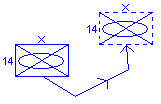
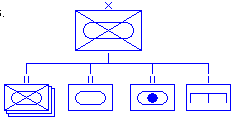
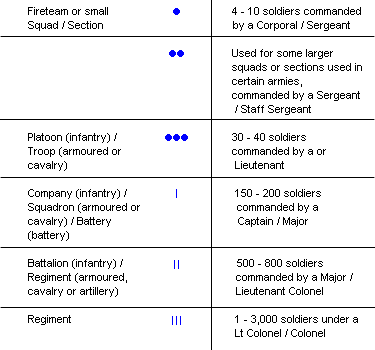
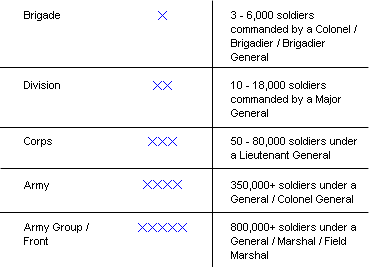
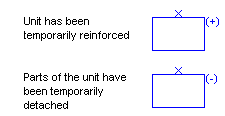
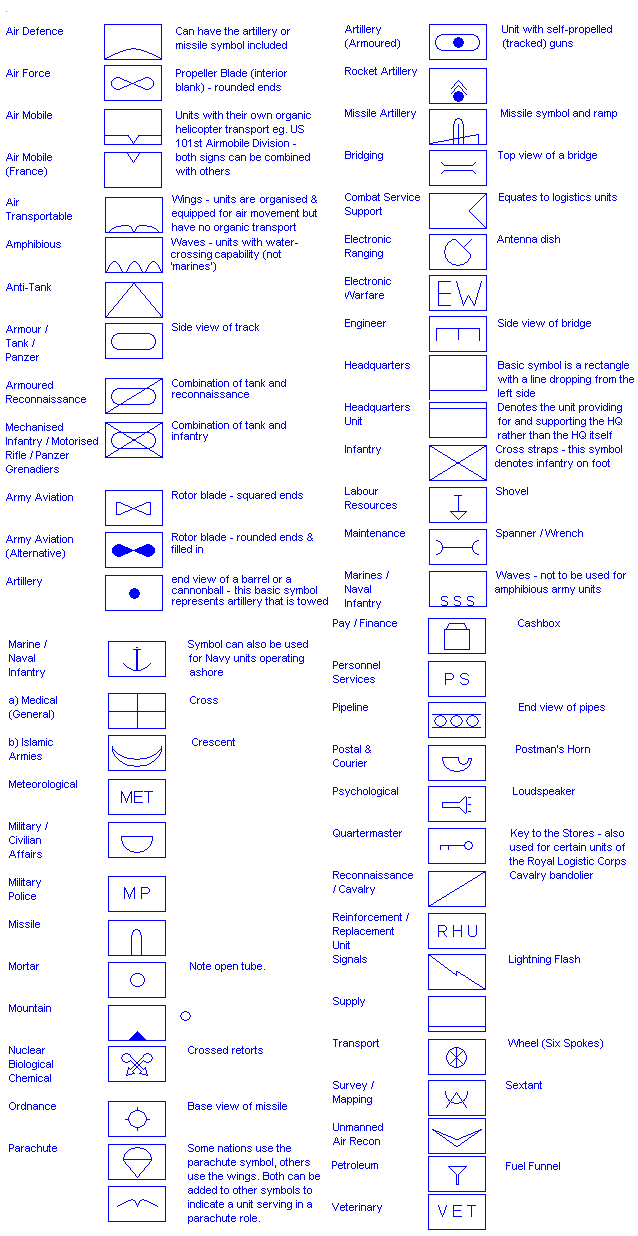
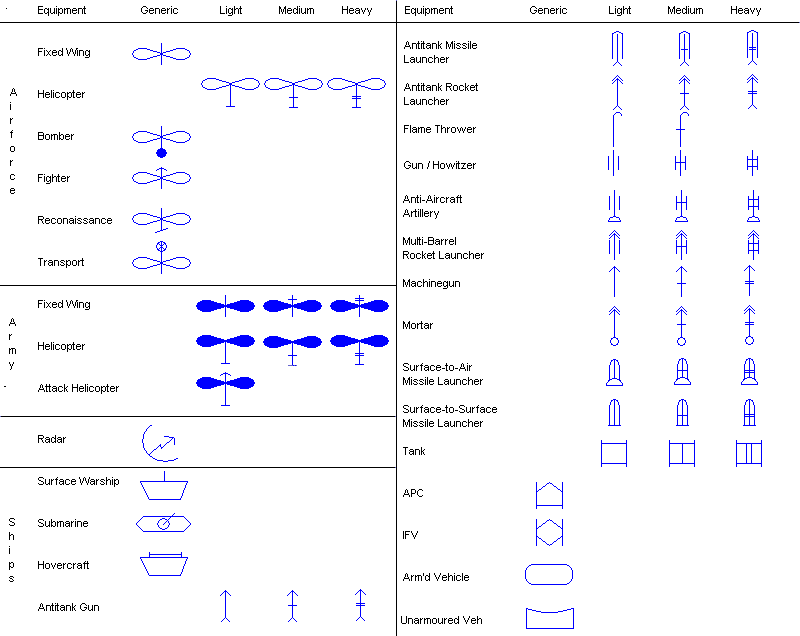
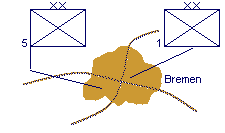
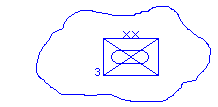
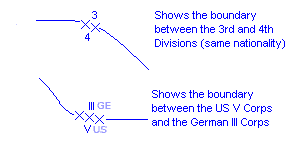
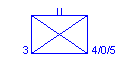
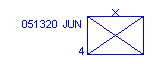
All armies use **a system of codified symbols** to enable command staffs **to mark paper maps, sand tray mock-ups and computer displays**.  These so called "Military or Tactical Map Symbols" are used to show what military forces are doing at the moment, what has been planned for them to do in the future, or if a particular event has happened, such as a nuclear explosion or a unit's movement:  
  
pic 1: This example shows a move of Fourteenth Mechanised Infantry Brigade to a new location, represented by NATO Tactial Map Symbols:  
  
  
  
The tactical symbols **can also show some basic information** about the forces themselves, such as **a unit's location, it´s ID, role, type and size or a weapon's type, caliber and location**.  
  
pic 2: Tactical symbol showing location of the Main HQ for the Third Infantry Division  
  
  
  
pic 3: Tactical symbol describing a Heavy Mortar (140mm caliber)  
  
http://www.warandtactics.com/Images/nato_tacsymbs/3_140mm_mortar.gif  
  
In addition, by using the same system of tactical symbols, **the hierarchical organisation of a particular unit can be shown**, in a sort of family tree style:  
  
pic 6: Depicts a mechanised infantry brigade with three mechanised infantry battalions (far left), one tank battalion (second from left), a mechanised artillery battalion (second from right) and an engineer company (far right)  
  
  
  
As such, displays that include a great deal of information can be built up using this relatively simple method. While this sort of symbology is obviously used a great deal in today's armed forces, it can also be seen in the wargaming and simulation arena.  
  
The **most common system is that developed by the NATO alliance**, and used by its member states, the states that have joined the Partnership for Peace and an increasing number of non-member states, such as Australia and New Zealand, and this article will focus exclusively on this system.  
  
All Tactical Symbols are composed of **a base symbol**, various **size and type symbols** and/or by **symbols for unit equipment**. Letters and numbers are combined with the symbols for ID and designation purposes.  
  
  
**Base Unit Symbols:**  
  
The **basic unit symbol is a rectangle**, with the lengths of the horizontal and vertical lines having a ratio of approximately 3:2:  
  
  
  
A variation on this is the symbol for a headquarters unit (HQ)  that has a vertical line dropping down from the left corner (so it looks a bit like a flag):  
  
  
  
Another basic symbol is a triangle facing upwards, which denotes an Observation Point (OP):  
  
http://www.warandtactics.com/Images/nato_tacsymbs/base_op.gif  
  
A circle denominates a logistic or administrative unit:  
  
http://www.warandtactics.com/Images/nato_tacsymbs/base_log.gif  
  
  
**Unit Size Symbols:**  
  
The above base symbols are combined with size symbols to indicate the size/strength of a unit. Unit **size details are placed on top of the base symbol**.  
  
Units that are of regimental-size or below are represented by a series of dots and vertical lines:  
  
  
  
Units that are of brigade-size or above are represented by a series of crosses:  
  
  
  
Units of unknown size are represented by a question mark:  
  
http://www.warandtactics.com/Images/nato_tacsymbs/13b_unknown.gif  
  
Re-inforced or detached units are represented by a plus or minus sign in parenthesis that are plasced at the side of the base unit symbol:  
  
  
  
Units that are non organic or just a temporary group have a box around the size symbol.  
  
http://www.warandtactics.com/Images/nato_tacsymbs/13d_temp.gif  
  
  
**Unit Type and Unit Equipment Symbols**  
  
Unit type or equipment symbols are placed inside the base symbol.  
  
The **three basic type symbols** are the **infantry** (a diagonal cross representing their webbing cross-straps), **tank or armoured** (a stretched circle representing the caterpillar tread) and **artillery** (a circle representing a cannon ball).  
  
Many of the unit symbols available are variants of these, although a number of additional symbols are used as well. For example, mechanised infantry is represented by a combination of the infantry and armour symbols, whereas parachute infantry often have the infantry symbol with an additional 'bird' symbol underneath.  
  
  
  
  
  
  
**Unit Location:**  
  
A unit's location is usually assumed to be at **the centre of the lower edge of the symbol**, or sometimes a line can be drawn from the centre of the lower edge to where the unit is if its necessary to offset the symbol:  
  
pic 15: The location of the HQ, 5th Infantry Division, and the 1st Infantry Division in Bremen  
  
  
  
Also, if a unit is spread out and covering a larger area than normal, its area can be indicated by drawing a amorph form with the unit symbol at the centre:  
  
pic 16: 3rd Mech Inf Bde is spread out over the "blobb" area  
  
  
  
If indicating a unit in its current position, the unit is shown with solid lines, if it is showing a future position, the lines are broken:  
  
http://www.warandtactics.com/Images/nato_tacsymbs/21futureloc.gif  
  
In some instances, a boundary can be shown between units, for example, if units are tightly packed covering a common frontage. This is more common for maps and diagrams covering higher-level formations, such as one depicting corps and army level formations in Germany on NATO's Central Front during the Cold War.   
  
Where a boundary separates two units of different size, the symbol for the larger unit will ordinarily be shown. The exception is where a unit rear boundary is shown that will show the size symbol of the unit concerned and not the symbol of the larger unit.  
  
  
  
  
**Unit Designations**  
  
The **unit title is usually placed on the left-hand side**, either in the centre or at the bottom corner and **must agree with the unit type and size** symbols:  
  
pic 22: The 5th Infantry Division  
  
http://www.warandtactics.com/Images/nato_tacsymbs/22_5inf_div.gif  
  
In addition, the identification of **higher formations** can also be placed on the symbol, **on the right-hand side**, either in the centre or at the bottom corner. The higher formations are listed - from left to right - in the order of battalion, brigade, regiment, division, corps and army, separated by a '/':  
  
pic 23: The 3rd Infantry Battalion, from the 4th Brigade of the 5th Division. '0' indicates that there is no regimental-level (as in the British Army, for example)  
  
  
  
If it is necessary to show the time, a **date/time group (DTG) is placed at the top left-hand corner** of the symbol and consists of six figures and three or four letters. The **first two numbers show the date** (prefixed with a 0 if between 1 and 9), the **next four numbers show the time** (using the 24-hour clock), **optionally** followed by **a letter denoting the time zone** (e.g. "Z") and finally, **three letters indicating the month**.  
  
pic 24: The location of the 4th Infantry Brigade as of 13.20 on 5th June, no time zone specified  
  
  
  
  
**Colors:**  
  
In NATO, the designation of friendly units is indicated by them being blue, while enemy forces are red:  
  
http://www.warandtactics.com/Images/nato_tacsymbs/17tcolors.gif  
  
If the symbol is monochrome (no color), friendly forces are indicated by a single-lined base symbol and enemy forces by a double-lined base symbol  
  
http://www.warandtactics.com/Images/nato_tacsymbs/19monochrome.gif

**Unit icons**

The icon is the innermost part of a symbol which, when displayed, provides an abstract pictorial or alphanumeric representation of an operational object. The icon portrays the role or mission performed by the object. APP-6A distinguishes between icons that must be framed or unframed and icons where framing is optional.

|  |  |
| --- | --- |
| **Unit symbol** | **Unit type** |
| [APP-6 Air Defence.svg](http://en.wikipedia.org/wiki/File:APP-6_Air_Defence.svg) | [Air Defence](http://en.wikipedia.org/wiki/Anti-air) |
| [APP-6 Ammunition.svg](http://en.wikipedia.org/wiki/File:APP-6_Ammunition.svg) | [Ammunition](http://en.wikipedia.org/wiki/Ammunition) |
| [APP-6 Anti Tank.svg](http://en.wikipedia.org/wiki/File:APP-6_Anti_Tank.svg) | [Anti-tank](http://en.wikipedia.org/wiki/Anti-tank) |
| [APP-6 Armored.svg](http://en.wikipedia.org/wiki/File:APP-6_Armored.svg) | [Armour](http://en.wikipedia.org/wiki/Tank) (Stylized tank treads) |
| [APP-6 Artillery.svg](http://en.wikipedia.org/wiki/File:APP-6_Artillery.svg) | Field [artillery](http://en.wikipedia.org/wiki/Artillery) (Simplified version of the Artillery insignia, a cannonball) |
| [APP-6 Army Aviation.svg](http://en.wikipedia.org/wiki/File:APP-6_Army_Aviation.svg) | Aviation ([rotary wing](http://en.wikipedia.org/wiki/Rotary-wing)) |
| [APP-6 Air Force.svg](http://en.wikipedia.org/wiki/File:APP-6_Air_Force.svg) | Aviation ([fixed wing](http://en.wikipedia.org/wiki/Fixed-wing_aircraft)) |
| [APP-6 Bridging.svg](http://en.wikipedia.org/wiki/File:APP-6_Bridging.svg) | [Bridging](http://en.wikipedia.org/wiki/Bridge) |
| [APP-6 Combat Service Support.svg](http://en.wikipedia.org/wiki/File:APP-6_Combat_Service_Support.svg) | [Combat Service Support](http://en.wikipedia.org/wiki/Combat_Service_Support) |
| [APP-6 Engineer.svg](http://en.wikipedia.org/wiki/File:APP-6_Engineer.svg) | [Engineer](http://en.wikipedia.org/wiki/Military_engineer) |
| [APP-6 Electronic Warfare.svg](http://en.wikipedia.org/wiki/File:APP-6_Electronic_Warfare.svg) | [Electronic Warfare](http://en.wikipedia.org/wiki/Electronic_Warfare) |
| [APP-6 Ordnance.svg](http://en.wikipedia.org/wiki/File:APP-6_Ordnance.svg) | [Explosive Ordnance Disposal](http://en.wikipedia.org/wiki/Explosive_Ordnance_Disposal) |
| [APP-6 Refuel.svg](http://en.wikipedia.org/wiki/File:APP-6_Refuel.svg) | [Fuel](http://en.wikipedia.org/wiki/Military_supply_chain_management) (POL: Petroleum, Oil, and Lubricants) |
| [APP-6 Hospital.svg](http://en.wikipedia.org/wiki/File:APP-6_Hospital.svg) | [Hospital](http://en.wikipedia.org/wiki/Field_hospital) (personnel) |
| [APP-6 HQ Support.svg](http://en.wikipedia.org/wiki/File:APP-6_HQ_Support.svg) | [HQ](http://en.wikipedia.org/wiki/Headquarters) |
| [APP-6 Infantry.svg](http://en.wikipedia.org/wiki/File:APP-6_Infantry.svg) | [Infantry](http://en.wikipedia.org/wiki/Infantry) (evocative of the crossed [bandoliers](http://en.wikipedia.org/wiki/Bandolier) of Napoleonic infantry) |
| [APP-6 Maintenance.svg](http://en.wikipedia.org/wiki/File:APP-6_Maintenance.svg) | [Maintenance](http://en.wikipedia.org/wiki/Maintenance,_repair_and_operations) |
| [APP-6 Medical.svg](http://en.wikipedia.org/wiki/File:APP-6_Medical.svg) | [Medical](http://en.wikipedia.org/wiki/Combat_medic) |
| [APP-6 Meteorological.svg](http://en.wikipedia.org/wiki/File:APP-6_Meteorological.svg) | [Meteorological](http://en.wikipedia.org/wiki/Meteorological) |
| [APP-6 Missile.svg](http://en.wikipedia.org/wiki/File:APP-6_Missile.svg) | [Missile](http://en.wikipedia.org/wiki/Missile) |
| [APP-6 Mortar.svg](http://en.wikipedia.org/wiki/File:APP-6_Mortar.svg) | [Mortar](http://en.wikipedia.org/wiki/Mortar_(weapon)) |
| [APP-6 MP.svg](http://en.wikipedia.org/wiki/File:APP-6_MP.svg) | [Military Police](http://en.wikipedia.org/wiki/Military_Police) (or "SP" for [Shore Patrol](http://en.wikipedia.org/wiki/Shore_Patrol)) |
| [APP-6 Navy.svg](http://en.wikipedia.org/wiki/File:APP-6_Navy.svg) | [Navy](http://en.wikipedia.org/wiki/Navy) |
| [APP-6 NBC.svg](http://en.wikipedia.org/wiki/File:APP-6_NBC.svg) | [NBC](http://en.wikipedia.org/wiki/NBC_(disambiguation)#Warfare) Defence |
| [APP-6 Ordnance.svg](http://en.wikipedia.org/wiki/File:APP-6_Ordnance.svg) | [Ordnance](http://en.wikipedia.org/wiki/Ammunition) |
| [APP-6 Radar.svg](http://en.wikipedia.org/wiki/File:APP-6_Radar.svg) | [Radar](http://en.wikipedia.org/wiki/Radar) |
| [APP-6 PYSOPS.svg](http://en.wikipedia.org/wiki/File:APP-6_PYSOPS.svg) | [Psychological Operations](http://en.wikipedia.org/wiki/Psychological_Operations) |
| [APP-6 Reconnaissance.svg](http://en.wikipedia.org/wiki/File:APP-6_Reconnaissance.svg) | [Reconnaissance](http://en.wikipedia.org/wiki/Reconnaissance) (or [cavalry](http://en.wikipedia.org/wiki/Cavalry); inspired by the cavalry's [sabre](http://en.wikipedia.org/wiki/Sabre) strap) |
| [APP-6 Signals.svg](http://en.wikipedia.org/wiki/File:APP-6_Signals.svg) | [Signals](http://en.wikipedia.org/wiki/Military_communications) |
| [APP-6 Special Forces.svg](http://en.wikipedia.org/wiki/File:APP-6_Special_Forces.svg) | [Special Forces](http://en.wikipedia.org/wiki/Special_Forces) |
| [APP-6 Special Operations Forces.svg](http://en.wikipedia.org/wiki/File:APP-6_Special_Operations_Forces.svg) | [Special Operations Forces](http://en.wikipedia.org/wiki/Special_Operations_Forces) |
| [APP-6 Combat Supply.svg](http://en.wikipedia.org/wiki/File:APP-6_Combat_Supply.svg) | [Supply](http://en.wikipedia.org/wiki/Military_logistics) |
| [APP-6 Topographical.svg](http://en.wikipedia.org/wiki/File:APP-6_Topographical.svg) | [Topographical](http://en.wikipedia.org/wiki/Topographical) |
| [APP-6 Transportation.svg](http://en.wikipedia.org/wiki/File:APP-6_Transportation.svg) | [Transportation](http://en.wikipedia.org/wiki/Military_logistics) |
| [APP-6 Unmanned Air Recon.svg](http://en.wikipedia.org/wiki/File:APP-6_Unmanned_Air_Recon.svg) | [Unmanned Air Vehicle](http://en.wikipedia.org/wiki/Unmanned_Air_Vehicle) |

**Equipment icons**

Equipment icons are "frame optional".

|  |  |  |
| --- | --- | --- |
| **Equipment symbol (framed)** | **(unframed)** | **Equipment type** |
| [Ground Track - Equipment - Ground Vehicle - Engineer Vehicle - Bridge - Friendly Framed.svg](http://en.wikipedia.org/wiki/File:Ground_Track_-_Equipment_-_Ground_Vehicle_-_Engineer_Vehicle_-_Bridge_-_Friendly_Framed.svg) | [Ground Track - Equipment - Ground Vehicle - Engineer Vehicle - Bridge - Friendly Unframed.svg](http://en.wikipedia.org/wiki/File:Ground_Track_-_Equipment_-_Ground_Vehicle_-_Engineer_Vehicle_-_Bridge_-_Friendly_Unframed.svg) | [Bridge](http://en.wikipedia.org/wiki/Bridge) (e.g. [AVLB](http://en.wikipedia.org/wiki/AVLB" \o "AVLB)) |

**Installation icons**

|  |  |
| --- | --- |
| **Installation symbol** | **Installation type** |
|  | [Bridge](http://en.wikipedia.org/wiki/Bridge) production |

**Modifier Icons**

These unit type symbols can be combined, for example to represent armoured infantry units. There are also symbols that can be used to modify other unit symbols (they cannot appear by themselves):

|  |  |
| --- | --- |
| **Modifier symbol** | **Meaning** |
| [APP-6 Air-transportable.svg](http://en.wikipedia.org/wiki/File:APP-6_Air-transportable.svg) | [Airborne](http://en.wikipedia.org/wiki/Airborne_forces) (including Air Assault and Paratrooper forces) |
| [APP-6 Parachute.svg](http://en.wikipedia.org/wiki/File:APP-6_Parachute.svg) | [Paratrooper](http://en.wikipedia.org/wiki/Paratrooper) |
| [APP-6 Airmobile Mod.svg](http://en.wikipedia.org/wiki/File:APP-6_Airmobile_Mod.svg) | [Airmobile](http://en.wikipedia.org/wiki/Air_assault) |
| [APP-6 Airmobile.svg](http://en.wikipedia.org/wiki/File:APP-6_Airmobile.svg) | [Airmobile](http://en.wikipedia.org/wiki/Airmobile) with organic lift |
| [APP-6 Amphibious.svg](http://en.wikipedia.org/wiki/File:APP-6_Amphibious.svg) | [Amphibious](http://en.wikipedia.org/wiki/Amphibious_assault) |
| [APP-6 Motorised.svg](http://en.wikipedia.org/wiki/File:APP-6_Motorised.svg) | [Motorized](http://en.wikipedia.org/wiki/Motorised_infantry) |
| [APP-6 Mountain.svg](http://en.wikipedia.org/wiki/File:APP-6_Mountain.svg) | [Mountain](http://en.wikipedia.org/wiki/Mountain_warfare) |
| [APP-6 Rocket.svg](http://en.wikipedia.org/wiki/File:APP-6_Rocket.svg) | [Rocket](http://en.wikipedia.org/wiki/Rocket) |
| [APP-6 Wheeled.svg](http://en.wikipedia.org/wiki/File:APP-6_Wheeled.svg) | [Wheeled](http://en.wikipedia.org/wiki/Armoured_personnel_carrier) |

**Common combinations**

Some of the most common combinations are:

|  |  |
| --- | --- |
| **Modifier symbol** | **Meaning** |
| [APP-6 Mountain Infantry.svg](http://en.wikipedia.org/wiki/File:APP-6_Mountain_Infantry.svg) | [Mountain Infantry](http://en.wikipedia.org/wiki/Mountain_warfare) examples: Italy's [Alpini](http://en.wikipedia.org/wiki/Alpini), Germany's [Gebirgsjäger](http://en.wikipedia.org/wiki/Gebirgsj%C3%A4ger), France's [Chasseurs Alpins](http://en.wikipedia.org/wiki/Chasseurs_Alpins) |
| [APP-6 Parachute Infantry.svg](http://en.wikipedia.org/wiki/File:APP-6_Parachute_Infantry.svg) | [Parachute Infantry](http://en.wikipedia.org/wiki/Paratrooper) example: [82nd Airborne Division](http://en.wikipedia.org/wiki/82nd_Airborne_Division_(United_States)) (United States), [Division Spezielle Operationen](http://en.wikipedia.org/wiki/Division_Special_Operations_(Germany)) (Germany), United Kingdom's [Parachute Regiment](http://en.wikipedia.org/wiki/Parachute_Regiment_(United_Kingdom)), [3rd Battalion, Royal Australian Regiment](http://en.wikipedia.org/wiki/3rd_Battalion,_Royal_Australian_Regiment) (Australia) |
| [APP-6 Airmobile Infantry.svg](http://en.wikipedia.org/wiki/File:APP-6_Airmobile_Infantry.svg) | [Airmobile Infantry](http://en.wikipedia.org/wiki/Air_assault) example: [101st Airborne Division (Air Assault)](http://en.wikipedia.org/wiki/101st_Airborne_Division), [Jägerregiment 1](http://en.wikipedia.org/wiki/Air_Assault_Infantry_Regiment_1_(Germany)) |
| [APP-6 Mechanized Infantry.svg](http://en.wikipedia.org/wiki/File:APP-6_Mechanized_Infantry.svg) | [Mechanized Infantry](http://en.wikipedia.org/wiki/Mechanized_Infantry) example: US [3rd Infantry Division](http://en.wikipedia.org/wiki/3rd_Infantry_Division_(United_States)) (equipment example: [M113 APC](http://en.wikipedia.org/wiki/M113_Armored_Personnel_Carrier)), |
| [APP-6 Combined Arms.svg](http://en.wikipedia.org/wiki/File:APP-6_Combined_Arms.svg) | [Combined Arms](http://en.wikipedia.org/wiki/Combined_Arms) (new symbol for the Maneuver Elements of the [US Heavy Brigade Combat Teams](http://en.wikipedia.org/wiki/Brigade_combat_team#Heavy_brigade_combat_team)) example: US [1st Armored Division](http://en.wikipedia.org/wiki/1st_Armored_Division_(United_States)) |
| [APP-6 Infantry Mechanized IFV.svg](http://en.wikipedia.org/wiki/File:APP-6_Infantry_Mechanized_IFV.svg) | [Mechanized Infantry](http://en.wikipedia.org/wiki/Mechanized_Infantry) equipped with [Infantry Fighting Vehicles](http://en.wikipedia.org/wiki/Infantry_Fighting_Vehicle) equipment examples: [M2 Bradley](http://en.wikipedia.org/wiki/M2_Bradley), [BMP-3](http://en.wikipedia.org/wiki/BMP-3), [Dardo IFV](http://en.wikipedia.org/wiki/Dardo_IFV) |
| [APP-6 Amphibious Mechanized Infantry.svg](http://en.wikipedia.org/wiki/File:APP-6_Amphibious_Mechanized_Infantry.svg) | [Amphibious Mechanized Infantry](http://en.wikipedia.org/wiki/Amphibious_assault) example: [1st Marine Regiment (United States)](http://en.wikipedia.org/wiki/1st_Marine_Regiment_(United_States)) when [Amphibious Assault Vehicle](http://en.wikipedia.org/wiki/Amphibious_Assault_Vehicle) units are attached. |
| [APP-6 Wheeled Mechanized Infantry.svg](http://en.wikipedia.org/wiki/File:APP-6_Wheeled_Mechanized_Infantry.svg) | [Mechanized Infantry](http://en.wikipedia.org/wiki/Mechanized_Infantry) (wheeled-"medium") equipment examples: 3rd Brigade (US [2nd Infantry Division](http://en.wikipedia.org/wiki/2nd_Infantry_Division_(United_States))), [Stryker](http://en.wikipedia.org/wiki/Stryker), [Patria AMV](http://en.wikipedia.org/wiki/Patria_AMV), [Mowag Piranha](http://en.wikipedia.org/wiki/Mowag_Piranha), [BTR-80](http://en.wikipedia.org/wiki/BTR-80), [Freccia](http://en.wikipedia.org/wiki/Freccia) (with machine gun turrets) |
| [APP-6 Infantry Wheeled Mechanized IFV.svg](http://en.wikipedia.org/wiki/File:APP-6_Infantry_Wheeled_Mechanized_IFV.svg) | [Mechanized Infantry](http://en.wikipedia.org/wiki/Mechanized_Infantry) (wheeled-"medium") equipped with wheeled [Infantry Fighting Vehicles](http://en.wikipedia.org/wiki/Infantry_Fighting_Vehicle) equipment examples: [Stryker](http://en.wikipedia.org/wiki/Stryker), [Patria AMV](http://en.wikipedia.org/wiki/Patria_AMV), [Mowag Piranha](http://en.wikipedia.org/wiki/Mowag_Piranha), [BTR-90](http://en.wikipedia.org/wiki/BTR-90), [Freccia](http://en.wikipedia.org/wiki/Freccia) (with [autocannon](http://en.wikipedia.org/wiki/Autocannon) turrets) |
| [APP-6 Wheeled Tank.svg](http://en.wikipedia.org/wiki/File:APP-6_Wheeled_Tank.svg) | [Tank Destroyer](http://en.wikipedia.org/wiki/Tank_Destroyer) equipment examples: [B1 Centauro](http://en.wikipedia.org/wiki/B1_Centauro), [AMX 10 RC](http://en.wikipedia.org/wiki/AMX_10_RC) |
| [APP-6 Wheeled Armored Reconnaissance.svg](http://en.wikipedia.org/wiki/File:APP-6_Wheeled_Armored_Reconnaissance.svg) | [Wheeled Armoured Reconnaissance](http://en.wikipedia.org/wiki/Reconnaissance) equipment examples: [Fennek](http://en.wikipedia.org/wiki/Fennek), [VBL](http://en.wikipedia.org/wiki/VBL), [BRDM-2](http://en.wikipedia.org/wiki/BRDM-2), [ASLAV](http://en.wikipedia.org/wiki/ASLAV) |
| [APP-6 Armored Engineer.svg](http://en.wikipedia.org/wiki/File:APP-6_Armored_Engineer.svg) | [Armoured Engineers](http://en.wikipedia.org/wiki/Combat_engineering) equipment examples: [M60A1 AVLB](http://en.wikipedia.org/wiki/M60A1_Armored_Vehicle_Launched_Bridge_(AVLB)), [Bergepanzer BPz3](http://en.wikipedia.org/wiki/Leopard_2#Bergepanzer_BPz3). Also engineers mounted in IFVs such as Bradley or Warrior. |
| [APP-6 Armored Air Defence Artillery.svg](http://en.wikipedia.org/wiki/File:APP-6_Armored_Air_Defence_Artillery.svg) | [Self-propelled Anti-Aircraft Artillery](http://en.wikipedia.org/wiki/Self-propelled_anti-aircraft_weapon) equipment examples: [FlaKPz Gepard](http://en.wikipedia.org/wiki/Flugabwehrkanonenpanzer_Gepard), [SA-19 "Grison"](http://en.wikipedia.org/wiki/9K22_Tunguska), [Type 95 SPAAA](http://en.wikipedia.org/wiki/Type_95_SPAAA) |
| [APP-6 Armored Artillery.svg](http://en.wikipedia.org/wiki/File:APP-6_Armored_Artillery.svg) | [Armoured Artillery](http://en.wikipedia.org/wiki/Self-Propelled_Artillery) equipment examples: [M109 howitzer](http://en.wikipedia.org/wiki/M109_howitzer), [PzH 2000](http://en.wikipedia.org/wiki/PzH_2000), [2S19 Msta](http://en.wikipedia.org/wiki/2S19_Msta), [AS90](http://en.wikipedia.org/wiki/AS90) |
| [APP-6 Mountain Artillery.svg](http://en.wikipedia.org/wiki/File:APP-6_Mountain_Artillery.svg) | Mountain [Artillery](http://en.wikipedia.org/wiki/Artillery) equipment example: [OTO Melara Mod 56](http://en.wikipedia.org/wiki/OTO_Melara_Mod_56) |
| [APP-6 MLRS.svg](http://en.wikipedia.org/wiki/File:APP-6_MLRS.svg) | [Multiple Rocket Launcher](http://en.wikipedia.org/wiki/Multiple_Rocket_Launcher) equipment example: [M270 MLRS](http://en.wikipedia.org/wiki/M270_Multiple_Launch_Rocket_System) |
| [APP-6 Wheeled MLRS.svg](http://en.wikipedia.org/wiki/File:APP-6_Wheeled_MLRS.svg) | Wheeled [Multiple Rocket Launcher](http://en.wikipedia.org/wiki/Multiple_Rocket_Launcher) equipment example: [HIMARS](http://en.wikipedia.org/wiki/High_Mobility_Artillery_rocket_system), [Pinaka](http://en.wikipedia.org/wiki/Pinaka_Multi_Barrel_Rocket_Launcher), [BM-27 Uragan](http://en.wikipedia.org/wiki/BM-27_Uragan), [Astros II MLRS](http://en.wikipedia.org/wiki/Astros_II_MLRS) |
| [APP-6 Missile Air Defence.svg](http://en.wikipedia.org/wiki/File:APP-6_Missile_Air_Defence.svg) | [Missile Air Defence](http://en.wikipedia.org/wiki/Surface-to-air_missile) equipment example: [MIM-104 Patriot](http://en.wikipedia.org/wiki/MIM-104_Patriot), [Roland](http://en.wikipedia.org/wiki/Roland_(air_defence)) |
| [APP-6 Anti Tank Helicopter.svg](http://en.wikipedia.org/wiki/File:APP-6_Anti_Tank_Helicopter.svg) | [Attack Helicopter](http://en.wikipedia.org/wiki/Attack_Helicopter) equipment examples: [AH-64 Apache](http://en.wikipedia.org/wiki/AH-64_Apache), [AH-1 Cobra](http://en.wikipedia.org/wiki/AH-1_Cobra), [Eurocopter Tiger](http://en.wikipedia.org/wiki/Eurocopter_Tiger), [Mil Mi-28](http://en.wikipedia.org/wiki/Mil_Mi-28), [Kamov Ka-50](http://en.wikipedia.org/wiki/Kamov_Ka-50), [Agusta A129 Mangusta](http://en.wikipedia.org/wiki/Agusta_A129_Mangusta) |
| [APP-6 Transport Helicopter.svg](http://en.wikipedia.org/wiki/File:APP-6_Transport_Helicopter.svg) | Medium Transport [Helicopter](http://en.wikipedia.org/wiki/Helicopter) equipment examples: [CH-53E Super Stallion](http://en.wikipedia.org/wiki/CH-53E_Super_Stallion), [CH-46 Sea Knight](http://en.wikipedia.org/wiki/CH-46_Sea_Knight), [UH-60 Blackhawk](http://en.wikipedia.org/wiki/UH-60_Blackhawk), [Mi-17 Hip](http://en.wikipedia.org/wiki/Mil_Mi-17) |
| [APP-6 Aerial Refuel.svg](http://en.wikipedia.org/wiki/File:APP-6_Aerial_Refuel.svg) | [Aerial refueling](http://en.wikipedia.org/wiki/Aerial_refueling) equipment examples: [KC-135 Stratotanker](http://en.wikipedia.org/wiki/KC-135_Stratotanker), [Il-78 Midas](http://en.wikipedia.org/wiki/Il-78_Midas) |
| [APP-6 Airmobile Supply Transport.svg](http://en.wikipedia.org/wiki/File:APP-6_Airmobile_Supply_Transport.svg) | an Airmobile Supply Transport Unit |

**[**[**edit**](http://en.wikipedia.org/w/index.php?title=NATO_Military_Symbols_for_Land_Based_Systems&action=edit&section=8)**] Unit sizes**

Above the unit symbol, a symbol representing the size of the unit can be displayed:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Symbol** | **Name** | **Typical no. of personnel** | **No. of subordinate units** | **Typical rank of leader (Commonwealth and USA)** |
| XXXXXX | [Region](http://en.wikipedia.org/wiki/Region#Military_usage) or [Theatre](http://en.wikipedia.org/wiki/Theatre_(military)) (very rare in peacetime) | 250,000+ | Several army groups | Commonwealth:[Field Marshal](http://en.wikipedia.org/wiki/Field_Marshal) US:[General of the Army](http://en.wikipedia.org/wiki/General_of_the_Army) |
| XXXXX | [Army Group](http://en.wikipedia.org/wiki/Army_Group) (rare in peacetime) | 120,000+ | Several armies | Commonwealth:[Field Marshal](http://en.wikipedia.org/wiki/Field_Marshal) US:[General of the Army](http://en.wikipedia.org/wiki/General_of_the_Army) |
| XXXX | [Army](http://en.wikipedia.org/wiki/Army) | 100,000 | Nominally several corps, typically 5–10 Divisions | [General](http://en.wikipedia.org/wiki/General) |
| XXX | [Corps](http://en.wikipedia.org/wiki/Corps) | 30,000–60,000 | Several divisions | [Lieutenant General](http://en.wikipedia.org/wiki/Lieutenant_General) |
| XX | [Division](http://en.wikipedia.org/wiki/Division_(military)) | 10,000–20,000 | Nominally several Brigades, typically ~10 Battalions plus support units | [Major General](http://en.wikipedia.org/wiki/Major_General) |
| X | [Brigade](http://en.wikipedia.org/wiki/Brigade" \o "Brigade) or Commonwealth [Regiment](http://en.wikipedia.org/wiki/Regiment) [Administrative] | 2,000–5,000 U.S, 4,000–20,000 Commonwealth | Several U.S. Battalions or 2–50 Commonwealth tactical (field) Regiments. Largest permanent grouping for Commonwealth units | Commonwealth: [Brigadier](http://en.wikipedia.org/wiki/Brigadier) or [Major General](http://en.wikipedia.org/wiki/Major-General_(United_Kingdom)) US: [Colonel](http://en.wikipedia.org/wiki/Colonel) |
| III | [Group](http://en.wikipedia.org/wiki/Group_(air_force)) or Commonwealth [Regiment](http://en.wikipedia.org/wiki/Regiment) [Tactical] | 500–2,000 | 3–7 Battalions or Wings. | [Colonel](http://en.wikipedia.org/wiki/Colonel) or Commonwealth [Group Captain](http://en.wikipedia.org/wiki/Group_Captain) |
| II | [Battalion](http://en.wikipedia.org/wiki/Battalion) or equivalent, e.g. Commonwealth [Regiment](http://en.wikipedia.org/wiki/Regiment) (some countries/arms only) & [Wing](http://en.wikipedia.org/wiki/Wing_(air_force_unit)) or U.S. Cavalry [Squadron](http://en.wikipedia.org/wiki/Squadron_(army)) | 300–1,000 | 2–6 Companies, Batteries, U.S. Troops, or Commonwealth Squadrons | [Lieutenant colonel](http://en.wikipedia.org/wiki/Lieutenant_colonel) or Commonwealth [Wing Commander](http://en.wikipedia.org/wiki/Distinguished_Service_Cross_(United_Kingdom)) |
| I | [Company](http://en.wikipedia.org/wiki/Company_(military_unit)" \o "Company (military unit)) or equivalent, e.g. Commonwealth [Squadron](http://en.wikipedia.org/wiki/Squadron_(army)) or U.S. [Artillery Battery](http://en.wikipedia.org/wiki/Artillery_Battery) & Cavalry [Troop](http://en.wikipedia.org/wiki/Troop) | 60–250 | Several U.S. Platoons or Commonwealth Platoons/Troops/Flights | [Captain](http://en.wikipedia.org/wiki/Captain_(land_and_air)) or [Squadron Leader](http://en.wikipedia.org/wiki/Squadron_Leader) assisted by a [First Lieutenant](http://en.wikipedia.org/wiki/First_Lieutenant) or [Flight Lieutenant](http://en.wikipedia.org/wiki/Flight_Lieutenant) Also assisted by a [Company Sergeant Major](http://en.wikipedia.org/wiki/Company_Sergeant_Major), [Master Aircrew](http://en.wikipedia.org/wiki/Master_Aircrew)/[Warrant Officer](http://en.wikipedia.org/wiki/Warrant_Officer) (Commonwealth) or by a [First Sergeant](http://en.wikipedia.org/wiki/First_Sergeant) (US) |
| ••• | [Platoon](http://en.wikipedia.org/wiki/Platoon) or equivalent, e.g. Commonwealth [Flight](http://en.wikipedia.org/wiki/Flight_(military_unit)) & [Troop](http://en.wikipedia.org/wiki/Troop) (certain corps/armies only) or [French Army Section](http://en.wikipedia.org/wiki/Section_(military_unit)#French_Army) | 25–40 | Several squads, sections, or vehicles | Commonwealth: [Lieutenant](http://en.wikipedia.org/wiki/Lieutenant) or [Flight Lieutenant](http://en.wikipedia.org/wiki/Flight_Lieutenant) assisted by a [Staff Sergeant](http://en.wikipedia.org/wiki/Staff_Sergeant), [Colour Sergeant](http://en.wikipedia.org/wiki/Colour_Sergeant) or [Flight Sergeant](http://en.wikipedia.org/wiki/Flight_Sergeant) US: [Second Lieutenant](http://en.wikipedia.org/wiki/Second_Lieutenant) assisted by a [Sergeant First Class](http://en.wikipedia.org/wiki/Sergeant_First_Class) (or [Staff Sergeant](http://en.wikipedia.org/wiki/Staff_Sergeant) in [USMC](http://en.wikipedia.org/wiki/United_States_Marine_Corps)) |
| •• | [Section](http://en.wikipedia.org/wiki/Section_(military_unit)) or [Squad](http://en.wikipedia.org/wiki/Squad) [implies inherent light machine gun] | 7–13 | 2–3 Fireteams | Commonwealth: [Corporal](http://en.wikipedia.org/wiki/Corporal) or [Sergeant](http://en.wikipedia.org/wiki/Sergeant) US: [Sergeant](http://en.wikipedia.org/wiki/Sergeant) or [Staff Sergeant](http://en.wikipedia.org/wiki/Staff_Sergeant) |
| • | [Crew](http://en.wikipedia.org/wiki/Crew" \o "Crew) or [Patrol](http://en.wikipedia.org/wiki/Patrol) [implies **absence** of light machine gun] | 5–10 | 1–2 Fireteams | Commonwealth: [Corporal](http://en.wikipedia.org/wiki/Corporal) or [sergeant](http://en.wikipedia.org/wiki/Sergeant) US: [Sergeant](http://en.wikipedia.org/wiki/Sergeant) or [Staff Sergeant](http://en.wikipedia.org/wiki/Staff_Sergeant) |
| Ø | [Fireteam](http://en.wikipedia.org/wiki/Fireteam" \o "Fireteam) | 3–5 | n/a | Commonwealth: [Lance Corporal](http://en.wikipedia.org/wiki/Lance_Corporal) or [Corporal](http://en.wikipedia.org/wiki/Corporal) US: [Corporal](http://en.wikipedia.org/wiki/Corporal) or [Sergeant](http://en.wikipedia.org/wiki/Sergeant) |
| ø | [Fire and maneuver team](http://en.wikipedia.org/wiki/Fireteam" \l "Fire_and_maneuver_team" \o "Fireteam) | 2 | n/a | n/a |

**Status**

The *status* of a symbol refers to whether a warfighting object exists at the location identified (i.e., status is "present") or will in the future reside at that location (i.e., status is "planned, anticipated, suspected," or "on order"). Regardless of affiliation, present status is indicated by a solid line and planned status by a dashed line. The frame is solid or dashed, unless the symbol icon is unframed, in which case the icon itself is drawn dashed. Planned status cannot be shown if the symbol is an unframed filled icon.

**Affiliation**

*Affiliation* refers to your relationship to the operational object being represented. The basic affiliation categories are Unknown, Friend, [Neutral](http://en.wikipedia.org/wiki/Neutral_country), and Hostile. In the ground unit domain, a yellow [quatrefoil](http://en.wikipedia.org/wiki/Quatrefoil) frame is used to denote unknown affiliation, a blue rectangle frame to denote friendly affiliation, a green square frame to denote neutral affiliation, and a red diamond frame to denote hostile affiliation. In the other domains (air and space, sea surface and subsurface, etc.), the same color scheme is used.

|  |  |  |  |
| --- | --- | --- | --- |
| **Unknown** | **Friend** | **Neutral** | **Hostile** |
| **[UNK GND+EQP+SRF.svg](http://en.wikipedia.org/wiki/File:UNK_GND%2BEQP%2BSRF.svg)** | **[FRD GND.svg](http://en.wikipedia.org/wiki/File:FRD_GND.svg)** | **[NEU GND+EQP+SRF.svg](http://en.wikipedia.org/wiki/File:NEU_GND%2BEQP%2BSRF.svg)** | **[HOS GND+EQP+SRF.svg](http://en.wikipedia.org/wiki/File:HOS_GND%2BEQP%2BSRF.svg)** |

The full set of affiliations is:

* Pending (P)
* Unknown (U)
* Assumed Friend (A)
* Friend (F)
* Neutral (N)
* Suspect (S) (Assumed Hostile)
* Hostile (H)
* Exercise Pending (G)
* Exercise Unknown (W)
* Exercise Assumed Friend (M)
* Exercise Friend (D)
* Exercise Neutral (L)
* Joker (J) (Exercise Suspect)
* Faker (K) (Exercise Hostile)

There are no "Assumed Neutral" and "Exercise Assumed Neutral" affiliations.

**Battle dimension**

*Battle dimension* defines the primary mission area for the operational object within the battlespace. An object can have a mission area above the Earth's surface (i.e., in the air or outer space), on it, or below it. If the mission area of an object is on the surface, it can be either on land or sea. The subsurface dimension concerns those objects whose mission area is below the sea surface (e.g., submarines and sea mines). Some cases require adjudication; for example, an Army or Marine helicopter unit is a manoeuvring unit (i.e., a unit whose ground support assets are included) and is thus represented in the land dimension. Likewise, a landing craft whose primary mission is ferrying personnel or equipment to and from shore is a maritime unit and is represented in the sea surface dimension. A landing craft whose primary mission is to fight on land, on the other hand, is a ground asset and is represented in the land dimension.

Closed frames are used to denote the land and sea surface dimensions, frames open at the bottom denote the air/space dimension, and frames open at the top denote the subsurface dimension.

|  |  |  |  |
| --- | --- | --- | --- |
| **Air and Space** | **Ground** | **Sea surface** | **Subsurface** |
| **Friend** | | | |
| **[FRD AIR.svg](http://en.wikipedia.org/wiki/File:FRD_AIR.svg)** | **[FRD GND.svg](http://en.wikipedia.org/wiki/File:FRD_GND.svg)** | **[FRD EQP+SRF.svg](http://en.wikipedia.org/wiki/File:FRD_EQP%2BSRF.svg)** | **[FRD SUB.svg](http://en.wikipedia.org/wiki/File:FRD_SUB.svg)** |
| **Neutral** | | | |
| **[NEU AIR.svg](http://en.wikipedia.org/wiki/File:NEU_AIR.svg)** | **[NEU GND+EQP+SRF.svg](http://en.wikipedia.org/wiki/File:NEU_GND%2BEQP%2BSRF.svg)** | | **[NEU SUB.svg](http://en.wikipedia.org/wiki/File:NEU_SUB.svg)** |
| **Hostile** | | | |
| **[HOS AIR.svg](http://en.wikipedia.org/wiki/File:HOS_AIR.svg)** | **[HOS GND+EQP+SRF.svg](http://en.wikipedia.org/wiki/File:HOS_GND%2BEQP%2BSRF.svg)** | | **[HOS SUB.svg](http://en.wikipedia.org/wiki/File:HOS_SUB.svg)** |
| **Unknown** | | | |
| **[UNK AIR.svg](http://en.wikipedia.org/wiki/File:UNK_AIR.svg)** | **[UNK GND+EQP+SRF.svg](http://en.wikipedia.org/wiki/File:UNK_GND%2BEQP%2BSRF.svg)** | | **[UNK SUB.svg](http://en.wikipedia.org/wiki/File:UNK_SUB.svg)** |

An unknown battle dimension is possible; for example, some electronic warfare signatures (e.g., radar systems) are common to several battle dimensions and would therefore be assigned an "Unknown" battle dimension until further discrimination becomes possible.

The full set of battle dimensions is:

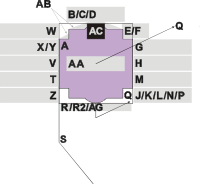
* Space (P)
* Air (A)
* Ground (G)
* Sea Surface (S)
* Sea Subsurface (U)
* SOF (F)
* Other (X)
* Unknown (Z)

The letter in parentheses is used by the Symbol identification coding (SIDC) scheme —strings of 15 characters used to transmit symbols.

The Space and Air battle dimensions share a single frame shape. In the Ground battle dimension, two different frames are used for the Friendly (and Assumed Friendly) affiliations in order to distinguish between units and equipment. The SOF (Special Operations Forces) are assigned their own battle dimension because they typically can operate across several domains (air, ground, sea surface and subsurface) in the course of a single mission; the frames are the same as for the Ground (unit) battle dimension. The Other battle dimension, finally, seems to be reserved for future use (there are no instances of its use as of 2525B Change 1).

**Symbol modifiers**

APP-6A stops with field AB. MIL-STD-2525B and 2525B Change 1 add a number of other modifiers.

[](http://en.wikipedia.org/wiki/File:APP-6A_Field_positions.svg)

[http://bits.wikimedia.org/skins-1.18/common/images/magnify-clip.png](http://en.wikipedia.org/wiki/File:APP-6A_Field_positions.svg)

Positions of the various graphic modifiers around the symbol (itself field A). MIL-STD-2525B Change 1 fails to specify where to place fields AD, AE, and AF.

**Graphic modifiers**

* Echelon (field B) Identifies command level (see [Unit sizes](http://en.wikipedia.org/wiki/NATO_Military_Symbols_for_Land_Based_Systems#Unit_sizes), below).
* Task Force (field D) Identifies a unit as a task force. It may be used alone or in combination with Echelon, like so: [Brigade Task Force.svg](http://en.wikipedia.org/wiki/File:Brigade_Task_Force.svg)
* Frame Shape Modifier (field E) A short textual modifier that completes the affiliation, battle dimension, or exercise description of an object ("U", "?", "X", "XU", "X?", "J" or "K"). It is treated as a graphic modifier, however.
* Direction of Movement (field Q) A fixed-length arrow that identifies the direction of movement or intended movement of an object. It emanates from the symbol's centre except in the ground domain, where it is hooked to a short offset, straight down from the symbol's base centre (see diagram).
* Mobility Indicator (field R) Depicts the mobility of an object (see [Mobility](http://en.wikipedia.org/wiki/NATO_Military_Symbols_for_Land_Based_Systems#Mobility_and_auxiliary_equipment), below). It is used only with equipment.
* Headquarters Staff or Offset Location (field S) Identifies a unit as a headquarters, or indicates the object's actual location on the map when it has been shifted away in order to declutter the display. It goes straight down from the symbol's centre left, then angles towards the actual location (see diagram).
* Feint/Dummy (field AB) Identifies a unit intended to draw the enemy’s attention away from the area of the main attack, or a decoy designed to fool enemy intelligence. It consists of a dashed chevron, placed above the frame, like the echelon graphic modifier (the standard is unclear as to how the two combine graphically). See [Feints/Dummies](http://en.wikipedia.org/wiki/NATO_Military_Symbols_for_Land_Based_Systems#Feints.2Fdummies_and_installations), below.
* Installation (field AC) Identifies a particular symbol as an installation. It sits atop the frame. See [Installations](http://en.wikipedia.org/wiki/NATO_Military_Symbols_for_Land_Based_Systems#Feints.2Fdummies_and_installations), below.
* Auxiliary Equipment (field AG) Indicates the presence of a towed sonar array (used exclusively in the sea surface or subsurface battle dimensions). It sits below the frame, like field R (see [Auxiliary equipment](http://en.wikipedia.org/wiki/NATO_Military_Symbols_for_Land_Based_Systems#Mobility_and_auxiliary_equipment), below).
* Area of Uncertainty (field AH) Indicates the area where an object is most likely to be, based on the object’s last report and the reporting accuracy of the sensor that detected it. This can take various forms, such as an ellipse, a bounding box, or lines indicating probable bearing and distance.
* Dead Reckoning Trailer (field AI) Identifies where an object should be located at present, given its last reported course and speed. This can take the form of a dotted line (extending from the symbol to the dead-reckoned position) or a dotted circle (bounding the zone the object may have reached since, when the direction of movement is unknown or uncertain).
* Speed Leader (field AJ) Depicts the speed and direction of movement of an object. It is identical to the Direction of Movement indicator except that its length is variable (and there is no arrow head).
* Pairing Line (field AK) Connects two objects.

**[**[**edit**](http://en.wikipedia.org/w/index.php?title=NATO_Military_Symbols_for_Land_Based_Systems&action=edit&section=14)**] Feints/dummies and installations**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Feint/Dummy** | **Installations** | | | |
| **[FD FRD+AFD+JKR+FKR EQP+SRF.svg](http://en.wikipedia.org/wiki/File:FD_FRD%2BAFD%2BJKR%2BFKR_EQP%2BSRF.svg) [FRD GND.svg](http://en.wikipedia.org/wiki/File:FRD_GND.svg)** | **[UNK INS.svg](http://en.wikipedia.org/wiki/File:UNK_INS.svg)** | **[FRD INS.svg](http://en.wikipedia.org/wiki/File:FRD_INS.svg)** | **[NEU INS.svg](http://en.wikipedia.org/wiki/File:NEU_INS.svg)** | **[HOS INS.svg](http://en.wikipedia.org/wiki/File:HOS_INS.svg)** |

**[**[**edit**](http://en.wikipedia.org/w/index.php?title=NATO_Military_Symbols_for_Land_Based_Systems&action=edit&section=15)**] Mobility and auxiliary equipment**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Wheeled (limited cross-country)** | **Wheeled cross-country** | **Tracked** | **Half-tracked** | **Towed** | **Railway** |
| **[FRD EQP+SRF.svg](http://en.wikipedia.org/wiki/File:FRD_EQP%2BSRF.svg) [MOB 01F.svg](http://en.wikipedia.org/wiki/File:MOB_01F.svg)** | **[FRD EQP+SRF.svg](http://en.wikipedia.org/wiki/File:FRD_EQP%2BSRF.svg) [MOB 02F.svg](http://en.wikipedia.org/wiki/File:MOB_02F.svg)** | **[FRD EQP+SRF.svg](http://en.wikipedia.org/wiki/File:FRD_EQP%2BSRF.svg) [MOB 03F.svg](http://en.wikipedia.org/wiki/File:MOB_03F.svg)** | **[FRD EQP+SRF.svg](http://en.wikipedia.org/wiki/File:FRD_EQP%2BSRF.svg) [MOB 04F.svg](http://en.wikipedia.org/wiki/File:MOB_04F.svg)** | **[FRD EQP+SRF.svg](http://en.wikipedia.org/wiki/File:FRD_EQP%2BSRF.svg) [MOB 05F.svg](http://en.wikipedia.org/wiki/File:MOB_05F.svg)** | **[FRD EQP+SRF.svg](http://en.wikipedia.org/wiki/File:FRD_EQP%2BSRF.svg) [MOB 06F.svg](http://en.wikipedia.org/wiki/File:MOB_06F.svg)** |
| **Snowmobile** | **Sled** | **Pack animals** | **Barge** | **Amphibious** |  |
| **[FRD EQP+SRF.svg](http://en.wikipedia.org/wiki/File:FRD_EQP%2BSRF.svg) [MOB 07F.svg](http://en.wikipedia.org/wiki/File:MOB_07F.svg)** | **[FRD EQP+SRF.svg](http://en.wikipedia.org/wiki/File:FRD_EQP%2BSRF.svg) [MOB 08F.svg](http://en.wikipedia.org/wiki/File:MOB_08F.svg)** | **[FRD EQP+SRF.svg](http://en.wikipedia.org/wiki/File:FRD_EQP%2BSRF.svg) [MOB 09.svg](http://en.wikipedia.org/wiki/File:MOB_09.svg)** | **[FRD EQP+SRF.svg](http://en.wikipedia.org/wiki/File:FRD_EQP%2BSRF.svg) [MOB 10F.svg](http://en.wikipedia.org/wiki/File:MOB_10F.svg)** | **[FRD EQP+SRF.svg](http://en.wikipedia.org/wiki/File:FRD_EQP%2BSRF.svg) [MOB 11F.svg](http://en.wikipedia.org/wiki/File:MOB_11F.svg)** |  |
|  | | **Short towed array (typ. [sonar](http://en.wikipedia.org/wiki/Sonar" \o "Sonar))** | | **Long towed array (typ. [sonar](http://en.wikipedia.org/wiki/Sonar" \o "Sonar))** | |
|  | | **[FRD EQP+SRF.svg](http://en.wikipedia.org/wiki/File:FRD_EQP%2BSRF.svg) [XTAS SRF FRD.svg](http://en.wikipedia.org/wiki/File:XTAS_SRF_FRD.svg)** | | **[FRD EQP+SRF.svg](http://en.wikipedia.org/wiki/File:FRD_EQP%2BSRF.svg) [XTAL SRF FRD.svg](http://en.wikipedia.org/wiki/File:XTAL_SRF_FRD.svg)** | |

**[**[**edit**](http://en.wikipedia.org/w/index.php?title=NATO_Military_Symbols_for_Land_Based_Systems&action=edit&section=16)**] Text modifiers**

* Quantity (field C) Identifies the number of equipment items present.
* Reinforced or Reduced (field F) Displays (+) for reinforced, (-) for reduced, (±) for reinforced and reduced.
* Staff Comments (field G)
* Additional Information (field H)
* Evaluation Rating (field J) A letter-and-number reliability and credibility rating, assigned by Intelligence.
* Combat Effectiveness (field K)
* Signature Equipment (field L) Used for hostile equipment; "!" indicates a detectable electronic signature.
* Higher Formation (field M) Number or title of higher echelon command.
* Hostile (Enemy) (field N) "ENY" denotes hostile equipment.
* IFF/SIF (field P) IFF/SIF Identification modes and codes.
* SIGINT Mobility Indicator (field R2) "M" for Mobile, "S" for Static, "U" for Uncertain.
* Unique Designation (field T)
* Type (field V)
* Date/Time Group (DTG) (field W) Indicates the symbol's date and time stamp.
* Altitude/Height/Depth (field X)
* Location (field Y) Location in degrees, minutes, and seconds (or in UTM or other applicable display format).
* Speed (field Z) Velocity as set forth in MIL-STD-6040.
* Special C2 Headquarters (field AA)
* Platform Type (field AD) "ELNOT" (Electronic Intelligence Notation) or "CENOT" (Communications Intelligence Notation)
* Equipment Teardown Time (field AE) In minutes.
* Common Identifier (field AF) Example: "Hawk" for a Hawk SAM system.

**Other information**

On the lower left of the unit symbol, the name of the unit can be displayed; on the lower right, the name of the unit it is part of can be displayed (if applicable).

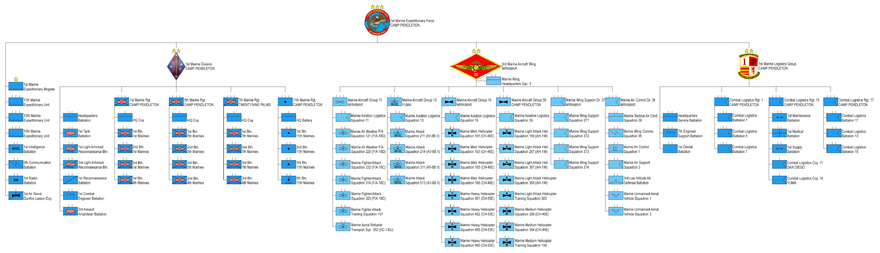
For example, the symbol for A Company of the (friendly) 42nd Armored Infantry Battalion would look like this:

[APP-6a Example1.svg](http://en.wikipedia.org/wiki/File:APP-6a_Example1.svg)

A hostile Motorised Anti-Tank Division would look like this:

[](http://en.wikipedia.org/wiki/File:APP-6a_Example2.png)

APP-6 organization chart of the [1st Marine Expeditionary Force](http://en.wikipedia.org/wiki/I_Marine_Expeditionary_Force) (MEF):

[](http://en.wikipedia.org/wiki/File:1st_Marine_Expeditionary_Force.png)

[http://bits.wikimedia.org/skins-1.18/common/images/magnify-clip.png](http://en.wikipedia.org/wiki/File:1st_Marine_Expeditionary_Force.png)

Structure of the 1st MEF (click to enlarge)

[Articles lacking in-text citations from November 2009](http://en.wikipedia.org/wiki/Category:Articles_lacking_in-text_citations_from_November_2009)

* [All articles lacking in-text citations](http://en.wikipedia.org/wiki/Category:All_articles_lacking_in-text_citations)