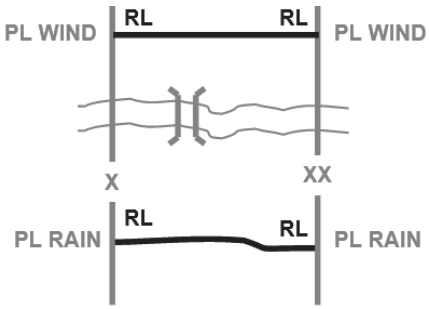
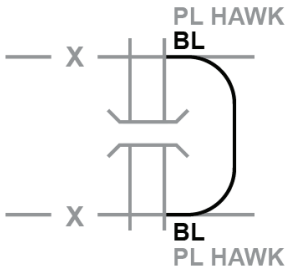
Function	*Template*	*Construct Example* ***Note***. Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.
Phase line—An easily identified feature in the operational area utilized for control and coordination of military operations. (JP 3-09)		
Forward edge of the battle area—The foremost limits of a series of areas in which ground combat units are deployed to coordinate fire support, the positioning of forces, or the maneuver of units, excluding areas in which covering or screening forces are operating. (JP 3-09.3)		
Release line—Phase line used in river crossing operations that delineates a change in the headquarters controlling movement. (See ATP 3-90.4 for more information on release line.)		
Bridgehead line—The limit of the objective area in the development of the bridgehead. (See ATP 3-90.4 for more information on bridgehead line.)		

Table 5-9. Line control measure symbols (continued)

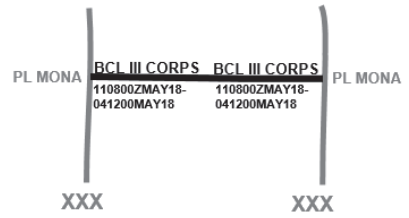
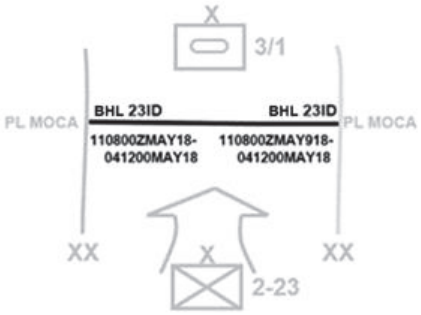
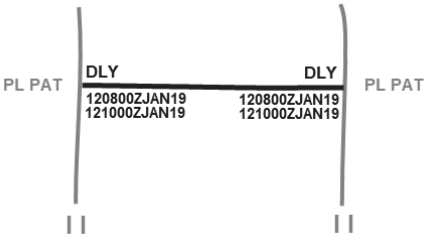
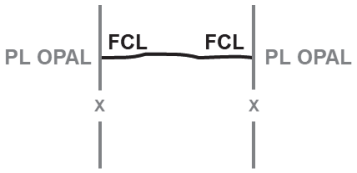
Function	*Template*	*Construct Example* ***Note***. Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.
Offensive Lines		
Battlefield coordination line	BCL BCL	
Battlefield handover line—A designated phase line where responsibility transitions from the stationary force to the moving force and vice versa. (ADP 3-90)	BHL BHL	
Delay line—A phase line where the date and time before which the enemy is not allowed to cross the phase line is depicted as part of the graphic control measure. (FM 3-90-1)	DLY DLY	
Final coordination line—A phase line close to the enemy position used to coordinate the lifting or shifting of supporting fires with the final deployment of maneuver elements. (ADP 3-90)	FCL FCL	

Table 5-9. Line control measure symbols (continued)

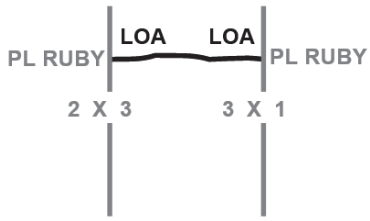
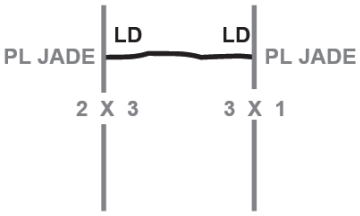
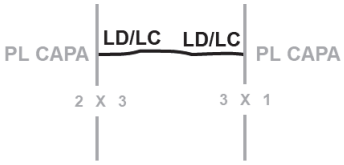
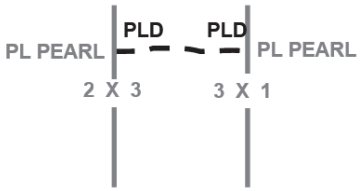
Function	*Template*	*Construct Example* ***Note***. Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.
Limit of advance—A phase line used to control forward progress of the attack. (ADP 3-90)		
Line of departure—In land warfare, a line designated to coordinate the departure of attack elements. (JP 3-31)		
Line of departure or line of contact—A general trace delineating the locations where friendly and enemy forces are engaged. (ADP 3-90)		
Probable line of deployment—A phase line that designates the location where the commander intends to deploy the unit into assault formation before beginning the assault. (ADP 3-90) ***Note***. The dashed lines in this symbol shall be displayed in present and anticipated status.		

Table 5-9. Line control measure symbols (continued)

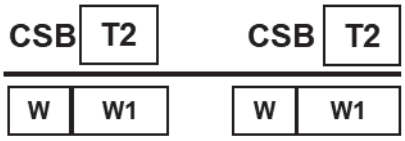
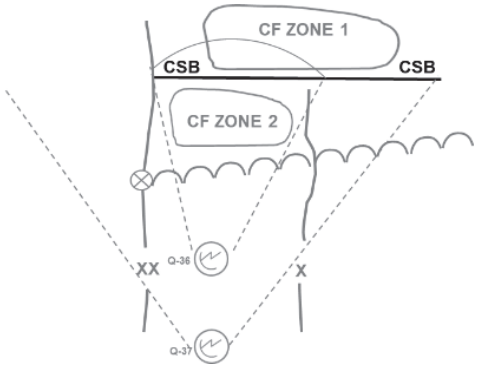
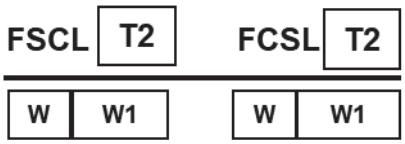
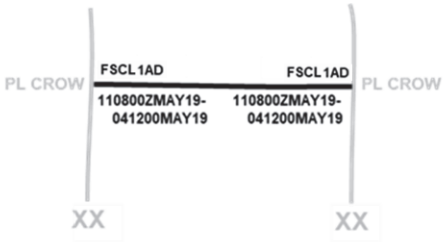
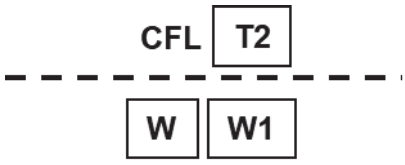
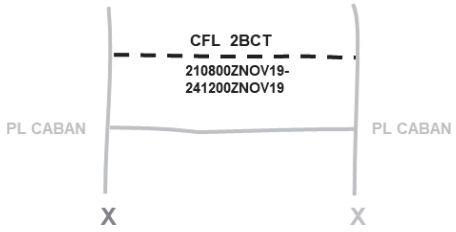
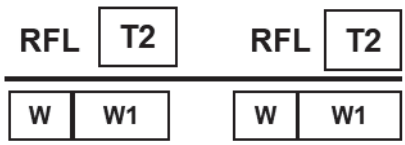
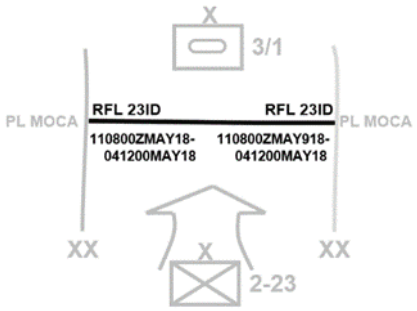
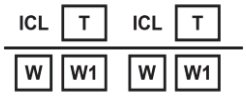
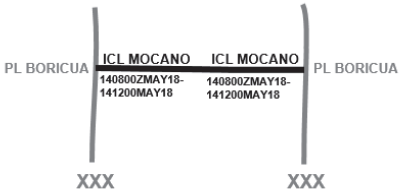
Function	*Template*	*Construct Example* ***Note***. Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.
Fires Lines		
Common sensor boundary—A line depicted by a series of grid coordinates, grid line, phase line or major terrain feature that divides target acquisition search areas into radar acquisition management areas. (FM 3-09)		
Fire support coordination line—A fire support coordination measure established by the land or amphibious force commander to support common objectives within an area of operation; beyond which all fires must be coordinated with affected commanders prior to engagement, and short of the line, all fires must be coordinated with the establishing commander prior to engagement. (JP 3-09)		

Table 5-9. Line control measure symbols (continued)

Function	*Template*	*Construct Example* ***Note***. Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.
Coordinated fire line—A line beyond which conventional surface-to-surface direct fire and indirect fire support means may fire at any time within the boundaries of the establishing headquarters without additional coordination but does not eliminate the responsibility to coordinate the airspace required to conduct the mission. (JP 3-09)		
Restrictive fire line—A specific boundary established between converging friendly surface forces that prohibits fires or their effects from crossing. (JP 3-09)		
Intelligence Line		
Intelligence coordination line		

MOVEMENT AND MANEUVER CONTROL MEASURE SYMBOLS

5-27. *Movement* is the positioning of combat power to establish the conditions for maneuver (ADP 3-90), and *maneuver* is the employment of forces in the operational area, through movement in combination with fires and information, to achieve a position of advantage in respect to the enemy (JP 3-0). (See FM 3-90-1 and FM 3-90-2 for additional information on movement and maneuver.)

5-28. Table 5-10, on pages 5-42 through 5-45 includes forms of maneuver control measures. *Forms of maneuver* are distinct tactical combinations of fire and movement with a unique set of doctrinal characteristics that differ primarily in the relationship between the maneuvering force and the enemy (ADP 3-90).

Table 5-10. Forms of maneuver control measure symbols

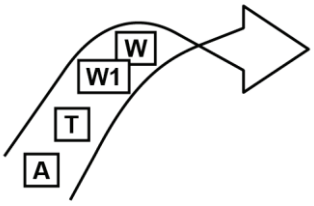
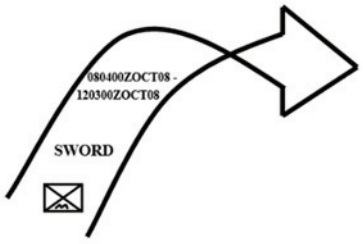
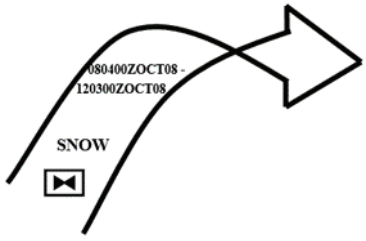
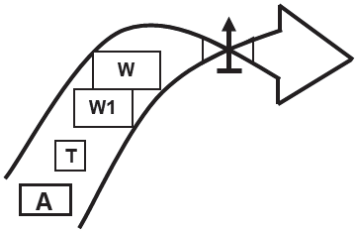
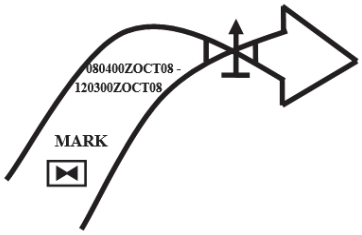
Control Measure	*Template*	*Construct Example and Symbol Translation*
Axis of Advance The general area through which the bulk of a unit's combat power must move. (ADP 3-90)		
Airborne or aviation axis of advance		 Airborne infantry unit moving on airborne axis of advance SWORD from 0400 Zulu hour 8 October 2008 to 0300 Zulu hour 12 October 2008  Aviation unit moving on aviation axis of advance SNOW from 0400 Zulu hour 8 October 2008 to 0300 Zulu hour 12 October 2008
Attack helicopter axis of advance		 Attack aviation unit moving on attack helicopter axis of advance MARK from 0400 Zulu hour 8 October 2008 to 0300 Zulu hour 12 October 2008

Table 5-10. Forms of maneuver control measure symbols (continued)

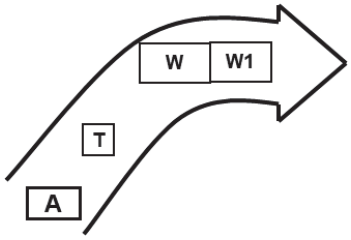
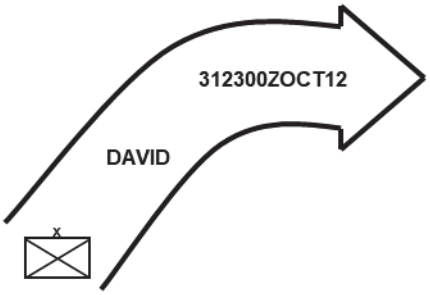
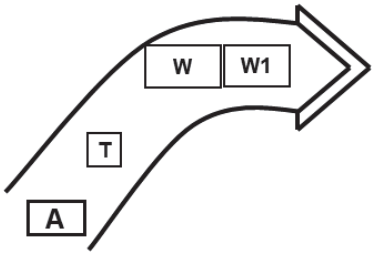
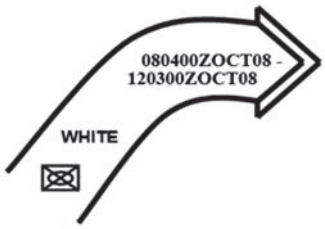
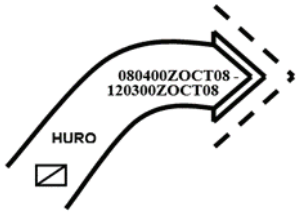
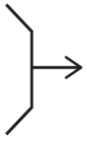
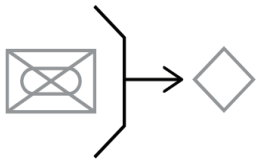
Control Measure	*Template*	*Construct Example and Symbol Translation*
Supporting axis of advance		 Infantry brigade moving on supporting axis of advance DAVID from 2300 Zulu hour 31 October 2012
Main axis of advance—The principal attack or effort into which the commander throws the full weight of the offensive power at his disposal.		 Mechanized infantry unit moving on main axis of advance WHITE from 0400 Zulu hour 8 October 2008 to 0300 Zulu hour 12 October 2008
		 Cavalry unit moving on feint main axis of advance HURO from 0400 Zulu hour 8 October 2008 to 0300 Zulu hour 12 October 2008
Attack A type of offensive operation that destroys or defeats enemy forces, seizes and secures terrain, or both. (ADP 3-90)		
Attack by fire—A tactical mission task in which a commander uses direct fires, supported by indirect fires, to engage an enemy force without closing with the enemy to destroy, suppress, fix, or deceive that enemy. (FM 3-90-1)		 Mechanized infantry unit attacks an enemy unit by fire

Table 5-10. Forms of maneuver control measure symbols (continued)

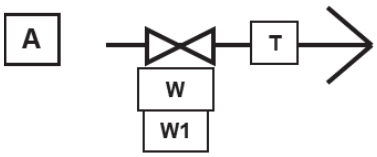
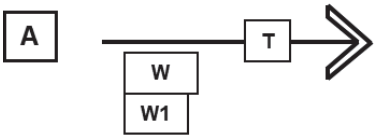
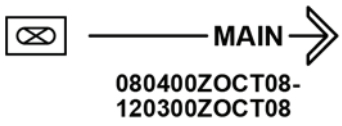
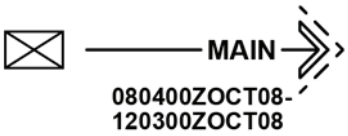
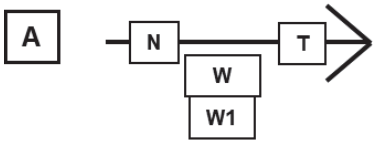
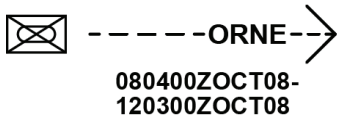
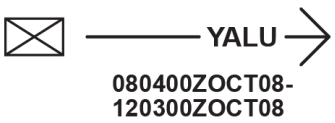
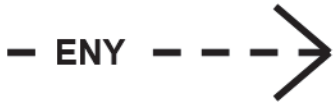
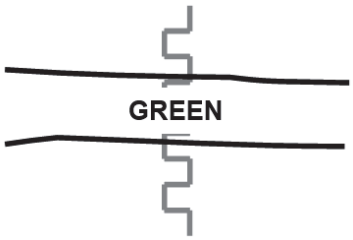
Control Measure	*Template*	*Construct Example and Symbol Translation*
Support by fire—A tactical mission task in which a maneuver force moves to a position where it can engage the enemy by direct fire in support of another maneuvering force. (FM 3-90-1)		 Mechanized infantry battalion conducts support by fire
Direction of Attack A specific direction or assigned route a force uses and does not deviate from when attacking. (ADP 3-90)		
Aviation direction of attack		 Aviation unit aviation direction of attack from 0400 Zulu hour 8 October 2008 to 0300 Zulu hour 12 October 2008
Direction of main attack		 Combined arms unit direction of main attack from 0400 Zulu hour 8 October 2008 to 0300 Zulu hour 12 October 2008
		 Infantry unit feint direction of main attack from 0400 Zulu hour 8 October 2008 to 0300 Zulu hour 12 October 2008
Direction of supporting attack		 Mechanized armored unit planned direction of supporting attack ORNE from 0400 Zulu hour 8 October 2008 to 0300 Zulu hour 12 October 2008
		

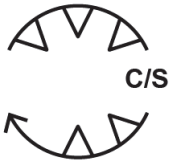
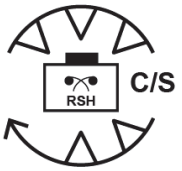
Table 5-10. Forms of maneuver control measure symbols (continued)

Control Measure	*Template*	*Construct Example and Symbol Translation*
		Infantry unit feint direction of supporting attack YALU from 0400 Zulu hour 8 October 2008 to 0300 Zulu hour 12 October 2008
		 Enemy or suspected direction of supporting attack
Infiltration A form of maneuver in which an attacking force conducts undetected movement through or into an area occupied by enemy forces to occupy a position of advantage in the enemy rear while exposing only small elements to enemy defensive fires. (FM 3-90-1)		
Infiltration lane—A control measure that coordinates forward and lateral movement of infiltrating units and fixes fire planning responsibilities. (FM 3-90-1)		 Infiltration lane GREEN through fortified line

OFFENSIVE AND DEFENSIVE OPERATION SYMBOLS

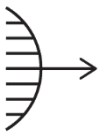
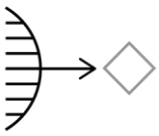
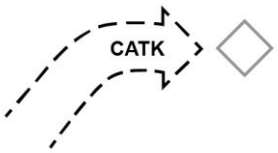
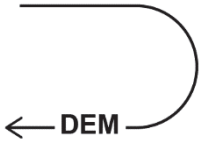
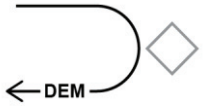
5-29. Table 5-11 includes movement to contact operation symbols. *Movement to contact* is a type of offensive operation designed to develop the situation and to establish or regain contact (ADP 3-90).

Table 5-11. Movement to contact operation symbols

Control Measure	*Template*	*Construct Example and Symbol Translation*
Cordon and search—A technique of conducting a movement to contact that involves isolating a target area and searching suspect locations within that target area to capture or destroy possible enemy forces and contraband. (FM 3-90-1)		 Cordon and search chemical, biological, radiological, and nuclear (CBRN) research facility

5-30. Table 5-12 on page 5-46 includes attack offensive operation symbols. An *attack* is a type of offensive operation that destroys or defeats enemy forces, seizes and secures terrain, or both (ADP 3-90). Demonstrations and feints, while forms of attack, are also associated with the conduct of military deception operations. (See JP 3-13 for more information on attacks.)

Table 5-12. Attack operation symbols

Control Measure	*Template*	*Construct Example and Symbol Translation*
Ambush—An attack by fire or other destructive means from concealed positions on a moving or temporarily halted enemy. (FM 3-90-1)		
Counterattack—Attack by part or all of a defending force against an enemy attacking force, for such specific purposes as regaining ground lost, or cutting off or destroying enemy advance units, and with the general objective of denying to the enemy the attainment of the enemy's purpose in attacking. In sustained defensive operations, it is undertaken to restore the battle position and is directed at limited objectives. (FM 1-02.1) ***Note***. The dashed lines in this graphic shall be displayed in present and anticipated status.		
Demonstration—In military deception, a show of force similar to a feint without actual contact with the adversary, in an area where a decision is not sought that is made to deceive an adversary. (JP 3-13.4)		
Feint—In military deception, an offensive action involving contact with the adversary conducted for the purpose of deceiving the adversary as to the location and/or time of the actual main offensive action. (JP 3-13.4)		

5-31. Table 5-13, on pages 5-47 through 5-48 includes enabling operation symbols. Enabling operations apply to all elements of decisive action, and related military symbols usage is described in ADP 3-90. Enabling operations include security, reconnaissance, relief in place, and passage of lines.

Table 5-13. Enabling operation symbols

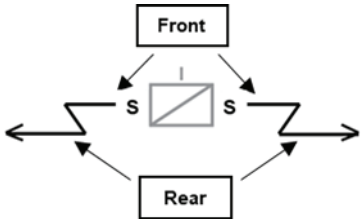
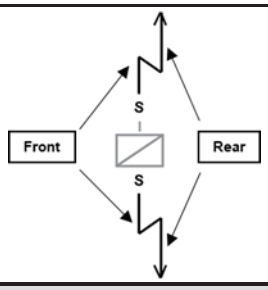
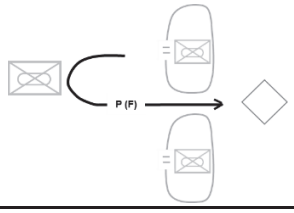
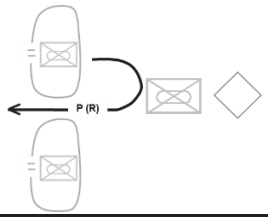
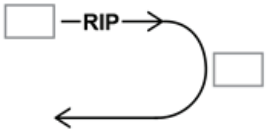
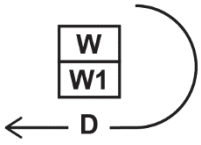
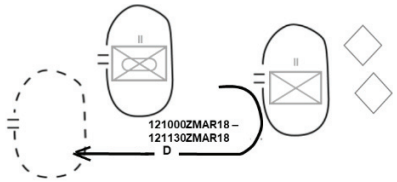
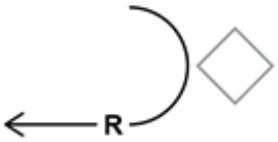
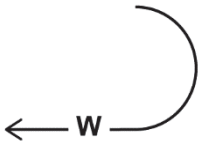
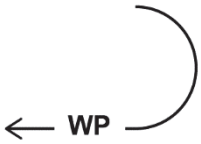
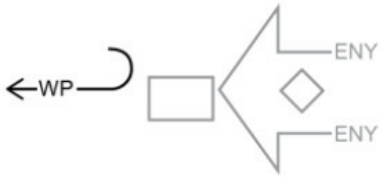
Security Operations Those operations performed by commanders to provide early and accurate warning of enemy operations, to provide the forces being protected with time and maneuver space within which to react to the enemy, and to develop the situation to allow commanders to effectively use their protected forces. (ADP 3-90)		
Draw rules: 1. Front of symbol faces enemy in a direction outward from friendly forces. 2. Letters (C,S,G) have the option to rotate independently and can adjust based on the direction of symbol. 3. Unit icon remains oriented for left-to-right legibility. 4. Arrows can originate from any point on the unit icon and orient outward in any direction necessary to depict the task. 5. Arrows may be elongated to cover desired area.		
Horizontal	**Vertical**	
		
Control Measure	***Template***	***Construct Example and Symbol Translation*** ***Note***. The friendly or hostile frame (gray) is not part of the symbol; it is for orientation only.
Screen—A type of security operation that primarily provides early warning to the protected force. (ADP 3-90)		
Cover—A type of security operation done independent of the main body to protect them by fighting to gain time while preventing enemy ground observation of and direct fire against the main body. (ADP 3-90)		
Guard—A type of security operation done to protect the main body by fighting to gain time while preventing enemy ground observation of and direct fire against the main body. (ADP 3-90)		

Table 5-13. Enabling operation symbols (continued)

Control Measure	*Template*	*Construct Example and Symbol Translation*
Passage of Lines An operation in which a force moves forward or rearward through another force's combat positions with the intention of moving into or out of contact with the enemy. (JP 3-18)		
Forward passage of lines—Occurs when a unit passes through another unit's positions while moving toward the enemy. (ADP 3-90)		
Rearward passage of lines—Occurs when a unit passes through another unit's positions while moving away from the enemy.		
Relief in Place An operation in which, by direction of higher authority, all or part of a unit is replaced in an area by the incoming unit and the responsibilities of the replaced elements for the mission and the assigned zone of operations are transferred to the incoming unit. (JP 3-07.3)		
Relief in place		

5-32. Table 5-14, on page 5-49, includes retrograde operation symbols. Retrograde applies to the elements of decisive action under defensive operations. Retrograde-related military symbols usage is described in ADP 3-90. Retrograde includes delay, withdraw, and retirement.

Table 5-14. Retrograde operation symbols

Control Measure	*Template*	*Construct Example and Symbol Translation*
Delay—When a force under pressure trades space for time by slowing down the enemy's momentum and inflicting maximum damage on enemy forces without becoming decisively engaged. (ADP 3-90)		
	Note. "W" and "W1" are optional amplifiers that identify the start date-time group, and can be displayed alone or in conjunction with "W1" to identify the projected date-time group end date.	
Retirement—When a force out of contact moves away from the enemy. (ADP 3-90)		
Withdraw—To disengage from an enemy force and move in a direction away from the enemy. (ADP 3-90)		
Withdraw under pressure		

OBSERVATION POST CONTROL MEASURES

5-33. An observation post is a position from which military observations are made, or fire directed and adjusted, and which possesses appropriate communications. Table 5-15 on page 5-50 lists the observation post control measures.

Table 5-15. Observation post control measure symbols

Function	***Construct*** ***Note***. Symbols without amplifier fields cannot be modified and must be used as depicted.
Observation post—A position from which military observations are made, or fire directed and adjusted, and which possess appropriate communications. While aerial observers and sensors systems are extremely useful, those systems do not constitute aerial observation posts. (FM 3-90-2)	
Reconnaissance observation post	
Forward observer—An observer operating with front line troops and trained to adjust ground or naval gunfire and pass back battlefield information. (JP 3-09)	
Chemical, biological, radiological, or nuclear (CBRN) observation post	
Sensor observation post or listening pod	
Combat outpost—A reinforced observation post capable of conducting limited combat operations. (FM 3-90-2)	

MILITARY DECEPTION CONTROL MEASURES

5-34. *Military deception* is actions executed to deliberately mislead adversary military, paramilitary, or violent extremist organization decision makers, thereby causing the adversary to take specific actions (or inactions) that will contribute to the accomplishment of the friendly mission (JP 3-13.4). Military deception control measures are designed to identify actions executed to mislead the enemy by manipulation, distortion, or falsification of evidence to induce the enemy to react in a manner prejudicial to the enemy's interests. Table 5-16 on pages 5-51 and 5-52 demonstrates the military deception icon symbol usage construct.

Table 5-16. Military deception control measure symbols

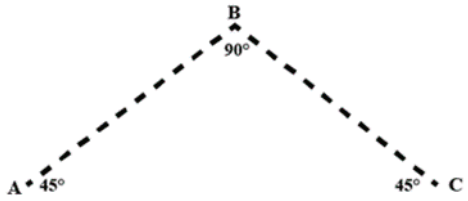
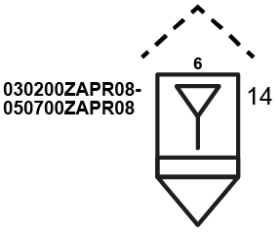
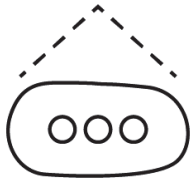
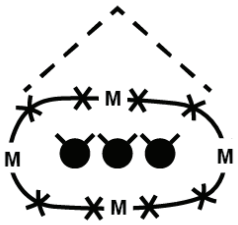
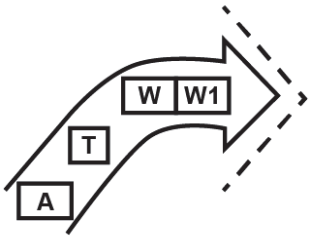
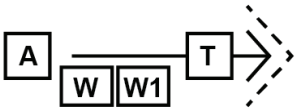
Feint, Decoy, or Dummy Indicator Line	
	
Note. The decoy, dummy, feint, or phony icon is added to another symbol, such as equipment, installations, or control measures to form the decoy, dummy, feint, or phony symbol.	
Examples	
Single point control measure	 Dummy Class 3 supply point
Equipment	 Dummy armored high mobility wheeled vehicle
Installation	 Dummy electrical installation
Minefield	 Dummy antitank minefield

Table 5-16. Military deception control measure symbols (continued)

Examples	
Minefield, dynamic or mined area	 Dummy dynamic unspecified minefield
Mined area, fenced	 Antipersonnel fenced mined area
Feint (axis of advance)	
Feint (direction of attack)	

AIRSPACE CONTROL MEASURES

5-35. Airspace control measures are the capabilities and procedures used to increase operational effectiveness by promoting the safe, efficient, and flexible use of airspace. (See JP 3-52 for more information on airspace control measures.) Airspace control measures are used to segregate, control, and reserve airspace for operations. Airspace control measures are also used to—

- Enhance the effectiveness of accomplishing the commander's objectives.
- Prevent mutual interference.
- Facilitate air defense identification.
- Prevent fratricide.
- Help in safely accommodating the flow of all air traffic in the area of operations.

Table 5-17 on pages 5-53 through 5-60 lists airspace control measure symbols. (See ATP 3-52.1 for additional information on airspace control and associated military symbol doctrine.

Table 5-17. Airspace control measure symbols

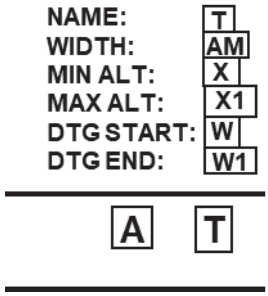
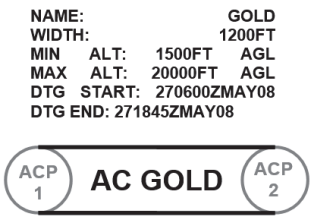
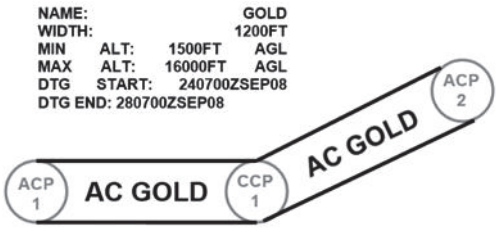
Air Corridors		
Template		
 A—Main icon identifies function. AM—A numeric amplifier that displays a minimum, maximum, or specific distance (including range, radius, width, or length) in meters or feet. T—A text amplifier that uniquely identifies the corridor. X, X1—Identifies the minimum, maximum, or specific altitude (in feet or meters in relation to a reference datum), flight level, or depth. W, W1—Identifies the date-time group associated with corridor.		
Function	***Main Icon (Field A)***	***Construct Example and Symbol Translation***
Air corridor—A restricted air route of travel specified for use by friendly aircraft and established for the purpose of preventing friendly aircraft from being fired on by friendly forces. (JP 3-52)	**AC**	 Air corridor GOLD including air control points
		 Air corridor GOLD with multiple segments, including air control points and a communication control point

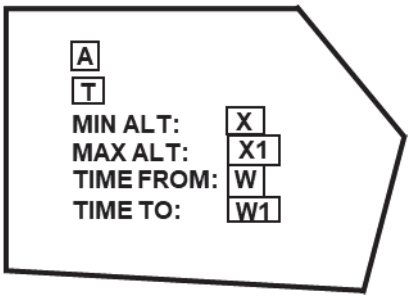
Table 5-17. Airspace control measure symbols (continued)

Function	*Main Icon (Field A)*	*Construct Example and Symbol Translation*
Low-level transit route—A temporary corridor of defined dimensions established in the forward area to minimize the risk to friendly aircraft from friendly air defenses or surface forces. (JP 3-52)	**LLTR**	NAME: COBRA WIDTH: 300FT MIN ALT: 150FT AGL MAX ALT: 3000FT AGL DTG START: 240500ZOCT08 DTG END: 241845ZOCT08 Low-level transit route air corridor Red, width 300 feet, minimum altitude 150 feet, maximum altitude 3000 feet, operational from 0500 Zulu 24 OCT 2008 to 1845 Zulu 24 OCT 2008 (between air control points 1 and 2)
Minimum-risk route—A temporary corridor of defined dimensions recommended for use by high-speed, fixed-wing aircraft that presents the minimum known hazards to low-flying aircraft transiting the combat zone. (JP 3-52)	**MRR**	NAME: RED WIDTH: 1500FT MIN ALT: 3000FT AGL MAX ALT: 21000FT AGL DTG START: 110200ZSEP08 DTG END: 140300ZSEP08 Minimum-risk route air corridor RED, width 1500 feet, minimum altitude 3000 feet, maximum altitude 21000 feet, operational from 0200 Zulu 11 SEP 2008 to 0300 Zulu 14 SEP 2008 (between air control points 1 and 2)
Safe lane—A bi-directional lane connecting an airbase, landing site, or base defense zone to adjacent routes or corridors. Safe lanes may also be used to connect adjacent activated routes or corridors. (See ATP 3-52.1 for more information on safe lanes.)	**SL**	NAME: LION WIDTH: 600FT MIN ALT: 600FT AGL MAX ALT: 3000FT AGL DTG START: 240730ZFEB08 DTG END: 280900ZFEB08 Safe lane air corridor LION that includes air control points
Special corridor—A corridor used to accommodate the special routing requirements of specific missions and are used for special operations aircraft. (See ATP 3-52.1 for more information on special corridors.)	**SC**	NAME: OWL WIDTH: 500M MIN ALT: 100M MAX ALT: 1200M DTG START: 220700ZJUN20 DTG END: 300700ZJUN20 Special corridor OWL including air control points

Table 5-17. Airspace control measure symbols (continued)

Function	*Main Icon (Field A)*	*Construct Example and Symbol Translation*
Standard use Army aircraft flight route—Route established below the coordination level to facilitate the movement of Army aviation assets; it is normally located in the corps through brigade rear areas of operation and does not require approval by the airspace control authority. (JP 3-52)	SSAFR	NAME: BLUE WIDTH: 600FT MIN ALT: 150FT AGL MAX ALT: 3000FT AGL DTG START: 260930ZMAY08 DTG END: 280700ZMAY08 ACP 1 — SAAFR BLUE — ACP 2
Transit corridor—Bi-directional in the rear area and established to route aircraft through air defenses. (See ATP 3-52.1 for more information on transit corridor.)	TC	NAME: KING WIDTH: 900FT MIN ALT: 2100FT AGL MAX ALT: 6000FT AGL DTG START: 260700ZMAR08 DTG END: 280700ZMAR08 ACP 1 — TC KING — ACP 2
Unmanned aircraft (UA) corridor—Airspace established by the airspace control authority, based on the UA mission. (See ATP 3-52.1 for more information on an UA corridor.)	UA	NAME: DRAGON WIDTH: 1200FT MIN ALT: 1500FT AGL MAX ALT: 12000FT AGL DTG START: 200700ZMAY08 DTG END: 210700ZMAY08 ACP 1 — UA DRAGON — ACP 2
Lines Without Amplifier Fields ***Note***. Symbols without amplifier fields cannot be modified and must be used as depicted.		
Identification, friend-or-foe switch off-line—Line marks where friendly aircraft stop emitting an identification, friend-or-foe signal. (See ATP 3-52.1 for more information on identification, friend-or-foe switch-off lines	IFF OFF IFF OFF	
Identification, friend-or-foe switch on-line—Line marks where friendly aircraft start emitting an identification, friend-or-foe signal. (See ATP 3-52.1 for more information on identification, friend-or-foe switch-on lines.)	IFF ON IFF ON	

Table 5-17. Airspace control measure symbols (continued)

Zones	
Function	***Example***
Base defense zone—An air defense zone established around an air base and limited to the engagement envelope of short-range air defense weapons systems defending that base. (JP 3-52)	***Note***. This zone symbol has no amplifier fields and cannot be modified.
Zone Symbols with Amplifier Fields	
Template	
 A—Main icon that identifies the function. T—Identifies the unique unit designation servicing the zone. X, X1—Identifies the minimum, maximum, and/or specific altitude (in feet or meters in relation to a reference datum), flight level, or depth. W, W1—Identifies the date-time group associated with zone.	
Function	***Main Icon (Field A)***
High-density airspace control zone—Airspace designated in an airspace control plan or airspace control order in which there is a concentrated employment of numerous and varied weapons and airspace users. (JP 3-52)	**HIDACZ**

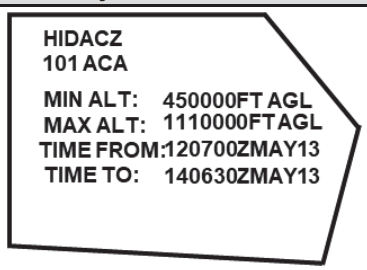
Example with Symbol Translation
 High-density airspace control zone, established by 101st airborne control authority for a minimum altitude of 450000 feet above ground level and a maximum altitude of 1110000 feet above ground level, operational from 0700 Zulu hour 14 MAY 2013

Table 5-17. Airspace control measure symbols (continued)

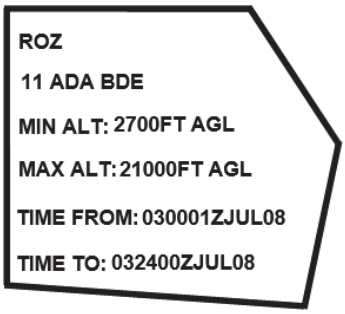
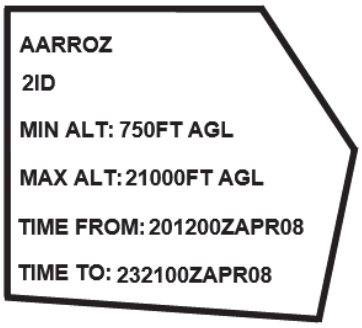
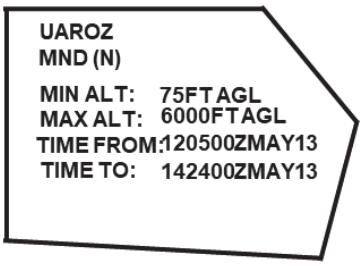
Function	*Main Icon (Field A)*	*Example with Symbol Translation*
Restricted Operations Zones		
Restricted operations zone—Airspace reserved for specific activities in which the operations of one or more airspace users is restricted. (JP 3-52)	**ROZ**	 Restricted operations zone, designated by 11th Air Defense Artillery Brigade for a minimum altitude of 2700 feet above ground level and a maximum altitude of 21000 feet above ground level, operational from 0700 Zulu hour 12 MAY 2013 to 0630 Zulu hour 14 May 2013
Air-to-air refueling restricted operations zone—Airspace of defined dimensions set aside for aerial refueling operations. (See ATP 3-52.1 for more information on air-to-air refueling restricted operations zones.)	**AAR ROZ**	 Air-to-air refueling restricted operations zone, designated by 2 Infantry Division for a minimum altitude of 750 feet above ground level, operational from 1200 Zulu hour 20 APR 2013 to 2100 Zulu hour 23 APR 2013
Unmanned aircraft restricted operations zone—Airspace of defined dimensions created for unmanned aircraft system operations. (See ATP 3-52.1 for more information on unmanned aircraft restricted operations zones.)	**UAROZ**	 Unmanned aircraft restricted operations zone, designated by Multinational Division (North) for a minimum altitude of 75 feet above ground level and a maximum altitude of 6000 feet above ground level, operational from 0500 Zulu hour 12 MAY 2013 to 2400 Zulu hour 14 May 2013

Table 5-17. Airspace control measure symbols (continued)

Function	*Main Icon (Field A)*	*Example with Symbol Translation*
Engagement Zones		
Weapon engagement zone—In air and missile defense, airspace of defined dimensions within which the responsibility for engagement of air threats normally rests with a particular weapon system. (JP 3-01)	**WEZ**	 Weapon engagement zone, designated by 21st Air Defense Artillery for a minimum altitude of 300 feet above ground level and a maximum altitude of 102000 feet above ground level, operational from 0030 Zulu hour 4 JAN 2008 to 0630 Zulu hour 14 JAN 2008
Joint engagement zone—In air and missile defense, that airspace of defined dimensions within which multiple air defense systems (surface-to-air missiles and aircraft) are simultaneously employed to engage air threats. (JP 3-01)	**JEZ**	 Joint engagement zone, designated by joint task force for a minimum altitude of 300 feet above ground level and a maximum altitude of 120000 feet above ground level, operational from 0100 Zulu hour 31 OCT 2008 to 0100 Zulu hour 1 NOV 2008
Missile engagement zone—In air and missile defense, that airspace of defined dimensions within which the responsibility for engagement of air and missile threats normally rests with surface-to-air missile systems. (JP 3-01)	**MEZ**	 Missile engagement zone, designated by 2nd Company, 4th Air Defense Artillery Battalion for a minimum altitude of 6000 feet above ground level and a maximum altitude of 45000 feet above ground level, operational from 0100 Zulu hour 16 FEB 2008 to 0100 Zulu hour 15 MAR 2008

Table 5-17. Airspace control measure symbols (continued)

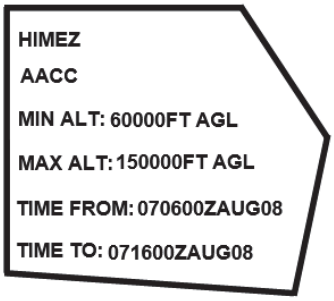
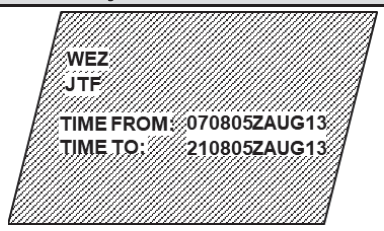
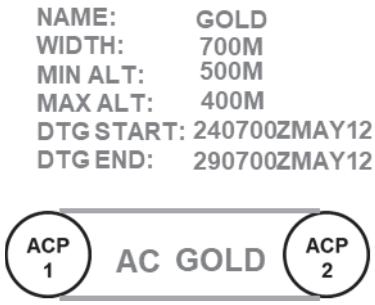
Function	*Main Icon (Field A)*	*Example with Symbol Translation*
Low-altitude missile engagement zone—In air and missile defense, that airspace of defined dimensions within which the responsibility for engagement of air and missile threats normally rests with low- to medium-altitude surface-to-air missiles. (JP 3-01)	**LOMEZ**	 Low (altitude) missile engagement zone, designated by anti-air coordination center, for a minimum altitude of 300 feet above ground level and a maximum altitude of 6000 feet above ground level, operational from 0600 Zulu hour 7 AUG 2008 to 1600 Zulu hour 7 AUG 2008
High-altitude missile engagement zone—In air and missile defense, that airspace of defined dimensions within which the responsibility for engagement of air and missile threats normally rests with high-altitude surface-to-air missiles. (JP 3-01)	**HIMEZ**	 High (altitude) missile engagement zone, designated by anti-air coordination center, for a minimum altitude of 6000 feet above ground level and a maximum altitude of 150000 feet above ground level, operational from 0600 Zulu hour 7 AUG 2008 to 1600 Zulu hour 7 AUG 2008
Short-range air defense engagement zone—In air and missile defense, that airspace of defined dimensions within which the responsibility for engagement of air and missile threats normally rests with short-range air defense weapons, and may be established within a low- or high-altitude missile engagement zone. (JP 3-01)	**SHORADEZ**	 Short-range air defense engagement zone, designated by joint task force, for a minimum altitude of 300 feet above ground level and a maximum altitude of 24000 feet above ground level, operational from 0600 Zulu hour 24 AUG 2008 to 2300 Zulu hour 24 AUG 2008

Table 5-17. Airspace control measure symbols (continued)

Function	*Main Icon (Field A)*	*Example with Symbol Translation*
Weapons free zone—An air defense zone established for the protection of key assets or facilities, other than air bases, where weapon systems may be fired at any target not positively recognized as friendly. (JP 3-01)	**WFZ**	 Weapons free zone, designated by joint task force, operational from 0805 Zulu 7 AUG 2013 to 0805 Zulu hour 21 AUG 2013
Points		
Function	*Template*	*Construct Example and Symbol Translation*
Air control point—A point easily defined and used for navigation, command and control, and communication. The point may be a terrain feature or an electronic navigational air. (See ATP 3-52.1 and ATP 3-04.1 for more information on air control points.)		 Air corridor GOLD with air control points 1 and 2

FIRE SUPPORT COORDINATION CONTROL MEASURES

5-36. Fire support coordination measures are employed by land or amphibious commanders to facilitate the rapid engagement of targets and simultaneously provide safeguards for friendly forces. Fire support coordination control measures should be labeled with the abbreviation of the control measures, the controlling headquarters (Field T), and the effective times (Fields W and W1). Lines should have this labeling on both ends of the line and repeated as often as necessary for clarity along any line that passes through boundaries. Table 5-18 on pages 5-61 through 5-65 lists fire support coordination control measure symbols. (See JP 3-0, FM 3-09, and ATP 3-52.1 for additional information on fire support coordination measures and associated military symbol doctrine.)

Table 5-18. Fire support coordination control measure symbols

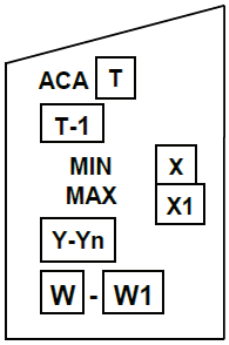
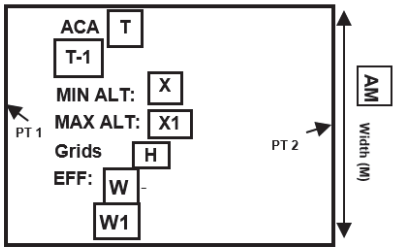
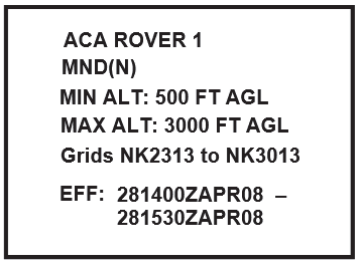
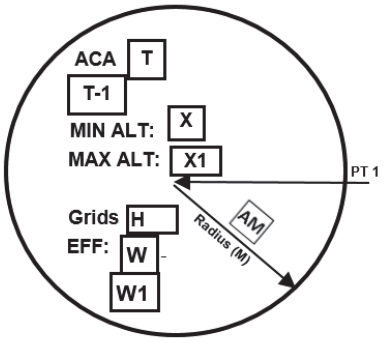
Function	*Template*	*Construct Example*
Airspace coordination area A three-dimensional block of airspace in a target area, established by the appropriate commander, in which friendly aircraft are reasonably safe from friendly surface fires. (JP 3-09.3		
Airspace coordination area—irregular		
	A restricted area or route of travel specified for use by friendly aircraft and established for the purpose of preventing friendly aircraft from being fired on by friendly forces.	
Airspace coordination area—rectangle		
Airspace coordination area—circular		

Table 5-18. Fire support coordination control measure symbols (continued)

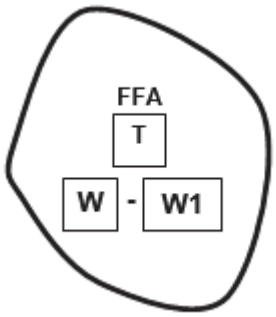
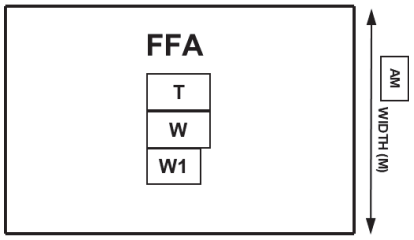
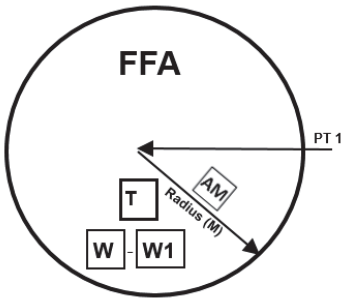
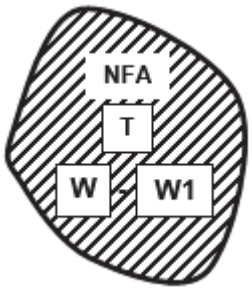
Function	*Template*	*Construct Example*
Free-fire area A specific area into which any weapon system may fire without additional coordination with the establishing headquarters. (JP 3-09)		
Free-fire area—irregular		
Free-fire area—rectangle		
Free-fire area—circular		
No-fire area An area designated by the appropriate commander into which fires or their effects are prohibited. (JP 3-09.3)		
No-fire area—irregular		

Table 5-18. Fire support coordination control measure symbols (continued)

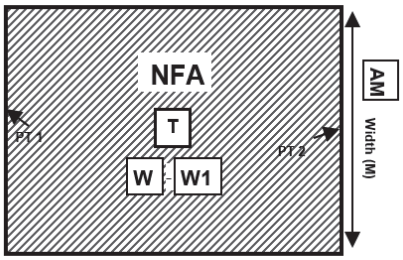
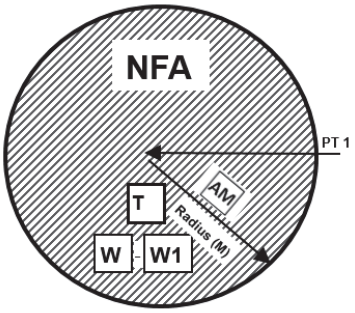
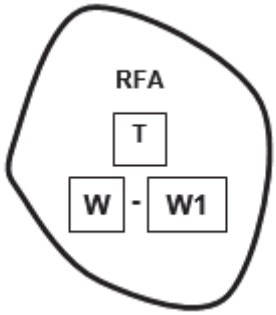
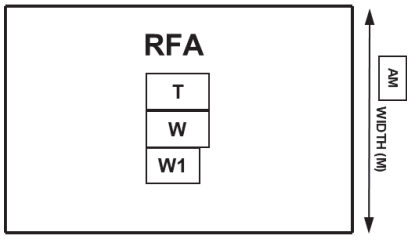
Function	*Template*	*Construct Example*
No-fire area—rectangular		
No-fire area—circular		
Restrictive fire area A location in which specific restrictions are imposed and into which fires that exceed those restrictions will not be delivered without coordination with the establishing headquarters. (JP 3-09)		
Restrictive fire area—irregular		
Restrictive fire area—rectangular		

Table 5-18. Fire support coordination control measure symbols (continued)

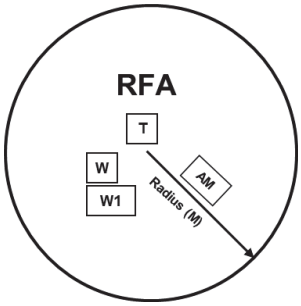
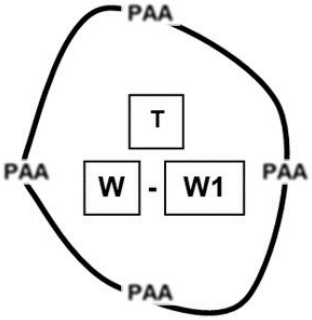
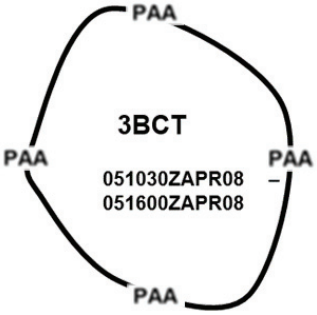
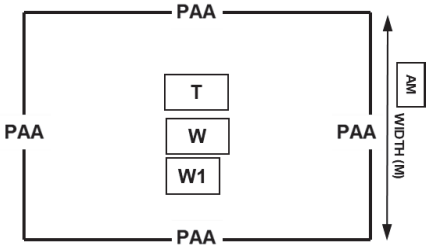
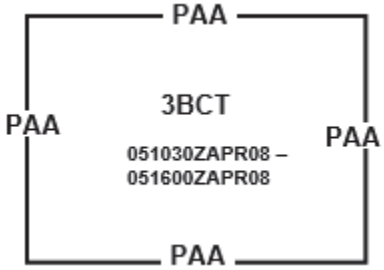
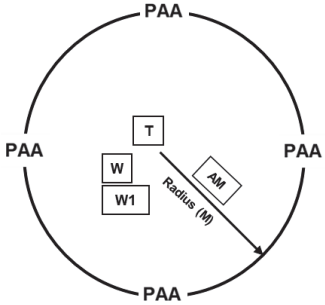
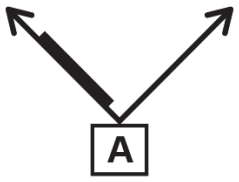
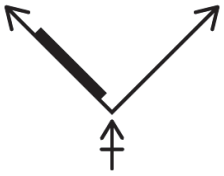
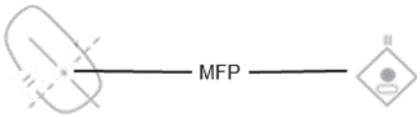
Function	*Template*	*Construct Example*
Restrictive fire area—circular		
Position area for artillery An area assigned to an artillery unit where individual artillery systems can maneuver to increasing their survivability. A position area for artillery is not an area of operations for the artillery unit occupying it. (FM 3-90-1)		
Position area for artillery—irregular		
Position area for artillery—rectangular		
Position area for artillery—circular		

Table 5-18. Fire support coordination control measure symbols (continued)

Function	*Template*	*Construct Example*
Direction of fire The direction on which a fire unit is laid to the most significant threat in the target area, to the chart direction to the center of the zone of fire, or to the target. (ATP 3-09.50)		
Fields of fire		
Munition flight path		
Munition flight path (MFP)		 A munition flight path of an enemy artillery battery neutralizing a battalion battle position
	Note 1. "MFP" displayed once at the approximate center of the overall length of the munition flight path. ***Note 2***. The munition flight path begins at a weapons system or surface-to-surface fires unit and terminates at a target. ***Note 3***. Date-time groups is optional. The effective date-time group of the munition flight path is the shot or launch time of the projectile, and the expiration date-time group is the splash or time of impact of the projectile.	

TARGET CONTROL MEASURES

5-37. 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. Table 5-19 on pages 5-66 through 5-69 lists target control measures symbols. (See FM 3-09 for additional information on target control measures and associated military symbol doctrine.)

Table 5-19. Target control measure symbols

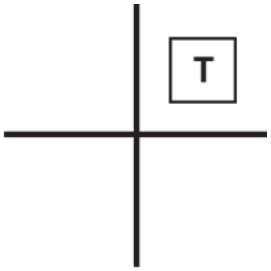
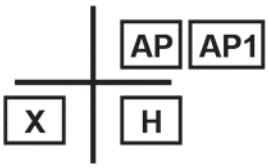
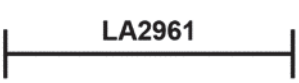
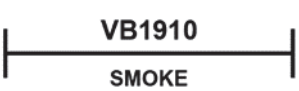
Function	*Template*	*Construct Example*
	Target Points	
Target reference point—A predetermined point of reference, normally a permanent structure or terrain feature that can be used when describing a target location. (JP 3-09.3)		Target reference point 201
Point target—A target that is less than or equal to 200 meters in width and length. (See ATP 3-09.30 for more information on point targets.)		
Nuclear target	 ***Note***. The point at the center of the target represents the desired ground zero.	
	Linear Targets Targets that are greater than 200 meters in length and less than or equal to 200 meters in width. (See ATP 3-09.30 for more information on linear targets.)	
Linear target		
Linear smoke target		

Table 5-19. Target control measure symbols (continued)

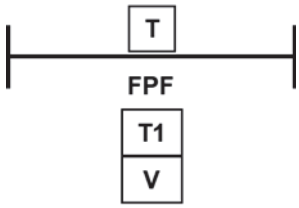
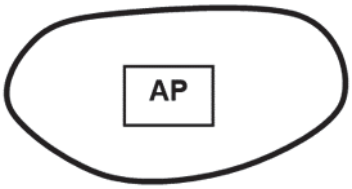
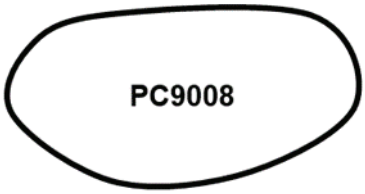
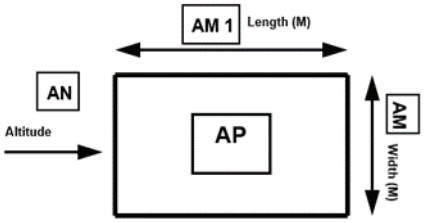
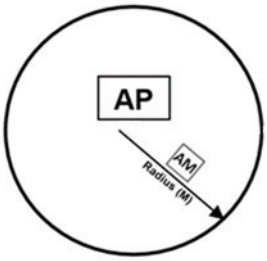
Function	*Template*	*Construct Example*
Final protective fire—An immediately available prearranged barrier of fire designed to impede enemy movement across defensive lines or areas. (JP 3-09.3)		
Area Targets		
Area target (See ATP 3-09.30 for more information on area targets.)		
Rectangular target—A target that is greater than 200 meters in length and width described by four grids or by a center grid, a length, width, and an altitude. (See ATP 3-09.30 for more information on rectangular targets.)		
Circular target—A target that is in a circular pattern or is vague as to exact composition and has a radius greater than 100 meters. (See ATP 3-09.30 for more information on circular targets.)		

Table 5-19. Target control measure symbols (continued)

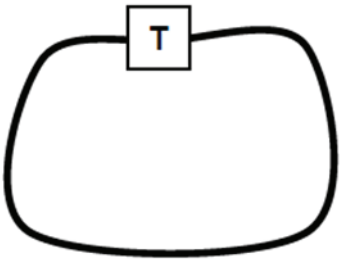
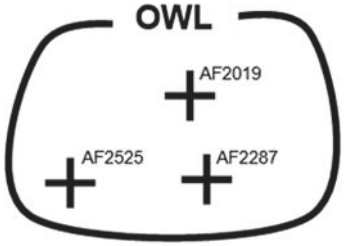
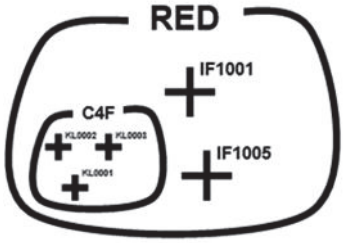
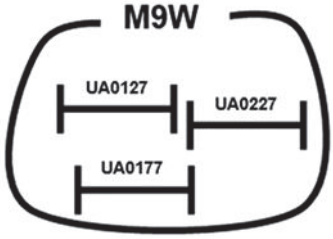
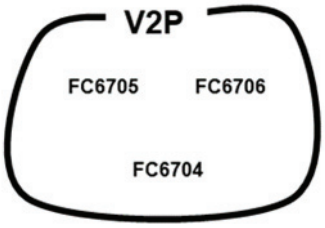
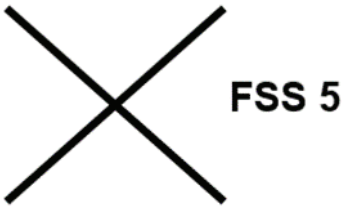
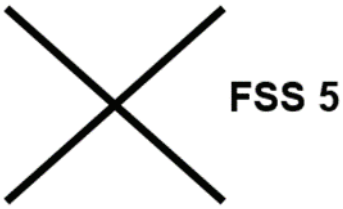
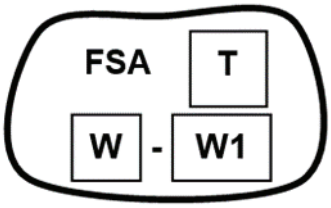
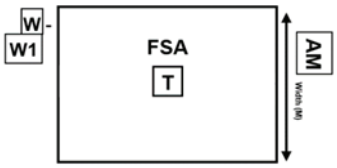
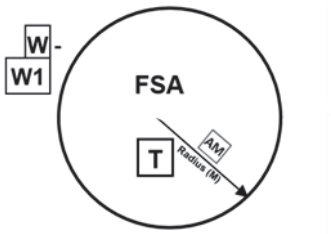
Function	*Template*	*Construct Example*
Group of targets—Consists of two or more targets on which fire desired simultaneously, and is designed by a letter and number combination or a nickname. **Series of targets**—A number of targets or group(s) of targets planned to be fired in a predetermined sequence to support a maneuver operation. (See ATP 3-09.30 for more information on series of targets.)		  Point targets
		 Linear targets
		 Area targets
Smoke		

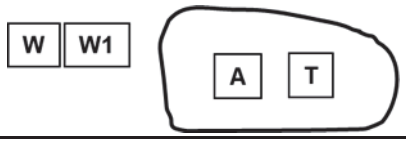
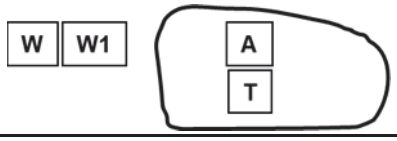
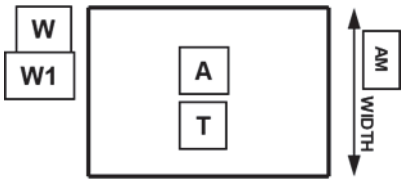
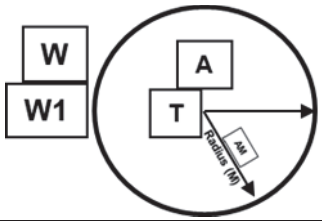
Table 5-19. Target control measure symbols (continued)

Function	*Template*	*Construct Example*
Smoke (continued)		 Planned
Bomb area		
	Naval Gunfire	
Fire support station—An exact location at sea within a fire support area from which a fire support ship delivers fire. (JP 3-02)		
	Fire Support Area An appropriate maneuver area assigned to fire support ships by the naval force commander from which they can deliver gunfire support to an amphibious operation. (JP 3-09)	
Fire support area, irregular		
Fire support area, rectangular		
Fire support area, circular		

TARGET ACQUISITION CONTROL MEASURES

5-38. *Target acquisition* is the detection, identification, and location of a target in sufficient detail to permit the effective employment of capabilities that create the required effects (JP 3-60). (See ATP 3-09.12 for additional information on field artillery target acquisition systems and associated military symbol doctrine.) Table 5-20 on pages 5-70 through 5-76 lists target acquisition control measure symbols.

Table 5-20. Target acquisition control measure symbols

Templates	
	
	
A—Main icon that identifies the function. AM—A numeric amplifier that permits displaying minimum, maximum, or a specific distance (range, radius, width, or length). T—Text amplifier that uniquely identifies the zone. W, W1—Identifies the date-time group associated with zone.	

Function	***Main Icon (Field A)***	***Construct Example***
Artillery Target Intelligence Zone A weapons locating radar search area in enemy territory that the commander monitors closely to detect and report any weapon ahead of all acquisitions other than those from critical friendly zones or call for fire zones. (FM 3-09)		
Artillery target intelligence zone, irregular	**ATI ZONE**	020300ZMAY19 090500ZMAY19 ATI ZONE MND(N)
Artillery target intelligence zone, rectangular		020300ZDEC08 - 090500ZDEC08 ATI ZONE 3BDE 4ID

Table 5-20. Target acquisition control measure symbols (continued)

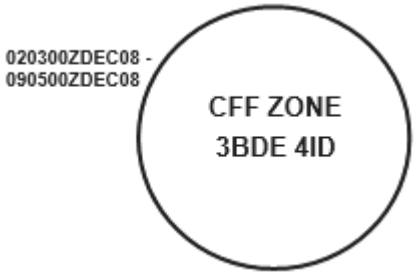
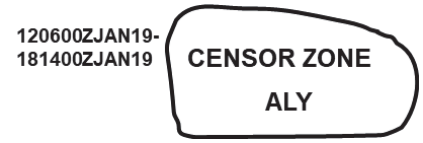
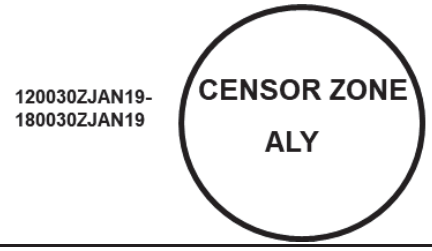
Function	*Main Icon (Field A)*	*Construct Example*
Call for Fire Zone A weapons locating radar search area from which the commander wants to attack hostile firing systems. (FM 3-09)		
Call for fire zone, irregular	CFF ZONE	
Call for fire zone, rectangular		
Call for fire zone, circular		
Censor Zone An area from which the weapons locating radar is prohibited from reporting acquisitions. (FM 3-09)		
Censor zone, irregular	CENSOR ZONE	
Censor zone, rectangular		
Censor zone, circular		

Table 5-20. Target acquisition control measure symbols (continued)

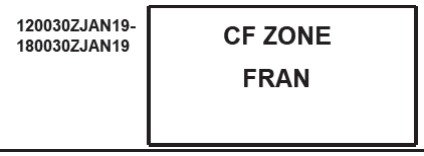
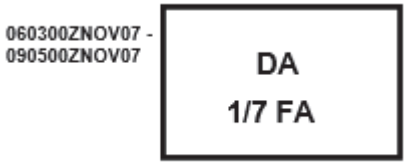
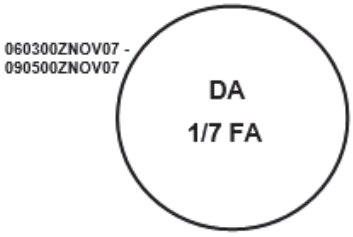
Function	*Main Icon (Field A)*	*Construct Example*
Critical Friendly Zone A friendly area of coverage employed by weapons locating radar which the maneuver commander designates as critical to the protection of an asset whose loss would seriously jeopardize the mission. (FM 3-09)		
Critical friendly zone, irregular	CZ ZONE	
Critical friendly zone, rectangular		
Critical friendly zone, circular		
Dead Space Area An area where hostile weapons cannot be detected.		
Dead space area, irregular	DA	
Dead space area, rectangular		
Dead space area, circular		

Table 5-20. Target acquisition control measure symbols (continued)

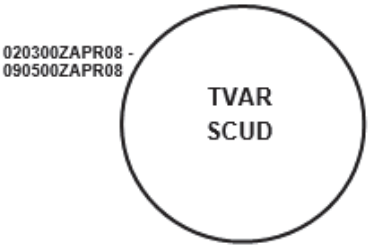
Function	*Main Icon (Field A)*	*Construct Example*
	Target Build-Up Area	
Target build-up area, irregular	TBA	
Target build-up area, rectangular		
Target build-up area, circular		
	Target Value Area	
Target value area, irregular	TVAR	
Target value area, rectangular		
Target value area, circular		

Table 5-20. Target acquisition control measure symbols (continued)

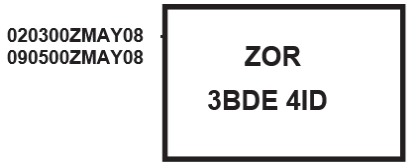
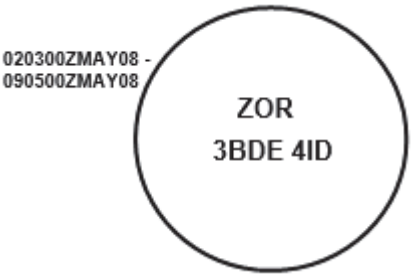
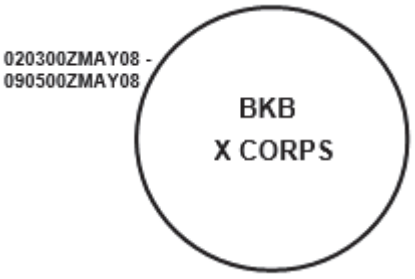
Function	*Main Icon (Field A)*	*Construct Example*
	Zone of Responsibility	
Zone of responsibility, irregular	**ZOR**	
Zone of responsibility, rectangular		
Zone of responsibility, circular		
	Blue Kill Box A fire support and airspace coordination measure that facilitates attacking surface targets with air-to-surface munitions without further coordination with the area of operations commanders' headquarters. (ATP 3-09.34)	
Blue kill box, irregular	**BKB**	
Blue kill box, rectangular		
Blue kill box, circular		

Table 5-20. Target acquisition control measure symbols (continued)

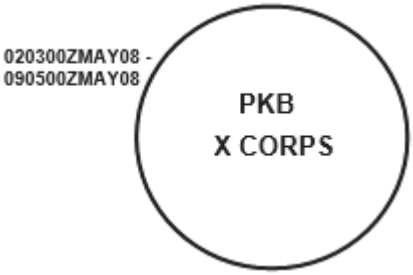
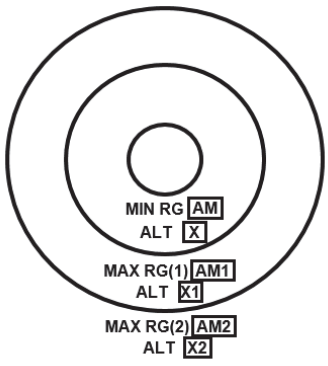
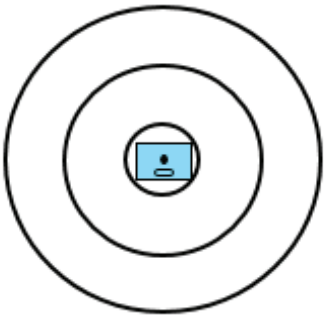
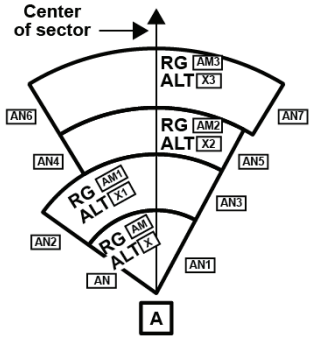
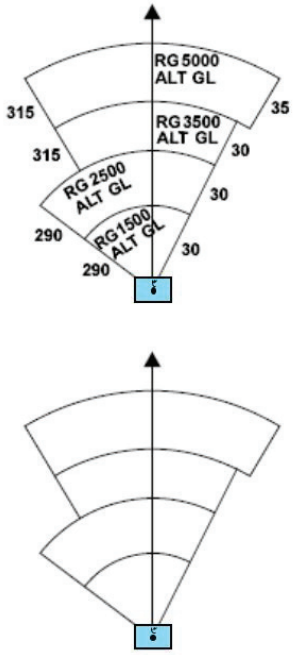
Function	*Main Icon (Field A)*	*Construct Example*
Purple Kill Box A fire support and airspace coordination measure that facilitates attacking surface targets with subsurface-to-surface, surface-to-surface, and air-to-surface munitions without further coordination with the area of operations commander's headquarters. (ATP 3-09.34)		
Purple kill box, irregular	**PKB**	
Purple kill box, rectangular		
Purple kill box, circular		
Sensor		
Weapon or sensor range fan, circular ***Note***. Symbols colored blue are used to help explain how the control measure is used and are not a part of the control measure.		
Note. 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.		

Table 5-20. Target acquisition control measure symbols (continued)

Function	*Main Icon (Field A)*	*Construct Example*
Weapon or sensor range fan, sector ***Note***. Symbols colored blue are used to help explain how the control measure is used and are not a part of the control measure.		

MOBILITY AND COUNTERMOBILITY CONTROL MEASURES

5-39. Mobility and countermobility are subordinate tasks within the movement and maneuver warfighting function. Mobility and countermobility are complementary opposites. Mobility is focused on friendly force movement and maneuver, and countermobility is focused on affecting or thwarting enemy mobility. (See ADP 3-90 and FM 3-90-1 for additional information on mobility and countermobility control measures.)

MOBILITY

5-40. *Mobility* is a quality or capability of military forces which permits them to move from place to place while retaining the ability to fulfill their primary mission (JP 3-36). Table 5-21 on pages 5-77 through 5-79 lists mobility related control measure symbols. (See ATP 3-90.4 for additional information on mobility and associated military symbol doctrine.)

Table 5-21. Mobility control measure symbols

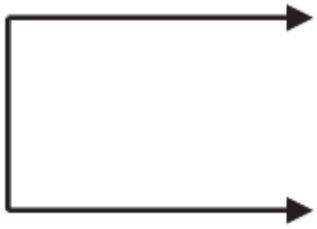
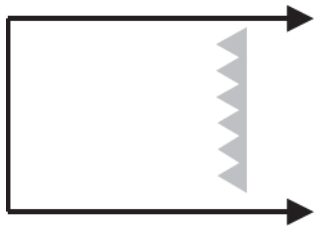
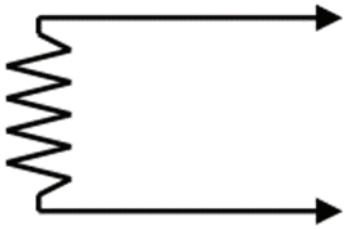
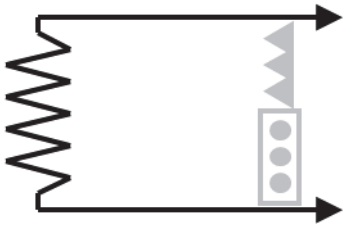
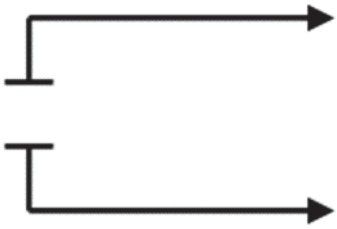
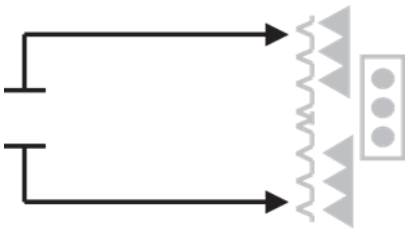
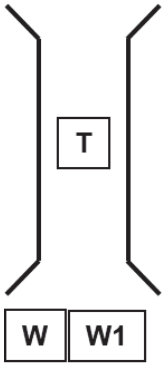
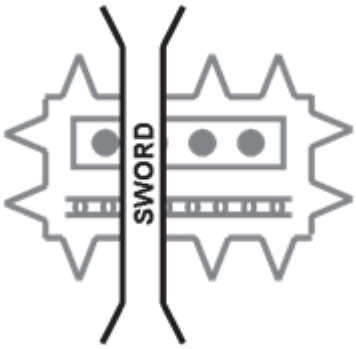
Function	***Template***	***Construct Example*** ***Note***. Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.
Obstacle bypass, easy		
Obstacle bypass, Difficult		
Obstacle bypass, impossible		
Gap—An area free of armed mines or obstacles whose width and direction allow a friendly force to pass through while dispersed in a tactical formation. (FM 1-02.1)		

Table 5-21. Mobility control measure symbols (continued)

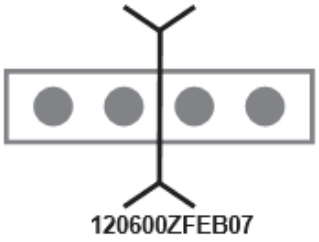
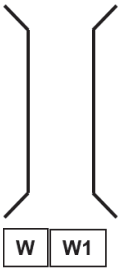
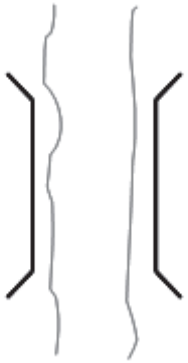
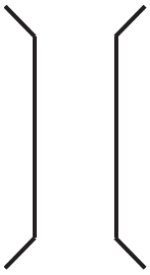
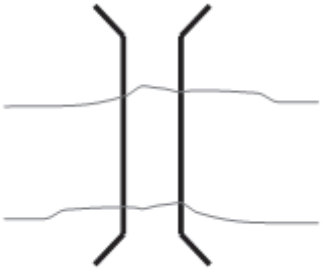
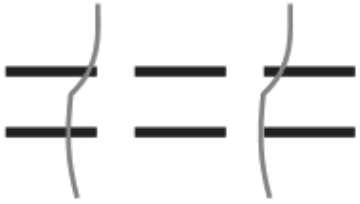
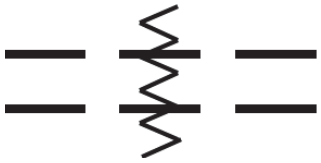
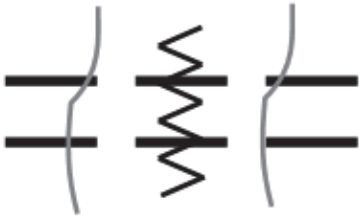
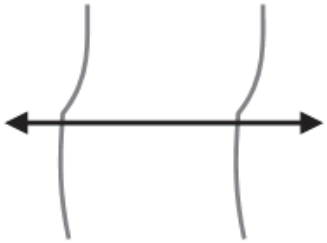
Functions	***Template***	***Construct Example*** ***Note***. Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.
Passage lane—A lane through an enemy or friendly obstacle that provides a safe passage for a passing force.		 Passage lane through friendly antitank minefield at 0600 Zulu 12 FEB 2007
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		
Bridge		
Ford, easy		

Table 5-21. Mobility control measure symbols (continued)

Functions	***Template***	***Construct Example*** ***Note***. Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.
Ford, difficult		
Ferry crossing		

COUNTERMOBILITY

5-41. Countermobility operations are those combined arms activities that use or enhance the effects of natural and man-made obstacles to deny enemy freedom of movement and maneuver, and they include proper obstacle integration with the maneuver plan, adherence to obstacle emplacement authority, and positive obstacle control. An *obstacle* is any natural or man-made obstruction designed or employed to disrupt, fix, turn, or block the movement of an opposing force, and to impose additional losses in personnel, time, and equipment on the opposing force (JP 3-15). Table 5-22 on pages 5-80 through 5-85 lists countermobility symbols and control measures. (See ATP 3-90.8 for additional information on countermobility and associated military symbol doctrine.)

Table 5-22. Countermobility symbols and control measure symbols

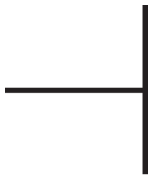
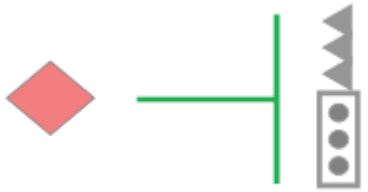
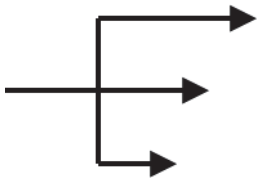
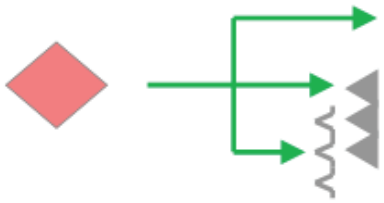
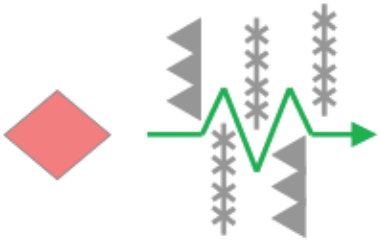
Function	*Template*	*Example* ***Note***. Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.
Obstacle Effect Symbols Obstacle effect describes the effect the commander wants obstacles and fires to have on the enemy. (See ATP 3-90.8 for more information on obstacle effects.)		
Block—A tactical mission task that denies the enemy access to an area or prevents the enemy's advance in a direction or along an avenue of approach. Block is also an obstacle effect that integrates fire planning and obstacle efforts to stop an attacker along a specific avenue of approach or prevent the attacking force from passing through an engagement area. (FM 3-90-1)		
Disrupt—An obstacle effect that focuses fire planning and obstacle effort to cause the enemy to break up its formation and tempo, interrupt its timetable, commit breaching assets prematurely, and attack in a piecemeal effort. (FM 3-90-1)		
Fix—A tactical mission task where a commander prevents the enemy force from moving any part of that force from a specific location for a specific period. Fix is also an obstacle effect that focuses fire planning and obstacle effort to slow an attacker's movement within a specified area, normally an engagement area. (FM 3-90-1)		

Table 5-22. Countermobility symbols and control measure symbols (continued)

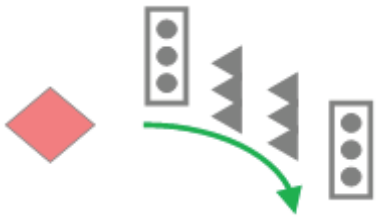
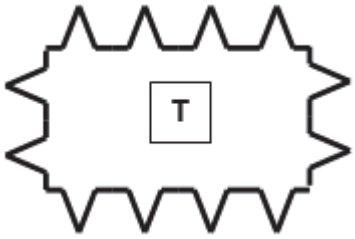
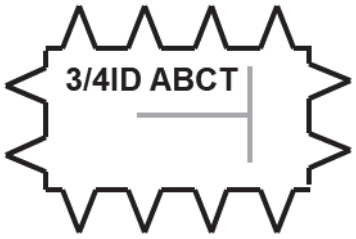
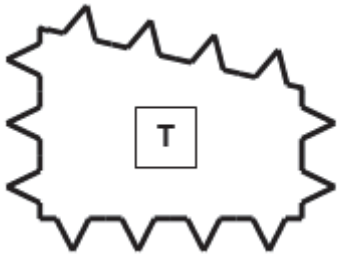
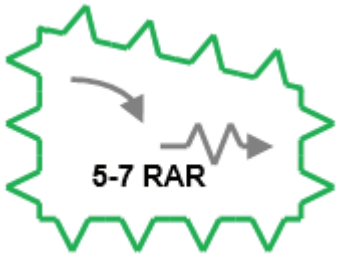
Function	*Template*	*Example*
Turn—1. A tactical mission task that involves forcing an enemy element from one avenue of approach or mobility corridor to another. 2. A tactical obstacle effect that integrates fire planning and obstacle effort to divert an enemy formation from one avenue of approach to an adjacent avenue of approach or into an engagement area. (FM 3-90-1)		
Obstacle Control Measure Symbols **Obstacle control measures** are specific measures that simplify the granting of obstacle-emplacing authority while providing obstacle control. (FM 3-90-1)		
Obstacle belt—A brigade-level command and control measure, normally depicted graphically, to show where within an obstacle zone the ground tactical commander plans to limit friendly obstacle employment and focus the defense. (JP 3-15)		
Obstacle zone—A division-level command and control measure to designate specific land areas where lower echelons are allowed to employ tactical obstacles. (JP 3-15)		

Table 5-22. Countermobility symbols and control measure symbols (continued)

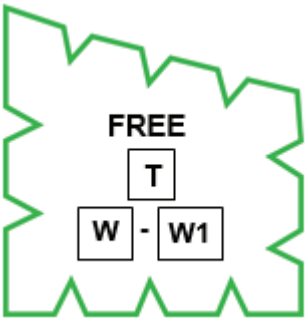
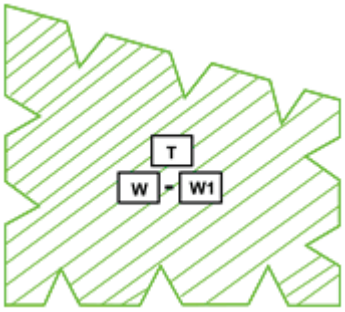
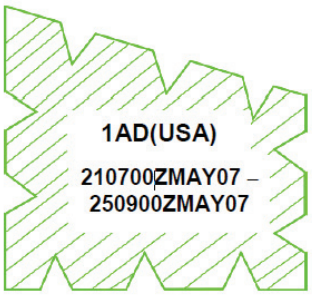
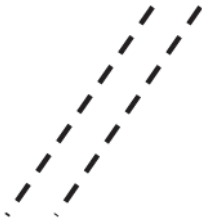
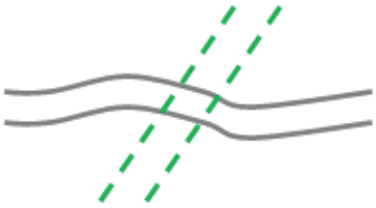
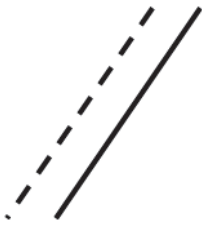
Function	*Template*	*Example*
Obstacle free area		
Obstacle restricted area—A command and control measure used to limit the type or number of obstacles within an area. (JP 3-15)		
Obstacle line—A conceptual control measure used at battalion or brigade level to show placement intent without specifying a particular type of linear obstacle.		
Demolition Obstacle Symbol Obstacles created using explosives.		
Planned explosive state of readiness		
Explosives, state of readiness 1 (safe)		

Table 5-22. Countermobility symbols and control measure symbols (continued)

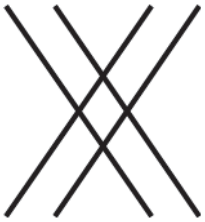
Function	*Template*	*Example*
Explosives, state of readiness 2 (armed but passable)		
Roadblock complete (executed)		
Abatis—An obstacle constructed by the felling and interlacing of trees across a route.		
Constructed Obstacle Symbols Obstacles created with manal labor and or equipment. (See TM 3-34.85 for more information on constructed obstacle symbols.)		
Wire		
Unspecified		
Single fence		
Double fence		

Table 5-22. Countermobility symbols and control measure symbols (continued)

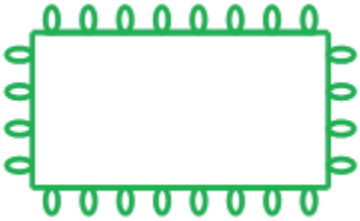
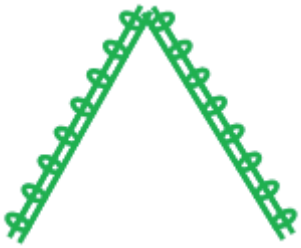
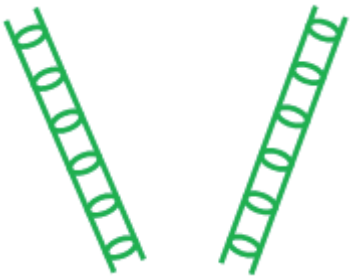
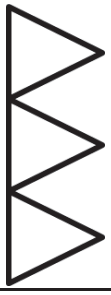
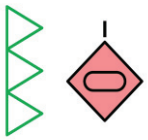
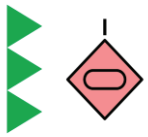
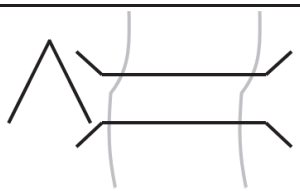
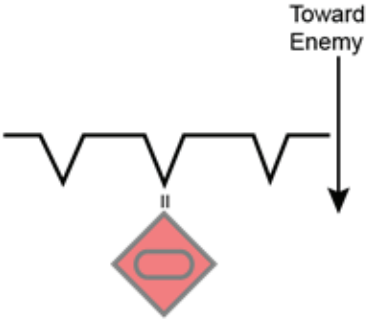
Function	*Template*	*Example*
Double apron fence		
Low wire fence		
Hire wire fence		
Single concertina		
Double strand concertina		
Triple strand concertina		

Table 5-22. Countermobility symbols and control measure symbols (continued)

Function	*Template*	*Example*
Antivehicle Ditches and Walls		
Antitank ditch—under construction		
Antitank ditch—completed		
Antitank ditch reinforced, with antitank mines. ***Note***. The teeth typically point toward enemy forces.		
Moveable antitank obstacle		 Bridge blocked with movable antitank obstacle
Antitank wall		

Land Mine and Minefield Control Measures

5-42. A land mine is a munition on or near the ground or other surface area that is designed to be exploded by the presence, proximity, or contact of a person or vehicle, and a minefield is an area which is dangerous because of the presence or suspected presence of land mines. (See JP 3-15 for more information on land

mines.) Table 5-23 on pages 5-86 through 5-88 lists land min symbols and minefield control measure symbols. The listed minefield control measures in table 5-20 includes a modifier field to permit the use of mine modifiers found in table 5-23, and also have the option to use amplifier fields “H”, “N”, and “W” listed in table 5-2 (on page 5-4).

Table 5-23. Land mine and minefield control measure symbols

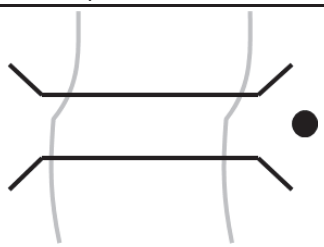
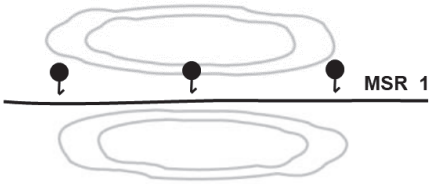
Function	***Template***	***Construct Example*** ***Note***. Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.
Antipersonnel mine		 1 antipersonnel mine placed next to shelter
	Designed to be exploded by the presence, proximity, or contact of a person that will incapacitate, wound, or kill one or more persons.	
Antipersonnel mine with directional effects		 1 antipersonnel mine with directional effects placed next to shelter
Antitank mine		 1 antitank mine at bridge entrance
	A mine designed to destroy a tank.	
Antitank mine with anti-handling device		 3 antitank mines with anti-handling device on main supply route (MSR) 1
	A device intended to protect a mine and which is part of, linked to, or attached to or placed under the mine and which activates when an attempt is made to tamper with or otherwise intentionally disturb the mine.	

Table 5-23. Land mine and minefield control measure symbols (continued)

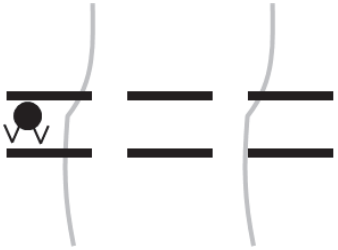
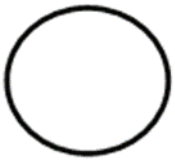
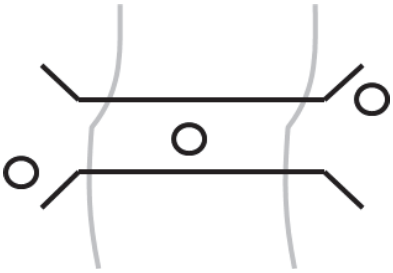
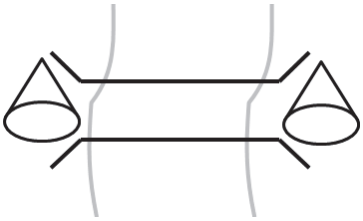
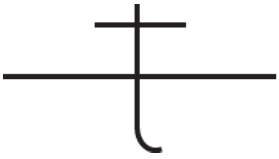
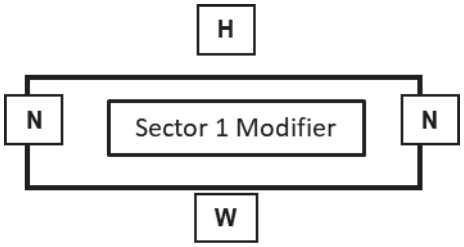
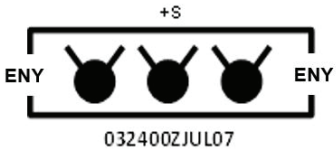
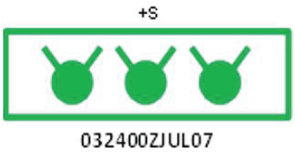
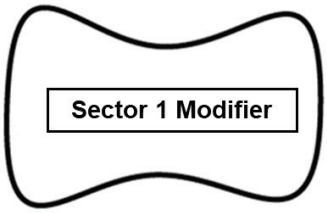
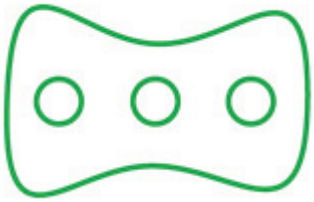
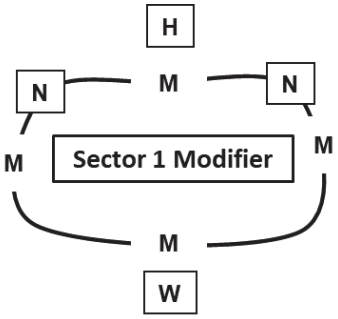
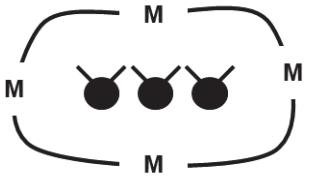
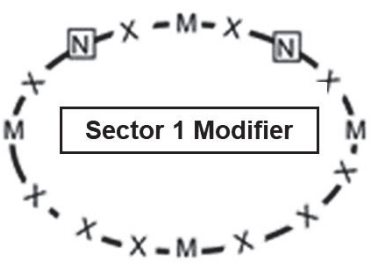
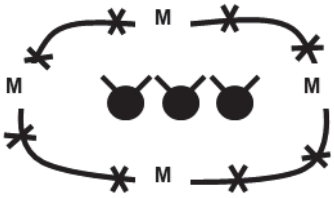
Function	*Template*	*Construct Example*
Wide area antitank mine		 Wide area antitank mine at entrance of ford
	An antitank mine that detects and acquires targets then launches subammunition that attacks the top of the targets.	
Unspecified mine		 Bridge with 3 unspecified mines
Booby trap—A device designed, constructed, or adapted to kill or injure, which functions when a person disturbs or approaches an apparently harmless object or performs an apparently safe act.		 Bridge with 2 booby traps
Mine		Trip wire attached to antipersonnel mine

Table 5-23. Land mine and minefield control measure symbols (continued)

Function	*Template*	*Construct Example*
Minefield		
In land warfare, an area of ground containing mines emplaced with or without a pattern. (JP 3-15) ***Note***. Minefield control measures use minefield sector 1 modifiers to identify type of minefield. (See table 5-23 on page 5-95 for depictions of minefield sector 1 modifiers.)		
Static depiction minefield		**Monochrome (enemy)**  **Color (friendly)** 
Dynamic depiction minefield		 Unspecified dynamic depicted minefield
Mined area		 Antipersonnel mined area
Mined area, fenced		 Fenced antipersonnel mined area

MINEFIELD SECTOR 1 MODIFIERS

5-43. Minefield sector 1 modifiers are used with minefield control measure symbols to identify type of minefield. Table 5-24, on pages 5-90 through 5-93, provides minefield sector 1 modifiers that can be used in minefield control measure symbols in table 5-23.

Table 5-24. Minefield sector 1 modifiers

Description	*Modifier*
Unspecified	
Antipersonnel mine	
Antipersonnel mine with directional effects	
Antitank mine	
Antitank mine with antihandling device	
Wide area antitank mine	
Mine cluster	
Antipersonnel mine and antipersonnel mine with directional effects	
Antipersonnel mine and antitank mine	
Antipersonnel mine and antitank mine with antihandling device	
Antipersonnel mine and wide area antitank mine	
Antipersonnel mine and mine cluster	
Antipersonnel mine with directional effects and antitank mine	

Table 5-24. Minefield sector 1 modifiers (continued)

Description	*Modifier*
Antipersonnel mine with directional effects and antitank mine with antihandling device	
Antipersonnel mine with directional effects and wide area antitank mine	
Antipersonnel mine with directional effects and mine cluster	
Antitank mine and antitank mine with antihandling device	
Antitank mine and wide area antitank mine	
Antitank mine and mine cluster	
Antitank mine with antihandling device and wide area antitank mine	
Antitank mine with antihandling device and mine cluster	
Wide area antitank mine and mine cluster	
Antipersonnel mine, antipersonnel mine with directional effects, and antitank mine	
Antipersonnel mine, antipersonnel mine with directional effects, and antitank mine with antihandling device	
Antipersonnel mine, antipersonnel mine with directional effects, and wide area antitank mine	

Table 5-24. Minefield sector 1 modifiers (continued)

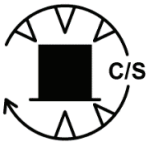
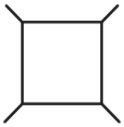
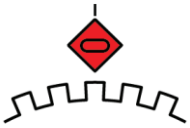
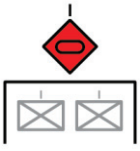
Description	*Modifier*
Antipersonnel mine, antipersonnel mine with directional effects, and mine cluster	
Antipersonnel mine, antitank mine, and antitank mine with antihandling device	
Antipersonnel mine, antitank mine, and wide area antitank mine	
Antipersonnel mine, antitank mine, and mine cluster	
Antipersonnel mine, antitank mine with antihandling device, and wide area antitank mine	
Antipersonnel mine, antitank mine with antihandling device, and mine cluster	
Antipersonnel mine, wide area antitank mine, and mine cluster	
Antipersonnel mine with directional effects, antitank mine, and antitank mine with antihandling device	
Antipersonnel mine with directional effects, antitank mine, and wide area antitank mine	
Antipersonnel mine with directional effects, antitank mine, and mine cluster	
Antipersonnel mine with directional effects, antitank mine with antihandling device, and wide area antitank mine	

Table 5-24. Minefield sector 1 modifiers (continued)

Description	*Modifier*
Antipersonnel mine with directional effects, antitank mine with antihandling device, and mine cluster	
Antipersonnel mine with directional effects, wide area antitank mine, and mine cluster	

5-44. A field fortification is an emplacement or shelter of a temporary nature, constructed with reasonable facility by units requiring no more than minor engineer supervisory and equipment participation. Table 5-25 on page 5-94 lists field fortification obstacle control measure symbols.

Table 5-25. Field fortification control measures

Function	*Template*	*Construct Example and Symbol Translation*
Shelter		Secured shelter
Above ground facility		 Cordon and search of an above ground facility
Underground facility—A sophisticated complex structure designed and built to be unobserved and to provide maximum protection. (See ATP 3-21.51 for more information on underground facilities.)		Occupied underground facility
Fort		Enemy guerrilla infantry unit in a fort
Fortified line ***Note***. The ramparts typically point toward enemy forces.		
Fighting position		 2 infantry companies in fighting positions

CBRN EVENTS CONTROL MEASURES

5-45. CBRN events control measure symbols depict those conditions found in an area resulting from immediate or persisting effects of CBRN attacks or events. A warning system formats, processes, and broadcasts CBRN event plumes symbols to provide common operational picture effects throughout the operational environment. Table 5-26 on 5-96 through 5-97 depicts CBRN events control measure symbols. Table 5-27 on pages 5-98 and 5-99 depicts CBRN contaminated area control measures. (See ATP 3-11.36 and ATP 3-11.37 for additional information on CBRN planning, reconnaissance, and associated military symbol doctrine.)

Table 5-26. CBRN events control measures

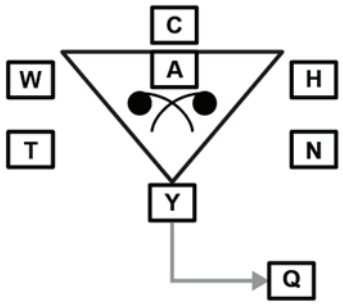
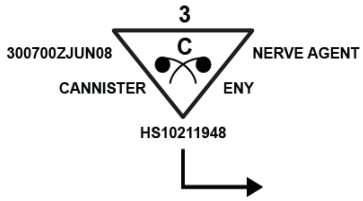
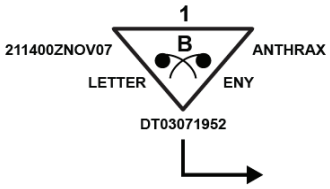
Template		
		
A—Icon that identifies the main function. C—Quantity, identifies the number of items present. H—Additional information. (Content is implementation specific.) N—Enemy: Letters “ENY” denote hostile. T—Identifies a unique designation. W—Identifies the date-time group associated with point. Q—Identifies the direction of movement or intended movement. Y—Displays a symbol’s location in degrees, minutes, and decimal minutes, or other applicable display formats.		
Function	***Main Icon***	***Construct Example and Symbol Translation***
Chemical	**C**	 3 enemy chemical nerve agent event delivered by canister at 0700 Zulu hour, on 30 JUN 2008, location HS10211948
Biological	**B**	 1 enemy biological anthrax agent event delivered by letter at 1400 Zulu hour, on 21 NOV 2007, location DT03071952

Table 5-26. CBRN events control measures (continued)

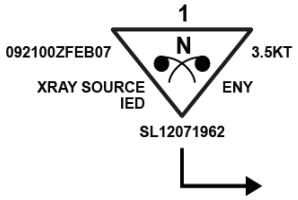
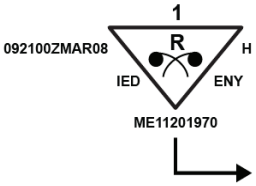
Function	*Main Icon*	*Construct Example and Symbol Translation*
Nuclear or nuclear fallout-producing	**N**	 1 enemy nuclear 3.5 kiloton event delivered by improvised explosive device at 2100 Zulu hour, on 9 FEB 2007, location SL12071962
Radiological	**R**	 1 enemy radiological event delivered by improvised explosive device at 2100 Zulu hour, on 9 MAR 2008, location ME11201970

Table 5-27. CBRN contaminated area control measures

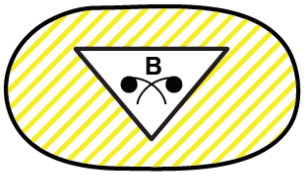
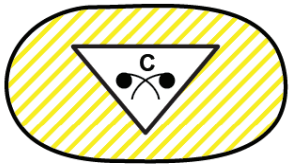
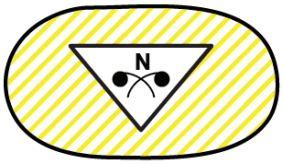
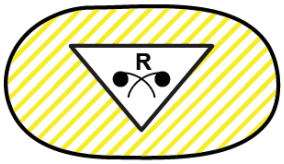
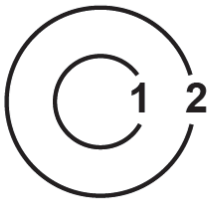
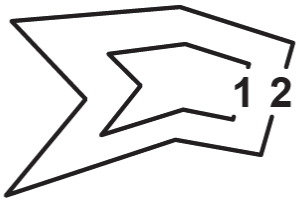
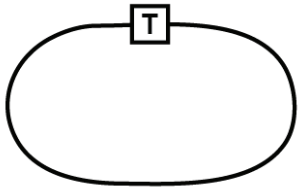
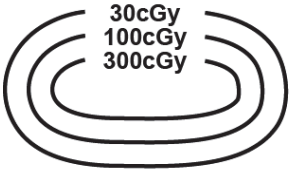
Function	*Example*
Biological contaminated area	
Chemical contaminated area	
Nuclear contaminated area	
Radiological contaminated area	
Minimum safe distance zone	

Table 5-27. CBRN contaminated area control measures (continued)

Function	*Example*	
Multiple strike		
Function	*Template*	*Construct Example*
Radiation dose rate contour line—Depicts contour lines for radiation dose rate caused by radiological contamination fallout at a given time. (See ATP 3-11.37 for more information on radiation dose contour lines.)		

ROUTE CONTROL MEASURES

5-46. A *route* is the prescribed course to be traveled from a specific point of origin to a specific destination (FM 3-90-1). Routes may have different designated functions to effectively support freedom of movement. The commander may designate specific functions, restrictions, names, numbers, or alphanumeric designations to area of operations routes. Table 5-28 on pages 5-100 through 5-101 lists generic routes and sustainment route control measures.

Table 5-28. Route control measures

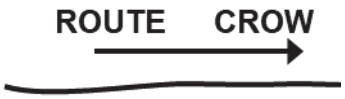
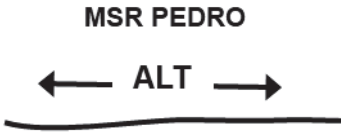
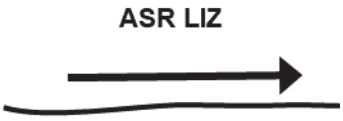
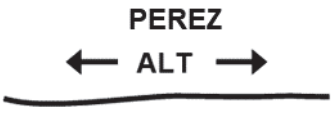
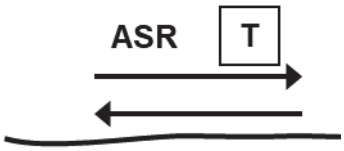
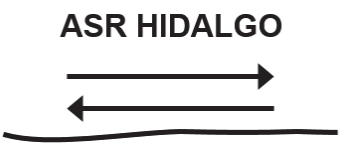
Control Measure	*Template*	*Construct Example*
Routes		
Route—The prescribed course to be traveled from a specific point of origin to a specific destination. (FM 3-90-1)		
One-way traffic ***Note***. The directional arrow may be turned to depict actual traffic direction.		
Alternating traffic		
Sustainment Routes		
Main supply route—The route or routes designated within an operational area upon which the bulk of traffic flows in support of military operations. (JP 4-01.5)		
Main supply route, one-way traffic ***Note***. The directional arrow may be turned to depict actual traffic direction.		
Main supply route, two-way traffic		
Main supply route, alternating traffic		

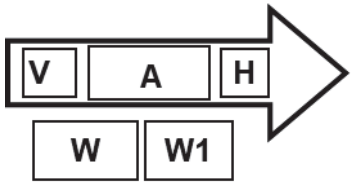
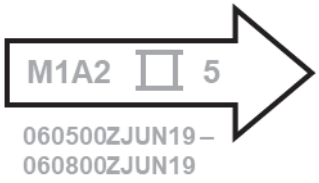
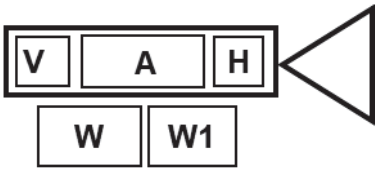
Table 5-28. Route control measures (continued)

Control Measure	*Template*	*Construct Example*
Alternate supply route—A route or routes designated within an area of operations to provide for the movement of traffic when main supply routes become disabled or congested. (FM 4-01)		
Alternate supply route, one-way traffic ***Note***. The directional arrow may be turned to depict actual traffic direction.		
Alternate supply route, alternating traffic		
Alternate supply route, two-way traffic		

CONVOY CONTROL MEASURES

5-47. A *convoy* is a group of vehicles organized for the purpose of control and orderly movement with or without escort protection that moves over the same route at the same time and under one commander (JP 3-02). Table 5-29 on page 5-102 lists convoy control measure symbols.

Table 5-29. Convoy control measures

Control Measure	*Template*	*Construct Example* ***Note***. Symbols colored gray are used to help explain how the control measure is used and are not a part of the control measure.
Moving convoy ***Note***. The arrow points in the direction the convoy is moving.		
Halted convoy		

MARITIME CONTROL MEASURES

5-48. The U.S. Army has maritime sustainment vessels that use maritime control measures to direct actions by establishing responsibilities, preventing ships, units, or aircraft from impeding one another, and imposing necessary coordination. Table 5-30 includes the harbor entrance point maritime control measure symbols currently used in U.S. Army doctrine. (See MIL-STD 2525D for more joint maritime control measures.)

Table 5-30. Maritime control measure symbols

<table>
<tr><th>Function</th><th colspan="2">Template</th><th>Example</th></tr>
<tr><td rowspan="4">Harbor entrance point</td><td colspan="2"> </td><td rowspan="2">
Without the harbor control measure symbol</td></tr>
<tr><td colspan="2">Possible entries for H field are listed below:</td></tr>
<tr><td>A
Code: 212901</td><td>O
Code: 212902</td><td rowspan="2">
With the harbor control measure symbol</td></tr>
<tr><td>X
Code: 212903</td><td>Y
Code: 212904</td></tr>
</table>

Chapter 6
Tactical Mission Tasks

This chapter provides symbols for tactical mission tasks.

TACTICAL MISSION TASKS DEFINED

6-1. A task is a clearly defined and measurable activity accomplished by individuals or organizations. A *tactical mission task* is a specific activity performed by a unit while executing a form of tactical operation or form of maneuver. A tactical mission task may be expressed as either an action by a friendly force or an effect on an enemy force (FM 3-90-1). The tactical mission tasks describe the results or effects commanders want to achieve.

SYMBOLS FOR TACTICAL MISSION TASKS

6-2. Table 6-1 on pages 6-2 through 6-7 shows the tactical mission tasks that have symbols. Not all tactical mission tasks have symbols. Tactical mission task symbols can be used with unit symbols, but they do not have modifiers. Tactical mission task symbols are used in course of action sketches, synchronization matrices, and maneuver sketches. They do not replace any part of the operation order. Tactical mission task symbols are sized to accommodate the scale of the display or map being used.

Table 6-1. Tactical mission task symbols

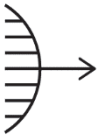
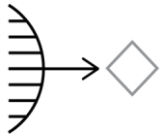
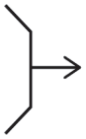
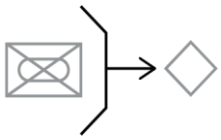
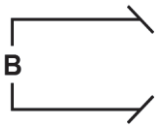
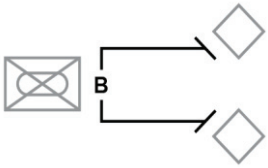
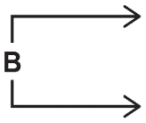
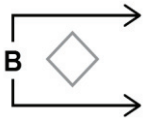
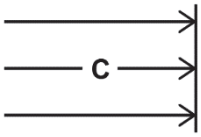
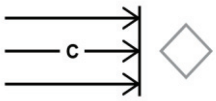
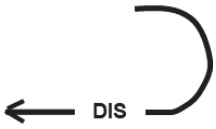
Task	*Symbol*	*Construct Usage Example* ***Note***. The friendly or hostile frame (gray) is not part of the symbol; it is for orientation only.
Actions by friendly forces		
Ambush—An attack by fire or other destructive means from concealed positions on a moving or temporarily halted enemy. (FM 3-90-1)		
Attack by fire—A tactical mission task in which a commander uses direct fires, supported by indirect fires, to engage an enemy force without closing with the enemy to destroy, suppress, fix, or deceive that enemy. (FM 3-90-1)		 Mechanized infantry unit attacks by fire an enemy unit
Breach—A tactical mission task in which the unit employs all available means to break through or establish a passage through an enemy defense, obstacle, minefield, or fortification. (FM 3-90-1)		 Mechanized infantry unit breaches enemy units
Bypass—A tactical mission task in which the commander directs the unit to maneuver around an obstacle, position, or enemy force to maintain the momentum of the operation while deliberately avoiding combat with an enemy force. (FM 3-90-1)		 Bypassing enemy unit
Clear—A tactical mission task that requires the commander to remove all enemy forces and eliminate organized resistance within an assigned area. (FM 3-90-1)		 Clear enemy unit
Disengage—A tactical mission task where a commander has the unit break contact with the enemy to allow the conduct of another mission or to avoid decisive engagement. (FM 3-90-1)		 Disengage with enemy unit

Table 6-1. Tactical mission task symbols (continued)

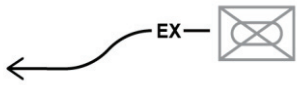
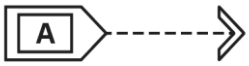
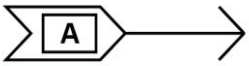
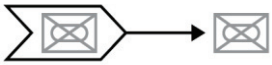
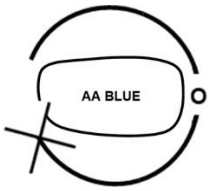
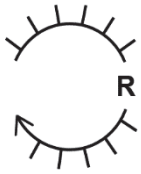
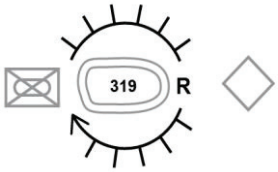
Task	*Symbol*	*Construct Usage Example*
Exfiltrate—A tactical mission task where a commander removes Soldiers or units from areas under enemy control by stealth, deception, surprise, or clandestine means. (FM 3-90-1)		 Mechanized infantry unit exflitrates
Follow and assume—A tactical mission task in which a second committed force follows a force conducting an offensive task and is prepared to continue the mission of the lead force is fixed, attrited, or unable to continue. (FM 3-90-1)		Mechanized infantry unit follows and assumes a mechanized infantry unit
Follow and support—A tactical mission task in which a committed force follows and supports a lead force conducting an offensive task. (FM 3-90-1)		 Mechanized infantry unit follows and supports a mechanized infantry unit
Occupy—A tactical mission task that involves a force moving a friendly force into an area so that it can control that area. Both the force's movement to and occupation of the area occur without enemy opposition. (FM 3-90-1)		 Occupy assembly area blue
Retain—A tactical mission task in which the commander ensures that a terrain feature controlled by a friendly force remains free of enemy occupation or use. (FM 3-90-1)		 Mechanized infantry unit retains hill 319

Table 6-1. Tactical mission task symbols (continued)

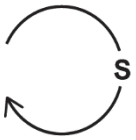
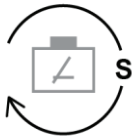
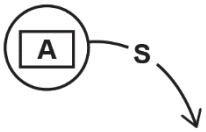
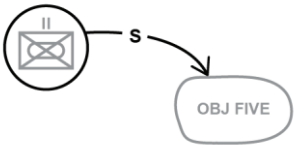
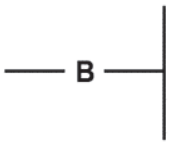
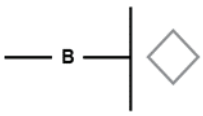
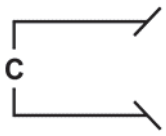
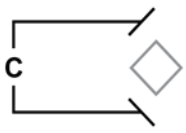
Task	*Symbol*	*Construct Usage Example*
Secure—A tactical mission task that involves preventing a unit, facility, or geographical location from being damaged or destroyed as a result of enemy action. (FM 3-90-1)		 Secure airport facility
Seize—A tactical mission task that involves taking possession of a designated area using overwhelming force. (FM 3-90-1)		 Mechanized infantry battalion seizes objective FIVE
Support by fire—A tactical mission task in which a maneuver force moves to a position where it can engage the enemy by direct fire in support of another maneuvering force. (FM 3-90-1)		Mechanized infantry battalion support by fire
Effects on enemy forces		
Block—A tactical mission task that denies the enemy access to an area or prevents the enemy's advance in a direction or along an avenue of approach. Block is also an obstacle effect that integrates fire planning and obstacle efforts to stop an attacker along a specific avenue of approach or prevent the attacking force from passing through an engagement area. (FM 3-90-1)		 Block enemy unit
Canalize—A tactical mission task in which the commander restricts enemy movement to a narrow zone by exploiting terrain coupled with the use of obstacles, fires, or friendly maneuver. (FM 3-90-1)		 Canalize enemy unit

Table 6-1. Tactical mission task symbols (continued)

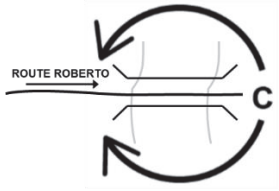
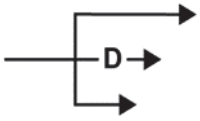
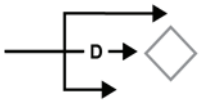
Task	*Symbol*	*Construct Usage Example*
Contain—A tactical mission task that requires the commander to stop, hold, or surround enemy forces or to cause them to center their activity on a given front and prevent them from withdrawing any part of their forces for use elsewhere. (FM 3-90-1)		Contain enemy unit
Control—A tactical mission task that requires the commander to maintain physical influence over a specified area to prevent its use by an enemy or to create conditions necessary for successful friendly operations. (FM 3-90-1)		 Control bridge on one-way traffic Route Roberto
Destroy—A tactical mission task that physically renders an enemy force combat-ineffective until it is reconstituted. Alternatively, to destroy a combat system so badly that it cannot perform any function or be restored to a usable condition without being entirely rebuilt. (FM 3-90-1)		Destroy enemy unit
Disrupt—A tactical mission task in which a commander integrates direct and indirect fires, terrain, and obstacles to upset an enemy's formation or tempo, interrupt the enemy's timetable, or cause enemy forces to commit prematurely or attack in piecemeal fashion. (FM 3-90-1)		 Disrupt enemy unit

Table 6-1. Tactical mission task symbols (continued)

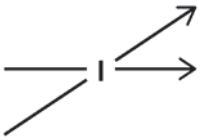
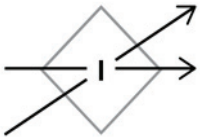
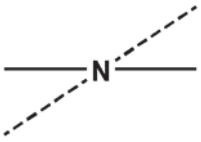
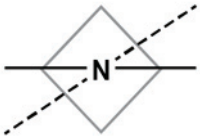
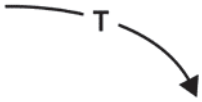
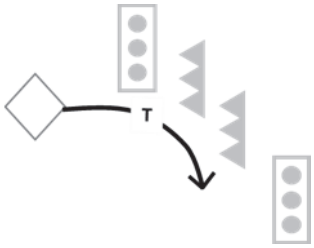
Task	*Symbol*	*Construct Usage Example*
Fix—A tactical mission task where a commander prevents the enemy force from moving any part of that force from a specific location for a specific period. Fix is also an obstacle effect that focuses fire planning and obstacle effort to slow an attacker's movement within a specified area, normally an engagement area. (FM 3-90-1)		Fix enemy unit
Interdict—A tactical mission task where the commander prevents, disrupts, or delays the enemy's use of an area or route. (FM 3-90-1)		 Interdict enemy unit
Isolate—To separate a force from its sources of support in order to reduce its effectiveness and increase its vulnerability to defeat. (ADP 3-0)		Isolate enemy unit
Neutralize—To render enemy personnel or material incapable of interfering with a particular operation. (JP 3-0)		 Neutralize enemy unit

Table 6-1. Tactical mission task symbols (continued)

Task	*Symbol*	*Construct Usage Example*
Suppress—A tactical mission task that results in temporary degradation of the performance of a force or weapons system below the level needed to accomplish the mission. (FM 3-90-1)		Suppress enemy unit
Turn—A tactical mission task that involves forcing an enemy force from one avenue of approach or mobility corridor to another. (FM 3-90-1)		 Turn enemy unit

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Chapter 7
Course of Action Sketch

This chapter discusses the purpose and makeup of a course of action sketch.

PURPOSE OF COURSE OF ACTION SKETCH

7-1. A *course of action* is a scheme developed to accomplish a mission (JP 5-0). Developing, analyzing, and deciding on a course of action for execution is central to planning. Part of course of action development is to produce a course of action statement and sketch. The staff prepares a course of action statement and supporting sketch for each course of action under consideration. A Course of action statement clearly describes the array of forces and the sequence of tasks the unit will conduct to accomplish the mission. The statement should be a brief expression of how the combined arms concept will be conducted. The course of action sketch is the graphic portrayal of the course of action statement. The sketch provides a picture of the movement and maneuver aspects of the concept, including positioning of forces. (See FM 6-0 for a detailed discussion of the military decision-making process, including course of action development.)

MAKEUP OF COURSE OF ACTION SKETCH

7-2. The course of action sketch provides a picture of the movement and maneuver aspects of the concept, including the positioning of forces. The course of action sketch becomes the basis for the operation overlay. At a minimum, the course of action sketch includes the array of generic forces and control measures, including—

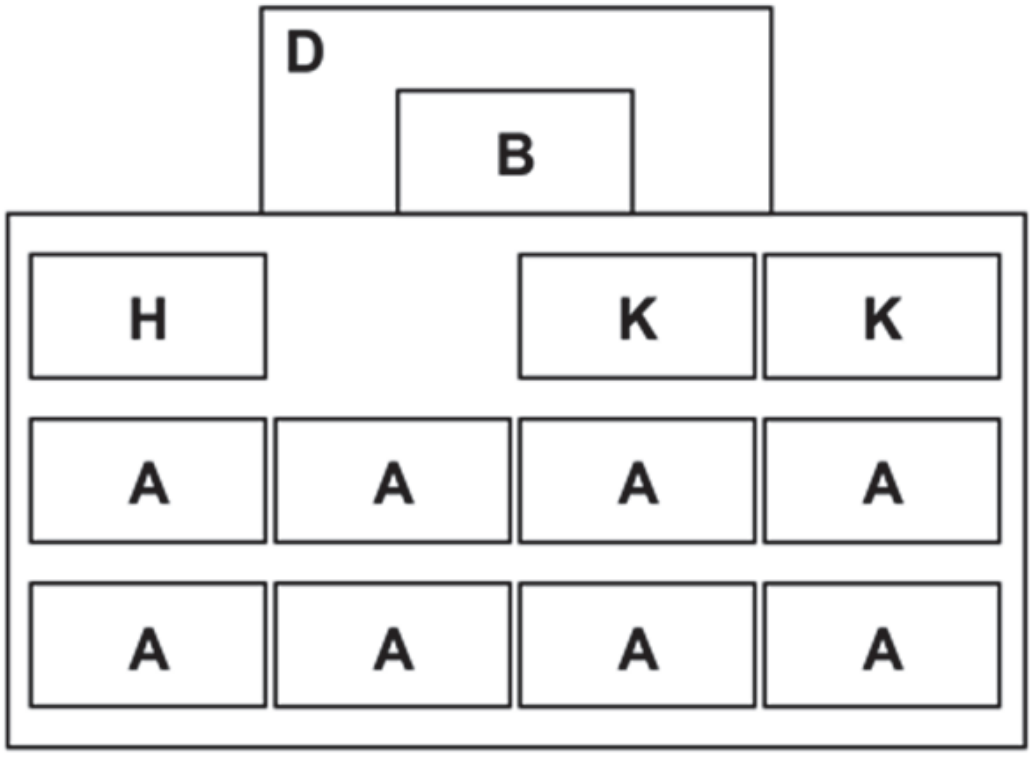
- Unit and subordinate unit boundaries.
- Unit movement formations (but not subordinate unit formations).
- Reconnaissance and security graphics.
- Ground and air axes of advance.
- Assembly areas, battle positions, strong points, engagement areas, and objectives.
- Obstacle control measures and tactical mission graphics.
- Fire support coordination and airspace control measures.
- Main effort.
- Location of command posts and critical communication nodes.
- Enemy locations, known or template.
- Population concentrations.

7-3. Most symbols for use on the course of action sketch are shown in chapters 2 through 7. However, the unit symbols do not provide decision makers with a quick and easy method of portraying detailed information relating to task organization, composition, or combat effectiveness. Task organization composition symbols portray detailed information for course of action sketches.

TASK ORGANIZATION COMPOSITION SYMBOLS

7-4. Part of course of action development includes determining relative combat power and arraying forces to accomplish the primary tasks envisioned during action. After arraying forces, planners then group these forces underneath a generic headquarters representing the initial task organization. The initial task organization for each generic unit is portrayed in a task organization composition symbol.

7-5. Task organization composition symbols are constructed using a rectangular frame, main and modifier icons, and amplifiers. Figure 7-1 depicts main icon and amplifier fields. The main icons and amplifiers have specific field placement guidelines that follow current military symbol standards.



Field A is used to depict subordinate unit icons using the task organization icons in table 7-1. While there are four icons shown in table 7-1, there is no limitation as to the number of icons in a row or number of rows. If needed, the first line of field A can be reserved to identify only those units that have been reinforced (attached) "(+)", or reduced (detached) "(-)", or reinforced and reduced (attached and detached) "(+) and for units that are one or more echelons lower than the other designated units.

Field B is used to identify the echelon level of the headquarters. See chapter 2, table 2-3 on page 2-6 for echelon amplifiers.

Field D denotes task force. See chapter 2, table 2-4 on page 2-10.

Field H is available for including a generic alphanumeric designation of the organization.

Field K is available for including the combat effectiveness using the icons in table 7-2 (page 7-5).

Figure 7-1. Task organization main icon and amplifier fields

Task Organization Main and Modifier Icons

7-6. In all cases, task organization icons are the same as unit main and modifier icons and amplifiers. Table 7-1 shows the most commonly used main and modifier icons in their appropriate configurations.

Table 7-1. Task organization icons

Function	*Symbol*	
Air assault infantry	Current usage construct	Alternate usage construct
Airborne infantry		
Air defense		
Air reconnaissance (cavalry)		
Antitank		
Armor tracked		
Armored reconnaissance (cavalry) ***Note***. Reconnaissance (cavalry) unity that has armored tracked vehicles.		
Assault or lift helicopter	Current usage construct	Alternate usage construct
Attack helicopter		
Combined arms		
Engineer		
Field artillery		

Table 7-1. Task organization icons (continued)

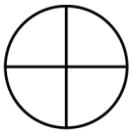
Function	*Symbol*
Infantry	
Mechanized infantry ***Note***. Infantry unit that has armored tracked vehicles.	
Mobile infantry (Stryker)	
Mountain infantry	
Reconnaissance (cavalry scout)	

COMBAT EFFECTIVENESS ICONS

7-7. During course of action analysis and war gaming, the staff can track the combat effectiveness of units using combat effectiveness icons in task organization composition symbols. Combat effectiveness refers to the ability of a unit to perform its mission. Factors such as ammunition, personnel, status of fuel, and weapons systems availability are assessed and rated. Commanders use this information to provide a net assessment of a unit's ability to perform its mission. This assessment can then be expressed graphically using combat effectiveness icons. Table 7-2 on page 7-5 shows two sets of combat effectiveness icons, which may be also used with task organization composition symbols.

7-8. Table 7-2 (page 7-5) depicts combat effectiveness icons for the overall combat rating of a unit in the center column. Table 7-2 specifies combat effectiveness icons for the status of selected items of interest in the right column. The four selected items shown in the right column are ammunition; weapons; petroleum, oils, and lubricants; and personnel. Standard operating procedures will specify the items of interest to be reported. Commanders may add to this list for internal reporting and tracking.

Table 7-2. Combat effectiveness icons

Commander's Assessment of Unit's Ability to Perform Mission	*Effectiveness Pie Charts*	*Selected Status Pie Chart*
No problems in any area		
Some problems in personnel		
Major problems in weapons systems		
Cannot perform mission: personnel, ammunition, and weapons problems		

POL petroleum, oils, and lubricants

Example of a Task Organization Composition Symbol

7-9. Figure 7-2 on page 7-6 depicts a generic example of a task force task organization composition symbol for a battalion task force.

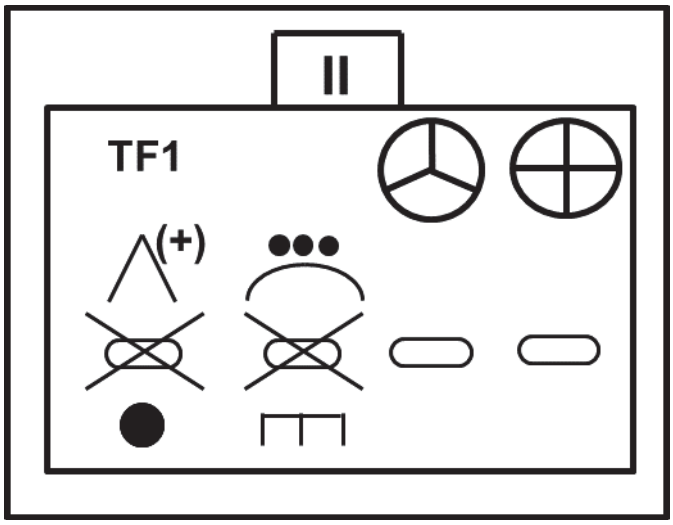


Figure 7-2. Battalion task force example

Glossary

The glossary lists acronyms and terms with Army and joint definitions. The proponent publication for terms is listed in parentheses after the definition.

SECTION I – ACRONYMS AND ABBREVIATIONS

ADP	Army doctrine publication
AFTTP	Air Force tactics, techniques, and procedures
APP	Allied procedural publication
ATP	Army techniques publication
CBRN	chemical, biological, radiological, and nuclear
DA	Department of the Army
DD	Department of Defense (forms)
DOD	Department of Defense
ED	edition
ENY	enemy
FM	field manual
JP	joint publication
kph	kilometers per hour
kts	knots per hour
MCRP	Marine Corps reference publication
MCTP	Marine Corps training publication
MCWP	Marine Corps warfighting publication
MIL-STD	military standard
mph	miles per hour
mps	meters per second
NATO	North Atlantic Treaty Organization
NTTP	Navy tactics, techniques, and procedures
STANAG	standardization agreement
SBCT	Stryker brigade combat team
TC	training circular
TM	technical manual
U.S.	United States

SECTION II – TERMS

air and missile defense

Direct [active and passive] defensive actions taken to destroy, nullify, or reduce the effectiveness of hostile air and ballistic missile threats against friendly forces and assets. (JP 3-01)

air assault

The movement of friendly assault forces by rotary-wing or tiltrotor aircraft to engage and destroy enemy forces or to seize and hold key terrain. (JP 3-18)

air corridor

A restricted air route of travel specified for use by friendly aircraft and established for the purpose of preventing friendly aircraft from being fired on by friendly forces. (JP 3-52)

air defense

Defensive measures designed to destroy attacking enemy aircraft or aerodynamic missiles, or to nullify or reduce the effectiveness of such attack. (JP 3-01)

airfield

An area prepared for the accommodation (including any buildings, installations, and equipment), landing, and takeoff of aircraft. (JP 3-36)

airhead line

A line denoting the limits of the objective area for an airborne assault. (JP 3-18)

airspace coordination area

A three-dimensional block of airspace in a target area, established by the appropriate commander, in which friendly aircraft are reasonably safe from friendly surface fires. (JP 3-09.3)

alternate supply route

A route or routes designated within an area of operations to provide for the movement of traffic when main supply routes become disabled or congested. (FM 4-01)

ambulance exchange point

A location where a patient is transferred from one ambulance to another en route to a medical treatment facility. (ATP 4-02.2)

ambulance loading point

This is the point in the shuttle system where one or more ambulances are stationed ready to receive patients for evacuation. (ATP 4-02.2)

ambulance relay point

A point in the shuttle system where one or more empty ambulances are stationed to advance to a loading point or to the next relay post to replace departed ambulances. (ATP 4-02.2)

ambush

An attack by fire or other destructive means from concealed positions on a moving or temporarily halted enemy. (FM 3-90-1)

ammunition supply point

An ammunition support activity operated by one or more modular ammunition platoons. (ATP 4-35)

ammunition transfer holding point

A designated site operated by a brigade support battalion distribution company where ammunition is received, transferred, or temporarily stored to supported units within a brigade combat team. (ATP 4-35)

amphibious warfare ship

A combatant ship having organic capability to embark, land, and support landing forces in amphibious operations and which has characteristics enabling long-duration operations on the high seas. (JP 3-02)

area of operations

An operational area defined by a commander for land and maritime forces that should be large enough to accomplish their missions and protect their forces. (JP 3-0)

artillery target intelligence zone

A weapons locating radar search area in enemy territory that the commander monitors closely to detect and report any weapon ahead of all acquisitions other than those from critical friendly zones or call for fire zones.

assault position

A covered and concealed position short of the objective from which final preparations are made to assault the objective. (ADP 3-90)

assembly area

An area a unit occupies to prepare for an operation.

attack

A type of offensive operation that destroys or defeats enemy forces, seizes and secures terrain, or both. (ADP 3-90)

attack by fire

Definition.

attack position

(Army) The last position an attacking force occupies or passes through before crossing the line of departure. (ADP 3-90)

axis of advance

The general area through which the bulk of a unit's combat power must move. (ADP 3-90

base camp

An evolving military facility that supports the military operations of a deployed unit and provides the necessary support and services for sustained operations. (ATP 3-37.10)

base defense zone

An air defense zone established around an air base and limited to the engagement envelope of short-range air defense weapons systems defending that base. (JP 3-52)

battalion

A unit consisting of two or more company-, battery-, or troop-size units and a headquarters. (ADP 3-90)

battery

A company-size unit in a field artillery or air defense artillery battalion. (ADP 3-90)

battle handover line

A designated phase line where responsibility transitions from the stationary force to the moving force and vice versa. (ADP 3-90)

battle position

A defensive location oriented on a likely enemy avenue of approach. (ADP 3-90)

biological agent

A microorganism (or a toxin derived from it) that cause disease in personnel, plants, or animals or causes the deterioration of materiel. (JP 3-11)

block

A tactical mission task that denies the enemy access to an area or prevents the enemy's advance in a direction or along an avenue of approach. Block is also an obstacle effect that integrates fire planning and obstacle efforts to stop an attacker along a specific avenue of approach or prevent the attacking force from passing through an engagement area. (FM 3-90-1)

blue kill box

A fire support and airspace coordination measure that facilitates attacking surface targets with air-to-surface munitions without further coordination with the area of operations commanders' headquarters. (ATP 3-09.34)

boundary

A line that delineates surface areas for the purpose of facilitating coordination and deconfliction of operations between adjacent units, formations, or areas. (JP 3-0)

breach

A tactical mission task in which the unit employs all available means to break through or establish a passage through an enemy defense, obstacle, minefield, or fortification. (FM 3-90-1)

brigade

A unit consisting of two or more battalions and a headquarters company or detachment. (ADP 3-90)

bypass

A tactical mission task in which the commander directs the unit to maneuver around an obstacle, position, or enemy force to maintain the momentum of the operation while deliberately avoiding combat with an enemy force. (FM 3-90-1)

call for fire zone

A weapons locating radar search area from which the commander wants to attack hostile firing systems. (FM 3-09)

canalize

(Army) A tactical mission task in which the commander restricts enemy movement to a narrow zone by exploiting terrain coupled with the use of obstacles, fires, or friendly maneuver. (FM 3-90-1)

casualty collection point

A location that may or may not be staffed, where casualties are assembled for evacuation to a medical treatment facility. (ATP 4-02.2)

censor zone

An area from which the weapons locating radar is prohibited from reporting acquisitions. (FM 3-09)

chemical agent

A chemical substance that is intended for use in military operations to kill, seriously injure, or incapacitate, mainly through physiological effects. (JP 3-11)

civil affairs

Designated Active and Reserve Component forces and units organized, trained, and equipped specifically to conduct civil affairs operations and to support civil-military operations. (JP 3-57)

civil-military cooperation

(NATO) A joint function comprising a set of capabilities integral to supporting the achievement of mission objectives and enabling NATO commands to participate effectively in a broad spectrum of civil-military interaction with diverse non-military actors. (APP 6[D])

clear

A tactical mission task that requires the commander to remove all enemy forces and eliminate organized resistance within an assigned area. (FM 3-90-1)

combatant command

A unified or specified command with a broad continuing mission under a single commander established and so designated by the President, through the Secretary of Defense and with the advice and assistance of the Chairman of the Joint Chiefs of Staff. (JP 1)

combat outpost

A reinforced observation post capable of conducting limited combat operations. (FM 3-90-2)

command and control

The exercise of authority and direction by a properly designated commander over assigned and attached forces in the accomplishment of the mission. (JP 1)

common sensor boundary

A line depicted by a series of grid coordinates, grid line, phase line, or major terrain feature that divides target acquisition search areas into radar acquisition management areas. (FM 3-09)

company

A unit consisting of two or more platoons, usually of the same type, with a headquarters and a limited capacity for self-support. (ADP 3-90)

contact point

In land warfare, a point on the terrain, easily identifiable, where two or more units are required to make contact. (JP 3-50)

contain

(Army) A tactical mission task that requires the commander to stop, hold, or surround enemy forces or to cause them to center their activity on a given front and prevent them from withdrawing any part of their forces for use elsewhere. (FM 3-90-1)

control

1. A tactical mission task that requires the commander to maintain physical influence over a specified area to prevent its use by an enemy or to create conditions necessary for successful friendly operations. (FM 3-90-1) 2. An action taken to eliminate a hazard or reduce its risk. (ATP 5-19)

convoy

A group of vehicles organized for the purpose of control and orderly movement with or without escort protection that moves over the same route at the same time and under one commander. (JP 3-02)

coordinated fire line

A line beyond which conventional surface-to-surface direct fire and indirect fire support means may fire at any time within the boundaries of the establishing headquarters without additional coordination but does not eliminate the responsibility to coordinate the airspace required to conduct the mission. (JP 3-09)

cordon and search

A technique of conducting a movement to contact that involves isolating a target area and searching suspect locations within that target area to capture or destroy possible enemy forces and contraband. (FM 3-90-1)

corps

An echelon of command and tactical formation that employs divisions, multi-functional brigades, and functional brigades to achieve objectives on land. (ADP 3-90)

counterattack

Attack by part or all of a defending force against an enemy attacking force, for such specific purposes as regaining ground lost, or cutting off or destroying an enemy advance units, and with the general objective of denying to the enemy the attainment of the enemy's purpose in attacking. In sustained defensive operations, it is undertaken to restore the battle position and is directed at limited objectives. (FM 1-02.1)

course of action

A scheme developed to accomplish a mission. (JP 5-0)

cover

(Army) A type of security operation done independent of the main body to protect them by fighting to gain time while preventing enemy ground observation of and direct fire against the main body. (ADP 3-90)

crew

A small military unit that consists of all personnel operating a particular system. (ADP 3-90)

critical friendly zone

A friendly area of coverage employed by weapons locating radar which the maneuver commander designates as critical to the protection of an asset whose loss would seriously jeopardize the mission. (FM 3-09)

cyberspace operations

The employment of cyberspace capabilities where the primary purpose is to achieve objectives in or through cyberspace. (JP 3-0)

decision point

A point in space and time when the commander or staff anticipates making a key decision concerning a specific course of action. (JP 5-0)

decontamination

The process of making any person, object, or area safe by destroying, neutralizing, making harmless, or absorbing and removing chemical or biological agents, or by removing radioactive material clinging to or around it. (JP 3-11)

delay

When a force under pressure trades space for time by slowing down the enemy's momentum and inflicting maximum damage on enemy forces without becoming decisively engaged. (ADP 3-90)

delay line

A phase line where the date and time before which the enemy is not allowed to cross the phase line is depicted as part of the graphic control measure. (FM 3-90-1)

demonstration

In military deception, a show of force similar to a feint without actual contact with the adversary, in an area where a decision is not sought that is made to deceive an adversary. (JP 3-13.4)

destroy

A tactical mission task that physically renders an enemy force combat ineffective until it is reconstituted. Alternatively, to destroy a combat system is to damage it so badly that it cannot perform any function or be restored to a usable condition without being entirely rebuilt. (FM 3-90-1)

detachment

A tactical element organized on either a temporary or permanent basis for special duties. (ADP 3-90)

detainee holding area

A facility or other location where detainees are administratively processed and provided custodial care pending disposition and subsequent release, transfer, or movement to a theater detention facility. (JP 3-63)

direction finding

A procedure for obtaining bearings of radio frequency emitters by using a highly directional antenna and a display unit on an intercept receiver or ancillary equipment. (JP 3-85)

direction of attack

A specific direction or assigned route a force uses and does not deviate from when attacking. (ADP 3-90)

direction of fire

The direction on which a fire unit is laid to the most significant threat in the target area, to the chart direction to the center of the zone of fire, or to the target. (ATP 3-09.50)

disengage

A tactical mission task where a commander has the unit break contact with the enemy to allow the conduct of another mission or to avoid decisive engagement. (FM 3-90-1)

disrupt

1. A tactical mission task in which a commander integrates direct and indirect fires, terrain, and obstacles to upset an enemy's formation or tempo, interrupt the enemy's timetable, or cause enemy forces to commit prematurely or attack in a piecemeal fashion. 2. An obstacle effect that focuses fire planning and obstacle effort to cause the enemy force to break up its formation and tempo, interrupt its timetable, commit breaching assets prematurely, and attack in a piecemeal effort. (FM 3-90-1)

division

An echelon of command and tactical formation that employs brigade combat teams, multi-functional brigades, and functional brigades to achieve objectives on land. (ADP 3-90)

drop zone

A specific area upon which airborne troops, equipment, or supplies are airdropped. (JP 3-36)

encirclement operations

Operations where one force loses its freedom of maneuver because an opposing force is able to isolate it by controlling all ground lines of communications and reinforcement. (ADP 3-90)

engagement area

An area where the commander intends to contain and destroy an enemy force with the massed effects of all available weapons and supporting systems. (ADP 3-90)

engineer work line

A coordinated boundary or phase line used to compartmentalize an area of operations to indicate where specific engineer units have primary responsibility for the engineer effort. (FM 3-34)

exfiltrate

A tactical mission task where a commander removes Soldiers or units from areas under enemy control by stealth, deception, surprise or clandestine means. (FM 3-90-1)

explosive ordnance disposal

(DOD) The detection, identification, on-side evaluation, rendering safe, recover, and final disposal of unexploded explosive ordnance. (JP 3-42)

feint

In military deception, an offensive action involving contact with the adversary conducted for the purpose of deceiving the adversary as to the location and/or time of the actual main offensive action. (JP 3-13.4)

field artillery

Equipment, supplies, ammunition, and personnel involved in the use of cannon, rocket, or surface-to-surface missile launchers. (JP 3-09)

final coordination line

A phase line close to the enemy position used to coordinate the lifting or shifting of supporting fires with the final deployment of maneuver elements. (ADP 3-90)

final protective fires

An immediately available prearranged barrier of fire designed to impede enemy movement across defensive lines or areas. (JP 3-09.3)

fire direction center

That element of a command post, consisting of gunnery and communications personnel and equipment, by means of which the commander exercises fire direction and/or fire control. (JP 3-09.3)

fire support area

An appropriate maneuver area assigned to fire support ships by the naval force commander from which they can deliver gunfire support to an amphibious operation. (JP 3-09)

fire support coordination line

A fire support coordination measure established by the land or amphibious force commander to support common objectives within an area of operation; beyond which all fires must be coordinated with affected commanders prior to engagement, and short of the line, all fires must be coordinated with the establishing commander prior to engagement. (JP 3-09)

fire support station

An exact location at sea within which a fire support ship delivers fire. (JP 3-02)

fix

A tactical mission task where a commander prevents the enemy force from moving any part of that force from a specific location for a specific period. Fix is also an obstacle effect that focuses fire planning and obstacle effort to slow an attacker's movement within a specified area, normally an engagement area. (FM 3-90-1)

follow and assume

A tactical mission task in which a second committed force follows a force conducting an offensive task and is prepared to continue the mission if the lead force is fixed, attrited, or unable to continue. (FM 3-90-1)

forms of maneuver

Distinct tactical combinations of fire and movement within a unique set of doctrinal characteristics that differs primarily in the relationship between the maneuvering force and the enemy. (ADP 3-90)

forward arming and refueling point

A temporary facility, organized, equipped, and deployed to provide fuel and ammunition necessary for the employment of aviation maneuver units in combat. (JP 3-09.3)

forward edge of the battle area

The foremost limits of a series of areas in which ground combat units are deployed to coordinate fire support, the positioning of forces, or the maneuver of units, excluding areas in which covering or screening forces are operating. (JP 3-09.3)

forward line of own troops

A line which indicates the most forward positions of friendly forces in any kind of military operation at a specific time. (JP 3-03)

forward observer

An observer operating with front line troops and trained to adjust ground and naval gunfire and pass back battlefield information. (JP 3-09)

forward passage of lines

Occurs when a unit passes through another unit's positions while moving toward the enemy. (ADP 3-90)

free-fire area

A specific area into which any weapon system may fire without additional coordination with the establishing headquarters. (JP 3-09)

gap

An area free of armed mines or obstacles whose width and direction allow a friendly force to pass through while dispersed in a tactical formation. (FM 1-02.1)

general engineering

Those engineering capabilities and activities, other than combat engineering, that provide infrastructure and modify, maintain, or protect the physical environment. (JP 3-34)

geospatial information

Information that identifies the geographic location and characteristics of natural or constructed features and boundaries on the Earth, including: statistical data and information derived from, among other things, remote sensing, mapping, and surveying technologies; and mapping, charting, geodetic data and related products. (JP 2-03)

guard

A type of security operation done to protect the main body by fighting to gain time while preventing enemy ground observation of and direct fire against the main body. (ADP 3-90)

guerrilla

An irregular, predominantly indigenous member of a guerrilla force organized similar to military concepts and structure in order to conduct military and paramilitary operations in enemy-held, hostile, or denied territory. (ATP 3-05.1)

high-altitude missile engagement zone

In air and missile defense, that airspace of defined dimensions within which the responsibility for engagement of air and missile threats normally rests with high-altitude surface-to-air missiles. (JP 3-01)

high-density airspace control zone

Airspace designated in an airspace control plan or airspace control order in which there is a concentrated employment of numerous and varied weapons and airspace users. (JP 3-52)

infiltration

(Army) A form of maneuver in which an attacking force conducts undetected movement through or into an area occupied by enemy forces to occupy a position of advantage in the enemy rear while exposing only small elements to enemy defensive fires. (FM 3-90-1)

infiltration lane

A control measure that coordinates forward and lateral movement of infiltrating units and fixes fire planning responsibilities. (FM 3-90-1)

information operations

The integrated employment, during military operations, of information related capabilities in concert with other lines of operation to influence, disrupt, corrupt, or usurp the decision making of adversaries and potential adversaries while protecting our own. (JP 3-13)

interdict

A tactical mission task where the commander prevents, disrupts, or delays the enemy's use of an area or route. (FM 3-90-1)

intermodal

Type of international freight system that permits transshipping among sea, highway, rail, and air modes of transportation through use of American National Standards Institute and International Organization for Standardization containers, line haul assets, and handling equipment. (JP 4-09)

isolate

To separate a force from its sources of support in order to reduce its effectiveness and increase its vulnerability to defeat. (ADP 3-0)

isolated personnel

United States military, Department of Defense civilians and contractor personnel (and others designated by the President or Secretary of Defense) who are separated from their unit (as an individual or a group) while participating in a United States sponsored military activity or mission and are, or may be, in a situation where they must survive, evade, resist, or escape. (JP 3-50)

joint engagement zone

In air and missile defense, that airspace of defined dimensions within which multiple air defense systems (surface-to-air missiles and aircraft) are simultaneously employed to engage air threats. (JP 3-01)

key terrain

(Army) An identifiable characteristic whose seizures or retention affords a marked advantage to either combatant. (ADP 3-90)

landing zone

Any specified zone used for the landing of aircraft. (JP 3-36)

limit of advance

A phase line used to control forward progress of the attack. (ADP 3-90)

line of contact

A general trace delineating the locations where friendly and enemy forces are engaged. (ADP 3-90)

line of departure

In land warfare, a line designated to coordinate the departure of attack elements. (JP 3-31)

linkup point

The point where two infiltrating elements in the same or different infiltration lanes are scheduled to meet to consolidate before proceeding on with their missions. (FM 3-90-1)

low-altitude missile engagement zone

In air and missile defense, that airspace of defined dimensions within which the responsibility for engagement of air and missile threats normally rests with low- to medium-altitude surface-to-air missiles. (JP 3-01)

low-level transit route

A temporary corridor of defined dimensions established in the forward area to minimize the risk to friendly aircraft from friendly air defenses or surface forces. (JP 3-52)

main command post

A facility containing the majority of the staff designated to control current operations, conduct detailed analysis, and plan future operations. (FM 6-0)

main supply route

The route or routes designated within an operational area upon which the bulk of traffic flows in support of military operations. (JP 4-01.5)

maintenance collection point

A temporary location established within the battalion echelon for the collection of equipment needing or undergoing field maintenance. (ATP 4-33)

maneuver

The employment of forces in the operational area, through movement in combination with fires and information, to achieve a position of advantage in respect to the enemy. (JP 3-0)

medical evacuation

The timely and effective movement of the wounded, injured, or ill to and between medical treatment facilities on dedicated and properly marked medical platforms with en route care provided by medical personnel. (ATP 4-02.2)

medical treatment facility

A facility established for the purpose of furnishing medical and/or dental care to eligible individuals. (JP 4-02) (Army) Any facility established for the purpose of providing medical treatment. This includes battalion aid stations, Role 2 facilities, dispensaries, clinics, and hospitals. (FM 4-02)

military deception

Actions executed to deliberately mislead adversary military, paramilitary, or violent extremist organization decision makers, thereby causing the adversary to take specific actions (or inactions) that will contribute to the accomplishment of the friendly mission. (JP 3-13.4)

minefield

In land warfare, an area of ground containing mines emplaced with or without a pattern. (JP 3-15)

minimum-risk route

A temporary corridor of defined dimensions recommended for use by high speed, fixed-wing aircraft that presents the minimum known hazards to low-flying aircraft transiting the combat zone. (JP 3-52)

missile defense

Defense measures designed to destroy attacking enemy missiles, or to nullify or reduce the effectiveness of such attack. (JP 3-01)

missile engagement zone

In air and missile defense, that airspace of defined dimensions within which the responsibility for engagement of air and missile threats normally rests with surface-to-air missile systems. (JP 3-01)

mobility

A quality or capability of military forces which permits them to move from place to place while retaining the ability to fulfill their primary mission. (JP 3-36)

mortuary affairs

Provides for the search, recovery, identification, preparation, and disposition of human remains of persons for whom the Services are responsible by status and executive order. (JP 4-0)

movement

The positioning of combat power to establish the conditions for maneuver. (ADP 3-90)

movement to contact

(Army) A type of offensive operation designed to develop the situation and to establish or regain contact. (ADP 3-90)

multinational

Between two or more forces or agencies of two or more nations or coalition partners. (JP 5-0)

named area of interest

The geospatial area or systems node or link against which information that will satisfy a specific information requirement can be collected, usually to capture indications of adversary courses of action. (JP 2-01.3)

neutralize

To render enemy personnel or material incapable of interfering with a particular operation. (JP 3-0)

no-fire area

An area designated by the appropriate commander into which fires or their effects are prohibited. (JP 3-09.3)

objective area

A geographical area, defined by competent authority, within which is located an objective to be captured or reached by the military forces. (JP 3-06)

observation post

A position from which military observations are made, or fire directed and adjusted, and which possesses appropriate communications. While aerial observers and sensor systems are extremely useful, those systems do not constitute aerial observation post. (FM 3-90-2)

obstacle belt

A brigade-level command and control measure, normally depicted graphically, to show where within an obstacle zone the ground tactical commander plans to limit friendly obstacle employment and focus the defense. (JP 3-15)

obstacle restricted area

A command and control measure used to limit the type or number of obstacles within an area. (JP 3-15)

obstacle zone

A division-level command and control measure to designate specific land areas where lower echelons are allowed to employ tactical obstacles. (JP 3-15)

occupy

A tactical mission task that involves a force moving a friendly force into an area so that it can control that area. Both the force's movement to and occupation of the area occur without enemy opposition. (FM 3-90-1)

passage lane

A lane through an enemy or friendly obstacle that provides a safe passage for a passing force. (FM 3-90-2)

passage of lines

An operation in which a force moves forward or rearward through another force's combat positions with the intention of moving into or out of contact with the enemy. (JP 3-18)

passage point

A specifically designated place where the passing units will pass through the stationary unit. (FM 3-90-2)

personnel services

Sustainment functions that man and fund the force, maintain Soldier and family readiness, promote the moral and ethical values of the nation, and enable the fighting qualities of the Army. (ADP 4-0)

phase line

An easily identified feature in the operational area utilized for control and coordination of military operations. (JP 3-09)

platoon

A subdivision of a company or troop consisting of two or more squads or sections. (ADP 3-90)

point of departure

The point where the unit crosses the line of departure and begins moving along a direction of attack. (ADP 3-90)

position area for artillery

An area assigned to an artillery unit where individual artillery systems can maneuver to increase their survivability. A position area for artillery is not an area of operations for the artillery unit occupying it. (FM 3-90-1)

probable line of deployment

A phase line that designates the location where the commander intends to deploy the unit into assault formation before beginning the assault. (ADP 3-90)

public affairs

Communication activities with external and internal audiences. (JP 3-61)

purple kill box

A fire support and airspace coordination measure that facilitates attacking surface targets with subsurface-to-surface, surface-to-surface, and air-to-surface munitions without further coordination with the area of operation commander's headquarters. (ATP 3-09.34)

rally point

(Army) An easily identifiable point on the ground at which units can reassemble and reorganize if they become dispersed. (ATP 3-21.20)

Rangers

Rapidly deployable airborne light infantry organized and trained to conduct highly complex joint direct action operations in coordination with or in support of other special operations units of all Services. (JP 3-05)

rearward passage of lines

Occurs when a unit passes through another unit's positions while moving away from the enemy. (ADP 3-90)

recovery

Actions taken to extricate damaged or disabled equipment for return to friendly control or repair at another location. (JP 3-34)

release point

A location on a route where marching elements are released from centralized control. (FM 3-90-2)

relief in place

An operation in which, by direction of higher authority, all or part of a unit is replaced in an area by the incoming unit and the responsibilities of the replaced elements for the mission and the assigned zone of operations are transferred to the incoming unit. (JP 3-07.3)

restrictive fire area

A location in which specific restrictions are imposed and into which fires that exceed those restrictions will not be delivered without coordination with the establishing headquarters. (JP 3-09)

restrictive fire line

A specific boundary established between converging, friendly surface forces that prohibits fires or their effects from crossing. (JP 3-09)

restricted operations zone

Airspace reserved for specific activities in which the operations of one or more airspace users is restricted. (JP 3-52)

retain

A tactical mission task in which the commander ensures that a terrain feature controlled by a friendly force remains free of enemy occupation or use. (FM 3-90-1)

retirement

When a force out of contact moves away from the enemy. (ADP 3-90)

route

The prescribed course to be traveled from a specific point of origin to a specific destination. (FM 3-90-1)

screen

A type of security operation that primarily provides early warning to the protected force. (ADP 3-90)

SEAL team

United States Navy forces organized, trained, and equipped to conduct special operations with an emphasis on maritime, coastal, and riverine environments. (JP 3-05)

search

A systematic reconnaissance of a defined area, so that all parts of the area have passed within visibility. (JP 3-50)

search and rescue

The use of aircraft, surface craft, submarines, and specialized rescue teams and equipment to search for and rescue distressed persons on land or at sea in a permissive environment. (JP 3-50)

search and rescue points

A predesignated specific location, relative to which isolated personnel provide their position to recovery forces. (JP 3-50)

section

A tactical unit of the Army and Marine Corps smaller than a platoon and larger than a squad. (ADP 3-90)

secure

A tactical mission task that involves preventing a unit, facility, or geographical location from being damaged or destroyed as a result of enemy action. (FM 3-90-1)

security

Measures taken by a military unit, activity, or installation to protect itself against all acts designed to, or which may, impair its effectiveness. (JP 3-10)

security force assistance

The Department of Defense activities that support the development of the capacity and capability of foreign security forces and their supporting institutions. (JP 3-20)

security operations

Those operations performed by commanders to provide early and accurate warning of enemy operations, to provide the forces being protected with time and maneuver space within which to react to the enemy, and to develop the situation to allow commanders to effectively use their protected forces. (ADP 3-90)

seize

A tactical mission task that involves taking possession of a designated area using overwhelming force (FM 3-90-1)

short-range air defense engagement zone

In air and missile defense, that airspace of defined dimensions within which the responsibility for engagement of air and missile threats normally rests with short-range air defense weapons, and may be established within a low- or high-altitude missile engagement zone. (JP 3-01)

signals intelligence

Intelligence derived from communications, electronic, and foreign instrumentation signals. (JP 2-0)

space forces

The space and terrestrial systems, equipment, facilities, organizations, and personnel necessary to access, use and, if directed, control space for national security. (JP 3-14)

special forces

United States Army forces organized, trained, and equipped to conduct special operations with an emphasis on unconventional warfare capabilities. (JP 3-05)

special operations forces

Those Active and Reserve Component forces of the Military Service designated by the Secretary of Defense and specifically organized, trained, and equipped to conduct and support special operations. (JP 3-05)

squad

A small military unit typically containing two or more fire teams. (ADP 3-90)

standard use Army aircraft flight route

Route established below the coordination level to facilitate the movement of Army aviation assets; it is normally located in the corps through brigade rear areas of operation and does not require approval by the airspace control authority. (JP 3-52)

start point

A location on a route where the march elements fall under the control of a designated march commander. (FM 3-90-2)

strong point

A heavily battle position tied to a natural or reinforcing obstacle to create an anchor for the defense or to deny the enemy decisive or key terrain. (ADP 3-90)

supply

(Army) The process of providing all items necessary to equip, maintain, and operate a military command. (FM 1-02.1)

support

1. The action of a force that aids, protects, complements, or sustains another force in accordance with the directive requiring such action. 2. A unit that helps another unit in battle. 3. An element of a command that assists, protects, or supplies other forces in combat. (JP 1)

support area

The portion of the commander's area of operations that is designated to facilitate the positioning employment, and protection of base sustainment assets required to sustain, enable, and control operations. (ADP 3-0)

support by fire

A tactical mission task in which a maneuver force moves to a position where it can engage the enemy by direct fire in support of another maneuvering force. (FM 3-90-1)

suppress

A tactical mission task that results in temporary degradation of the performance of a force or weapons system below the level needed to accomplish the mission. (FM 3-90-1)

surveillance

The systematic observation of aerospace, cyberspace, surface or subsurface areas, places, persons, or things by visual, aural, electronic, photographic, or other means. (JP 3-0)

sustainment

(joint) The provision of logistics and personnel services required to maintain and prolong operations until successful mission accomplishment. (JP 3-0) (Army) The provision of logistics, financial management, personnel services, and health service support necessary to maintain operations until successful mission completion. (ADP 4-0)

tactical command post

A facility containing a tailored portion of a unit headquarters designed to control portions of an operation for a limited time. (FM 6-0)

tactical mission task

A specific activity performed by a unit while executing a form of tactical operation or form of maneuver. A tactical mission task may be expressed as either an action by a friendly force or an effect on an enemy force. (FM 3-90-1)

target acquisition

The detection, identification, and location of a target in sufficient detail to permit the effective employment of capabilities that create the required effects. (JP 3-60)

target area of interest

The geographical area where high value targets can be acquired and engaged by friendly forces. (JP 2-01.3)

target number extension

A sequentially assigned number identifying the individual elements in a target. (MIL-STD 6017)

target reference point

A predetermined point of reference, normally a permanent structure or terrain feature that can be used when describing a target location. (JP 3-09.3)

task organization

A temporary grouping of forces designed to accomplish a particular mission. (ADP 5-0)

theater

The geographical area for which a commander of a geographic combatant command has been assigned responsibility. (JP 1)

theater army

An echelon of command designated as the Army Service component command responsible for recommendations of allocations and employment of Army forces to the geographic combatant commander. (JP 3-31)

traffic control post

A manned post that is used to preclude the interruption of traffic flow or movement along a designated route. (FM 3-39)

transportation

A logistics function that includes movement control and associated activities to incorporate military, commercial, and multinational motor, rail, air, and water mode assets in the movement of units, personnel, equipment, and supplies in support of the concept of operations. (FM 1-02.1)

troop

A company-size unit in a cavalry organization. (ADP 3-90)

turn

1. A tactical mission task that involves forcing an enemy element from one avenue of approach or mobility corridor to another. 2. A tactical obstacle effect that integrates fire planning and obstacle effort to divert an enemy formation from one avenue of approach to an adjacent avenue of approach or into an engagement area. (FM 3-90-1)

unit

Any military element whose structure is prescribed by a competent authority. (JP 3-33)

unmanned aircraft system

That system whose components include the necessary equipment, network, and personnel to control an unmanned aircraft. (JP 3-30)

weapon engagement zone

In air and missile defense, airspace of defined dimensions within which the responsibility for engagement of air threats normally rests with a particular weapon system. (JP 3-01)

weapons free zone

An air defense zone established for the protection of key assets or facilities, other than air bases, where weapon systems may be fired at any target not positively recognized as friendly. (JP 3-01)

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