

**NOT MEASUREMENT  
SENSITIVE**

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**DEPARTMENT OF DEFENSE  
INTERFACE STANDARD**

**JOINT MILITARY SYMBOLOGY**



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## FOREWORD

1. This standard is approved for use by all departments and agencies of the Department of Defense (DOD) and available for use by non-DOD entities (e.g., first responders, United Nations, and multinational partners).
2. This standard provides a standardized, structured set of graphical symbols for the display of information in command and control (C2) systems and applications. A standard method for symbol construction is provided using common building blocks which shall be used to create current symbol sets as well as for creating sets that may be needed in the future. This includes frame, icon, modifier, and amplifier using color, graphic, and alphanumeric representations. It provides requirements for symbol construction and composition with flexibility for special user's needs.
3. In joint military operations, it is imperative to have a common language clearly understood among all users. Graphical representation of objects of interest (e.g., units, installations, equipment, control measures, activities, and meteorological occurrences) are observed and readily understood faster than merely text alone. This is valid even more for a user population with a widely different background of language, component, knowledge, and experience. A common standard of joint military symbols is therefore an important element to enhance efficiency and to contribute to success in joint operations.
4. This revision has resulted in many changes to the standard, but the most significant ones are as follows:
  - a. Restructuring of the standard to build symbols from components, including frame, icon, first modifier, second modifier, and amplifiers, rather than pre-define all possible symbols.
  - b. Aligning more closely with North Atlantic Treaty Organization (NATO) Standardization Agreement (STANAG) 2019/Allied Procedural Publication (APP)-6(C), NATO Joint Military Symbology.
  - c. Realigning appendixes into space, air, land, sea surface, subsurface, activities, control measures, meteorological and oceanographic (METOC), signals intelligence (SIGINT), three dimensional, and cyberspace.
5. Comments, suggestions, or questions on this document should be addressed to Defense Information Systems Agency (DISA) Standards Management Branch (EE32), P.O. Box 549, Ft. Meade, MD 20755-0549, or emailed to [disa.meade.EE.mbx.symbology@mail.mil](mailto:disa.meade.EE.mbx.symbology@mail.mil). Since contact information can change, you may want to verify the currency of this address information using the ASSIST [Acquisition Streamlining and Standardization Information System] online database at <https://assist.dla.mil/>.

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## 1 SCOPE

1.1 Scope. This military standard (MIL-STD) establishes the rules and requirements to develop and display joint military symbology within the Department of Defense (DOD) and non-DOD entities.

## 2 APPLICABLE DOCUMENTS

2.1 General. The documents listed in this section are specified in sections [3](#), [4](#), or [5](#) of this standard. This section does not include documents cited in other sections of this standard or recommended for additional information or as examples. While every effort has been made to ensure the completeness of this list, document users are cautioned that they must meet all specified requirements of documents cited in this standard, whether or not they are listed.

### 2.2 Government documents.

2.2.1 Specifications, standards, and handbooks. The following specifications, standards and handbooks form a part of this document to the extent specified herein. Unless otherwise specified, the issues of these documents are those cited in the solicitation or contract.

#### INTERNATIONAL STANDARDIZATION AGREEMENTS (STANAG)(NATO)

STANAG 1166	-	Standard Ship Designator System
STANAG 1241	-	NATO Standard Identity Description Structure for Tactical Use
STANAG 2019/APP-6-	-	NATO Joint Military Symbology
STANAG 2511	-	Intelligence Reports
STANAG 5522	-	NATO Improved Link Eleven (NILE) - Link 22

#### DEPARTMENT OF DEFENSE (DOD) STANDARDS

MIL-STD-1472	-	Department of Defense Design Criteria Standard: Human Engineering
MIL-STD-1787	-	Aircraft Display Symbology
MIL-STD-2401	-	Department of Defense World Geodetic System (WGS)
MIL-STD-3011	-	Joint Range Extension Application Protocol (JREAP)
MIL-STD-6016	-	Department of Defense Interoperability Standard: Tactical Data Link (TDL) Link-16 Message Standard
MIL-STD-6017	-	Department of Defense Interoperability Standard: Variable Message Format (VMF) Message Standard

## MIL-STD-2525D

MIL-STD-6018	-	Department of Defense Interface Standard: Integrated Broadcast Service (IBS) Common Message Format (CMF) Standard
MIL-STD-6040	-	Department of Defense Interface Standard: United States Message Text Format (USMTF) Description

(Copies of these documents are available online at <https://assist.dla.mil/>, <http://quicksearch.dla.mil/> or from the Standardization Document Order Desk, 700 Robbins Avenue, Building 4D, Philadelphia, PA 19111-5094.)

**2.2.2 Other Government documents, drawings and publications.** The following other Government documents, drawings and publications form a part of this document to the extent specified herein. Unless otherwise specified, the issues of these documents are those cited in the solicitation or contract.

### JOINT PUBLICATIONS (JP)

JP 1-02	-	Department of Defense Dictionary of Military and Associated Terms
JP 3-0	-	Joint Operations
JP 3-09	-	Joint Fire Support
JP 3-52	-	Joint Airspace Control
JP 3-59	-	Meteorological and Oceanographic Operations

(Copies of these documents are available at <https://jdeis.js.mil/jdeis/>.)

### AIR FORCE HANDBOOK (AFH)

AFH 11-203	-	Weather for Airmen
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(Copies of this document are available online at <http://www.e-publishing.af.mil/>.)

### ARMY FIELD MANUALS (FM) AND TRAINING CIRCULAR (TC)

FM 1-02	-	Operational Terms and Graphics
ADRP 1-02	-	Operational Terms and Military Symbols
ADP 5-0	-	The Operations Process

(Copies of these documents are available at [http://armypubs.army.mil/doctrine/Active\\_FM.html](http://armypubs.army.mil/doctrine/Active_FM.html), [http://armypubs.army.mil/doctrine/ADP\\_1.html](http://armypubs.army.mil/doctrine/ADP_1.html) and [http://armypubs.army.mil/doctrine/ADRP\\_1.html](http://armypubs.army.mil/doctrine/ADRP_1.html).)

## NATIONAL GEOSPATIAL-INTELLIGENCE AGENCY (NGA) STANDARD

NGA.STND.0033 - Geopolitical Entities, Names and Codes (GENC)  
Standard

(Copies of this document are available online at <https://nsgreg.nga.mil/genc/registers.jsp>.)

**2.3 Order of precedence.** Unless otherwise noted herein or in the contract, in the event of a conflict between the text of this document and the references cited herein, the text of this document takes precedence. Nothing in this document, however, supersedes applicable laws and regulations unless a specific exemption has been obtained.

### 3 DEFINITIONS

**3.1 Acronyms and abbreviations used in this standard.** The acronyms used in this standard are defined as follows:

AAP	Allied administrative publication
ADP	Army doctrine publication
ADRP	Army doctrine reference publication
AOU	area of uncertainty
APP	allied procedural publication
ASSIST	Acquisition Streamlining and Standardization Information System
C2	command and control
CBRN	chemical, biological, radiological, and nuclear
CIE	Commission Internationale de l'Eclairage
DISA	Defense Information Systems Agency
DOD	Department of Defense
DR	dead reckoning
HSL	hue, saturation and luminance
ISO	International Organization for Standardization
JP	joint publication
JSSG	Joint Service specification guide
METOC	meteorological and oceanographic
MIL-STD	military standard
NATO	North Atlantic Treaty Organization
RGB	red, green, blue
SIGINT	signals intelligence
STANAG	NATO standardization agreement
USMTF	United States message text format
VMF	variable message format

**3.2 Definitions used in this standard.** Terms used in this document are defined as follows. The source of the definition is cited in parentheses. Unless otherwise annotated, this publication is the proponent for all terms and definitions found in the glossary.

**3.2.1 Amplifier.** Optional text or graphics that provide additional information about a symbol and are always located outside the frame area.

3.2.2 **Area**. 1. A flat piece of ground or open space. 2. A distinct space or surface, or one having a special function. (Refer to FM 1-02 for the definition of specific types of areas.)

3.2.3 **Assumed friend**. A track which is assumed to be a friend because of its characteristics, behavior, or origin. ([STANAG 1241](#))

3.2.4 **Atmospheric environment phenomena**. A term used to describe natural phenomena occurring in the envelope of air surrounding the Earth, including its interfaces and interactions with the Earth's solid or liquid surface.

3.2.5 **Attribute**. A distinctive feature or characteristic such as line, shape, color, texture (fill), edge, mass and value.

3.2.6 **Boundary**. A line that delineates surface areas for the purpose of facilitating coordination and deconfliction of operations between adjacent units, formations, or areas. (JP 1-02)

3.2.7 **C2 (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. Command and control functions are performed through an arrangement of personnel, equipment, communications, facilities, and procedures employed by a commander in planning, directing, coordinating, and controlling forces and operations in the accomplishment of the mission.

3.2.8 **Civil support**. Department of Defense support to US civil authorities for domestic emergencies and for designated law enforcement and other activities. ([JP 1-02](#)) An overarching term encompassing various military missions, tasks and activities conducted inside the United States in coordination with other instruments of national power to maintain or reestablish a safe and secure environment, provide essential governmental services, emergency infrastructure reconstruction and humanitarian relief.

3.2.9 **Combat effectiveness**. The ability of a unit to perform its mission. Factors such as ammunition, personnel, fuel status, and weapon systems are evaluated and rated. ([ADRP 1-02](#))

3.2.10 **Commission Internationale de l'Eclairage (CIE)**. A color space chart widely used to describe the range of color seen by the human eye.

3.2.11 **Contact**. In air intercept, a term meaning, "Unit has an unevaluated target."

3.2.12 **Control measure symbol**. A category of joint military symbology that provides information about objects necessary for battlefield planning and management.

3.2.13 **Defended area**. An area the Source Track Number (STN) is capable of defending against ballistic missiles, etc, (i.e., the Source TN is operational with ready weapons and has designated the area for defense). ([MIL-STD-6016](#))

3.2.14 **Dynamic amplifier**. An amplifier whose size and placement are based on the attributes of an object and can change as these attributes and the scale of the background change.

3.2.15 Engineering design symbology. Symbology used to design, plan and develop engineering drawings in the chemical, electrical, civil, mechanical and structural engineering fields.

3.2.16 Faker. A friendly track acting as a hostile for exercise purposes. ([STANAG 1241](#))

3.2.17 Field. A defined area in which a limited combination of alphanumeric and other characters, amplifiers and/or abbreviations are grouped/situated in an established way around a symbol/icon, line, area, point, or boundary and used for the purpose of providing additional information about the associated object or operational environment geometry.

3.2.18 Frame. The geometric border of a symbol that provides an indication of the standard identity, battle dimension and status of a joint military object.

3.2.19 Friend. A track belonging to a declared, presumed or recognized friendly nation, faction or group. ([STANAG 1241](#))

3.2.20 Geospatial intelligence (GEOINT). The exploitation and analysis of imagery and geospatial information to describe, assess and visually depict physical features and geographically referenced activities on the Earth. Geospatial intelligence consists of imagery, imagery intelligence and geospatial information. Also called GEOINT. ([JP 2-03](#))

3.2.21 Graphic. Any and all products of the cartographic and photogrammetric art. A graphic may be a map, chart, mosaic or even a film strip that was produced using cartographic techniques. (AAP-6)

3.2.22 Hostile. A track whose characteristics, behaviour or origin indicate that it is a threat to friendly forces. Designation as hostile does not necessarily imply clearance to engage. ([STANAG 1241](#)) In identification, the designation given to a track, object or entity whose characteristics, behaviour or origin indicate that it is a threat to friendly forces. Designation as hostile does not necessarily imply clearance to engage. (AAP-6)

3.2.23 Icon. The innermost part of a symbol that provides a graphic representation of an object.

3.2.24 Icon-based symbol. A category of joint symbology that provides information about the standard identity, battle dimension, status and mission of an object.

3.2.25 Installation. A grouping of facilities which support particular functions. Installations may be elements of a base.

3.2.26 Interoperability. The condition achieved among communications-electronics systems or items of communications-electronics equipment when information or services can be exchanged directly and satisfactorily between them and/or their users. The degree of interoperability should be defined when referring to specific cases. ([JP 1-02](#))

3.2.27 **Joint military symbology**. Symbology used to plan and execute joint military operations in support of C2 functions. These symbols fall into two basic categories: icon-based symbols and control measure symbols.

3.2.28 **Joker**. A friendly track acting as a suspect for exercise purposes. ([STANAG 1241](#))

3.2.29 **Kilo**. A friendly track of special interest. ([STANAG 1241](#))

3.2.30 **Lollipopping**. The placing of a symbol above the ground surface on a map using a marker post. The user can set an arbitrary height above the ground surface and drop down lines connecting the symbol to its ground location without having the symbol actually cover the location on the map.

3.2.31 **Meteorological symbology**. Symbology used in weather/climatic forecasting.

3.2.32 **Modifier**. A pictorial or alphanumeric component that provides additional information about the icon and are always located inside the frame area.

3.2.33 **Neutral**. A track or contact whose characteristics, behaviour, origin, or nationality indicate that it is neither supporting nor opposing friendly forces. ([STANAG 1241](#))

3.2.34 **Oceanic environment phenomena**. A term used to describe natural phenomena occurring on or below the surface of the earth's oceans and seas.

3.2.35 **Operational environment**. A composite of the conditions, circumstances and influences that affect the employment of capabilities and bear on the decisions of the commander. ([JP 1-02](#))

3.2.36 **Ownship**. The visual representation of the ship that the operator is currently occupying.

3.2.37 **Pending**. Tracks which have not been subject to the identification process but which are available for reporting may be reported with a status of pending. ([STANAG 1241](#))

3.2.38 **Point**. A position, place, spot, or locality. (Refer to [FM 1-02](#) for the definition of specific types of points.) A symbol that has only one set of coordinates.

3.2.39 **Signals intelligence (SIGINT)**. 1. A category of intelligence comprising either individually or in combination all communications intelligence, electronic intelligence, and foreign instrumentation signals intelligence, however transmitted. 2. Intelligence derived from communications, electronics, and foreign instrumentation signals. ([JP 1-02](#))

3.2.40 **Staff**. A straight line used as a headquarters amplifier in a symbol or used to connect a symbol with its location on a map, chart, or display. The free end of the staff indicates the direction or the intended direction of movement of the track or object.

3.2.41 **Static amplifier**. An amplifier whose size and placement are fixed and remain constant.

3.2.42 Suspect. A track that is potentially hostile because of its characteristics, behavior, origin, or nationality. ([STANAG 1241](#))

3.2.43 Symbol. A graphic object that presents information.

3.2.44 Symbol identification code (SIDC). A numeric code based on a hierarchical structure that provides the elements required to construct the basic symbol.

3.2.45 Text. Words, alphanumeric information and other American Standard Code for Information Interchange (ASCII) characters used to define or further designate the meaning of a symbol.

3.2.46 Track. 1. A series of related contacts displayed on a data display console or other display device. 2. To display or record the successive positions of a moving object. 3. The actual path of an aircraft above or a ship on the surface of the earth. ([JP 1-02](#)) The course is the path that is planned; the track is the path that is actually taken.

3.2.47 Traveler. A suspect surface track following a recognized travel route. ([STANAG 1241](#))

3.2.48 Unknown. An evaluated track that has not been identified. ([STANAG 1241](#)) An identity applied to an evaluated track that has not been identified. ([JP 1-02](#))

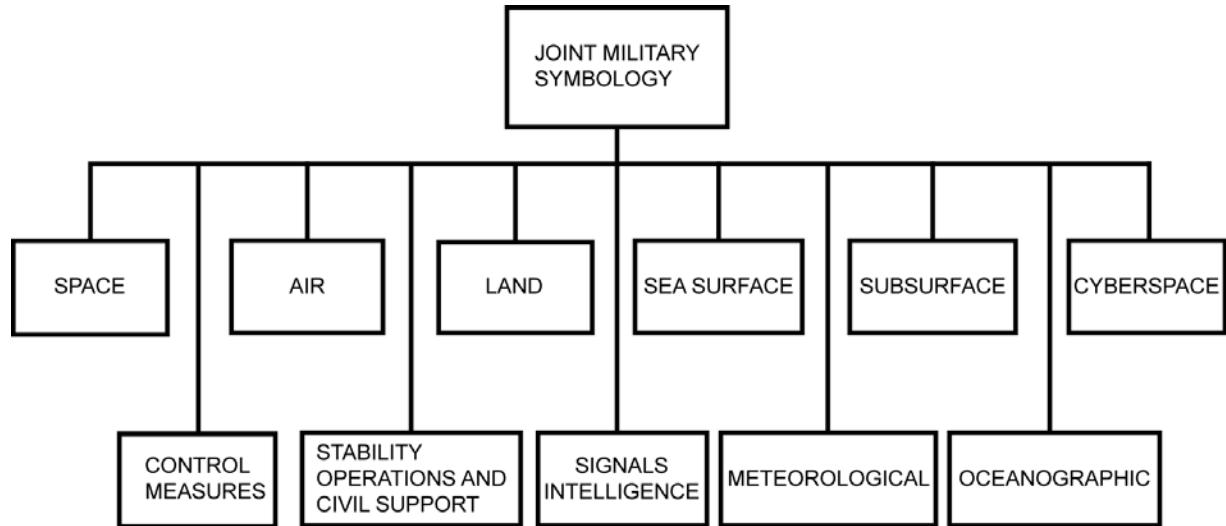
3.2.49 Zombie. A suspect air track conforming to air traffic control (ATC) rules or following a recognized traffic pattern. ([STANAG 1241](#))

## 4 GENERAL REQUIREMENTS

4.1 Command and control symbols. The symbol sets encompass the graphic representation of units, equipment, installations and other elements and activities relevant to joint military operations. They contain the building blocks for joint symbols from the air, land, maritime (sea surface and subsurface) and space physical domains.

4.2 Other symbols. This standard also contains standardized symbols and figures for control measures, meteorological and oceanographic (METOC), signals intelligence (SIGINT) and activities.

4.3 Joint military symbology sets. [Figure 1](#) shows the joint military symbology sets available for planning and conducting joint operations.



**FIGURE 1.** Joint military symbology sets.

**4.4 Monochromatic and hand-drawn symbols.** While the focus of this publication is the display of symbols in modern multi-chromatic electronic systems, all symbols should be usable in monochromatic systems and as hand-drawn symbols.

**4.5 Symbol recognition and legibility.** When engineering and designing symbols and composing their building blocks, consider human factors; such as, symbol recognition and legibility across a variety of illumination conditions, map backgrounds, symbol sizes, display types and resolutions, and mental and physical fatigue.

## 5 DETAILED REQUIREMENTS

**5.1 Objective.** To promote interoperability at the information level within the area of joint military symbology, it is necessary to define a standard set of rules for symbol construction and generation to be implemented in C2 systems. The rules in this standard are considered to be the minimum necessary to ensure that information about joint military symbology is exchanged successfully across service and organizational boundaries. These rules are not intended to constrain the manner in which the symbology is used.

**5.2 Organization.** This section provides the detailed requirements concerning the composition, construction, display and transmission of tactical symbols and control measure symbols considered essential to achieve interoperability. Display rules are provided which allow the degree of complexity of the resulting symbology to be tailored to operational requirements and system capabilities. Additional implementation guidance is provided in each appendix as it applies to the particular symbology set.

**5.3 Icon-based symbols.** Icon-based symbols represent units, equipment, installations, activities and meteorological occurrences. An icon-based symbol can be composed of a frame, fill, icon, modifiers and amplifiers ([see figure 2](#)). These elements are located within and around a virtual bounding octagon. The components of an icon-based symbol provide information about the standard identity, battle dimension, status and mission of an operational object. The

placement and display options of the various elements are explained in the following paragraphs. When representing unorthodox platforms, select the most appropriate icon from the standard.

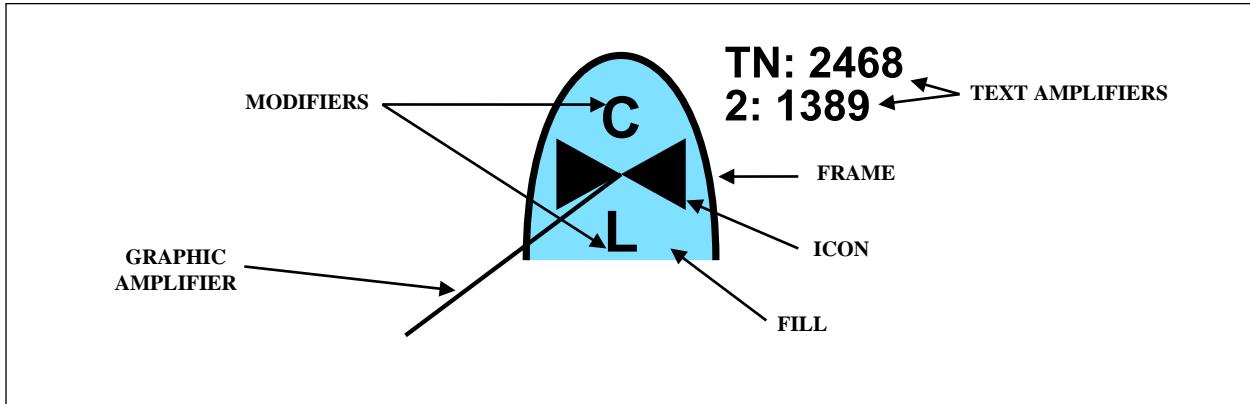


FIGURE 2. Icon-based symbol components.

5.3.1 Bounding octagon. The bounding octagon serves as the spatial reference for the relative sizing and placement of frames, icons and modifiers. The default length and height of the bounding octagon is L (see figure 3). L is measured from point to opposite point in the octagon. The bounding octagon shall not be displayed in a symbol. The bounding octagon appears in example symbols throughout this document for clarification purposes only.

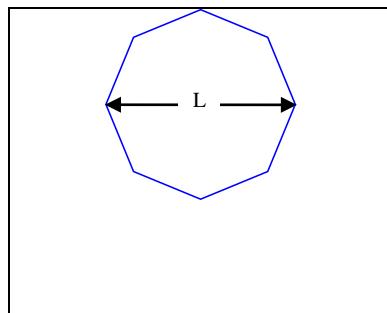


FIGURE 3. The bounding octagon.

5.3.1.1 Bounding octagon and frames. The size and placement of frames shall be determined by the size of the bounding octagon. Frame length and height shall vary from 1L to 1.5L depending on the particular frame. See figure 4 for sizing requirements of the basic frames relative to the bounding octagon. See 5.3.2 for more information on frames.

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

FIGURE 4. The bounding octagon and frame sizes.

**5.3.1.2 The bounding octagon and icons/modifiers.** The bounding octagon is divided into three horizontal sectors (main, 1 and 2) to specify positioning and sizing of icons and modifiers. Icons shall be placed in the main sector while modifiers are placed in sectors 1 and 2. Specific icons/symbols, as identified in the standard, require the sectored bounding octagon to be rotated 90 degrees counterclockwise to create vertical sectors. [Figure 5](#) shows the horizontal and vertical sectored bounding octagons. Icons shall not exceed the dimensions of the main sector of the bounding octagon or touch the interior border of the frame. To optimize legibility, icons may be enlarged within the constraints of the bounding octagon when one or no modifiers are displayed. The dimensions of unframed icons shall be the same as framed icons. [See 5.3.4](#) for more information on icons. Modifiers shall not exceed the dimensions of sectors 1 and 2. [See 5.3.5](#) for more information on modifiers.

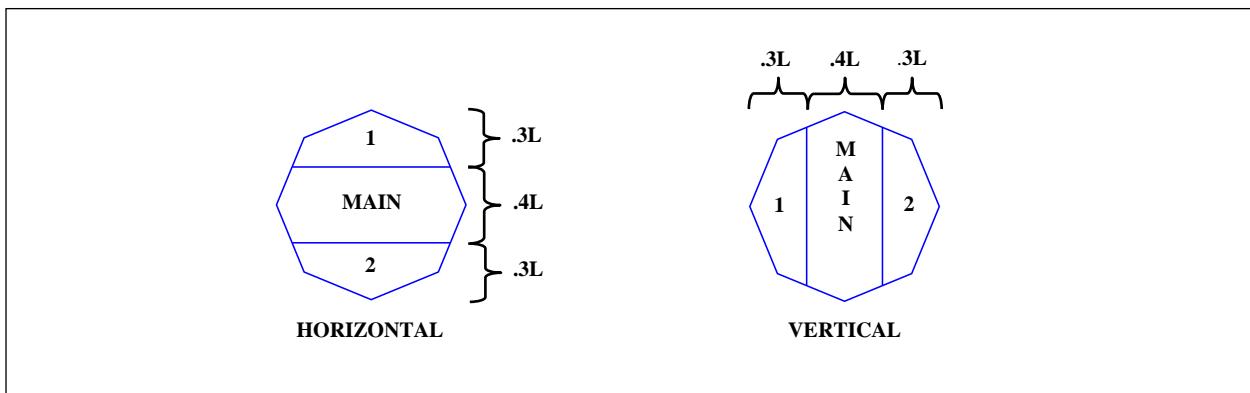


FIGURE 5. [The bounding octagon with horizontal and vertical sectors.](#)

**5.3.2 Frame.** The frame is the border of a symbol. A frame shall be optionally depicted in only two cases: land equipment and sea surface civilian vessels. Natural event symbols are unframed. When a frame is included in a symbol, its shape indicates the standard identity, dimension and status of the object. A frame can be black or white depending on display background. When the symbol is unfilled, the frame should be depicted using the default colors as specified in [5.5](#) to provide enhanced presentation information about standard identity. [Table I](#) provides the frame shapes that shall be used during real-world, non-exercise situations. [Table II](#) provides the frame shapes that shall be used during exercises. [Table III](#) provides the frame shapes that shall be used during simulations. If training tracks are displayed, they shall be identified by adding “-T” to the “X” in the exercise frame ([see figure 6](#)).

TABLE I. Frames depicting standard identities and dimensions.

DIMENSION STANDARD IDENTITY \	UNKNOWN	SPACE	AIR	LAND UNIT	LAND EQUIPMENT AND SEA SURFACE	LAND INSTALLATION	SUBSURFACE	ACTIVITY/ EVENT
PENDING (YELLOW)								
UNKNOWN (YELLOW)								
FRIEND (CYAN)								
NEUTRAL (GREEN)								
HOSTILE (RED)								
ASSUMED FRIEND (CYAN)								
SUSPECT (RED)								

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

TABLE II. Exercise frames.

DIMENSION STANDARD IDENTITY \	UNKNOWN	SPACE	AIR	LAND UNIT	LAND EQUIPMENT AND SEA SURFACE	LAND INSTALLATION	SUBSURFACE	ACTIVITY/ EVENT
EXERCISE PENDING (YELLOW)								
EXERCISE UNKNOWN (YELLOW)								
EXERCISE FRIEND (CYAN)	N/A							
EXERCISE NEUTRAL (GREEN)	N/A							
EXERCISE ASSUMED FRIEND (CYAN)	N/A							
JOKER (RED)	N/A							
FAKER (RED)	N/A							

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

TABLE III. Simulation frames.

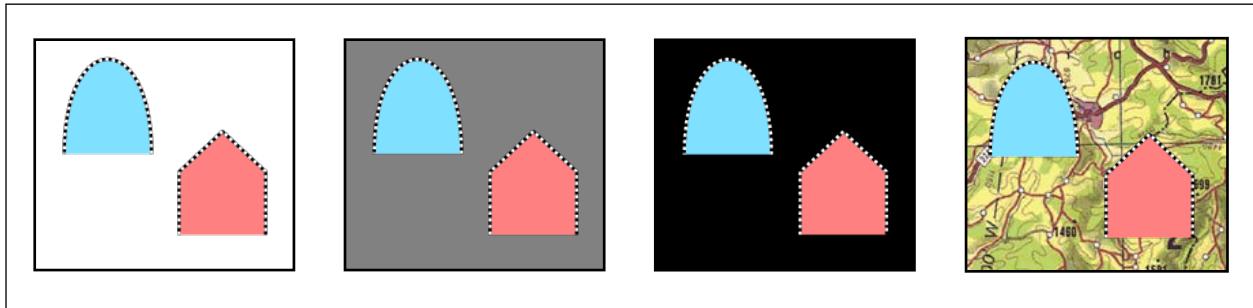
DIMENSION STANDARD IDENTITY \ DIMENSION	UNKNOWN	SPACE	AIR	LAND UNIT	LAND EQUIPMENT AND SEA SURFACE	LAND INSTALLATION	SUBSURFACE	ACTIVITY/ EVENT
SIMULATED PENDING (YELLOW)	S	S	S	S	S	S	S	S
SIMULATED UNKNOWN (YELLOW)	S	S	S	S	S	S	S	S
SIMULATED FRIEND (CYAN)	S	S	S	S	S	S	S	S
SIMULATED NEUTRAL (GREEN)	S	S	S	S	S	S	S	S
SIMULATED HOSTILE (RED)	S	S	S	S	S	S	S	S
SIMULATED ASSUMED FRIEND (CYAN)	S	S	S	S	S	S	S	S
SIMULATED SUSPECT (RED)	S	S	S	S	S	S	S	S

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



**FIGURE 6. Friend and neutral exercise training tracks.**

**5.3.2.1 Standard identity.** The standard identities are unknown, assumed friend, friend, neutral, suspect and hostile. In addition, pending is a valid condition but not considered a standard identity. [Figure 7](#) shows assumed friend and suspect frames on various backgrounds.



**FIGURE 7. Assumed friend and suspect frames on various backgrounds.**

**5.3.2.2 Domain.** The domains are air, land, sea, space and cyberspace. The air domain is above the surface of the earth to the exosphere. The land domain includes the ground and below its surface. The sea domain includes on and below the water's surface. The space domain is above the exosphere. The cyberspace domain is characterized by the use of electronics and the electromagnetic spectrum.

**5.3.2.3 Status.** Status depicts whether an object exists at the location identified (status is "present"), will in the future reside at that location (status is "planned" or "anticipated"), or is thought to reside at that location ("suspected"). The symbol frame will be a solid or black and white dotted line when indicating a present status and a dashed line when indicating anticipated, planned, or suspected status ([see table IV](#)). When the frame is assumed friend, suspect, or pending, the status will not be displayed.

TABLE IV. Friend frames shown in present and planned status.

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

5.3.3 Fill. The fill is the interior area within a frame. In framed symbols, color shall provide a redundant indicator with regard to standard identity. If color is not used, the fill is transparent ([see figure 8](#)). In unframed symbols, color shall be the sole indicator of standard identity, excluding text amplifiers. The default colors that shall be used to designate standard identity when colored symbols are either hand drawn or displayed electronically are specified in [5.3](#). Table I depicts the default colors that shall be used to designate standard identity when colored symbols are either hand-drawn or displayed electronically. The color fill of purple ([see 5.3](#)) may be used as a rendering option for civilian units, equipment and installations. The standard identity shall determine the frame shape of the civilian track. The purple color fill option may be used for any or all of the domains and across all standard identities with the exception of suspect and hostile, which shall remain red. [Table V](#) depicts representative civilian tracks with purple fills. [See 5.5](#) for additional information on how color is to be displayed in a symbol.

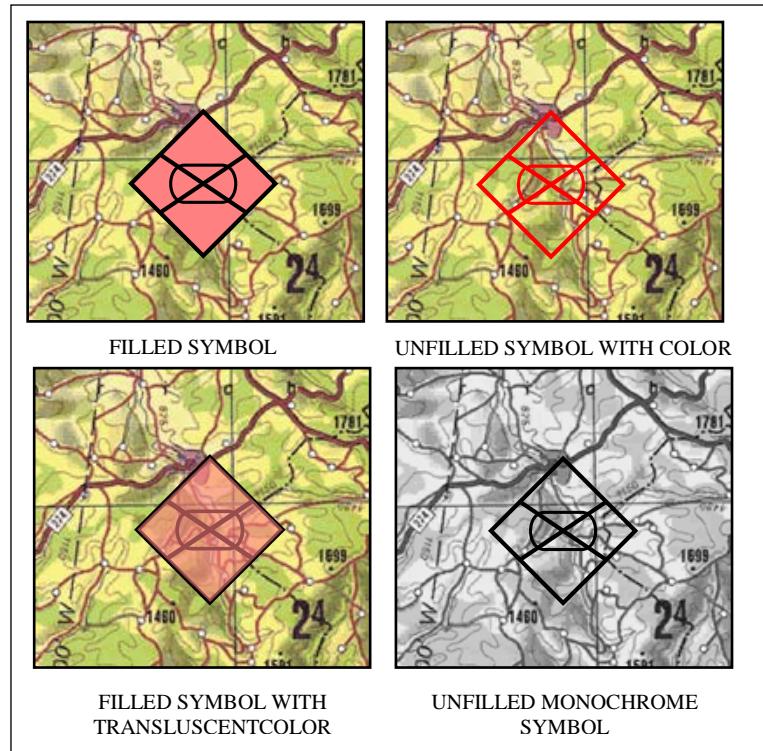
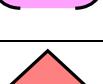
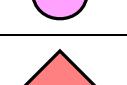
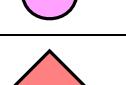


FIGURE 8. Examples of filled and unfilled symbols.

TABLE V. Civilian symbols with purple fill option.

STANDARD IDENTITY	AIR <sup>1</sup>	SEA SURFACE <sup>2</sup>	LAND <sup>3</sup>
FRIEND			
NEUTRAL			
UNKNOWN			
HOSTILE			

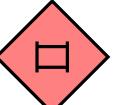
**Notes:** 1. Civilian fixed wing symbol shown.

1. Civilian fixed wing symbol shown.
2. Civilian merchant ship shown.

2. Civilian merchant ship shown.
3. Civilian automobile shown.

**5.3.4 Icons.** The icon is the innermost part of a symbol which provides an abstract pictorial or alphanumeric representation of units, equipment, installations, activities, or operations. This standard distinguishes between icons that must be framed or unframed and icons where framing is optional. [See table VI](#) for examples of framed and unframed icons. Text icons shall be no more than four characters.

TABLE VI. [Framed and unframed icons shown in present and planned status.](#)

SYMBOL	FRAMED ICON (PRESENT)	UNFRAMED ICON (PRESENT)	FRAMED ICON (PLANNED)	UNFRAMED ICON (PLANNED)
FRIEND MORTAR				
HOSTILE TANK				

**5.3.4.1 Main icons.** Main icons are icons that are placed in the main sector of the bounding octagon and do not exceed the dimensions of the main sector ([see figure 9](#)).

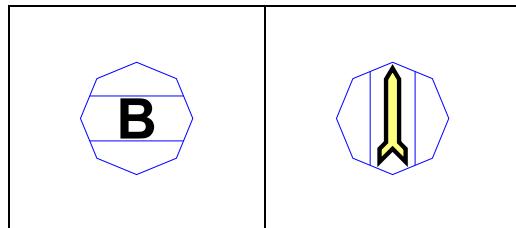


FIGURE 9. [Examples of main icons.](#)

**5.3.4.2 Full octagon icons.** Full octagon icons are icons that do not adhere to the sectors of the bounding octagon and do not exceed the dimensions of the bounding octagon ([see figure 10](#)).

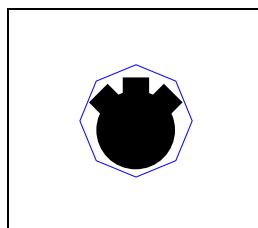


FIGURE 10. [Example of full octagon icon.](#)

**5.3.4.3 Full frame icons.** Full frame icons are icons that exceed the dimensions of the bounding octagon and touch the interior border of the frame ([see figure 11](#)).

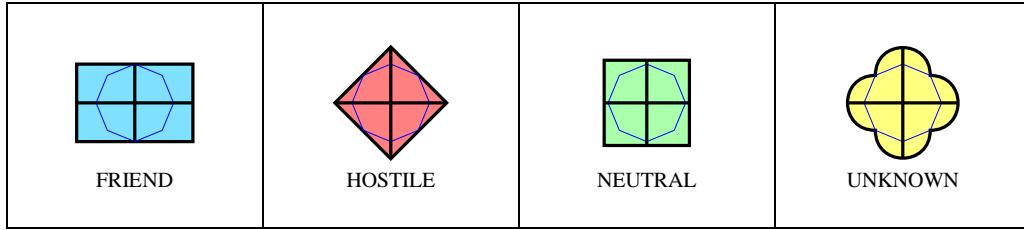


FIGURE 11. Examples of full frame icons (medical unit).

**5.3.5 Modifiers.** A modifier provides an abstract pictorial or alphanumeric representation that is displayed in conjunction with an icon inside the symbol frame or frame area when the frame is not shown. The modifier provides additional information about the object, such as unit, equipment, installation, or activity being displayed. Text modifiers shall be no more than three characters. A modifier may not be placed in any sector where the main icon extends into that particular sector of the bounding octagon.

**5.3.6 Amplifiers.** An amplifier provides additional information about the symbol and is displayed outside the frame. The amplifier field descriptions vary by dimension and are detailed within the respective appendices. The default placement of amplifiers around symbols is shown in each of the dimensions. Not all amplifiers are applicable to all symbols. When an amplifier is displayed, it shall be defined in accordance with the appropriate standard identity or control measure symbol. For the purposes of de-cluttering the display, only essential amplifiers should be used. When multiple text amplifiers are displayed in a single field, only the most critical amplifier should be used. Amplifiers on the left shall be right aligned, amplifiers on the right shall be left aligned and top and bottom amplifiers shall be centered. All text shall be presented in upper case sans serif font. Font size and color should be tested to determine display legibility. Amplifier fields should be used, even when not all amplifiers on a particular side of the symbol are displayed, and the order of the amplifier fields shall remain unchanged.

TABLE VII. Modifier and amplifier field definitions and maximum display lengths for tactical symbols.

FIELD	FIELD TITLE	DESCRIPTION	U <sup>1</sup>	E <sup>1/2</sup>	I <sup>1</sup>	SI <sup>1</sup>	A <sup>1</sup>
A	Symbol Icon	The innermost part of a symbol that represents a joint military object (see 5.3.4).	G	G	G	G	G
B	Echelon	A graphic amplifier in a unit symbol that identifies command level (see 5.3.6.1 and table D-III).	G	-	-	-	G
C	Quantity	A text amplifier in an equipment symbol that identifies the number of items present.	-	9 <sup>3</sup>	-	-	-
D	Task Force Indicator	A graphic amplifier that identifies a unit or activities symbol as a task force (see 5.3.6.3 and figure 13).	G	-	-	-	G
E	Frame Shape Modifier	A graphic modifier that displays affiliation, battle dimension, or exercise amplifying descriptors of an object (see 5.3.2 and tables I, II and III).	G	G	G	-	G

TABLE VII. Modifier and amplifier field definitions and maximum display lengths for tactical symbols - Continued.

FIELD	FIELD TITLE	DESCRIPTION	U <sup>1</sup>	E <sup>1/2</sup>	I <sup>1</sup>	SI <sup>1</sup>	A <sup>1</sup>
F	Reinforced or Reduced	A text amplifier in a unit symbol that displays (+) for reinforced, (-) for reduced, (++) reinforced and reduced.	3	-	-	-	3
G	Staff Comments	A text amplifier for units, equipment and installations; content is implementation specific.	20	20	20	20	20
H	Additional Information	A text amplifier for units, equipment and installations; content is implementation specific.	20	20	20	20	20
J <sup>4</sup>	Evaluation Rating	A text amplifier for units, equipment and installations that consists of a one-letter reliability rating and a one-number credibility rating: <b>Reliability Ratings:</b> A-completely reliable B-usually reliable C-fairly reliable D-not usually reliable E-unreliable F-reliability cannot be judged <b>Credibility Ratings:</b> 1-confirmed by other sources 2-probably true 3-possibly true 4-doubtfully true 5-improbable 6-truth cannot be judged.					
K	Combat Effectiveness	A text amplifier for units and installations that indicates unit effectiveness or installation capability.	5	--	5	--	3
L	Signature Equipment	A text amplifier for hostile equipment; "!" indicates detectable electronic signatures.	-	1	-	1	-
M	Higher Formation	A text amplifier for units that indicates number or title of higher echelon command (corps are designated by Roman numerals).	21	-	-	21	-
N	Hostile (Enemy)	A text amplifier for equipment; letters "ENY" denote hostile symbols.	-	3	-	-	-
P	IFF/SIF/AIS	A text amplifier displaying IFF/SIF/AIS Identification modes and codes.	15	15	15	-	15
Q	Direction of Movement Indicator	A graphic amplifier for units and equipment that identifies the direction of movement or intended movement of an object ( <a href="#">see 5.3.6.8</a> and <a href="#">figure 13</a> ).	G	G	G	-	G
R	Mobility Indicator	A graphic amplifier for equipment that depicts the mobility of an object ( <a href="#">see 5.3.6.9</a> , <a href="#">figure 13</a> and <a href="#">table VIII</a> ).	-	G	-	-	-

TABLE VII. Modifier and amplifier field definitions and maximum display lengths for tactical symbols - Continued.

FIELD	FIELD TITLE	DESCRIPTION	U <sup>1</sup>	E <sup>1/2</sup>	I <sup>1</sup>	SI <sup>1</sup>	A <sup>1</sup>
R2	SIGINT Mobility Indicator	M = Mobile, S = Static, or U = Uncertain.	-	-	-	1	-
S	Headquarters Staff Indicator/Offset Location Indicator	<b>Headquarters staff indicator:</b> A graphic amplifier for units, equipment and installations that identifies a unit as a headquarters (see <a href="#">table D-III</a> and <a href="#">figure 13</a> ). <b>Offset location indicator:</b> A graphic amplifier for units, equipment and installations used when placing an object away from its actual location (see <a href="#">5.3.6.5</a> and <a href="#">figure 13</a> ).					
T	Unique Designation	A text amplifier for units, equipment and installations that uniquely identifies a particular symbol or track number. Identifies acquisitions number when used with SIGINT symbology.	30	30	30	30	30
V	Type	A text amplifier for equipment that indicates types of equipment.	-	24	-	24	-
W <sup>5</sup>	Date/Time Group (DTG)	An alphanumeric designator for displaying a date-time group (DDHHMMSSZMONYYYY) or “O/O” for on 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.	16	16	16	16	16
X	Altitude/Depth	A text amplifier for units, equipment and installations, that displays either altitude, flight level, depth for submerged objects; or height of equipment or structures on the ground. See <a href="#">5.3.6.6</a> for content.	14	14	14	-	14
Y <sup>6</sup>	Location	A text amplifier for units, equipment and installations that displays a symbol's location in degrees, minutes and decimal minutes (or in MGRS or other applicable display format).	19	19	19	19	19
Z	Speed	A text amplifier for units and equipment that displays velocity as set forth in <a href="#">MIL-STD-6040</a> .	8	8	8	-	8

**TABLE VII. Modifier and amplifier field definitions and maximum display lengths for tactical symbols - Continued.**

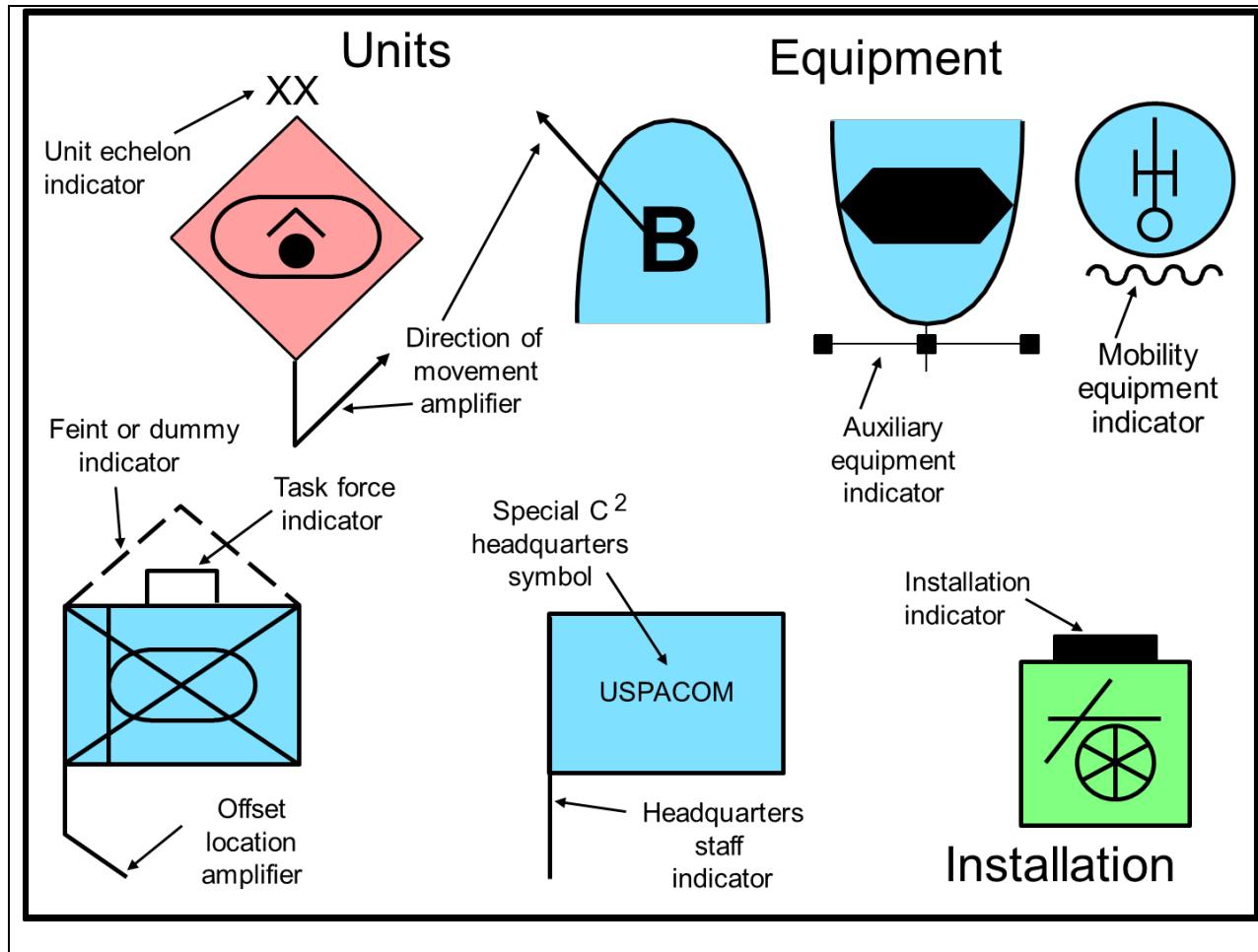
FIELD	FIELD TITLE	DESCRIPTION	U <sup>1</sup>	E <sup>1/2</sup>	I <sup>1</sup>	SI <sup>1</sup>	A <sup>1</sup>
AA	Special C <sup>2</sup> Headquarters	A text modifier for units; indicator is contained inside the frame; contains the name of the special C2 Headquarters.	9	-	-	-	9
AB	Feint/Dummy Indicator	A graphic amplifier for units, equipment and installations that identifies an offensive or defensive unit intended to draw the enemy's attention away from the area of the main attack (see <a href="#">5.3.6.4</a> and <a href="#">figure 13</a> ).	G	G	G	-	G
AC	Installation	Installation: A graphic amplifier for units, equipment and installations used to show that a particular symbol denotes an installation (see <a href="#">5.3.6.2</a> and <a href="#">figure 13</a> ).	G	G	G	-	G
AD	Platform Type	Electronic intelligence notation (ELNOT) or communications intelligence notation (CENOT)	-	-	-	6	-
AE	Equipment Teardown Time	Equipment teardown time in minutes.	-	-	-	3	-
AF	Common Identifier	Example: "Hawk" for Hawk SAM system.	-	-	-	12	-
AG	Auxiliary Equipment Indicator	Towed sonar array indicator: A graphic modifier for equipment that indicates the presence of a towed sonar array (see <a href="#">5.3.6.10</a> , <a href="#">figure 13</a> and <a href="#">table IX</a> ).	-	G	-	-	-
AH	Area of Uncertainty	A graphic modifier for units, equipment and installations that indicates the area where an object is most likely to be, based on the object's last report and the reporting accuracy of the sensor that detected the object (see <a href="#">5.3.6.12.1</a> and <a href="#">table D-III</a> ).	G	G	G	-	G
AI	Dead Reckoning Trailer	A graphic amplifier for units and equipment that identifies where an object should be located at present, given its last reported course and speed (see <a href="#">5.3.6.12.2</a> and <a href="#">table D-III</a> ).	G	G	G	-	G
AJ	Speed Leader	A graphic amplifier for units, equipment and installations that depicts the speed and direction of movement of an object (see <a href="#">5.3.6.12.3</a> and <a href="#">table D-III</a> ).	G	G	G	-	G
AK	Pairing Line	A graphic amplifier for units, equipment and installations that connects two objects and is updated dynamically as the positions of the objects change (see <a href="#">5.3.6.12.4</a> and <a href="#">table D-III</a> ).	G	G	G	-	G
AL	Operational Condition	A graphic amplifier for equipment or installations that indicates operational condition or capacity.		G	G		G

**TABLE VII. Modifier and amplifier field definitions and maximum display lengths for tactical symbols - Continued.**

FIELD	FIELD TITLE	DESCRIPTION	U <sup>1</sup>	E <sup>1/2</sup>	I <sup>1</sup>	SI <sup>1</sup>	A <sup>1</sup>
AO	Engagement Bar	A graphic amplifier placed immediately atop the symbol. May denote, 1) local/remote status; 2) engagement status; and 3) weapon type.	G/8	G/8	G/8	-	-
AP	Target Designator	A six character text modifier used in Fire Support operations to uniquely designate targets in accordance with STANAG 2147, where characters 1 and 2 are alphabetic, and characters 3-6 are numeric: AANNNN.	-	3	-	-	-
AQ	Guarded Unit	During ballistic missile defense, some tracks are designated as guarded by a particular unit	-	2	-	-	-
AR	Special Designator	Special track designators such as Non-Real Time (NRT) and Tactically Significant (SIG) tracks are denoted here.	-	3	-	-	-
AS	Country	Identifies the country of the organization being shown. Use <a href="#">GENC Standard</a>	3	-	-	-	G

**Notes:** 1. Column headings: U = units, E = equipment, I= installations, SI = signals intelligence (SIGINT) and A = Activities.  
 2. Equipment includes air, space, sea surface, subsurface and SOF, as well as land-based equipment as shown in table I.  
 3. Numeric entry indicates text modifier. “G” indicates graphic modifier. A dash (-) inside boxes indicates non-applicable.  
 4. Field J: See TC 2-33.4.  
 5. Field W: D = day, H = hour, M = minute, S = second, Z = Greenwich or local time, MON= month and Y = year.  
 6. To support homeland security and homeland defense, the Federal Geographic Data Committee (FGDC) US National Grid (USNG) standard when referenced to North American Datum 1983 (NAD83) is operationally equivalent to and is an accepted substitute for MGRS coordinates referenced to WGS 84. Note that at mapping scales of 1:5000 and smaller, NAD83 and WGS 84 are considered equivalent.

**5.3.6.1 Echelon indicator.** The echelon indicator provides a graphic representation of command level and is used to show the element echelon on installations, boundary lines, lines and areas. Echelon indicator codes are listed in [table D-III](#) of the land appendix. The indicator is represented in field B as defined in [table VII](#).

FIGURE 12. Static graphic modifiers for tactical symbols.

**5.3.6.2 Installation indicator.** The installation indicator is a shaded block used to show that a particular symbol denotes an installation. Although installations are included in the symbol hierarchy, the addition of an installation indicator can turn any tactical symbol (except Signals Intelligence symbology - Appendix J) into an installation. The indicator is represented in field AC as defined in [table VII](#) and is positioned as shown in [figure 12](#).

**5.3.6.3 Task force indicator.** The task force indicator is a bracket that identifies a unit or activities symbol as a task force. The indicator is represented in field D as defined in [table VII](#) and is positioned as shown in [figure 12](#).

**5.3.6.4 Feint/dummy indicator.** The feint or dummy indicator is a dashed inverted “V” that identifies offensive or defensive units, equipment and installations intended to draw the enemy's attention away from the area of the main attack. The indicator is represented in field AB as defined in [table VII](#) and is positioned as shown in [figure 12](#).

**5.3.6.5 Offset location amplifier.** The offset location amplifier is used when placing an object away from its actual location. The amplifier is a line extending downward from the left side of a frame or an appropriate anchor point on an icon. The offset location amplifier differs

from the headquarters staff amplifier in that the former has an elbow extending to the actual location. [See figure 12](#). In addition, the actual location is given in latitude and longitude.

**5.3.6.6 Altitude/depth modifier.** This field may contain alternate value formats. Enter a description of the altitude/depth (X) using one of the following.

**5.3.6.6.1 Altitude base reference point.** Legal values are “GL” ground level and “MSL” mean sea level.

**5.3.6.6.2 Relative altitude.** The relative altitude is a composite field consisting of multiple parts: the numeric altitude, the altitude unit of measurement and the altitude vertical dimension. Legal values for the numeric altitude are (minus) -99999 through 99999 in increments of 1. Legal values for altitude units of measure is feet “FT,” meters “M,” kilometers “KM,” and statute miles “SM.” The legal value for the depth unit of measure is feet “FT and meters “M.” Legal values for the vertical dimension are “AGL” above ground level, “AMSL” above mean sea level, “HAE” height above ellipsoid and “BMSL” below mean sea level. BMSL is used only for depth of submerged objects, reported in feet. A space may be added between the values in the field to make it easier to read.

Examples: 1250 FT AGL, 1000 FT AMSL, 1524 M HAE, 35760 FT BMSL.

**5.3.6.6.3 Flight level.** By definition, flight level (FL) is, “Surfaces of constant atmospheric pressure which are related to a specific pressure datum, 1013.2 mb (29.92 in) and are separated by specific pressure intervals. (Flight levels are expressed in three digits that represent hundreds of feet; e.g., flight level 250 represents a barometric altimeter indication of 25,000 feet and flight level 255 is an indication of 25,500 feet.)” The legal value for flight level indicator is “FL.” A space may be added between the values in the field to make it easier to read. The legal value for context quantity is 000-999, in increments of one.

Example: FL 290.

**5.3.6.6.4 Multiple instances of altitude/depth modifiers.** When multiple instances of the “X” modifier are present in a single instance of a symbol or graphic (ex., Minimum Altitude “X,” Maximum Altitude “X1”), for display purposes, the fields may be separated by a hyphen “-,” or a space, hyphen and space “ - .”

Examples:

500 FT AGL – 1250 FT AGL

25 FT AMSL –  
150 FT AMSL

FL 250 – FL 290

MSL –  
35760 FT BMSL

5.3.6.7 Date-time group. Date-time group (DTG) is defined as the date and time expressed in an alphanumeric combination. The alphanumeric combination used is day-time-time zone-month-year. The alphanumeric combination can be displayed in a number of ways. In its longest form, sixteen characters, it is composed of eight digits (first pair of digits denotes the date, second pair denotes the hours, third pair denotes the minutes and fourth pair denotes the seconds) followed by the time zone suffix, followed by a three-letter month abbreviation and four digits for the year: DDHHMMSSZMONYYYY. It can also be expressed in shorter forms by removing characters, such as DDHHMMZMONYY. On order (O/O) is a valid substitute for DTG.

5.3.6.8 Direction of movement amplifier. The direction of movement amplifier is an arrow or staff identifying the direction of movement or intended movement of an object. For land 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. For all other symbols, the amplifier is an arrow extending from the center of the frame or icon and pointing in the direction of movement ([see figure 12](#)).

5.3.6.9 Mobility indicator. The mobility indicator, which is only used for equipment, depicts the mobility feature of an object, as shown in [table VIII](#). This indicator identifies mobility other than that intrinsic to the equipment itself. For example, the symbol for a self-propelled howitzer moving by train would include a railway mobility indicator, while the symbol for a self-propelled howitzer, a tank or other tracked vehicle would not have a mobility indicator. The indicator is represented in field R as defined in [table VII](#) and is positioned as shown in [figure 12](#).

TABLE VIII. Equipment mobility indicators.

DESCRIPTION	MOBILITY SYMBOL	UNFRAMED	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
WHEELED (LIMITED CROSS-COUNTRY)	○—○	○ 	○ 	○ 	○ 	○ 
WHEELED (CROSS-COUNTRY)	○—○—○	○ 	○ 	○ 	○ 	○ 
TRACKED	—○—	— 	— 	— 	— 	— 
WHEELED AND TRACKED COMBINATION	○—○——○	○ 	○ 	○ 	○ 	○ 

TABLE VIII. Equipment mobility indicators - Continued.

DESCRIPTION	MOBILITY SYMBOL	UNFRAMED	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
TOWED	○—○	○ 	○ 	○ 	○ 	○ 
RAILWAY	○○○○	○ 	○ 	○ 	○ 	○ 
OVER-SNOW (PRIME MOVER)	—	— 	— 	— 	— 	— 
SLED	—	— 	— 	— 	— 	— 
PACK ANIMALS	ℳ	ℳ 	ℳ 	ℳ 	ℳ 	ℳ 
BARGE	—	— 	— 	— 	— 	— 
AMPHIBIOUS	~~~	~~~ 	~~~ 	~~~ 	~~~ 	~~~ 

5.3.6.10 Auxiliary equipment indicator. The auxiliary equipment indicator, which is only used for towed equipment, depicts the mobility feature of an array, as shown in [table IX](#). The indicator is represented in field AG as defined in [table VII](#) and is positioned as shown in [figure 12](#).

TABLE IX. Auxiliary equipment indicators.

DESCRIPTION	MOBILITY SYMBOL	UNFRAMED	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
TOWED SONAR ARRAY (SHORT)	—•—	—•—	—•—	—•—	—•—	—•—
TOWED SONAR ARRAY (LONG )	·····	·····	·····	·····	·····	·····

5.3.6.11 Text modifiers. Table IV defines the specific content, length and type of each text modifier. Not all text modifiers are applicable to all symbols. However, when any such modifier is displayed, it shall be defined in accordance with the contents of [table VII](#) and positioned in accordance with [figure 12](#). Air/space and sea track numbers are included in field T. Staff comments and additional information are contained in fields G and H, with the content of these fields being implementation specific so long as the maximum number of characters in each field is not exceeded. Although text modifiers are normally displayed around the symbol, the special C2 headquarters indicator (field AA as defined in [table VII](#)) is contained inside the frame, as seen in [figure 2](#) and [figure 12](#).

5.3.6.12 Dynamic graphic amplifiers. A dynamic amplifier is a line or area graphic whose size and placement are based on the attributes of the object represented by the symbol and can change as these attributes and the scale of the background change. An example of each dynamic graphic amplifier is shown in [figure 13](#). These examples are notional; the size and placement of each amplifier will vary based on the attributes of the object.

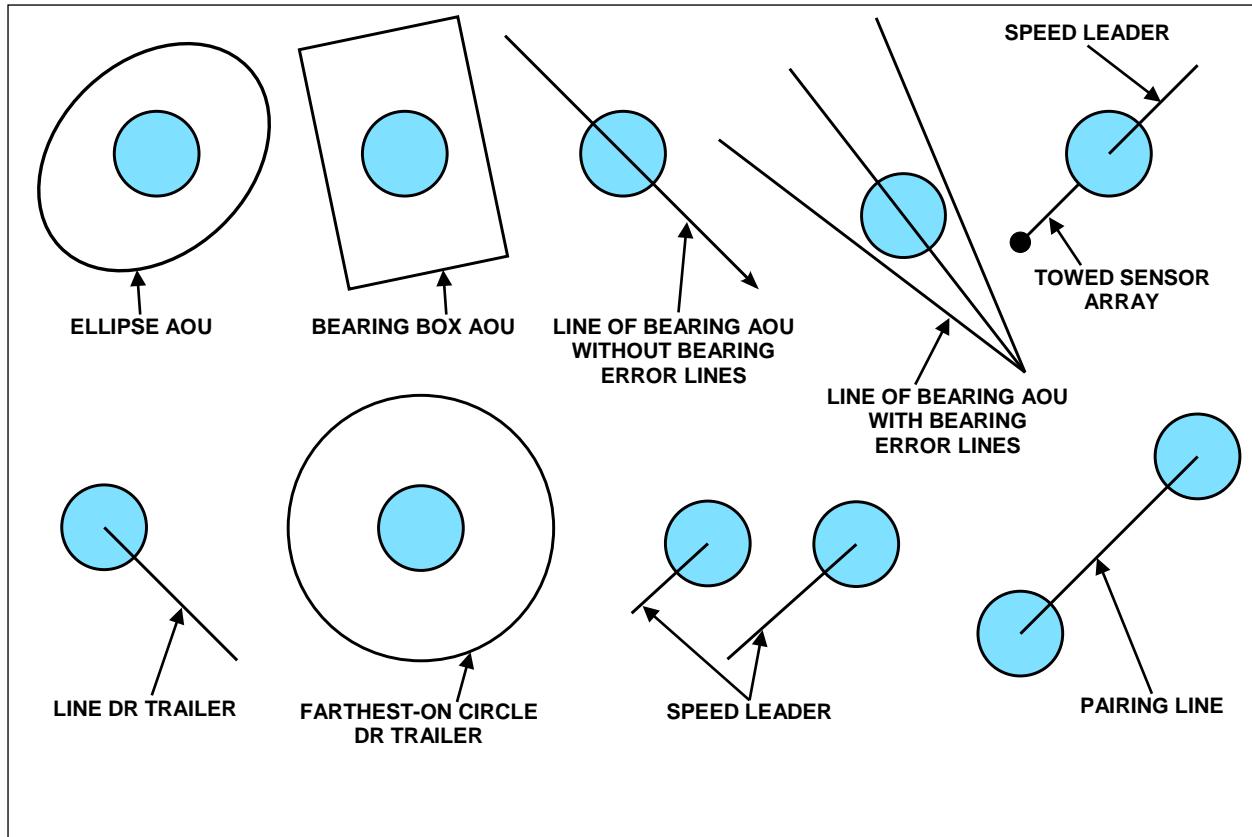


FIGURE 13. Dynamic graphic amplifiers for icon-based symbols.

Dynamic graphic amplifiers may be color-coded based on the attributes of the symbol. In cases such as ballistic missile target status as indicated in the Engagement/Target Bar (field AL), the symbol's track history, projected trajectory (similar to dead reckoning), threat fan and its projected impact ellipse should reflect target status of the ballistic missile. Likewise, if threat is denoted by color via the Operational Condition/Status bar (field AO), symbols associated amplifier graphics should reflect the color status indicated in the operational condition/status field. [Figure 14](#) illustrates an example of dynamic amplifiers being color coded.

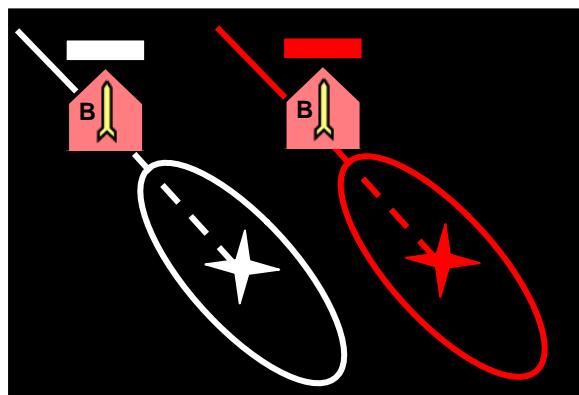


FIGURE 14. Color coded dynamic amplifiers

**5.3.6.12.1 Area of uncertainty amplifier.** The area of uncertainty (AOU) amplifier displays the area where an object is most likely to be located, based on the object's last report and the reporting accuracy of the sensor that detected the object. The AOU amplifier can be displayed as an ellipse, a bearing box, or a line of bearing, depending on the report received for the object.

**5.3.6.12.1.1 Ellipse AOU amplifier.** The ellipse AOU amplifier is a rotated ellipse whose center is the last reported position for the object. The ellipse is shown as a solid line whose draw parameters are based on the attributes of the sensor that detected the object. The symbol for the object is displayed at the center of the ellipse.

**5.3.6.12.1.2 Bearing box AOU amplifier.** The bearing box AOU amplifier is a rotated rectangle whose center is the last reported position for the object. The rectangle is shown as a solid line whose draw parameters are based on the attributes of the sensor that detected the object. The symbol for the object is displayed at the center of the box.

**5.3.6.12.1.3 Line of bearing AOU amplifier.** The line of bearing AOU amplifier is a solid line whose rotation represents the bearing of the object and whose length is determined by its range estimate. The amplifier has a single bearing "center" line and may include bearing error "V" lines. The bearing error determines the placement of the "V" lines and is the angle from the bearing line to one of the bearing error lines. The bearing error lines are dotted and symmetric on either side of the bearing line. The length of the bearing error lines is equal to the bearing length.

**5.3.6.12.2 Dead reckoning trailer amplifier.** An object can be displayed at its last reported position, or it can be displayed at its dead reckoned position. Dead reckoning (DR) uses the course and speed of an object from the last report and calculates where the object should be at present. The object is then plotted where it should be at the present time, assuming the course and speed are unchanged. The DR trailer amplifier can be displayed as a line or circle, depending on the report received for the object. Because DR calculates where the object should be at present, the status of the symbol for the object is shown as "present," rather than "planned."

**5.3.6.12.2.1 Line DR trailer amplifier.** The line DR trailer amplifier is a dotted line that extends from the last reported position for the object to its dead reckoned position. The dotted line is a series of uniformly sized and shaped dots, with the symbol for the object displayed at its dead reckoned position.

**5.3.6.12.2.2 Farthest-on circle DR trailer amplifier.** The farthest-on circle DR trailer amplifier is a dotted circle indicating the furthest an object could be after a given time traveling at its top speed in any direction. The center of the circle is the last reported position for the object, and the radius is the maximum distance the object could travel based on its last reported position and speed; the symbol for the object is displayed at the center of the circle.

**5.3.6.12.3 Speed leader amplifier.** The speed leader amplifier is a line extending from the center of the frame or icon and pointing in the direction of movement; the length of the line is based on a combination of actual speed and object type. For example, the length of the speed leader for a submarine might be 1/4 inch if its speed is less than 15 knots, 1/2 inch if its speed is between 15 and 30 knots and 3/4 inch if its speed is more than 30 knots, while the length of the

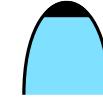
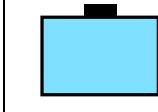
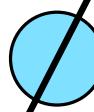
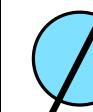
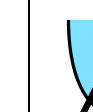
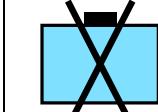
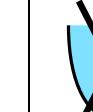
speed leader for an aircraft might be 1/4 inch if its speed is less than 300 knots, 1/2 inch if its speed is between 300 and 600 knots and 3/4 inch if its speed is more than 600 knots. The speed leader represents both speed and direction of movement information in a single amplifier; by contrast, the static direction of movement amplifier is a fixed length and identifies only the direction of movement of the object.

5.3.6.12.4 Pairing line amplifier. The pairing line amplifier is a line that connects two objects and is updated dynamically as the positions of the two objects change. For example, a pairing line might connect an active missile to the associated hostile aircraft. A pairing line is drawn from the center of the frame or icon for the first object to the center of the frame or icon for the second object. The color and style (e.g., solid, dotted) of the line can vary based on the specific context in which the amplifier is used.

5.3.6.12.5 Dynamic towed sensor array amplifier. The dynamic towed sensor array amplifier is a line extending from the center of a symbol to the center of towed acoustic array. The length of the line is based upon the distance between the stern of the towing ship and the center of the towed acoustic array. The orientation of the towed sensor array amplifier shall be 180 degrees from the speed leader of the object. A solid circle, representing the center of the acoustic array, shall be at the terminus of the towed sensor array amplifier.

5.3.6.13 Operational condition amplifier. The operational condition amplifier provides a graphic representation of an entity's (equipment or installation) operational condition. Operational condition amplifiers are shown in [table VII](#) and defined in the appendix for each symbology set. An alternative color representation is shown in [table VIII](#).

TABLE X. Operational condition amplifiers for icon-based symbols.

DIMENSION OPER. CONDITION	AIR/SPACE	SURFACE				SUBSURFACE	
		LAND			SEA SURFACE		
		UNITS	EQUIPMENT	INSTALLATIONS			
FULLY CAPABLE		N/A					
DAMAGED/RENDERED INEFFECTIVE <sup>1</sup>		N/A					
DESTROYED		N/A					

**Notes:** 1. The "Rendered Ineffective" operational condition amplifier shall be used when equipment capable of inflicting injury and/or death (IEDs or mines) is known to have been defused or rendered inoperable while under the control of friendly forces. The "Damaged" operational condition amplifier shall be used where "Rendered Ineffective" does not apply.

TABLE XI. Alternate operational condition amplifiers for icon-based symbols.

DIMENSION OPER. CONDITION	AIR/SPACE	SURFACE				SUBSURFACE	
		LAND			SEA SURFACE		
		UNITS	EQUIPMENT	INSTALLATIONS			
FULLY CAPABLE		N/A					
DAMAGED/RENDERED INEFFECTIVE <sup>1</sup>		N/A					
DESTROYED		N/A					
FULL TO CAPACITY <sup>2</sup>		N/A					

Notes: 1. The "Rendered Ineffective" operational condition amplifier shall be used when equipment capable of inflicting injury and/or death (IEDs or mines) is known to have been defused or rendered inoperable while under the control of friendly forces. The "Damaged" operational condition amplifier shall be used where "Rendered Ineffective" does not apply.

2. Associated with a symbolized object where its capacity can be measured and the status of that capacity is relevant.

5.3.6.14 Engagement amplifier bar. The engagement amplifier bar may be used to designate engagements and/or to indicate targets. Both may be done in conjunction where depicted targets contain engagement information.

5.3.6.14.1 Engagement designation using the engagement amplifier bar. Engagement bars are positioned immediately atop the hostile target and its assigned friendly track. Example depictions of engagement bars are illustrated in [figure 15](#) and [figure 16](#).

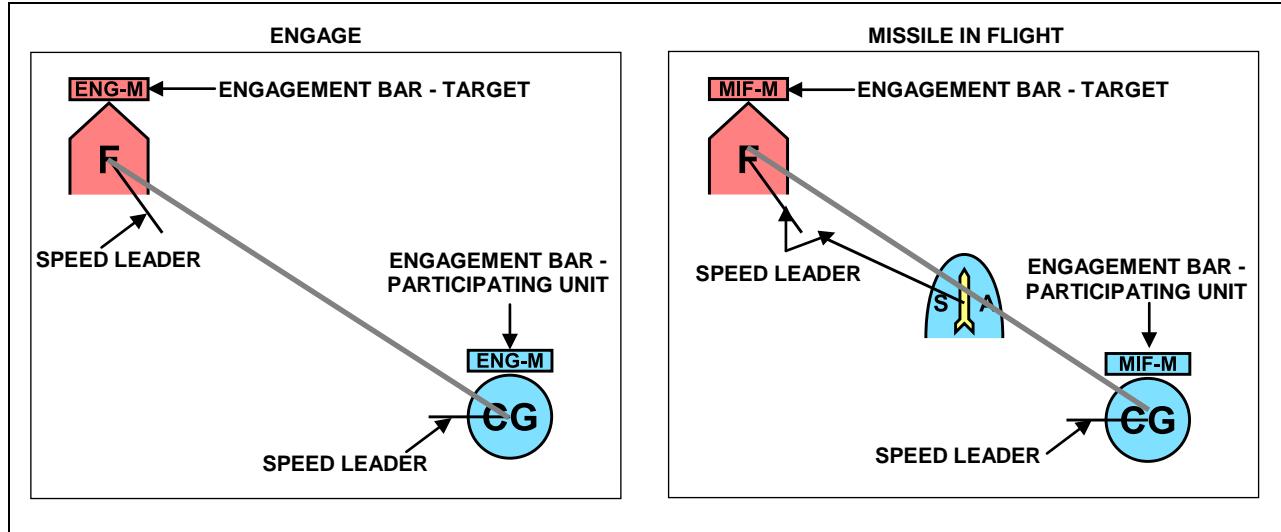


FIGURE 15. Example local engagement scenarios: engage (left), missile in flight (right).

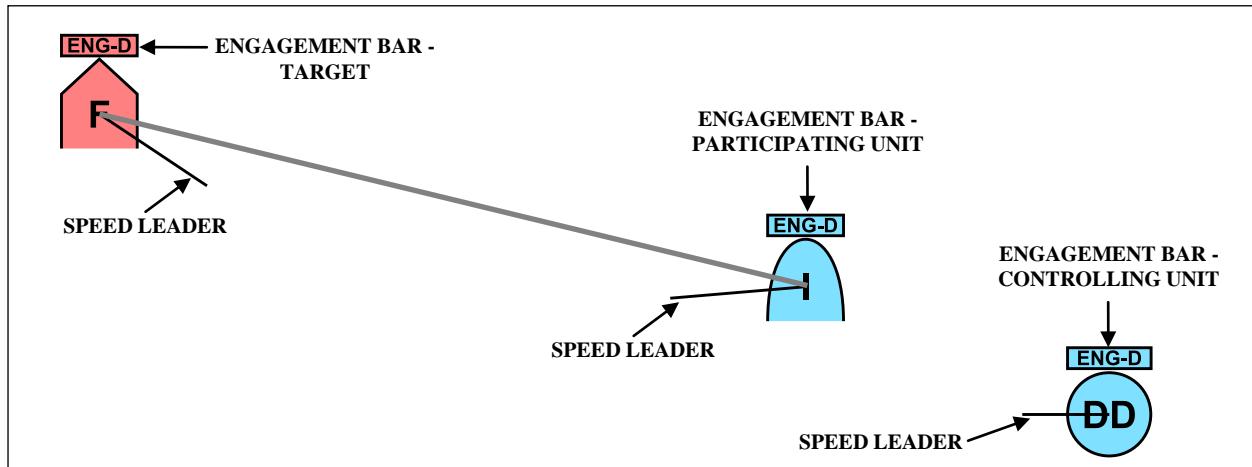


FIGURE 16. Example engagement scenario: participating units.

The engagement bar may contain information on 1) remote/local engagement; 2) stage of the engagement (i.e., assign/cover, engage, hold fire, cease fire, cease engage, break engagement, missile in flight); and 3) type of weapon assignment (i.e., missile, gun, torpedo). The color of the engagement bar should be identical to its symbol's standard identity. Therefore, engagement bars for a hostile target and a friendly participating unit would have red and blue engagement bars, respectively (see [figure 17](#) and [figure 18](#)). The colors of the engagement bars should have the same RGB value as its respective symbol. All engagement bars should have a black or white frame based on providing optimal contrast between the colored amplifier bar and the map background.

**5.3.6.14.2 Target designation using the engagement amplifier bar.** If the engagement amplifier bar is used to designate targets, non-targets or expired targets, a different coloring schema shall be used. Hostile tracks which are deemed targets shall have a red bar (RGB: 255, 0, 0) to indicate target. For hostile tracks deemed to be non-targets, white

(RGB: 255, 255, 255) should be used to indicate non-target. Finally for hostile tracks which have expired shall be colored orange (RGB: 255, 120, 0). [Figure 17](#) depicts the three target denotations.

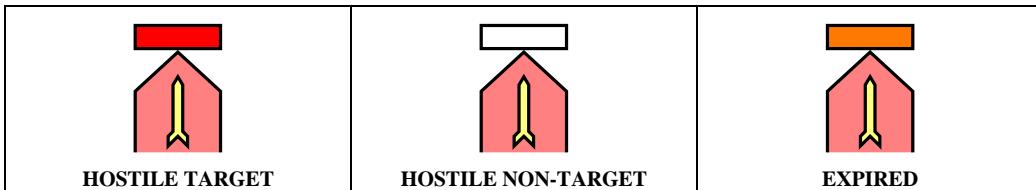


FIGURE 17. [Engagement amplifier bar colors for target designation](#).

5.3.6.14.2.1 [For hostile targets](#). If engagement text is incorporated, either white (RGB: 255, 255, 255) or black (RGB: 0, 0, 0) may be used to denote engagement status. Otherwise, for non-targets and expired tracks, engagement status within the engagement amplifier bars shall remain black (see [figure 18](#)).

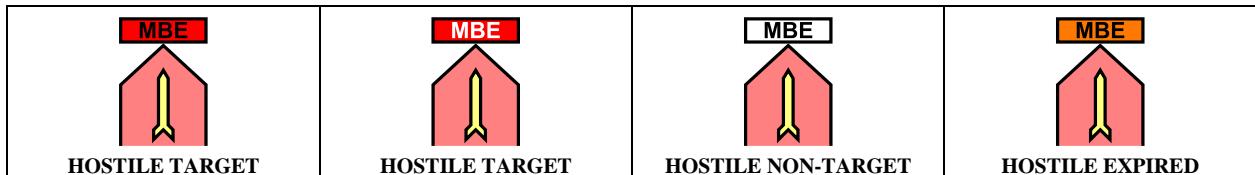


FIGURE 18. [Engagement amplifier bar text colors for target designation](#).

5.3.6.14.3 [Engagement amplifier bar structure](#). The engagement amplifier shall be arranged as follows: A:BBB-CC, where A (1 character) denotes a local versus remote engagement, BBB (up to 3 characters) denotes engagement state and CC (up to 2 characters) denotes weapon deployment/asset control.

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

5.3.6.14.3.2 [Engagement stage](#). Engagement stage may be identified by up to a three-character code (part BBB of A:BBB-CC). Typical engagement stages to depict include assign/cover, engage and missile(s) in flight. Other engagement events such as hold fire, cease fire, cease engage, break engagement, terminate engagement, management by exception, management by exception less than threshold and others may be depicted in the engagement amplifier. In the case of multiple engagements where no one specific engagement is highlighted, “MLT” may be used to indicate multiple engagements. In conjunction with the MLT designation, the number of engagements shall be listed in the subsequent CC field (see [5.3.6.14.3.3](#)). [Table XII](#) depicts engagement stage codes.

TABLE XII. Engagement<sup>1</sup> stage codes.

ENGAGEMENT STAGE	CODE
ASSIGN/COVER	ASN
ENGAGE	ENG
MISSILE IN FLIGHT	MIF
CEASE FIRE	CF
CEASE ENGAGE	CE
HOLD FIRE	HF
TERMINATE ENGAGEMENT	TE
BREAK ENGAGEMENT	BE
MANAGEMENT BY EXCEPTION (MBE)	MBE
MBE LESS THAN THRESHOLD	M<T
MULTIPLE ENGAGEMENTS <sup>2</sup>	MLT

**Notes:** 1. The term “Engagement” as used in paragraph 5.1.6.14.3.2 denotes both air-to-air and air-to-ground/air-to-surface activities.  
2. Number of engagements shall be represented in CC field (see 5.1.6.14.3.3).

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

TABLE XIII. Weapon and asset codes.

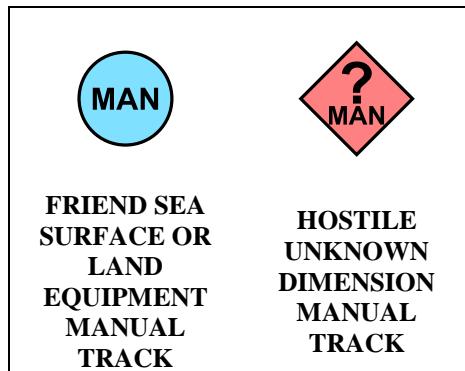
WEAPON/ASSET	CODE
MISSILE	M
BALLISTIC MISSILE	BM
CRUISE MISSILE	CM
GUN	GN
TORPEDO	T
ATTACK AIRCRAFT	A
COMBAT AIR PATROL (DEFENSIVE COUNTER AIR)	C
DEFENSIVE COUNTER AIR (COMBAT AIR PATROL)	D
UNDERSEA WARFARE (USW)/ANTISUBMARINE WARFARE (ASW)ENGAGEMENT	UW
MINE WARFARE (MIW) ENGAGEMENT	MW
SURFACE WARFARE (SUW) ENGAGEMENT	SW

TABLE XIII. Weapon and asset codes - Continued.

WEAPON/ASSET	CODE
ELECTRONIC ATTACK	EA
ELECTRONIC DEFENSE	ED
UNMANNED VEHICLE	UV
CLOSE-IN WEAPON SYSTEM	CW
LAMPS	L3
VERTICAL LAUNCH ASROC <sup>1</sup>	VA
NUMBER OF ENGAGEMENTS <sup>2</sup>	## (02-99)

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

5.3.7 Manually-generated tracks. Manually-generated tracks are those symbols which have not been received through messaging systems, such as Link 16, but rather have been created locally for display. Manually-generated (or manual) tracks are denoted by the “MAN” icon placed within the symbol. Manual tracks can be created across all standard identities and dimensions by adding the “MAN” icon to the center of the frame. In addition, manual tracks can be created for tracks with a known standard identity but unknown dimension by adding the “MAN” icon under the “?” icon. [See figure 19](#) for examples of manual tracks. Manual tracks are only local symbols and not transmitted.

FIGURE 19. Manually-generated tracks.

5.3.8 Composition of icon-based symbols. The purpose of icon, modifier and amplifier placement is to standardize the location of information that graphically describes a unit, equipment, or installation and provides additional information on capability, status and location. [Figure 20](#) shows the composition and placement of a frame, fill, icon, modifiers and amplifiers to form a hostile land unit symbol. The placement of icons, modifiers and amplifiers is the same regardless of frame shape or standard identity.

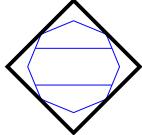
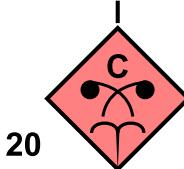
SYMBOL COMPONENTS								
								
<b>BOUNDING OCTAGON</b>	<b>FRAME</b>	<b>FILL</b>	<b>ICON</b>	<b>MODIFIER 1</b>	<b>MODIFIER 2</b>			
<b>I</b> <b>GRAPHIC AMPLIFIER</b>			<b>20</b> <b>TEXT AMPLIFIER</b>					
COMPLETED SYMBOL								
								

FIGURE 20. Composition of an icon-based symbol.

5.3.8.1 Symbol display hierarchy. C2 systems differ in their operational requirements concerning the amount of information about an object to be displayed. As a result, this document standardizes those symbology elements required to achieve interoperability in information presentation and allows flexibility in the symbol components that are displayed to the warfighter. Display options range from complex, such as a symbol displaying a frame, fill, icon and modifiers, to primitive, such as a symbol rendered as a dot that denotes the presence of an object at a specific location. [Table XIV](#) provides examples of display options that can be used in color and monochrome displays and can be either hand-drawn or computer generated. The examples in the table depict some of the display options for the two symbols. Based on operational requirements, systems may be implemented with a fixed set of display options or with the ability to allow warfighters to select one or more display options. If the amplifying information provided by internal icons and modifiers is not required by the warfighter, the symbols may be displayed with frame or frame and fill only, omitting the icons and modifiers. Any display options in [table XIV](#) are compliant with this standard. If a system is implemented with multiple display options, the warfighter may be allowed to select a single option for rendering all symbols or to select different options based on the standard identity or battle dimension of the object and the amount of information required. For example, the warfighter may choose to display minimal information about friendly objects (displaying these symbols as dots) and maximal information about potential threats (displaying these symbols with frame, fill, icon and modifiers).

TABLE XIV. Symbol display options.

<b>EXAMPLES</b>		<b>DISPLAY OPTION DESCRIPTIONS</b>
<b>CARRIER</b>	<b>FERRY</b>	
		Frame: ON (black or white depending on background) Fill: ON (use default color indicating standard identity) Icon: ON (black or white) Modifiers: ON (civilian sea surface symbols do not permit modifiers) Note: The first column example is a MILITARY COMBATANT, CARRIER with modifiers for HELICOPTER EQUIPPED and NUCLEAR POWERED. The second column example is a CIVILIAN, MERCHANT SHIP and FERRY.
		Frame: ON (black or white depending on background) Fill: OFF Icon: ON (black or white) Modifiers: ON
		Frame: ON (use default color indicating standard identity) Fill: OFF Icon: ON (use default color indicating standard identity) Modifiers: ON
N/A		Frame: OFF Fill: ON Icon: ON (use default color indicating standard identity) Modifiers: N/A (civilian sea surface symbols do not permit modifiers) Note: Only land equipment and civilian sea surface symbols can be displayed without a frame. For civilian white-filled icons, the white-fill should be changed to the color indicating its standard identity.
		Frame: ON (black or white depending on background) Fill: ON (use default color indicating standard identity) Icon: OFF Modifiers: OFF Note: The examples show the dimension level display of CARRIER and FERRY. The CARRIER and FERRY icons, including their parent icons, are not displayed.
		Frame: ON Fill: ON Icon: ON Modifiers: OFF Note: The examples show the entity level display of CARRIER (MILITARY COMBATANT) and FERRY (CIVILIAN).
		Frame: ON Fill: ON Icon: ON Modifiers: OFF Note: The examples show the entity type level display of CARRIER and FERRY (MERCHANT SHIP).
		Frame: OFF Fill: ON (use default color indicating standard identity) Icon: OFF Modifiers: OFF
		Frame: OFF Fill: OFF Icon: OFF Modifiers: OFF Note: Use only to indicate the location of a symbol.

**Note:** This table shows frame and fill color when displayed on a color monitor.

5.3.9 Symbol size. The relative size of each symbol and symbol component shall be consistent within a given implementation (see “Alphanumeric character and symbol sizes of [MIL-STD-1472](#) for guidance”). Each of these sizes shall be related to length L as described in 5.1.1. The minimum diameter of a symbol displayed as a dot should be 0.15L.

5.3.10 Line width. Because the symbol frame indicates both the standard identity and dimension of an object, it is critical that line width is sufficient to ensure frame legibility and discriminability at normal viewing distance (see “Symbol line width of [MIL-STD-1472](#) for guidance”). The optimum line width may differ depending on frame size and be affected by whether the frame is filled or unfilled and displayed in color or black/white. Usability testing should be performed to identify the optimum rendering for a given implementation.

5.3.11 Plotting. The plotting of tactical symbols and most point graphics shall be based on the geometric center of the symbol or graphic. The geometric center indicates the general vicinity of the center of mass of an object. Point graphics that do not use their geometric center for plotting shall be positioned based on their anchor point. If an offset location indicator is displayed with a symbol or graphic, the endpoint of the indicator shall show the object's location. If a group of tactical symbols is displayed at one location, the group may be enclosed with a bracket and the location of that group identified with an offset location indicator. An offset indicator is one option for reducing clutter when symbols overlap or are collocated. Other options for reducing visual clutter include (1) repositioning or turning off labels so that they are not obscured by other objects, with a line connecting each label to its object and/or (2) supporting variable coding of objects (e.g., high-interest objects are rendered as symbols and low-interest objects as dots). The choice of display options for addressing clutter is considered to be user specific. The positional accuracy of symbology plotting is also considered user specific.

5.3.12 Orientation. The frame and icon in framed tactical symbols shall be displayed in the orientation shown in the appendices. Equipment in the land battle dimension can be rotated to face the direction of movement only when the symbol is unframed. Control measure symbols shall be displayed in the orientation shown in appendix H. Point graphics that are positioned based on their anchor point can be rotated 90 degrees when necessary to minimize interference with other symbology or terrain features.

5.4 Compliance criteria. If common joint military symbology is implemented to visually display or present symbology, the implementation shall comply with the provisions of this standard. To be considered MIL-STD-2525 compliant, implementations must satisfy criteria related to the appearance of tactical symbols and graphics, the assembling and parsing of SIDC and the interpretation and generation of symbol representations. Each category of compliance criteria is described below:

5.4.1 Appearance of tactical symbols. The following compliance criteria apply to the appearance of tactical symbols:

5.4.1.1 The frame shape in a tactical symbol indicates the standard identity, battle dimension and status as defined in this MIL-STD.

5.4.1.2 If color is used in a tactical symbol, it indicates the standard identity as defined in this MIL-STD.

5.4.1.3 The icon in a tactical symbol is displayed as framed or unframed in accordance with framing requirements defined in this MIL-STD.

5.4.1.4 The icons in this MIL-STD are used to provide role or mission information whenever the objects for which icons are provided are displayed in a tactical symbol.

5.4.1.5 If text and/or graphic modifiers are included in a tactical symbol, they conform to the field definitions and display lengths defined in this MIL-STD.

5.4.1.6 Tactical symbol components and modifiers are sized and positioned as defined in this MIL-STD.

5.4.1.7 The rendering of tactical symbols and modifiers conform to the display options defined in [table XIV](#).

5.4.1.8 Any temporary features added to a tactical symbol conform to the display rules in this MIL-STD.

5.4.2 Appearance of tactical graphics. The following compliance criteria apply to the appearance of control measure symbols:

5.4.2.1 The icons in this MIL-STD are used to provide information for battlefield planning and managing whenever the objects for which icons are provided are displayed in a control measure symbol.

5.4.2.2 The standard identity and status of a control measure symbol are displayed using color and/or text as defined in this MIL-STD.

5.4.2.3 If text and/or graphic modifiers are included in a control measure symbol, they conform to the field definitions and display lengths defined in this MIL-STD.

5.4.2.4 Control measure symbol components and modifiers are sized and positioned as defined in this MIL-STD.

5.4.3 Assembling and parsing of SIDC. The following compliance criteria apply to the assembling and parsing of SIDC:

5.4.3.1 An implementation can assemble the correct tactical symbol or graphic and its modifier(s) from a SIDC.

5.4.3.2 An implementation can generate the SIDC that will produce the correct tactical symbol or graphic when transmitted to another MIL-STD-2525 compliant system.

5.5 Color. It is important that implementations maximize the contrast between symbology and the display background in order to provide optimum discriminability.

a. Implementers should include sufficient usability testing to ensure effective operator performance when selecting colors to render the symbology. Color luminance (or brightness) may need to vary depending on the display option(s) selected for symbols. For example, different shades of red may be needed for both filled and unfilled symbols to heighten its contrast upon its map background or display.

b. For filled symbols, this contrast can be provided by using black (RGB: 0, 0, 0) for the frame, icon, modifiers and amplifiers when filled symbols are displayed on a light background and using white (RGB: 255, 255, 255) for these elements when filled symbols are displayed on a dark background. Implementers should select specific values (e.g., in CIE, RGB, or UV terms) for the default symbol colors based on considerations such as operational requirements, hardware configuration, display background and viewing conditions (e.g., ambient lighting). [Table XV](#) lists a range of acceptable symbol colors that have been empirically validated across a variety of viewing backgrounds. [Table XV](#) lists the symbol colors in terms of RGB and their corresponding hue, saturation and luminance (HSL) values. Three sample color sets are displayed in [table XV](#). The colors for each standard identity shall vary only in terms of their luminance values (luminance terms are **in bold** in [table XV](#)). Implementers may use any of the example color sets or may choose an alternative set whose luminance values fall within the range of the light and dark color sets. Color fill ranges for the optional civilian fill have also been included. Standard identity symbol colors shall always maintain their respective hue (e.g., hostile – red, friend – blue, neutral – green, unknown – yellow). No permutations to the color fills shall be permitted, with the lone exception of having the option of using purple to denote civilian tracks. Filled symbols may be depicted as translucent. In such cases, opacity should be set at 35% (65% transparency).

c. For unfilled symbols, implementers should use the default symbol colors in [table XVI](#) unless considerations such as operational requirements, hardware configuration, display background and viewing conditions (e.g., ambient lighting) necessitate an alternate symbol color set. In the case of an alternative symbol color set, implementers should select specific values (e.g., in CIE, RGB, or UV terms) for unfilled symbols based on sufficient usability testing.

d. For control measures, this contrast can be provided by using black (RGB: 0, 0, 0) for the graphic when it is displayed on a light background and using white (RGB: 255, 255, 255) when it is displayed on a dark background. If color is used in a graphic, implementers should select specific values for the default colors in [table XVI](#) based on the same considerations as for icon-based symbols.

TABLE XV. Color range values for filled symbols.

DESCRIPTION	HAND DRAWN	COMPUTER GENERATED		
		DARK	MEDIUM	LIGHT
HOSTILE, SUSPECT, JOKER, FAKER	RED	RGB (200, 0, 0)	RGB (255, 48, 49)	RGB (255, 128, 128)
		HSL (0, 255, 100)	HSL (0, 255, 152)	HSL (0, 255, 192)
FRIEND, ASSUMED FRIEND	BLUE	RGB (0, 107, 140)	RGB (0, 168, 220)	RGB (128, 224, 255)
		HSL (138, 255, 70)	HSL (138, 255, 110)	HSL (138, 255, 192)
NEUTRAL	GREEN	RGB (0, 160, 0)	RGB (0, 226, 0)	RGB (170, 255, 170)
		HSL (85, 255, 80)	HSL (85, 255, 113)	HSL (85, 255, 213)
UNKNOWN, PENDING	YELLOW	RGB (225, 220, 0)	RGB (255, 255, 0)	RGB (255, 255, 128)
		HSL (42, 255, 110)	HSL (42, 255, 128)	HSL (42, 255, 192)
CIVILIAN (OPTIONAL FILL)	PURPLE	RGB (80, 0, 80)	RGB (128, 0, 128)	RGB (255, 161, 255)
		HSL (213, 255, 40)	HSL (213, 255, 64)	HSL (213, 255, 208)

TABLE XVI. Default colors for unfilled symbols.

DESCRIPTION	HAND DRAWN	COMPUTER GENERATED	
		ICON (RGB VALUE)	ICON COLOR
HOSTILE, SUSPECT, JOKER, FAKER	RED	RED (255, 0, 0)	Red
FRIEND, ASSUMED FRIEND	BLUE	CYAN (0, 255, 255)	Cyan
NEUTRAL	GREEN	NEON GREEN (0, 255, 0)	Neon Green
UNKNOWN, PENDING	YELLOW	YELLOW (255, 255, 0)	Yellow
CIVILIAN (OPTIONAL)	PURPLE	MAGENTA (255, 0, 255)	Magenta

## 6 NOTES

(This section contains information of a general or explanatory nature that may be helpful, but is not mandatory.)

6.1 Intended use. MIL-STD-2525 is designed to enhance DOD's joint interoperability by providing sets of C2 symbols, a coding scheme for symbol automation and information transfer and technical details to support symbology for C2 systems.

**6.2 Subject term (key word) listing.**

Amplifier Command and Control  
Civil support  
Control measures  
Emergency management  
Graphic  
Icon  
Interoperability  
Meteorological  
Modifier  
Oceanographic  
Operations  
Signals Intelligence  
Activities  
Symbol  
Symbol Identification Code  
Warfighter

**6.3 International standardization agreement implementation.** This standard implements NATO STANAG 2019/APP-6, NATO Joint Military Symbology. When changes to, revision, or cancellation of this standard are proposed, the preparing activity must coordinate the action with the US National Point of Contact for the international standardization agreement as identified in the ASSIST database at <https://assist.daps.dla.mil/>.

**6.4 Changes from previous issue.** Marginal notations are not used in this revision to identify changes with respect to the previous issue due to the extent of the changes.

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## APPENDIX A - SYMBOL IDENTIFICATION CODES

## A.1 SCOPE.

A.1.1 Scope. This appendix outlines the procedures for developing symbol identification codes (SIDC) for symbols in MIL-STD-2525D. The use of these codes is optional but highly recommended.

## A.2 APPLICABLE DOCUMENTS

Specific documents in [2.2](#) of this standard apply to this appendix.

## A.3 DEFINITIONS

The definitions in [section 3](#) of this standard apply to this appendix.

## A.4 GENERAL REQUIREMENTS

A.4.1 Organization. This appendix contains SIDC and their elements.

## A.5 DETAILED REQUIREMENTS

A.5.1 Symbol identification codes. A symbol identification code is a numeric code that uniquely identifies the elements needed to build a MIL-STD-2525D compliant symbol. The numeric codes provide the same type of descriptions used in message formats but further focus the data to a specific domain for ease in creating the symbols with less band width.

A.5.2 Elements of the symbol identification codes. The symbol identification code is composed of eleven elements of information which are presented in two sets of ten digits. An additional set of ten digits composed of three elements must be used when a symbology originator version extension flag is used. This extension is conditional. [See figure A-1](#).

A.5.2.1 Set A - First ten digits.

- Version
- Standard identity
- Symbol set
- Status
- HQ/Task Force/Dummy
- Amplifier

A.5.2.2 Set B - Second ten digits.

- Entity
- Entity type
- Entity subtype
- Sector 1 modifier
- Sector 2 modifier

A.5.2.3 Set C - Conditional version extension.

National or geo-political identifier  
 National or geo-political symbol set version  
 Specified by national or geo-political symbol set

<b>SET A</b>					
<b>VERSION</b>	<b>STANDARD IDENTITY</b>	<b>SYMBOL SET</b>	<b>STATUS</b>	<b>HQ TASK FORCE</b>	<b>AMPLIFIER/ DESCRIPTOR</b>
<b>3    0</b> 1    2	<b>0    2</b> 3    4	<b>0    1</b> 5    6	<b>0</b> 7	<b>0</b> 8	<b>0    0</b> 9    10

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<b>SET B</b>					
<b>ENTITY</b>	<b>ENTITY TYPE</b>	<b>ENTITY SUBTYPE</b>	<b>SECTOR 1 MODIFIER</b>	<b>SECTOR 2 MODIFIER</b>	
<b>1    1</b> 11    12	<b>0    7</b> 13    14	<b>0    0</b> 15    16	<b>0    0</b> 17    18	<b>0    0</b> 19    20	

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<b>CONDITIONAL SET C</b>					
<b>SYMOLOGY ORIGINATOR IDENTIFIER</b>	<b>SYMOLOGY ORIGINATOR SYMBOL SET</b>	<b>SPECIFIED BY THE SYMOLOGY ORIGINATOR</b>			
<b>1    1    0</b> 21    22    23	<b>7</b> 24	<b>0    0</b> 25    26	<b>0    0</b> 27    28	<b>0    0</b> 29    30	

FIGURE A-1. Elements of the symbol identification code

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### A.5.3 Set A. The first set of ten digits:

Digits 1 and 2 is the Version.  
 Digits 3 and 4 is the Standard Identity.  
 Digits 5 and 6 is the Symbol Set.  
 Digit 7 is the Status.  
 Digit 8 is the Headquarters/Task Force/Dummy.  
 Digits 9 and 10 is the Amplifier/Descriptor.

**A.5.3.1 Version.** The version is comprised of two digits and identifies a version change for the SIDC which occurs when there is a change in an established icon, modifier, or drawing rule for a control measure symbol. Subsequent changes will create further version changes for the SIDC.

**TABLE A-I. Version.**

<b>Description</b>	<b>Code</b>	
No changes to joint military symbology	10	
Any subsequent changes to joint military symbology	11–39	

**A.5.3.2 Standard identity.** Standard identity is comprised of two digits. The first digit represents the context of the symbol and the second digit reflects the standard identity. The following are the entries for standard identity:

**TABLE A-II. Standard identity.**

<b>Description</b>	<b>1st Digit</b>	<b>2d Digit</b>
Context		
Reality	0	
Exercise	1	
Simulation	2	
Reserved for future use	3-9	
Standard Identity		
Pending		0
Unknown		1
Assumed Friend		2
Friend		3
Neutral		4
Suspect/Joker		5
Hostile/Faker		6
Reserved for future use		7-9

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A.5.3.3 Symbol set. The symbol set is comprised of two digits.

**TABLE A-III. Symbol sets.**

<b>Description</b>	<b>Code<sup>1</sup></b>
Unknown	00
Air	01
Air Missile	02
Space	05
Space Missile	06
Land Unit	10
Land Civilian Unit/Organization	11
Land Equipment	15
Land Installation	20
Control Measure	25
Sea Surface	30
Sea Subsurface	35
Mine Warfare	36
Activities	40
Atmospheric	45
Oceanographic	46
Meteorological Space	47
Signals Intelligence – Space	50
Signals Intelligence – Air	51
Signals Intelligence – Land	52
Signals Intelligence – Surface	53
Signals Intelligence – Subsurface	54
Cyberspace	60
(Reserved for Future Use)	03-04, 07-09, 12-14, 16-19, 21-24, 26-29, 31-34, 37-39, 41-44, 48-49, 55-59, and 61-98
Version Extension Flag	99

A.5.3.4 Status. The status is comprised of one digit.

**TABLE A-IV. Status.**

<b>Description</b>	<b>Code</b>
Present	0
Planned/Anticipated/Suspect	1
Present/Fully capable	2
Present/Damaged	3
Present/Destroyed	4
Present/Full to capacity	5
Reserved for future use	6 thru 8
Version extension flag	9

A.5.3.5 Headquarters/Task Force/Dummy. The headquarters/task force/dummy is comprised of one digit.

TABLE A-V. Headquarters/task force/dummy.

Description	Code
Unknown	0
Feint/Dummy	1
Headquarters	2
Feint/Dummy Headquarters	3
Task Force	4
Feint/Dummy Task Force	5
Task Force Headquarters	6
Feint/Dummy Task Force Headquarters	7
Reserved for Future Use	8
Version Extension Flag	9

A.5.3.6 Echelon/Mobility/Towed Array Amplifier. The amplifier is comprised of two digits.

TABLE A-VI. Descriptor: Echelon/mobility/towed array amplifier.

Description	1st Digit	2d Digit
<i>Unknown</i>	0	0
<i>Echelon at brigade and below</i>	1	
Team/Crew		1
Squad		2
Section		3
Platoon/detachment		4
Company/battery/troop		5
Battalion/squadron		6
Regiment/group		7
Brigade		8
Version extension flag		9
<i>Echelon at division and above</i>	2	
Division		1
Corps/MEF		2
Army		3
Army Group/front		4
Region/Theater		5
Command		6
Reserved for future use		7 thru 8
Version extension flag		9
<i>Equipment mobility on land</i>	3	
Wheeled limited cross country		1
Wheeled cross country		2
Tracked		3
Wheeled and tracked combination		4

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TABLE A-VI. Descriptor: Echelon/mobility/towed array amplifier - Continued.

Description	1st Digit	2d Digit
Towed		5
Rail		6
Pack animals		7
<i>Reserved for future use</i>		8
<i>Version extension flag</i>		9
 <i>Equipment mobility on snow</i>	4	
Over snow (prime mover)		1
Sled		2
<i>Reserved for future use</i>		3-8
<i>Version extension flag</i>		9
 <i>Equipment mobility on water</i>	5	
Barge		1
Amphibious		2
<i>Reserved for future use</i>		3 thru 8
<i>Version extension flag</i>		9
 <i>Naval towed array</i>	6	
Short towed array		1
Long towed Array		2
<i>Reserved for future use</i>		3 thru 8
<i>Version extension flag</i>		9
 <i>Reserved for future use</i>	7 thru 8	
 <i>Version extension flag</i>	9	9

A.5.4 Set B. The second set of ten digits:

- Digits 11 and 12 is the entity.
- Digits 13 and 14 is the entity type.
- Digits 15 and 16 is the entity subtype.
- Digits 17 and 18 is the first modifier.
- Digits 19 and 20 is the second modifier.

The entity is comprised of two digits. The entity type is comprised of two digits. The entity subtype is comprised of two digits. The first modifier is comprised of two digits. The second modifier is comprised of two digits. The tables in this section are organized by symbol sets.

A.5.4.1 Air (01)TABLE A-VII. Air entity/entity type/entity subtype.

<b>Entity (Digits 1 and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> <i>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</i>
Military			<b>110000</b>
	Fixed Wing		<b>110100</b>
		Medical Evacuation (MEDEVAC)	<b>110101</b>
		Attack/Strike	<b>110102</b>
		Bomber	<b>110103</b>
		Fighter	<b>110104</b>
		Fighter/Bomber	<b>110105</b>
		{reserved for future use}	<b>110106</b>
		Cargo	<b>110107</b>
		Electronic Combat (EC)/Jammer	<b>110108</b>
		Tanker	<b>110109</b>
		Patrol	<b>110110</b>
		Reconnaissance	<b>110111</b>
		Trainer	<b>110112</b>
		Utility	<b>110113</b>
		Vertical or Short Take-off and Landing (VSTOL)	<b>110114</b>
		Airborne Command Post (ACP)	<b>110115</b>
		Airborne Early Warning (AEW)	<b>110116</b>
		Antisurface Warfare	<b>110117</b>
		Antisubmarine Warfare	<b>110118</b>
		Communications	<b>110119</b>
		Combat Search and Rescue (CSAR)	<b>110120</b>
		Electronic Support (ES)	<b>110121</b>
		Government	<b>110122</b>
		Mine Countermeasures (MCM)	<b>110123</b>
		Personnel Recovery	<b>110124</b>
		Search and Rescue	<b>110125</b>
		Special Operations Forces	<b>110126</b>
		Ultra Light	<b>110127</b>
		Photographic Reconnaissance	<b>110128</b>
		Very Important Person (VIP)	<b>110129</b>
		Suppression of Enemy Air Defense	<b>110130</b>
		Passenger	<b>110131</b>
		Escort	<b>110132</b>

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TABLE A-VII. Air entity/entity type/entity subtype - Continued.

<b>Entity (Digits 1 and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>
		Electronic Attack (EA)	<b>110133</b>
	Rotary Wing		<b>110200</b>
	Unmanned Aircraft (UA) / Unmanned Aerial Vehicle (UAV) / Unmanned Aircraft System (UAS) / Remotely Piloted Vehicle (RPV)		<b>110300</b>
	Vertical-Takeoff UAV (VT-UAV)		<b>110400</b>
	Lighter Than Air		<b>110500</b>
	Airship		<b>110600</b>
	Tethered Lighter than Air		<b>110700</b>
Civilian			<b>120000</b>
	Fixed Wing		<b>120100</b>
	Rotary Wing		<b>120200</b>
	Unmanned Aircraft (UA) / Unmanned Aerial Vehicle (UAV) / Unmanned Aircraft System (UAS) / Remotely Piloted Vehicle (RPV)		<b>120300</b>
	Lighter Than Air		<b>120400</b>
	Airship		<b>120500</b>
	Tethered Lighter than Air		<b>120600</b>
Weapon			<b>130000</b>
	Bomb		<b>130100</b>
	Decoy		<b>130200</b>
Manual Track			<b>140000</b>

TABLE A-VIII. Air sector 1 modifier.

<b>First Modifier</b>	<b>MIL-STD-2525D Code</b>	<b>Remarks.</b>
Not Applicable	00	
Attack/Strike	01	
Bomber	02	
Cargo	03	
Fighter	04	
Interceptor	05	
Tanker	06	
Utility	07	

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TABLE A-VIII. Air sector 1 modifier - Continued.

<b>First Modifier</b>	<b>MIL-STD-2525D Code</b>	<b>Remarks.</b>
Vertical or Short Take-off and Landing (VSTOL)/ Vertical Take-off and Landing (VTOL)	08	
Passenger	09	
Ultra Light	10	
Airborne Command Post (ACP)	11	
Airborne Early Warning (AEW)	12	
Government	13	
Medical Evacuation (MEDEVAC)	14	
Escort	15	
Electronic Combat (EC)/Jammer	16	
Patrol	17	
Reconnaissance	18	
Trainer	19	
Photographic (Reconnaissance)	20	
Personnel Recovery	21	
Antisubmarine Warfare	22	
Communications	23	
Electronic Support (ES)	24	
Mine Countermeasures (MCM)	25	
Search and Rescue	26	
Special Operations Forces	27	
Surface Warfare	28	
Very Important Person (VIP) Transport	29	
Combat Search and Rescue (CSAR)	30	
Suppression of Enemy Air Defenses	31	
Antisurface Warfare	32	
Fighter/Bomber	33	
Intensive Care	34	
Electronic Attack (EA)	35	
Multimission	36	
Hijacking	37	
ASW Helo- LAMPS	38	
ASW Helo – SH-60R	39	
Reserved for Future Use	40-98	Assigned by SSMC/JSP only
Version Extension Flag	99	

TABLE A-IX. Air sector 2 modifier.

<b>Second Modifier</b>	<b>MIL-STD-2525D Code</b>	<b>Remarks.</b>
Not Applicable	00	
Heavy	01	
Medium	02	
Light	03	
Boom-Only	04	
Drogue-Only	05	
Boom and Drogue	06	
Close Range	07	
Short Range	08	
Medium Range	09	

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TABLE A-IX. Air sector 2 modifier - Continued.

<b>Second Modifier</b>	<b>MIL-STD-2525D Code</b>	<b>Remarks.</b>
Long Range	10	
Downlinked	11	
Reserved for Future Use	12-98	Assigned by SSMC/JSP only
Version Extension Flag	99	

### A.5.4.2 Air missile (02).

TABLE A-X. Air missile entity/entity type/entity subtype.

<b>Entity (Digits 1and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> <i>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</i>
Missile			<b>110000</b>

TABLE A-XI. Air missile sector 1 modifier.

<b>First Modifier</b>	<b>MIL-STD-2525D Code</b>	<b>Remarks.</b>
Unspecified	00	
Air	01	
Surface	02	
Subsurface	03	
Space	04	
Anti-Ballistic	05	
Ballistic	06	
Cruise	07	
Interceptor	08	
Reserved for Future Use	09-98	Assigned by SSMC/JSP only
Version Extension Flag	99	

TABLE A-XII. Air missile sector 2 modifier.

<b>Second Modifier</b>	<b>MIL-STD-2525D Code</b>	<b>Remarks.</b>
Unspecified	00	
Air	01	
Surface	02	
Subsurface	03	
Space	04	
Launched	05	
Missile	06	
Patriot	07	
Standard Missile-2 (SM-2)	08	
Standard Missile-6 (SM-6)	09	
Evolved Sea Sparrow Missile (ESSM)	10	
Rolling Airframe Missile (RAM)	11	

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TABLE A-XII. Air missile sector 2 modifier - Continued.

Short Range	12	
Medium Range	13	
Intermediate Range	14	
Long Range	15	
Intercontinental	16	
Reserved for Future Use	17-98	Assigned by SSMC/JSP only
Version Extension Flag	99	

A.5.4.3 Space (05).

TABLE A-XIII. Space entity/entity type/entity subtype.

<b>Entity (Digits 1and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>
Military			<b>110000</b>
	Space Vehicle		<b>110100</b>
	Re-Entry Vehicle		<b>110200</b>
	Planet Lander		<b>110300</b>
	Orbiter Shuttle		<b>110400</b>
	Capsule		<b>110500</b>
	Satellite, General		<b>110600</b>
	Satellite		<b>110700</b>
	Antisatellite Weapon		<b>110800</b>
	Astronomical Satellite		<b>110900</b>
	Biosatellite		<b>111000</b>
	Communications Satellite		<b>111100</b>
	Earth Observation Satellite		<b>111200</b>
	Miniatuerized Satellite		<b>111300</b>
	Navigational Satellite		<b>111400</b>
	Reconnaissance Satellite		<b>111500</b>
	Space Station		<b>111600</b>
	Tethered Satellite		<b>111700</b>
	Weather Satellite		<b>111800</b>
	Space Launched Vehicle (SLV)		<b>111900</b>
Civilian			<b>120000</b>
	Orbiter Shuttle		<b>120100</b>
	Capsule		<b>120200</b>
	Satellite		<b>120300</b>
	Astronomical Satellite		<b>120400</b>
	Biosatellite		<b>120500</b>
	Communications Satellite		<b>120600</b>
	Earth Observation Satellite		<b>120700</b>

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TABLE A-XIII. Space entity/entity type/entity subtype - Continued.

<b>Entity (Digits 1 and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>
	Miniaturized Satellite		<b>120800</b>
	Navigational Satellite		<b>120900</b>
	Space Station		<b>121000</b>
	Tethered Satellite		<b>121100</b>
	Weather Satellite		<b>121200</b>
Manual Track			<b>130000</b>

TABLE A-XIV. Space sector 1 modifier.

<b>Second Modifier</b>	<b>MIL-STD-2525D Code</b>	<b>Remarks.</b>
Unspecified	00	
Low Earth Orbit (LEO)	01	
Medium Earth Orbit (MEO)	02	
High Earth Orbit (HEO)	03	
Geosynchronous Orbit (GSO)	04	
Geostationary Orbit (GO)	05	
Molniya Orbit (MO)	06	
Reserved for Future Use	07-98	Assigned by SSMC/JSP only
Version Extension Flag	99	

TABLE A-XV. Space sector 2 modifier.

<b>Second Modifier</b>	<b>MIL-STD-2525D Code</b>	<b>Remarks.</b>
Unspecified	00	
Optical	01	
Infrared	02	
Radar	03	
Signals Intelligence (SIGINT)	04	
Reserved for Future Use	05-98	Assigned by SSMC/JSP only
Version Extension Flag	99	

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### A.5.4.4 Space missile (06).

TABLE A-XVI. Space missile entity/entity type/entity subtype.

<b>Entity (Digits 1 and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>
Missile			<b>110000</b>

TABLE A-XVII. Space missile sector 1 modifier.

<b>First Modifier</b>	<b>MIL-STD-2525D Code</b>	<b>Remarks.</b>
Unspecified	00	
Ballistic	01	
Space	02	
Interceptor	03	
Reserved for Future Use	04-98	Assigned by SSMC/JSP only
Version Extension Flag	99	

TABLE A-XVIII. Space missile sector 2 modifier.

<b>First Modifier</b>	<b>MIL-STD-2525D Code</b>	<b>Remarks.</b>
Unspecified	00	
Short Range	01	
Medium Range	02	
Intermediate Range	03	
Long Range	04	
Intercontinental	05	
Arrow	06	
Ground-Based Interceptor (GBI)	07	
Patriot	08	
Standard Missile Terminal Phase (SM-T)	09	
Standard Missile – 3 (SM-3)	10	
Terminal High Altitude Area Defense (THAAD)	11	
Space	12	
Reserved for Future Use	13-98	Assigned by SSMC/JSP only
Version Extension Flag	99	

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A.5.4.5 Land unit (10).TABLE A-XIX. Land unit entity/entity type/entity subtype.

<b>Entity (Digits 1 and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
Command and Control			<b>110000</b>
	Broadcast Transmitter Antennae		<b>110100</b>
	Civil Affairs		<b>110200</b>
	Civil–Military Cooperation		<b>110300</b>
	Information Operations		<b>110400</b>
	Liaison		<b>110500</b>
	Military Information Support Operations (MISO)		<b>110600</b>
		Broadcast Transmitter Antennae	<b>110601</b>
	Radio		<b>110700</b>
	Radio Relay		<b>110800</b>
	Radio Teletype Center		<b>110900</b>
	Signal		<b>111000</b>
		Radio	<b>111001</b>
		Radio Relay	<b>111002</b>
		Teletype	<b>111003</b>
		Tactical Satellite	<b>111004</b>
		Video Imagery (Combat Camera)	<b>111005</b>
	Tactical Satellite		<b>111100</b>
	Video Imagery (Combat Camera)		<b>111200</b>
Movement and Maneuver			<b>120000</b>
	Air Assault with Organic Lift		<b>120100</b>
	Air Traffic Services/Airfield Operations		<b>120200</b>
	Amphibious		<b>120300</b>
	Antitank/Antiarmor		<b>120400</b>
		Armored	<b>120401</b>
		Motorized	<b>120402</b>
	Armor/Armored/Mechanized/Self–Propelled/ Tracked		<b>120500</b>
		Reconnaissance/Cavalry/Scout	<b>120501</b>
		Amphibious	<b>120502</b>
	Army Aviation/Aviation Rotary Wing		<b>120600</b>

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TABLE A-XIX. Land unit entity/entity type/entity subtype - Continued.

<b>Entity (Digits 1 and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
		Reconnaissance	<b>120601</b>
	Aviation Composite		<b>120700</b>
	Aviation Fixed Wing		<b>120800</b>
		Reconnaissance	<b>120801</b>
	Combat		<b>120900</b>
	Combined Arms		<b>121000</b>
	Infantry		<b>121100</b>
		Amphibious	<b>121101</b>
		Armored/Mechanized/Tracked	<b>121102</b>
		Main Gun System	<b>121103</b>
		Motorized	<b>121104</b>
		Infantry Fighting Vehicle	<b>121105</b>
	Observer		<b>121200</b>
	Reconnaissance/Cavalry/Scout		<b>121300</b>
		Reconnaissance and Surveillance	<b>121301</b>
		Marine	<b>121302</b>
		Motorized	<b>121303</b>
	Sea Air Land (SEAL)		<b>121400</b>
	Sniper		<b>121500</b>
	Surveillance		<b>121600</b>
	Special Forces		<b>121700</b>
	Special Operations Forces (SOF)		<b>121800</b>
		Fixed Wing MISO	<b>121801</b>
		Ground	<b>121802</b>
		Special Boat	<b>121803</b>
		Special SSNR	<b>121804</b>
		Underwater Demolition Team	<b>121805</b>
	Unmanned Aerial Systems		<b>121900</b>
Fires			<b>130000</b>
	Air Defense		<b>130100</b>
		Main Gun System	<b>130101</b>
		Missile	<b>130102</b>
	Air/Land Naval Gunfire Liaison		<b>130200</b>
	Field Artillery		<b>130300</b>
		Self-propelled	<b>130301</b>
		Target Acquisition	<b>130302</b>

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TABLE A-XIX. Land unit entity/entity type/entity subtype - Continued.

<b>Entity (Digits 1 and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
	Field Artillery Observer		1 <b>3</b> 0400
	Joint Fire Support		1 <b>3</b> 0500
	Meteorological		1 <b>3</b> 0600
	Missile		1 <b>3</b> 0700
	Mortar		1 <b>3</b> 0800
		Armored/Mechanized/Tracked	13080 <b>1</b>
		Self-Propelled Wheeled	13080 <b>2</b>
		Towed	13080 <b>3</b>
	Survey		1 <b>3</b> 0900
Protection			<b>14</b> 0000
	Chemical Biological Radiological Nuclear Defense		1 <b>4</b> 0100
		Mechanized	14010 <b>1</b>
		Motorized	14010 <b>2</b>
		Reconnaissance	14010 <b>3</b>
		Reconnaissance Armored	14010 <b>4</b>
		Reconnaissance Equiped	14010 <b>5</b>
	Combat Support (Maneuver Enhancement)		140200
	Criminal Investigation Division		140300
	Diving		140400
	Dog		140500
	Drilling		140600
	Engineer		140700
		Mechanized	14070 <b>1</b>
		Motorized	14070 <b>2</b>
		Reconnaissance	14070 <b>3</b>
	Explosive Ordnance Disposal (EOD)		140800
	Field Camp Construction		140900
	Fire Fighting/Fire Protection		141000
	Geospatial Support/Geospatial Information Support		141100
	Military Police		141200
	Mine		141300
	Mine Clearing		141400
	Mine Launching		141500
	Mine Laying		141600
	Security		141700

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TABLE A-XIX. Land unit entity/entity type/entity subtype - Continued.

<b>Entity (Digits 1 and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> <i>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</i>
		Mechanized	<b>141701</b>
		Motorized	<b>141702</b>
	Search and Rescue		<b>141800</b>
	Security Police (Air)		<b>141900</b>
	Shore Patrol		<b>142000</b>
	Topographic		<b>142100</b>
Intelligence			<b>150000</b>
	Analysis		<b>150100</b>
	Counterintelligence		<b>150200</b>
	Direction Finding		<b>150300</b>
	Electronic Ranging		<b>150400</b>
	Electronic Warfare		<b>150500</b>
		Analysis	<b>150501</b>
		Direction Finding	<b>150502</b>
		Intercept	<b>150503</b>
		Jamming	<b>150504</b>
		Search	<b>150505</b>
	Intercept (Search and Recording)		<b>150600</b>
	Interrogation		<b>150700</b>
	Jamming		<b>150800</b>
	Joint Intelligence Center		<b>150900</b>
	Military Intelligence		<b>151000</b>
	Search		<b>151100</b>
	Sensor		<b>151200</b>
Sustainment			<b>160000</b>
	Administrative		<b>160100</b>
	All Classes of Supply		<b>160200</b>
	Airport of Debarkation/Airport of Embarkation		<b>160300</b>
	Ammunition		<b>160400</b>
	Band		<b>160500</b>
	Combat Service Support		<b>160600</b>
	Finance		<b>160700</b>
	Judge Advocate General		<b>160800</b>
	Labor		<b>160900</b>
	Laundry/Bath		<b>161000</b>
	Maintenance		<b>161100</b>

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TABLE A-XIX. Land unit entity/entity type/entity subtype - Continued.

Entity (Digits 1 and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
	Material		1 <b>6</b> 1200
	Medical		1 <b>6</b> 1300
	Medical Treatment Facility		1 <b>6</b> 1400
	Morale, Welfare and Recreation		1 <b>6</b> 1500
	Mortuary Affairs/Graves Registration		1 <b>6</b> 1600
	Multiple Classes of Supply		1 <b>6</b> 1700
	NATO Supply Class I		1 <b>6</b> 1800
	NATO Supply Class II		1 <b>6</b> 1900
	NATO Supply Class III		1 <b>6</b> 2000
	NATO Supply Class IV		1 <b>6</b> 2100
	NATO Supply Class V		1 <b>6</b> 2200
	Ordnance		1 <b>6</b> 2300
	Personnel Services		1 <b>6</b> 2400
	Petroleum, Oil and Lubricants		1 <b>6</b> 2500
	Pipeline		1 <b>6</b> 2600
	Postal		1 <b>6</b> 2700
	Public Affairs/Public Information		1 <b>6</b> 2800
	Quartermaster		1 <b>6</b> 2900
	Railhead		1 <b>6</b> 3000
	Religious Support		1 <b>6</b> 3100
	Replacement Holding Unit		1 <b>6</b> 3200
	Sea Port of Debarkation/Sea Port of Embarkation		1 <b>6</b> 3300
	Supply		1 <b>6</b> 3400
	Joint Information Bureau		1 <b>6</b> 3500
	Transportation		1 <b>6</b> 3600
	US Supply Class I		1 <b>6</b> 3700
	US Supply Class II		1 <b>6</b> 3800
	US Supply Class III		1 <b>6</b> 3900
	US Supply Class IV		1 <b>6</b> 4000
	US Supply Class V		1 <b>6</b> 4100
	US Supply Class VI		1 <b>6</b> 4200
	US Supply Class VII		1 <b>6</b> 4300
	US Supply Class VIII		1 <b>6</b> 4400
	US Supply Class IX		1 <b>6</b> 4500
	US Supply Class X		1 <b>6</b> 4600

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**TABLE A-XIX. Land unit entity/entity type/entity subtype - Continued.**

<b>Entity (Digits 1 and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>
	Water		<b>164</b> 700
	Water Purification		<b>164</b> 800
	Broadcast		<b>164</b> 900
Naval			<b>17</b> 0000
	Naval		<b>170</b> 100
Named Headquarters			<b>18</b> 0000
	Allied Command Europe Rapid Reaction Corps (ARRC)		<b>180</b> 100
	Allied Command Operations		<b>180</b> 200
	International Security Assistance Force (ISAF)		<b>180</b> 300
	Multinational (MN)		<b>180</b> 400
Emergency Operation			<b>19</b> 0000
Law Enforcement			<b>20</b> 0000
	Bureau of Alcohol, Tobacco, Firearms and Explosives (ATF) (Department of Justice)		<b>200</b> 100
	Border Patrol		<b>200</b> 200
	Customs Service		<b>200</b> 300
	Drug Enforcement Administration (DEA)		<b>200</b> 400
	Department of Justice (DOJ)		<b>200</b> 500
	Federal Bureau of Investigation (FBI)		<b>200</b> 600
	Police		<b>200</b> 700
	Prison		<b>200</b> 800
	United States Secret Service (USSS)		<b>200</b> 900
	Transportation Security Administration (TSA)		<b>201</b> 000
	Coast Guard		<b>201</b> 100
	US Marshals Service		<b>201</b> 200
	Internal Security Force		<b>201</b> 300

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**TABLE A-XX. Land unit sector 1 modifier.**

<b>First Modifier</b>	<b>MIL-STD-2525D Code</b>	<b>Remarks.</b>
Unspecified	00	
Air Mobile/Air Assault (US only)	01	
Area	02	
Attack	03	
Biological	04	
Border	05	
Bridging	06	
Chemical	07	
Close Protection	08	
Combat	09	
Command and Control	10	
Communications Contingency Package	11	
Construction	12	
Cross Cultural Communication	13	
Crowd and Riot Control	14	
Decontamination	15	
Detention	16	
Direct Communications	17	
Diving	18	
Division	19	
Dog	20	
Drilling	21	
Electro-Optical	22	
Enhanced	23	
Explosive Ordnance Disposal (EOD)	24	
Fire Direction Center	25	
Force	26	
Forward	27	
Ground Station Module	28	
Landing Support	29	
Large Extension Node	30	
Maintenance	31	
Meteorological	32	
Mine Countermeasure	33	
Missile	34	
Mobile Advisor and Support	35	
Mobile Subscriber Equipment	36	
Mobility Support	37	
Movement Control Center	38	
Multinational	39	
Multinational Specialized Unit	40	
Multiple Rocket Launcher	41	
NATO Medical Role 1	42	
NATO Medical Role 2	43	
NATO Medical Role 3	44	
NATO Medical Role 4	45	
Naval	46	
Node Center	47	

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**TABLE A-XX. Land unit sector 1 modifier - Continued.**

<b>First Modifier</b>	<b>MIL-STD-2525D Code</b>	<b>Remarks.</b>
Nuclear	48	
Operations	49	
Radar	50	
Radio Frequency Identification (RFID) Interrogator / Sensor	51	
Radiological	52	
Search and Rescue	53	
Security	54	
Sensor	55	
Sensor Control Module (SCM)	56	
Signals Intelligence	57	
Single Shelter Switch	58	
Single Rocket Launcher	59	
Smoke	60	
Sniper	61	
Sound Ranging	62	
Special Operations Forces (SOF)	63	
Special Weapons and Tactics	64	
Survey	65	
Tactical Exploitation	66	
Target Acquisition	67	
Topographic	68	
Utility	69	
Video Imagery (Combat Camera)	70	
Accident	71	
Other	72	
Civilian	73	
Antisubmarine Warfare	74	
Medevac	75	
Ranger	76	
Support	77	
Aviation	78	
Reserved for Future Use	79-98	Assigned by SSMC/JSP only
Version Extension Flag	99	

**TABLE A-XXI. Land unit sector 2 modifier.**

<b>Second Modifier</b>	<b>MIL-STD-2525D Code</b>	<b>Remarks.</b>
Unspecified	00	
Airborne	01	
Arctic	02	
Battle Damage Repair	03	
Bicycle Equipped	04	
Casualty Staging	05	
Clearing	06	
Close Range	07	
Control	08	

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**TABLE A-XXI. Land unit sector 2 modifier - Continued.**

<b>Second Modifier</b>	<b>MIL-STD-2525D Code</b>	<b>Remarks</b>
Decontamination	09	
Demolition	10	
Dental	11	
Digital	12	
Enhanced Position Location Reporting System (EPLRS)	13	
Equipment	14	APP6
Heavy	15	
High Altitude	16	
Intermodal	17	
Intensive Care	18	
Light	19	
Laboratory	20	
Launcher	21	
Long Range	22	
Low Altitude	23	
Medium	24	
Medium Altitude	25	
Medium Range	26	
Mountain	27	
High to Medium Altitude	28	
Multi-Channel	29	
Optical (Flash)	30	
Pack Animal	31	
Patient Evacuation Coordination	32	
Preventive Maintenance	33	
Psychological	34	
Radio Relay Line of Sight	35	
Railroad	36	
Recovery (Unmanned Systems)	37	
Recovery (Maintenance)	38	
Rescue Coordination Center	39	
Riverine	40	
Single Channel	41	
Ski	42	
Short Range	43	
Strategic	44	
Support	45	
Tactical	46	
Towed	47	
Troop	48	
Vertical or Short Take-Off and Landing (VTOL/VSTOL)	49	
Veterinary	50	
Wheeled	51	
High to Low Altitude	52	
Medium to Low Altitude	53	
Attack	54	

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TABLE A-XXI. Land unit sector 2 modifier - Continued.

<b>Second Modifier</b>	<b>MIL-STD-2525D Code</b>	<b>Remarks</b>
Refuel	55	
Utility	56	
Combat Search and Rescue	57	
Reserved for Future Use	58-98	Assigned by SSMC/JSP only
Version Extension Flag	99	

### A.5.4.6 Land civilian unit/organization (11).

TABLE A-XXII. Land civilian unit/organization entity/entity type/entity subtype.

<b>Entity (Digits 1and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>
Civilian			<b>110000</b>
	Environmental Protection		<b>110100</b>
	Governmental Organization		<b>110200</b>
	Individual		<b>110300</b>
	Organization or Group		<b>110400</b>
	Killing Victim		<b>110500</b>
	Killing Victims		<b>110600</b>
	Victim of an Attempted Crime		<b>110700</b>
	Spy		<b>110800</b>
	Composite Loss		<b>110900</b>
	Emergency Medical Operation		<b>111000</b>

TABLE A-XXIII. Land civilian unit/organization sector 1 modifier.

<b>First Modifier</b>	<b>MIL-STD-2525D Code</b>	<b>Remarks</b>
Unspecified	00	
Assassination	01	
Execution (Wrongful Killing)	02	
Murder Victims	03	
Hijacking	04	
Kidnapping	05	
Piracy	06	
Rape	07	
Civilian	08	
Displaced Person(s), Refugee(s) and Evacuee(s)	09	
Foreign Fighter(s)	10	
Gang Member or Gang	11	

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**TABLE A-XXIII. Land civilian unit/organization sector 1 modifier - Continued.**

Government Organization	12	
Leader or Leadership	13	
Nongovernmental Organization Member or Nongovernmental Organization	14	
Coerced/Impressed Recruit	15	
Willing Recruit	16	
Religious or Religious Organization	17	
Targeted Individual or Organization	18	
Terrorist or Terrorist Organization	19	
Speaker	20	
Accident	21	
Combat	22	
Other	23	
Loot	24	
Reserved for Future Use	25-98	Assigned by SSMC/JSP only
Version Extension Flag	99	

**TABLE A-XXIV. Land civilian unit/organization sector 2 modifier.**

<b>Second Modifier</b>	<b>MIL-STD-2525D Code</b>	<b>Remarks.</b>
Unspecified	00	
Leader or Leadership	01	
Reserved for Future Use	02-98	Assigned by SSMC/JSP only
Version Extension Flag	99	

### A.5.4.7 Land Equipment (15).

**TABLE A-XXV. Land equipment entity/entity type/entity subtype.**

<b>Entity (Digits 1and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>
Weapons/Weapons System	Rifle		<b>110000</b>
		Single Shot Rifle	<b>110101</b>
		Semiautomatic Rifle	<b>110102</b>
		Automatic Rifle	<b>110103</b>
	Machine Gun		<b>110200</b>
		Light	<b>110201</b>
		Medium	<b>110202</b>
		Heavy	<b>110203</b>
	Grenade Launcher		<b>110300</b>
		Light	<b>110301</b>

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TABLE A-XXV. Land equipment entity/entity type/entity subtype - Continued.

<b>Entity (Digits 1and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
		Medium	110302
		Heavy	110303
	Flame Thrower		110400
	Air Defense Gun		110500
		Light	110501
		Medium	110502
		Heavy	110503
	Antitank Gun		110600
		Light	110601
		Medium	110602
		Heavy	110603
	Direct Fire Gun		110700
		Light	110701
		Medium	110702
		Heavy	110703
	Recoilless Gun		110800
		Light	110801
		Medium	110802
		Heavy	110803
	Howitzer		110900
		Light	110901
		Medium	110902
		Heavy	110903
	Missile Launcher		111000
		Light	111001
		Medium	111002
		Heavy	111003
	Air Defense Missile Launcher		111100
		Light	111101
		Light, Light Transporter-Launcher and Radar (TLAR)	111102
		Light, Light Tactical Landing Approach Radar (TELAR)	111103
		Medium	111104
		Medium, TLAR	111105
		Medium, TELAR	111106
		Heavy	111107
		Heavy, TLAR	111108
		Heavy, TELAR	111109

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TABLE A-XXV. Land equipment entity/entity type/entity subtype - Continued.

<b>Entity (Digits 1and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
	Antitank Missile Launcher		<b>111200</b>
		Light	<b>111201</b>
		Medium	<b>111202</b>
		Heavy	<b>111203</b>
	Surface-to-Surface Missile Launcher		<b>111300</b>
		Light	<b>111301</b>
		Medium	<b>111302</b>
		Heavy	<b>111303</b>
	Mortar		<b>111400</b>
		Light	<b>111401</b>
		Medium	<b>111402</b>
		Heavy	<b>111403</b>
	Single Rocket Launcher		<b>111500</b>
		Light	<b>111501</b>
		Medium	<b>111502</b>
		Heavy	<b>111503</b>
	Multiple Rocket Launcher		<b>111600</b>
		Light	<b>111601</b>
		Medium	<b>111602</b>
		Heavy	<b>111603</b>
	Antitank Rocket Launcher		<b>111701</b>
		Light	<b>111701</b>
		Medium	<b>111702</b>
		Heavy	<b>111703</b>
	Nonlethal Weapon		<b>111800</b>
	Taser		<b>111900</b>
	Water Cannon		<b>112000</b>
Vehicle			<b>120000</b>
	Armored		<b>120100</b>
		Armored Fighting Vehicle	<b>120101</b>
		Armored Fighting Vehicle Command and Control	<b>120102</b>
		Armored Personnel Carrier	<b>120103</b>
		Armored Personnel Carrier Ambulance	<b>120104</b>
		Armored Protected Vehicle	<b>120105</b>
		Armored Protected Vehicle Recovery	<b>120106</b>
		Armored Protected Vehicle Medical Evacuation	<b>120107</b>

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**TABLE A-XXV. Land equipment entity/entity type/entity subtype - Continued.**

<b>Entity (Digits 1and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>
		Armored Personnel Carrier, Recovery	<b>120108</b>
		Combat Service Support Vehicle	<b>120109</b>
		Light Wheeled Armored Vehicle	<b>120110</b>
Tank			<b>120200</b>
		Light	<b>120201</b>
		Medium	<b>120202</b>
		Heavy	<b>120203</b>
Tank Recovery Vehicle			<b>120300</b>
		Light	<b>120301</b>
		Medium	<b>120302</b>
		Heavy	<b>120303</b>
Engineer Vehicles and Equipment			<b>130000</b>
	Bridge		<b>130100</b>
	Bridge Mounted on Utility Vehicle		<b>130200</b>
	Fixed Bridge		<b>130300</b>
	Floating Bridge		<b>130400</b>
	Folding Girder Bridge		<b>130500</b>
	Hollow Deck Bridge		<b>130600</b>
	Drill		<b>130700</b>
		Drill Mounted on Utility Vehicle	<b>130701</b>
	Earthmover		<b>130800</b>
		Multifunctional Earthmover/Digger	<b>130801</b>
	Mine Clearing Equipment		<b>130900</b>
		Trailer Mounted	<b>130901</b>
		Mine Clearing Equipment on Tank Chassis	<b>130902</b>
	Mine Laying Equipment		<b>131000</b>
		Mine Laying Equipment on Utility Vehicle	<b>131001</b>
		Armored Carrier with Volcano	<b>131002</b>
		Truck Mounted with Volcano	<b>131003</b>
Dozer			<b>131100</b>
		Dozer , Armored	<b>131101</b>
	Armored Assault		<b>131200</b>
	Armored Engineer Recon Vehicle (AERV)		<b>131300</b>
Backhoe			<b>131400</b>
Construction Vehicle			<b>131500</b>

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**TABLE A-XXV. Land equipment entity/entity type/entity subtype - Continued.**

<b>Entity (Digits 1and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>
	Ferry Transporter		131600
Utility Vehicles			<b>140000</b>
	Utility Vehicle		140100
	Medical		140200
	Medical Evacuation		140300
	Mobile Emergency Physician		140400
	Bus		140500
	Semi-Trailer and Truck		140600
		Light	14060 <b>1</b>
		Medium	14060 <b>2</b>
		Heavy	14060 <b>3</b>
	Limited Cross Country Truck		140700
	Cross Country Truck		140800
	Petroleum, Oil and Lubricant		140900
	Water		141000
	Amphibious Utility Wheeled Vehicle		141100
	Tow Truck		141200
		Light	14120 <b>1</b>
		Heavy	14120 <b>2</b>
Train			<b>150000</b>
	Locomotive		150100
	Railcar		150200
Civilian Vehicle			<b>160000</b>
	Automobile		160100
		Compact	16010 <b>1</b>
		Midsize	16010 <b>2</b>
		Sedan	16010 <b>3</b>
	Open-Bed Truck		160200
		Pickup	16020 <b>1</b>
		Small	16020 <b>2</b>
		Large	16020 <b>3</b>
	Multiple Passenger Vehicle		160300
		Van	16030 <b>1</b>
		Small Bus	16030 <b>2</b>
		Large Bus	16030 <b>3</b>
	Utility Vehicle		160400
		Sport Utility Vehicle (SUV)	16040 <b>1</b>
		Small Box Truck	16040 <b>2</b>

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TABLE A-XXV. Land equipment entity/entity type/entity subtype - Continued.

<b>Entity (Digits 1and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
		Large Box Truck	<b>160403</b>
	Jeep Type Vehicle		<b>160500</b>
		Small/Light	<b>160501</b>
		Medium	<b>160502</b>
		Large/Heavy	<b>160503</b>
	Tractor Trailer Truck with Box		<b>160600</b>
		Small/Light	<b>160601</b>
		Medium	<b>160602</b>
		Large/Heavy	<b>160603</b>
	Tractor Trailer Truck with Flatbed Trailer		<b>160700</b>
		Small/Light	<b>160701</b>
		Medium	<b>160702</b>
		Large/Heavy	<b>160703</b>
	Known Insurgent Vehicle		<b>160800</b>
	Drug Vehicle		<b>160900</b>
Law Enforcement			<b>170000</b>
	Bureau of Alcohol, Tobacco, Firearms and Explosives (ATF) (Department of Justice)		<b>170100</b>
	Border Patrol		<b>170200</b>
	Customs Service		<b>170300</b>
	Drug Enforcement Administration (DEA)		<b>170400</b>
	Department of Justice (DOJ)		<b>170500</b>
	Federal Bureau of Investigation (FBI)		<b>170600</b>
	Police		<b>170700</b>
	United States Secret Service (USSS)		<b>170800</b>
	Transportation Security Administration (TSA)		<b>170900</b>
	Coast Guard		<b>171000</b>
	US Marshals Service		<b>171100</b>
Pack Animals			<b>180000</b>
Missile Support			<b>190000</b>
	Transloader		<b>190100</b>
	Transporter		<b>190200</b>

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TABLE A-XXV. Land equipment entity/entity type/entity subtype - Continued.

<b>Entity (Digits 1and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
	Crane/Loading Device		<b>190300</b>
	Propellant Transporter		<b>190400</b>
	Warhead Transporter		<b>190500</b>
Other Equipment			<b>200000</b>
	Antennae		<b>200100</b>
	Bomb		<b>200200</b>
	Booby Trap		<b>200300</b>
	CBRN Equipment		<b>200400</b>
	Computer System		<b>200500</b>
	Command Launch Equipment (CLE)		<b>200600</b>
	Generator Set		<b>200700</b>
	Ground-based Midcourse Defense (GMD) Fire Control (GFC) Center		<b>200800</b>
	In-Flight Interceptor Communications System (IFICS) Data Terminal (IDT)		<b>200900</b>
	Laser		<b>201000</b>
	Military Information Support Operations (MISO)		<b>201100</b>
	Sustainment Shipments		<b>201200</b>
	Tent		<b>201300</b>
	Unit Deployment Shipments		<b>201400</b>
	Emergency Medical Operation		<b>201500</b>
		Medical Evacuation Helicopter	<b>201501</b>
Land Mines			<b>210000</b>
	Land Mine		<b>210100</b>
	Antipersonnel Land mine (APL)		<b>210200</b>
	Antitank Mine		<b>210300</b>
	Improvised Explosives Device (IED)		<b>210400</b>
	Less than lethal		<b>210500</b>
Sensors			<b>220000</b>
	Sensor		<b>220100</b>
	Sensor Emplaced		<b>220200</b>
	Radar		<b>220300</b>
Emergency Operation			<b>230000</b>
	Ambulance		<b>230100</b>

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TABLE A-XXV. Land equipment entity/entity type/entity subtype - Continued.

<b>Entity (Digits 1and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
	Fire Fighting/Fire Protection		23 <b>0</b> 200
Manual Track			<b>24</b> 0000

TABLE A-XXVI. Land equipment sector 1 modifier.

<b>First Modifier</b>	<b>MIL-STD-2525D Code</b>	<b>Remarks.</b>
Unspecified	00	
Biological	01	
Chemical	02	
Early Warning Radar	03	
Intrusion	04	
Nuclear	05	
Radiological	06	
Upgraded Early Warning Radar	07	
Hijacking	08	
Civilian	09	
Reserved for Future Use	10-98	Assigned by SSMC/JSP only
Version Extension Flag	99	

### A.5.4.8 Land installations (20).

TABLE A-XXVII. Land installation entity/entity type/entity subtype.

<b>Entity (Digits 1and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
Military/Civilian			<b>11</b> 0000
	Aircraft Production/Assembly		<b>11</b> 0100
	Ammunition and Explosives/Assembly		<b>11</b> 0200
	Ammunition Cache		<b>11</b> 0300
	Armament Production		<b>11</b> 0400
	Black List Location		<b>11</b> 0500
	Chemical, Biological, Radiological and Nuclear (CBRN)		<b>11</b> 0600
	Engineering Equipment Production		<b>11</b> 0700
		Bridge	<b>11</b> 0701
	Equipment Manufacture		<b>11</b> 0800

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TABLE A-XXVII. Land installation entity/entity type/entity subtype - Continued.

<b>Entity (Digits 1 and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
	Government Leadership		<b>110900</b>
	Gray List Location		<b>111000</b>
	Mass Grave Site		<b>111100</b>
	Materiel		<b>111200</b>
	Mine		<b>111300</b>
	Missile and Space System Production		<b>111400</b>
	Nuclear (Non CBRN Defense)		<b>111500</b>
	Printed Media		<b>111600</b>
	Safe House		<b>111700</b>
	White List Location		<b>111800</b>
	Tented Camp		<b>111900</b>
		Displaced Persons/ Refugee/Evacuees Camp	<b>111901</b>
		Training Camp	<b>111902</b>
	Warehouse/Storage Facility		<b>112000</b>
	Law Enforcement		<b>112100</b>
		Bureau of Alcohol, Tobacco, Firearms and Explosives (ATF) (Department of Justice)	<b>112101</b>
		Border Patrol	<b>112102</b>
		Customs Service	<b>112103</b>
		Drug Enforcement Administration (DEA)	<b>112104</b>
		Department of Justice (DOJ)	<b>112105</b>
		Federal Bureau of Investigation (FBI)	<b>112106</b>
		Police	<b>112107</b>
		Prison	<b>112108</b>
		United States Secret Service (USSS)	<b>112109</b>
		Transportation Security Administration (TSA)	<b>112110</b>
		Coast Guard	<b>112111</b>
		US Marshals Service	<b>112112</b>
	Emergency Operation		<b>112200</b>
		Fire Station	<b>112201</b>
		Emergency Medical Operation	<b>112202</b>
Infrastructure			<b>120000</b>
	Agriculture and Food Infrastructure		<b>120100</b>
		Agriculture Laboratory	<b>120101</b>

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TABLE A-XXVII. Land installation entity/entity type/entity subtype - Continued.

<b>Entity (Digits 1 and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
		Animal Feedlot	120102
		Commercial Food Distribution Center	120103
		Farm/Ranch	120104
		Food Distribution	120105
		Food Production Center	120106
		Food Retail	120107
		Grain Storage	120108
	Banking Finance and Insurance Infrastructure		<b>120200</b>
		ATM	120201
		Bank	120202
		Bullion Storage	120203
		Economic Infrastructure Asset	120204
		Federal Reserve Bank	120205
		Financial Exchange	120206
		Financial Services, Other	120207
	Commercial Infrastructure		<b>120300</b>
		Chemical Plant	120301
		Firearms Manufacturer	120302
		Firearms Retailer	120303
		Hazardous Material Production	120304
		Hazardous Material Storage	120305
		Industrial Site	120306
		Landfill	120307
		Pharmaceutical Manufacturer	120308
		Contaminated Hazardous Waste Site	120309
		Toxic Release Inventory	120310
	Educational Facilities Infrastructure		<b>120400</b>
		College/University	120401
		School	120402
	Energy Facility Infrastructure		<b>120500</b>
		Electric Power	120501
		Generation Station	120502
		Natural Gas Facility	120503
		Petroleum Facility	120504
		Petroleum/Gas/Oil	120505
		Propane Facility	120506
	Government Site Infrastructure		<b>120600</b>

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**TABLE A-XXVII. Land installation entity/entity type/entity subtype - Continued.**

<b>Entity (Digits 1and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>
	Medical Infrastructure		120700
		Medical	12070 <b>1</b>
		Medical Treatment Facility (Hospital)	12070 <b>2</b>
	Military Infrastructure		120800
		Military Armory	12080 <b>1</b>
		Military Base	12080 <b>2</b>
	Postal Services Infrastructure		120900
		Postal Distribution Center	12090 <b>1</b>
		Post Office	12090 <b>2</b>
	Public Venues Infrastructure		121000
		Enclosed Facility	12100 <b>1</b>
		Open Facility	12100 <b>2</b>
		Recreational Area	12100 <b>3</b>
		Religious Institution	12100 <b>4</b>
	Special Needs Infrastructure		121100
		Adult Day Care	12110 <b>1</b>
		Child Day Care	12110 <b>2</b>
		Elder Care	12110 <b>3</b>
	Telecommunications Infrastructure		121200
		Broadcast Transmitter Antennae	12120 <b>1</b>
		Telecommunications	12120 <b>2</b>
		Telecommunications Tower	12120 <b>3</b>
	Transportation Infrastructure		121300
		Airport/Air Base	12130 <b>1</b>
		Air Traffic Control Facility	12130 <b>2</b>
		Bus Station	12130 <b>3</b>
		Ferry Terminal	12130 <b>4</b>
		Helicopter Landing Site	12130 <b>5</b>
		Maintenance Facility	12130 <b>6</b>
		Railhead/Railroad Station	12130 <b>7</b>
		Rest Stop	12130 <b>8</b>
		Sea Port/Naval Base	12130 <b>9</b>
		Ship Yard	12131 <b>0</b>
		Toll Facility	12131 <b>1</b>
		Traffic Inspection Facility	12131 <b>2</b>
		Tunnel	12131 <b>3</b>
	Water Supply Infrastructure		121400
		Control Valve	12140 <b>1</b>
		Dam	12140 <b>2</b>

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TABLE A-XXVII. Land installation entity/entity type/entity subtype - Continued.

<b>Entity (Digits 1and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
		Discharge Outfall	12 <b>1403</b>
		Ground Water Well	12 <b>1404</b>
		Pumping Station	12 <b>1405</b>
		Reservoir	12 <b>1406</b>
		Storage Tower	12 <b>1407</b>
		Surface Water Intake	12 <b>1408</b>
		Wastewater Treatment Facility	12 <b>1409</b>
		Water	12 <b>1410</b>
		Water Treatment	12 <b>1411</b>

TABLE A-XXVIII. Land installation sector 1 modifier.

<b>First Modifier</b>	<b>MIL-STD-2525D Code</b>	<b>Remarks.</b>
Unspecified	00	
Biological	01	
Chemical	02	
Nuclear	03	
Radiological	04	
Decontamination	05	
Coal	06	Used with Electric Power
Geothermal	07	Used with Electric Power
Hydroelectric	08	Used with Electric Power
Natural Gas	09	Used with Electric Power
Petroleum	10	Used with Electric Power
Civilian	11	Operation
Civilian Telephone	12	Telecommunication
Civilian Television	13	Telecommunication
Reserved for Future Use	14-98	Assigned by SSMC/JSP only
Version Extension Flag	99	

TABLE A-XXIX. Land installation sector 2 modifier.

<b>First Modifier</b>	<b>MIL-STD-2525D Code</b>	<b>Remarks.</b>
Unspecified	00	
Biological	01	Used with CRBN
Chemical	02	Used with CRBN
Nuclear	03	Used with CRBN
Radiological	04	Used with CRBN
Atomic Energy Reactor	05	Used with CRBN
Nuclear Material Production	06	Used with CRBN

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**TABLE A-XXIX. Land installation sector 2 modifier - Continued.**

Nuclear Material Storage	07	Used with CRBN
Weapons Grade	08	Used with CRBN
Reserved for Future Use	09-98	Assigned by SSMC/JSP only
Version Extension Flag	99	

**A.5.4.9 Control measure (25).**

**TABLE A-XXX. Control measure entity/entity type/entity subtype.**

<b>Entity (Digits 1and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>
Command and Control Lines			<b>110000</b>
	Boundary		<b>110100</b>
		Lateral	<b>110101</b>
		Forward	<b>110102</b>
		Rear	<b>110103</b>
	Light Line		<b>110200</b>
Command and Control Areas			<b>120000</b>
	Area of Operations		<b>120100</b>
	Named Area of Interest		<b>120200</b>
	Targeted Area of Interest		<b>120300</b>
	Airfield Zone		<b>120400</b>
Command and Control Points			<b>130000</b>
	Unspecified Control Point		<b>130100</b>
	Amnesty Point		<b>130200</b>
	Checkpoint		<b>130300</b>
	Center of Main Effort		<b>130400</b>
	Contact Point		<b>130500</b>
	Coordinating Point		<b>130600</b>
	Decision Point		<b>130700</b>
	Distress Call		<b>130800</b>
	Entry Control Point		<b>130900</b>
	Fly-To-Point		<b>131000</b>
		Sonobuoy	<b>131001</b>
		Weapon	<b>131002</b>
		Normal	<b>131003</b>
	Linkup Point		<b>131100</b>
	Passage Point		<b>131200</b>

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**TABLE A-XXX. Control measure entity/entity type/entity subtype - Continued.**

<b>Entity (Digits 1 and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>
	Point of Interest		<b>131300</b>
		Launch Event	<b>131301</b>
	Rally Point		<b>131400</b>
	Release Point		<b>131500</b>
	Start Point		<b>131600</b>
	Special Point		<b>131700</b>
	Waypoint		<b>131800</b>
	Airfield		<b>131900</b>
Maneuver Lines			<b>140000</b>
	Forward Line of Troops		<b>140100</b>
		Friendly Present	<b>140101</b>
		Friendly Planned or on Order	<b>140102</b>
		Enemy Known	<b>140103</b>
		Enemy Suspected or Templated	<b>140104</b>
	Line of Contact		<b>140200</b>
	Phase Line		<b>140300</b>
	Forward Edge of the Battle Area		<b>140400</b>
		Proposed or On Order	<b>140401</b>
	Principle Direction of Fire		<b>140500</b>
	Direction of Attack		<b>140600</b>
		Friendly Aviation	<b>140601</b>
		Friendly Main Attack /Decisive	<b>140602</b>
		Friendly Supporting Attack	<b>140603</b>
		Friendly Planned or On Order	<b>140604</b>
		Feint	<b>140605</b>
		Enemy Confirmed	<b>140606</b>
		Enemy Templated or Suspected	<b>140607</b>
	Final Coordination Line		<b>140700</b>
	Infiltration Lane		<b>140800</b>
	Limit of Advance		<b>140900</b>
	Line of Departure		<b>141000</b>
	Line of Departure/Line of Contact		<b>141100</b>
	Probable Line of Deployment		<b>141200</b>
	Airhead Line		<b>141300</b>
	Bridgehead Line		<b>141400</b>
	Holding Line		<b>141500</b>
	Release Line		<b>141600</b>
	Ambush		<b>141700</b>
Maneuver Areas			<b>150000</b>

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**TABLE A-XXX. Control measure entity/entity type/entity subtype - Continued.**

<b>Entity (Digits 1 and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>
	Area		<b>150100</b>
	Friendly		<b>150101</b>
	Friendly Planned or On Order		<b>150102</b>
	Enemy Known or Confirmed		<b>150103</b>
	Enemy Suspected		<b>150104</b>
	Assembly Area		<b>150200</b>
	Occupied Assembly Area		<b>150300</b>
	Offset Unit		<b>150301</b>
	Offset Units		<b>150302</b>
	Proposed or On Order		<b>150400</b>
	Action Area		<b>150500</b>
	Joint Tactical Action Area (JTAA)		<b>150501</b>
	Submarine Action Area (SAA)		<b>150502</b>
	Submarine-Generated Action Area (SGAA)		<b>150503</b>
	Drop Zone		<b>150600</b>
	Extraction Zone		<b>150700</b>
	Landing Zone		<b>150800</b>
	Pick-Up Zone		<b>150900</b>
	Fortified Area		<b>151000</b>
	Limited Access Area		<b>151100</b>
	Battle Position		<b>151200</b>
	Planned		<b>151201</b>
	Prepared (P) but not Occupied		<b>151202</b>
	Strong Point		<b>151203</b>
	Contain		<b>151204</b>
	Retain		<b>151205</b>
	Engagement Area (EA)		<b>151300</b>
	Axis of Advance		<b>151400</b>
	Friendly Airborne/Aviation		<b>151401</b>
	Attack Helicopter		<b>151402</b>
	Main Attack		<b>151403</b>
	Supporting Attack		<b>151404</b>
	Supporting Attack Planned or On Order		<b>151405</b>
	Feint		<b>151406</b>
	Enemy Confirmed		<b>151407</b>
	Enemy Tempted or Suspected		<b>151408</b>
	Assault Position		<b>151500</b>
	Attack Position		<b>151600</b>

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**TABLE A-XXX. Control measure entity/entity type/entity subtype - Continued.**

<b>Entity (Digits 1 and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>
	Objective		<b>151700</b>
	Encirclement		<b>151800</b>
		Friendly	<b>151801</b>
		Enemy	<b>151802</b>
	Penetration Box		<b>151900</b>
	Attack by Fire Position		<b>152000</b>
	Support by Fire		<b>152100</b>
	Search Area/Reconnaissance Area		<b>152200</b>
Maneuver Points			<b>160000</b>
	Observation Post/Outpost (unspecified)		<b>160100</b>
	Observation Post/Outpost (specified)		<b>160200</b>
		Reconnaissance Outpost	<b>160201</b>
		Forward Observer Outpost	<b>160202</b>
		CBRN Observation Outpost	<b>160203</b>
		Sensor Outpost /Listening Post	<b>160204</b>
		Combat Outpost	<b>160205</b>
	Target Reference Point		<b>160300</b>
	Point of Departure		<b>160400</b>
Airspace Control (Corridors) Areas			<b>170000</b>
	Air Corridor		<b>170100</b>
		With Multiple Segments	<b>170101</b>
	Low Level Transit Route		<b>170200</b>
	Minimum-Risk Route		<b>170300</b>
	Safe Lane		<b>170400</b>
	Standard Use Army Aircraft Flight Route		<b>170500</b>
	Transit Corridor		<b>170600</b>
	Unmanned Aircraft (UA) Route		<b>170700</b>
	Base Defense Zone		<b>170800</b>
	High-Density Airspace Control Zone		<b>170900</b>
	Restricted Operations Zone		<b>171000</b>
	Air-to-Air Restricted Operating Zone		<b>171100</b>
	Unmanned Aircraft Restricted Operating Zone		<b>171200</b>
	Weapon Engagement Zone		<b>171300</b>

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TABLE A-XXX. Control measure entity/entity type/entity subtype - Continued.

<b>Entity (Digits 1 and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>
	Fighter Engagement Zone		<b>171400</b>
	Joint Engagement Zone		<b>171500</b>
	Missile Engagement Zone		<b>171600</b>
	Low Altitude Missile Engagement Zone		<b>171700</b>
	High Altitude Missile Engagement Zone		<b>171800</b>
	Short Range Air Defense Engagement Zone		<b>171900</b>
	Weapons Free Zone		<b>172000</b>
Airspace Control Points			<b>180000</b>
	Air Control Point		<b>180100</b>
	Communications Checkpoint		<b>180200</b>
	Downed Aircraft Pick-up Point		<b>180300</b>
	Pop-up Point		<b>180400</b>
	Air Control Rendezvous		<b>180500</b>
	Tactical Air Navigation (TACAN)		<b>180600</b>
	Combat Air Patrol (CAP)Station		<b>180700</b>
	Airborne Early Warning (AEW) Station		<b>180800</b>
	ASW (Helo and F/W) Station		<b>180900</b>
	Strike Initial Point		<b>181000</b>
	Replenishment Station		<b>181100</b>
	Tanking		<b>181200</b>
	Antisubmarine Warfare, Rotary Wing		<b>181300</b>
	Surface Combat Air Patrol (SUCAP)- Fixed Wing		<b>181400</b>
	SUCAP – Rotary Wing		<b>181500</b>
	MIW – Fixed Wing		<b>181600</b>
	MIW – Rotary Wing		<b>181700</b>
	Tomcat		<b>181800</b>
	Rescue		<b>181900</b>
	Unmanned Aerial System (UAS/UA)		<b>182000</b>
	Vertical Takeoff and Landing (VTOL) Tactical Unmanned Aircraft (VTUA)		<b>182100</b>
	Orbit		<b>182200</b>
	Orbit – Figure Eight		<b>182300</b>

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**TABLE A-XXX. Control measure entity/entity type/entity subtype - Continued.**

<b>Entity (Digits 1and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>
	Orbit – Race Track		182400
	Orbit – Random Closed		182500
Airspace Control Lines			<b>190000</b>
	Identification Friend or Foe Off Line		<b>190100</b>
	Identification Friend or Foe On Line		<b>190200</b>
Maritime Control Areas			<b>200000</b>
	Launch Area		<b>200100</b>
		Ellipse/Circle	<b>200101</b>
	Defended Area		<b>200200</b>
		Ellipse/Circle	<b>200201</b>
		Rectangle	<b>200202</b>
	No Attack (NOTACK) Zone		<b>200300</b>
	Ship Area of Interest		<b>200400</b>
		Ellipse/Circle	<b>200401</b>
		Rectangle	<b>200402</b>
	Active Maneuver Area		<b>200500</b>
	Cued Acquisition Doctrine		<b>200600</b>
	Radar Search Doctrine		<b>200700</b>
Maritime Control Points			<b>210000</b>
	Plan Ship		<b>210100</b>
	Aim Point		<b>210200</b>
	Defended Asset		<b>210300</b>
	Drop Point		<b>210400</b>
	Entry Point		<b>210500</b>
	Air Detonation		<b>210600</b>
	Ground Zero		<b>210700</b>
	Impact Point		<b>210800</b>
	Predicted Impact Point		<b>210900</b>
	Launched Torpedo		<b>211000</b>
	Missile Detection Point		<b>211100</b>
	Acoustic Countermeasure (Decoy)		<b>211200</b>
	Electronic Countermeasures (ECM) Decoy		<b>211300</b>
	Brief Contact		<b>211400</b>
	Datum Lost Contact		<b>211500</b>

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TABLE A-XXX. Control measure entity/entity type/entity subtype - Continued.

<b>Entity (Digits 1and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>
	BT Buoy Drop		2 <b>1</b> 600
	Reported Bottomed Sub		2 <b>1</b> 700
	Moving Haven		2 <b>1</b> 800
	Screen Center		2 <b>1</b> 900
	Lost Contact		2 <b>2</b> 000
	Sinker		2 <b>2</b> 100
	Trial Track		2 <b>2</b> 200
	Acoustic Fix		2 <b>2</b> 300
	Electromagnetic Fix		2 <b>2</b> 400
	Electromagnetic – Magnetic Anomaly Detection (MAD)		2 <b>2</b> 500
	Optical Fix		2 <b>2</b> 600
	Formation		2 <b>2</b> 700
	Harbor		2 <b>2</b> 800
	Harbor Entrance Point		2 <b>2</b> 900
	A		2 <b>1</b> 290 <b>1</b>
	Q		2 <b>1</b> 290 <b>2</b>
	X		2 <b>1</b> 290 <b>3</b>
	Y		2 <b>1</b> 290 <b>4</b>
	Dip Position		2 <b>1</b> 3000
	Search		2 <b>1</b> 3100
	Search Area		2 <b>1</b> 3200
	Search Center		2 <b>1</b> 3300
	Navigational Reference Point		2 <b>1</b> 3400
	Sonobuoy		2 <b>1</b> 3500
	Ambient Noise		2 <b>1</b> 350 <b>1</b>
	Air Transportable Communication		2 <b>1</b> 350 <b>2</b>
	Barra		2 <b>1</b> 350 <b>3</b>
	Bathythermograph Transmitting		2 <b>1</b> 350 <b>4</b>
	Command Active Multi-Beam (CAMBS)		2 <b>1</b> 350 <b>5</b>
	Command Active Sonobuoy Directional Command Active Sonobuoy System (CASS)		2 <b>1</b> 350 <b>6</b>
	DirectionalFrequency Analysis and Recording (DIFAR)		2 <b>1</b> 350 <b>7</b>
	Directional Command Active Sonobuoy System (DICASS)		2 <b>1</b> 350 <b>8</b>
	Expendable Reliable Acoustic Path Sonobuoy (ERAPS)		2 <b>1</b> 350 <b>9</b>

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TABLE A-XXX. Control measure entity/entity type/entity subtype - Continued.

<b>Entity (Digits 1and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>
		Expired	21 <b>3510</b>
		Kingpin	21 <b>3511</b>
		Low Frequency Analysis and Recording (LOFAR)	21 <b>3512</b>
		Pattern Center	21 <b>3513</b>
		Range Only	21 <b>3514</b>
		Vertical Line Array Directional Frequency Analysis and Recording (DIFAR)	21 <b>3515</b>
	Reference Point		21 <b>3600</b>
	Special Point		21 <b>3700</b>
	Navigational Reference Point(Points)		21 <b>3800</b>
	Data Link Reference Point		21 <b>3900</b>
	Forward Observer / Spotter Position		21 <b>4000</b>
	Vital Area Center		21 <b>4100</b>
	Corridor Tab Point		21 <b>4200</b>
	Enemy Point		21 <b>4300</b>
	Marshall Point		21 <b>4400</b>
	Position and Intended Movement (PIM)		21 <b>4500</b>
	Pre-Landfall Waypoint		21 <b>4600</b>
	Estimated Position (EP)		21 <b>4700</b>
	Waypoint		21 <b>4800</b>
	General Subsurface Station		21 <b>4900</b>
	Submarine Subsurface Station		21 <b>5000</b>
	Submarine Antisubmarine Warfare Subsurface Station		21 <b>5100</b>
	Unmanned Underwater Vehicle Subsurface Station		21 <b>5200</b>
	Antisubmarine Warfare (ASW) Unmanned Underwater Vehicle Subsurface Station		21 <b>5300</b>
	Mine Warfare Unmanned Underwater Vehicle Subsurface Station		21 <b>5400</b>
	Surface Warfare Unmanned Underwater Vehicle Subsurface Station		21 <b>5500</b>
	General Surface Station		21 <b>5600</b>

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TABLE A-XXX. Control measure entity/entity type/entity subtype - Continued.

<b>Entity (Digits 1 and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>
	Antisubmarine Warfare (ASW) Surface Station		21 <b>5</b> 700
	Mine Warfare Surface Station		21 <b>5</b> 800
	Non-Combatant Surface Station		21 <b>5</b> 900
	Picket Surface Station		21 <b>6</b> 000
	Rendezvous Surface Station		21 <b>6</b> 100
	Replenishment at Sea Surface Station		21 <b>6</b> 200
	Rescue Surface Station		21 <b>6</b> 300
	Surface Warfare Surface Station		21 <b>6</b> 400
	Unmanned Underwater Vehicle Surface Station		21 <b>6</b> 500
	Antisubmarine Warfare (ASW) Unmanned Underwater Vehicle Surface Station		21 <b>6</b> 600
	Mine Warfare Unmanned Underwater Vehicle Surface Station		21 <b>6</b> 700
	Remote Multi-Mission Vehicle Mine Warfare Unmanned Underwater Surface Station		21 <b>6</b> 800
	Surface Warfare Mine Warfare Unmanned Underwater Vehicle Surface Station		21 <b>6</b> 900
	Shore Control Station		21 <b>7</b> 000
	General Route		21 <b>7</b> 100
	Diversion Route		21 <b>7</b> 200
	Position and Intended Movement (PIM) Route		21 <b>7</b> 300
	Picket Route		21 <b>7</b> 400
	Point R Route		21 <b>7</b> 500
	Rendezvous Route		21 <b>7</b> 600
	Waypoint Route		21 <b>7</b> 700
	Clutter, Stationary or Cease Reporting		21 <b>7</b> 800
	Tentative or Provisional Track		21 <b>7</b> 900
	Distressed Vessel		21 <b>8</b> 000
	Ditched Aircraft/Downed Aircraft		21 <b>8</b> 100
	Person in Water/Bailout		21 <b>8</b> 200
	Iceberg		21 <b>8</b> 300
	Navigational		21 <b>8</b> 400

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TABLE A-XXX. Control measure entity/entity type/entity subtype - Continued.

<b>Entity (Digits 1and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>
	Oil Rig		<b>218500</b>
	Sea Mine-Like		<b>218600</b>
	Bottom Return/Non-Mine, Mine-Like Bottom Object (NOMBO)		<b>218700</b>
	Bottom Return/Non-Mine, Mine-Like Bottom Object (NOMBO)/Installation Manmade		<b>218800</b>
		Marine Life	<b>218900</b>
		Sea Anomaly (Wake, Current, Knuckle)	<b>219000</b>
		Bottom Return/Non-MILCO, Wreck, Dangerous	<b>219100</b>
		Bottom Return/Non-MILCO, Wreck, Non Dangerous	<b>219200</b>
Maritime Control Lines			<b>220000</b>
	Bearing Line		<b>220100</b>
		Electronic	<b>220101</b>
		Electronic Warfare (EW)	<b>220102</b>
		Acoustic	<b>220103</b>
		Acoustic (Ambiguous)	<b>220104</b>
		Torpedo	<b>220105</b>
		Electro-Optical Intercept	<b>220106</b>
		Jammer	<b>220107</b>
		Radio Direction Finder (RDF)	<b>220108</b>
Deception			<b>230000</b>
	Decoy/Dummy		<b>230100</b>
	Decoy/Dummy/Feint		<b>230200</b>
Fires Areas			<b>240000</b>
	Airspace Coordination Area		<b>240100</b>
		Irregular	<b>240101</b>
		Rectangular	<b>240102</b>
		Circular	<b>240103</b>
	Free Fire Area		<b>240200</b>
		Irregular	<b>240201</b>
		Rectangular	<b>240202</b>
		Circular	<b>240203</b>
	No Fire Area		<b>240300</b>
		Irregular	<b>240301</b>
		Rectangular	<b>240302</b>
		Circular	<b>240303</b>

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TABLE A-XXX. Control measure entity/entity type/entity subtype - Continued.

<b>Entity (Digits 1 and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>
	Restricted Fire Area		24 <b>0</b> 400
		Irregular	240 <b>4</b> 1
		Rectangular	240 <b>4</b> 2
		Circular	240 <b>4</b> 3
	Position Area For Artillery (PAA)		24 <b>0</b> 500
		Rectangular	240 <b>5</b> 01
		Circular	240 <b>5</b> 02
	Point Targets		24 <b>0</b> 600
		Point or Single Target	240 <b>6</b> 01
		Nuclear Target	240 <b>6</b> 02
		Target-Recorded	240 <b>6</b> 03
	Linear Targets		24 <b>0</b> 700
		Linear Target	240 <b>7</b> 01
		Linear Smoke Target	240 <b>7</b> 02
		Final Protective Fire (FPF)	240 <b>7</b> 03
	Area Targets		24 <b>0</b> 800
		Area Target	240 <b>8</b> 01
		Rectangular Target	240 <b>8</b> 02
		Circular Target	240 <b>8</b> 03
		Rectangular Target – Single Target	240 <b>8</b> 04
		Series or Groups of Targets	240 <b>8</b> 05
		Smoke	240 <b>8</b> 06
		Smoke Planned or On Order	240 <b>8</b> 07
		Bomb Area	240 <b>8</b> 08
	Fire Support Station		24 <b>0</b> 900
	Fire Support Area		24 <b>1</b> 000
		Irregular	241 <b>0</b> 01
		Rectangular	241 <b>0</b> 02
		Circular	241 <b>0</b> 03
	Artillery Target Intelligence Zone		24 <b>1</b> 100
		Irregular	241 <b>1</b> 01
		Rectangular	241 <b>1</b> 02
		Circular	241 <b>1</b> 03
	Call for Fire Area		24 <b>1</b> 200
		Irregular	241 <b>2</b> 01
		Rectangular	241 <b>2</b> 02
		Circular	241 <b>2</b> 03
	Censor Area		24 <b>1</b> 300

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TABLE A-XXX. Control measure entity/entity type/entity subtype - Continued.

<b>Entity (Digits 1and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>
		Irregular	24130 <b>1</b>
		Rectangular	24130 <b>2</b>
		Circular	24130 <b>3</b>
Critical Friendly Area			241400
		Irregular	24140 <b>1</b>
		Rectangular	24140 <b>2</b>
		Circular	24140 <b>3</b>
Dead Space Area			241500
		Irregular	24150 <b>1</b>
		Rectangular	24150 <b>2</b>
		Circular	24150 <b>3</b>
Sensor Area			241600
		Irregular	24160 <b>1</b>
		Rectangular	24160 <b>2</b>
		Circular	24160 <b>3</b>
Target Build-up Area			241700
		Irregular	24170 <b>1</b>
		Rectangular	24170 <b>2</b>
		Circular	24170 <b>3</b>
Target Value Area			241800
		Irregular	24180 <b>1</b>
		Rectangular	24180 <b>2</b>
		Circular	24180 <b>3</b>
Zone of Responsibility			241900
		Irregular	24190 <b>1</b>
		Rectangular	24190 <b>2</b>
		Circular	24190 <b>3</b>
Terminally Guided Munition Footprint (TGMF)			242000
Weapon/Sensor Range fan, Circular			242100
Weapon/Sensor Range fan, Sector			242200
Kill Box			242300
		Irregular, Blue	24230 <b>1</b>
		Rectangular, Blue	24230 <b>2</b>
		Circular, Blue	24230 <b>3</b>
		Irregular, Purple	24230 <b>4</b>
		Rectangular, Purple	24230 <b>5</b>
		Circular, Purple	24230 <b>6</b>

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TABLE A-XXX. Control measure entity/entity type/entity subtype - Continued.

<b>Entity (Digits 1and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>
Fires Points			<b>250000</b>
	Firing Point		<b>250100</b>
	Hide Point		<b>250200</b>
	Launch Point		<b>250300</b>
	Reload Point		<b>250400</b>
	Survey Control Point		<b>250500</b>
Fire Lines			<b>260000</b>
	Fire Support Coordination Line (FSCL)		<b>260100</b>
	Coordinated Fire Line (CFL)		<b>260200</b>
	No Fire Line		<b>260300</b>
	Battlefield Coordination Line		<b>260400</b>
	Restrictive Fire Line		<b>260500</b>
	Munition Flight Path		<b>260600</b>
Protection Areas			<b>270000</b>
	Obstacle Belt		<b>270100</b>
	Obstacle Zone		<b>270200</b>
	Obstacle Free Zone		<b>270300</b>
	Obstacle Restricted Zone		<b>270400</b>
	Obstacle Effects		<b>270500</b>
	Block		<b>270501</b>
	Disrupt		<b>270502</b>
	Fix		<b>270503</b>
	Turn		<b>270504</b>
	Obstacle Bypass		<b>270600</b>
	Easy		<b>270601</b>
	Difficult		<b>270602</b>
	Impossible		<b>270603</b>
	Minefield		<b>270700</b>
	Completed		<b>270701</b>
	Planned		<b>270702</b>
	Known Enemy		<b>270703</b>
	Suspected or Templated Enemy		<b>270704</b>
	Dummy		<b>270705</b>
	Dummy Dymanic		<b>270706</b>
	Dynamic Depiction		<b>270707</b>
	Mined Area		<b>270800</b>
	Decoy Mined Area		<b>270900</b>
	Fenced		<b>270901</b>

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TABLE A-XXX. Control measure entity/entity type/entity subtype - Continued.

<b>Entity (Digits 1and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>
	Unexploded Explosive Ordnance (UXO) Area		<b>271000</b>
	Bridge or Gap		<b>271100</b>
	Roadblocks, Craters and Blown Bridges		<b>271200</b>
		Planned	<b>271201</b>
		Explosives, State of Readiness 1 (Safe)	<b>271202</b>
		Explosives, State of Readiness 2 (armed but passable)	<b>271203</b>
		Roadblock Complete (Executed)	<b>271204</b>
	Assault Crossing		<b>271300</b>
	Bridge		<b>271400</b>
	Ford Easy		<b>271500</b>
	Ford Difficult		<b>271600</b>
	Biological Contaminated Area		<b>271700</b>
		Toxic Industrial Material	<b>271701</b>
	Chemical Contaminated Area		<b>271800</b>
		Toxic Industrial Material	<b>271801</b>
	Nuclear Contaminated Area		<b>271900</b>
	Radiological Contaminated Area		<b>272000</b>
		Toxic Industrial Material	<b>272001</b>
	Minimum Safe Distance Zone		<b>272100</b>
	Radiation Dose Rate Contour Lines		<b>272200</b>
Protection Points			<b>280000</b>
	Abatis		<b>280100</b>
	Antipersonnel Mine		<b>280200</b>
		Antipersonnel Mine with Directional Effects	<b>280201</b>
	Antitank Mine		<b>280300</b>
	Antitank Mine with Anti-handling Device		<b>280400</b>
	Wide Area Antitank Mine		<b>280500</b>
	Unspecified Mine		<b>280600</b>
	Booby Trap		<b>280700</b>
	Engineer Regulating Point		<b>280800</b>
	Shelter		<b>280900</b>
	Shelter Above Ground		<b>281000</b>
	Below Ground Shelter		<b>281100</b>
	Fort		<b>281200</b>

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TABLE A-XXX. Control measure entity/entity type/entity subtype - Continued.

<b>Entity (Digits 1and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>
	Chemical Event		281300
		Toxic Industrial Material	<b>281301</b>
	Biological Event		281400
		Toxic Industrial Material	<b>281401</b>
	Nuclear Event		281500
	Nuclear Fallout Producing Event		281600
	Radiological		281700
		Toxic Industrial Material	<b>281701</b>
	General Decontamination Point/Site		281800
		Alternate	<b>281801</b>
		Equipment	<b>281802</b>
		Troop	<b>281803</b>
		Equipment/Troop	<b>281804</b>
		Operational	<b>281805</b>
		Thorough	<b>281806</b>
		Main Equipment	<b>281807</b>
		Forward Troop	<b>281808</b>
		Wounded Personnel	<b>281809</b>
	Tetrahedrons, Dragons Teeth, and Other Similar Obstacles		281900
		Fixed and Prefabricated	<b>281901</b>
		Movable	<b>281902</b>
		Movable and Prefabricated	<b>281903</b>
	Vertical Obstructions		<b>282000</b>
		Tower, Low	<b>282001</b>
		Tower, High	<b>282002</b>
		Overhead Wire	<b>282003</b>
Protection Lines			<b>290000</b>
	Obstacle Line		<b>290100</b>
	Antitank Obstacles		<b>290200</b>
		Under Construction	<b>290201</b>
		Completed	<b>290202</b>
		Reinforced, with Antitank Mines	<b>290203</b>
		Antitank Wall	<b>290204</b>
	Wire Obstacles		<b>290300</b>
		Unspecified Wire	<b>290301</b>
		Single Fence Wire	<b>290302</b>
		Double Fence Wire	<b>290303</b>

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**TABLE A-XXX. Control measure entity/entity type/entity subtype - Continued.**

<b>Entity (Digits 1 and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>
		Double Apron Fence	<b>290304</b>
		Low Wire Fence	<b>290305</b>
		High Wire Fence	<b>290306</b>
		Single Concertina	<b>290307</b>
		Double Strand Concertina	<b>290308</b>
		Triple Strand Concertina	<b>290309</b>
	Mine Cluster		<b>290400</b>
	Trip Wire		<b>290500</b>
	Lane		<b>290600</b>
	Ferry		<b>290700</b>
	Raft Site		<b>290800</b>
	Fortified Line		<b>290900</b>
	Fortified Position		<b>291000</b>
Intelligence Lines			<b>300000</b>
	Intelligence Coordination Line		<b>300100</b>
Sustainment Areas			<b>310000</b>
	Detainee Holding Area		<b>310100</b>
	Enemy Prisoner or War Holding Area		<b>310200</b>
	Forward Arming and Refueling Point		<b>310300</b>
	Refugee Holding Area		<b>310400</b>
	Regimental Support Area		<b>310500</b>
	Brigade Support Area		<b>310600</b>
	Division Support Area		<b>310700</b>
Sustainment Points			<b>320000</b>
	Ambulance Exchange Point		<b>320100</b>
	Ammunition Supply Point		<b>320200</b>
	Ammunition Transfer Point		<b>320310</b>
	Cannibalization Point		<b>320400</b>
	Casualty Collection Point		<b>320500</b>
	Civilian Collection Point		<b>320600</b>
	Detainee Collection Point		<b>320700</b>
	Enemy Prisoner of War Collection Point		<b>320800</b>
	Logistics Release Point		<b>320900</b>
	Maintenance Collection Point (MCP)		<b>321000</b>
	Medical Evacuation Point (MEDEVAC) Pick-Up Point		<b>321100</b>

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**TABLE A-XXX. Control measure entity/entity type/entity subtype - Continued.**

<b>Entity (Digits 1 and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>
	Rearm, Refuel and Resupply Point (R3P)		<b>321200</b>
	Refuel on the Move (ROM) Point		<b>321300</b>
	Traffic Control Post (TCP)		<b>321400</b>
	Trailer Transfer Point (TTP)		<b>321500</b>
	Unit Maintenance Collection Point (UNCP)		<b>321600</b>
	General Supply Point		<b>321700</b>
		NATO Class I Supply Point	<b>321701</b>
		NATO Class II Supply Point	<b>321702</b>
		NATO Class III Supply Point	<b>321703</b>
		NATO Class IV Supply Point	<b>321704</b>
		NATO Class V Supply Point	<b>321705</b>
		NATO Multiple Class Supply Point	<b>321706</b>
		US Class I Supply Point	<b>321707</b>
		US Class II Supply Point	<b>321708</b>
		US Class III Supply Point	<b>321709</b>
		US Class IV Supply Point	<b>321710</b>
		US Class V Supply Point	<b>321711</b>
		US Class VI Supply Point	<b>321712</b>
		US Class VII Supply Point	<b>321713</b>
		US Class VIII Supply Point	<b>321714</b>
		US Class IX Supply Point	<b>321715</b>
		US Class X Supply Point	<b>321716</b>
	Medical Supply Point		<b>321800</b>
Sustainment Lines			<b>330000</b>
	Moving Convoy		<b>330100</b>
	Halted Convoy		<b>330200</b>
	Main Supply Route		<b>330300</b>
		One Way Traffic	<b>330301</b>
		Two Way Traffic	<b>330302</b>
		Alternating Traffic	<b>330303</b>
	Alternate Supply Route		<b>330400</b>
		One Way Traffic	<b>330401</b>
		Two Way Traffic	<b>330402</b>
		Alternating Traffic	<b>330403</b>
Mission Tasks			<b>340000</b>
	Block		<b>340100</b>
	Breach		<b>340200</b>

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TABLE A-XXX. Control measure entity/entity type/entity subtype - Continued.

<b>Entity (Digits 1and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>
	Bypass		<b>340300</b>
	Canalize		<b>340400</b>
	Clear		<b>340500</b>
	Counterattack		<b>340600</b>
	Counterattack by Fire		<b>340700</b>
	Delay		<b>340800</b>
	Destroy		<b>340900</b>
	Disrupt		<b>341000</b>
	Fix		<b>341100</b>
	Follow and Assume		<b>341200</b>
	Follow and Support		<b>341300</b>
	Interdict		<b>341400</b>
	Isolate		<b>341500</b>
	Neutralize		<b>341600</b>
	Occupy		<b>341700</b>
	Penetrate		<b>341800</b>
	Relief in Place (RIP)		<b>341900</b>
	Retire/Retirement		<b>342000</b>
	Secure		<b>342100</b>
	Security		<b>342200</b>
	Cover		<b>342201</b>
	Guard		<b>342202</b>
	Screen		<b>342203</b>
	Seize		<b>342300</b>
	Withdraw		<b>342400</b>
	Withdraw Under Pressure		<b>342500</b>

A.5.4.10 Sea surface (30).

TABLE A-XXXI. Sea surface entity/entity type/entity subtype.

<b>Entity (Digits 1and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>
Military			<b>110000</b>
Military Combatant			<b>120000</b>

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TABLE A-XXXI. Sea surface entity/entity type/entity subtype - Continued.

<b>Entity (Digits 1 and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>
	Carrier		12 <b>0</b> 100
	Surface Combatant, Line		12 <b>0</b> 200
		Battleship	1202 <b>01</b>
		Cruiser	1202 <b>02</b>
		Destroyer	1202 <b>03</b>
		Frigate	1202 <b>04</b>
		Corvette	1202 <b>05</b>
		Littoral Combatant Ship	1202 <b>06</b>
	Amphibious Warfare Ship		12 <b>0</b> 300
		Amphibious Command Ship	1203 <b>01</b>
		Amphibious Assault, Non-specified	1203 <b>02</b>
		Amphibious Assault Ship, General	1203 <b>03</b>
		Amphibious Assault Ship, Multipurpose	1203 <b>04</b>
		Amphibious Assault Ship, Helicopter	1203 <b>05</b>
		Amphibious Transport Dock	1203 <b>06</b>
		Landing Ship	1203 <b>07</b>
		Landing Craft	1203 <b>08</b>
	Mine Warfare Ship		12 <b>0</b> 400
		Mine Layer	1204 <b>01</b>
		Mine Sweeper	1204 <b>02</b>
		Mine Sweeper, Drone	1204 <b>03</b>
		Mine Hunter	1204 <b>04</b>
		Mine Countermeasures	1204 <b>05</b>
		Mine Countermeasures, Support Ship	1204 <b>06</b>
	Patrol Boat		12 <b>0</b> 500
		Patrol Craft, Submarine Chaser/Escort, General	1205 <b>01</b>
		Patrol Ship, General	1205 <b>02</b>
	Decoy		12 <b>0</b> 600
	Unmanned Surface Water Vehicle (USV)		120700
	Speedboat		120800
		Rigid-Hull Inflatable Boat (RHIB)	1208 <b>01</b>
	Jet Ski		120900
	Navy Task Organization		12 <b>1</b> 000
		Navy Task Element	12100 <b>1</b>
		Navy Task Force	12100 <b>2</b>
		Navy Task Group	12100 <b>3</b>
		Navy Task Unit	12100 <b>4</b>

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TABLE A-XXXI. Sea surface entity/entity type/entity subtype - Continued.

<b>Entity (Digits 1 and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>
		Convoy	<b>121005</b>
	Sea-Based X-Band Radar		<b>121100</b>
Military Non Combatant			<b>130000</b>
	Auxiliary Ship		<b>130100</b>
		Ammunition Ship	<b>130101</b>
		Naval Stores Ship	<b>130102</b>
		Auxiliary Flag Ship	<b>130103</b>
		Intelligence Collector	<b>130104</b>
		Oceanographic Research Ship	<b>130105</b>
		Survey Ship	<b>130106</b>
		Hospital Ship	<b>130107</b>
		Naval Cargo Ship	<b>130108</b>
		Combat Support Ship, Fast	<b>130109</b>
		Oiler, Replenishment	<b>130110</b>
		Repair Ship	<b>130111</b>
		Submarine Tender	<b>130112</b>
		Tug, Ocean Going	<b>130113</b>
	Service Craft/Yard		<b>130200</b>
		Barge, not Self-Propelled	<b>130201</b>
		Barge, Self-Propelled	<b>130202</b>
		Tug, Harbor	<b>130203</b>
		Launch	<b>130204</b>
Civilian			<b>140000</b>
	Merchant Ship		<b>140100</b>
		Cargo, General	<b>140101</b>
		Container Ship	<b>140102</b>
		Dredge	<b>140103</b>
		Roll On/Roll Off	<b>140104</b>
		Ferry	<b>140105</b>
		Heavy Lift	<b>140106</b>
		Hovercraft	<b>140107</b>
		Lash Carrier (with Barges)	<b>140108</b>
		Oiler/Tanker	<b>140109</b>
		Passenger	<b>140110</b>
		Tug, Ocean Going	<b>140111</b>
		Tow	<b>140112</b>
		Transport Ship, Hazardous Material	<b>140113</b>
		Junk/Dhwo	<b>140114</b>

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**TABLE A-XXXI. Sea surface entity/entity type/entity subtype - Continued.**

<b>Entity (Digits 1 and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>
		Barge, not Self-Propelled	<b>140115</b>
		Hospital Ship	<b>140116</b>
Fishing Vessel			<b>140200</b>
		Drifter	<b>140201</b>
		Trawler	<b>140202</b>
		Dredger	<b>140203</b>
	Law Enforcement Vessel		<b>140300</b>
	Leisure Craft, Sailing		<b>140400</b>
	Leisure Craft, Motorized		<b>140500</b>
		Rigid-Hull Inflatable Boat (RHIB)	<b>140501</b>
		Speedboat	<b>140502</b>
Jet Ski			<b>140600</b>
	Unmanned Surface Water Vehicle (USV)		<b>140700</b>
Own Ship			<b>150000</b>
Fused Track			<b>160000</b>
Manual Track			<b>170000</b>

**TABLE A-XXXII. Sea surface sector 1 modifier.**

<b>First Modifier</b>	<b>MIL-STD-2525D Code</b>	<b>Remarks.</b>
Unspecified	00	
Own Ship	01	APP6
Antiair Warfare	02	
Antisubmarine Warfare	03	
Escort	04	
Electronic Warfare	05	
Intelligence, Surveillance, Reconnaissance	06	
Mine Countermeasures	07	
Missile Defense	08	
Medical	09	
Mine Warfare	10	
Remote Multi-Mission Vehicle (USV-only)	11	
Special Operations Forces (SOF)	12	
Surface Warfare	13	
Ballistic Missile	14	
Guided Missile	15	
Other Guided Missile	16	
Torpedo	17	
Drone-Equipped	18	
Helicopter-Equipped/VSTOL	19	

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TABLE A-XXXI. Sea surface entity/entity type/entity subtype - Continued.

<b>Entity (Digits 1and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>
Ballistic Missile Defense, Shooter		20	
Ballistic Missile Defense, Long-Range Surveillance and Track (LRS&T)		21	
Sea-Base X-Band		22	
Hijacking		23	
Reserved for Future Use		24-98	Assigned by SSMC/JSP only
Version Extension Flag		99	

TABLE A-XXXIII. Sea surface sector 2 modifier.

<b>Second Modifier</b>	<b>MIL-STD-2525D Code</b>	<b>Remarks.</b>
Unspecified	00	
Nuclear Powered	01	
Heavy	02	
Light	03	
Medium	04	
Dock	05	
Logistics	06	
Tank	07	
Vehicle	08	
Fast	09	
Air-Cushioned (US)	10	
Air-Cushioned (NATO)	11	
Hydrofoil	12	
Autonomous Control	13	
Remotely Piloted	14	
Expendable	15	
Reserved for Future Use	16-98	Assigned by SSMC/JSP only
Version Extension Flag	99	

### A.5.4.11 Sea subsurface (35).

TABLE A-XXXIV. Sea Subsurface entity/entity type/entity subtype.

<b>Entity (Digits 1and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>
Military			<b>110000</b>
	Submarine		<b>110100</b>

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**TABLE A-XXXIV. Sea Subsurface entity/entity type/entity subtype - Continued.**

<b>Entity (Digits 1 and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>
		Submarine, Surfaced	<b>110101</b>
		Submarine, Snorkeling	<b>110102</b>
		Submarine, Bottomed	<b>110103</b>
	Other Submersible		<b>110200</b>
	Nonsubmarine		<b>110300</b>
	Autonomous Underwater Vehicle (AUV)/Unmanned Underwater Vehicle (UUV)		<b>110400</b>
	Diver		<b>110500</b>
Civilian			<b>120000</b>
	Submersible		<b>120100</b>
	Autonomous Underwater Vehicle (AUV)/ Unmanned Underwater Vehicle (UUV)		<b>120200</b>
	Diver		<b>120300</b>
Weapon			<b>130000</b>
	Torpedo		<b>130100</b>
	Improvised Explosive Device (IED)		<b>130200</b>
	Decoy		<b>130300</b>
Echo Tracker Classifier (ETC) / Possible Contact (POSCON)			<b>140000</b>
Fused Track			<b>150000</b>
Manual Track			<b>160000</b>

**TABLE A-XXXV. Sea subsurface sector 1 modifier.**

<b>First Modifier</b>	<b>MIL-STD-2525D Code</b>	<b>Remarks.</b>
Unspecified	00	
Antisubmarine Warfare	01	
Auxiliary	02	
Command and Control	03	
Intelligence, Surveillance, Reconnaissance	04	
Mine Countermeasures	05	
Mine Warfare	06	
Surface Warfare	07	
Attack	08	
Ballistic Missile	09	
Guided Missile	10	

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**TABLE A-XXXV. Sea subsurface sector 1 modifier - Continued.**

<b>First Modifier</b>	<b>MIL-STD-2525D Code</b>	<b>Remarks.</b>
Other Guided Missile	11	
Special Operations Forces (SOF)	12	
Possible Submarine Low 1	13	
Possible Submarine Low 2	14	
Possible Submarine High 3	15	
Possible Submarine High 4	16	
Probable Submarine	17	
Certain Submarine	18	
Anti-torpedo Torpedo	19	
Hijacking/Highjacked	20	
Reserved for Future Use	21-98	Assigned by SSMC/JSP only
Version Extension Flag	99	

**TABLE A-XXXVI. Sea subsurface sector 2 modifier.**

<b>Second Modifier</b>	<b>MIL-STD-2525D Code</b>	<b>Remarks.</b>
Unspecified	00	
Air Independent Propulsion	01	
Diesel Electric, General	02	
Diesel – Type 1	03	
Diesel – Type 2	04	
Diesel – Type 3	05	
Nuclear Powered, General	06	
Nuclear – Type 1	07	
Nuclear – Type 2	08	
Nuclear – Type 3	09	
Nuclear – Type 4	10	
Nuclear – Type 5	11	
Nuclear – Type 6	12	
Nuclear – Type 7	13	
Autonomous Control	14	
Remotely Piloted	15	
Expendable	16	
Reserved for Future Use	17-98	Assigned by SSMC/JSP only
Version Extension Flag	99	

A.5.4.12 Mine warfare (36).TABLE A-XXXVII. Mine warfare entity/entity type/entity subtype.

<b>Entity (Digits 1 and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>
Sea Mine, General			<b>110000</b>
	Sea Mine, Bottom		<b>110100</b>
	Sea Mine, Moored		<b>110200</b>
	Sea Mine, Floating		<b>110300</b>
	Sea Mine, Rising		<b>110400</b>
	Sea Mine, Other Position		<b>110500</b>
	Kingfisher		<b>110600</b>
	Small Object, Mine-Like		<b>110700</b>
	Exercise Mine, General		<b>110800</b>
		Exercise Mine, Bottom	<b>110801</b>
		Exercise Mine, Moored	<b>110802</b>
		Exercise Mine, Floating	<b>110803</b>
		Exercise Mine, Rising	<b>110804</b>
	Neutralized Mine, General		<b>110900</b>
		Neutralized Mine, Bottom	<b>110901</b>
		Neutralized Mine, Moored	<b>110902</b>
		Neutralized Mine, Floating	<b>110903</b>
		Neutralized Mine, Rising	<b>110904</b>
		Neutralized Mine, Other Position	<b>110905</b>
Unexploded Ordnance			<b>120000</b>
Sea Mine Decoy			<b>130000</b>
	Sea Mine Decoy, Bottom		<b>130100</b>
	Sea Mine Decoy, Moored		<b>130200</b>
Mine-Like Contact (MILCO)			<b>140000</b>
	MILCO - General		<b>140100</b>
		MILCO - General, Confidence Level 1	<b>140101</b>
		MILCO - General, Confidence Level 2	<b>140102</b>
		MILCO - General, Confidence Level 3	<b>140103</b>
		MILCO - General, Confidence Level 4	<b>140104</b>
		MILCO - General, Confidence Level 5	<b>140105</b>
	MILCO - Bottom		<b>140200</b>

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**TABLE A-XXXVII. Mine warfare entity/entity type/entity subtype.**

<b>Entity (Digits 1 and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>
		MILCO - Bottom, Confidence Level 1	<b>140201</b>
		MILCO - Bottom, Confidence Level 2	<b>140202</b>
		MILCO - Bottom, Confidence Level 3	<b>140203</b>
		MILCO - Bottom, Confidence Level 4	<b>140204</b>
		MILCO - Bottom, Confidence Level 5	<b>140205</b>
	MILCO - Moored		<b>140300</b>
		MILCO - Moored, Confidence Level 1	<b>140301</b>
		MILCO - Moored, Confidence Level 2	<b>140302</b>
		MILCO - Moored, Confidence Level 3	<b>140303</b>
		MILCO - Moored, Confidence Level 4	<b>140304</b>
		MILCO - Moored, Confidence Level 5	<b>140305</b>
	MILCO - Floating		<b>140400</b>
		MILCO - Floating, Confidence Level 1	<b>140401</b>
		MILCO - Floating, Confidence Level 2	<b>140402</b>
		MILCO - Floating, Confidence Level 3	<b>140403</b>
		MILCO - Floating, Confidence Level 4	<b>140404</b>
		MILCO - Floating, Confidence Level 5	<b>140405</b>
Mine-Like Echo (MILEC), General			<b>150000</b>
	Mine-Like Echo, Bottom		<b>150100</b>
	Mine-Like Echo, Moored		<b>150200</b>
	Mine-Like Echo, Floating		<b>150300</b>
Negative Reacquisition, General			<b>160000</b>
	Negative Reacquisition, Bottom		<b>160100</b>
	Negative Reacquisition, Moored		<b>160200</b>
	Negative Reacquisition, Floating		<b>160300</b>

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TABLE A-XXXVII. Mine warfare entity/entity type/entity subtype.

<b>Entity (Digits 1and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
Obstructor			<b>170000</b>
	Neutralized Obstructor		<b>170100</b>
General Mine Anchor			<b>180000</b>
Non-Mine Mine-Like Object (NMLLO), General			<b>190000</b>
	Non-Mine Mine-Like Object, Bottom		<b>190100</b>
	Non-Mine Mine-Like Object, Moored		<b>190200</b>
	Non-Mine Mine-Like Object, Floating		<b>190300</b>
Environmental Report Location			<b>200000</b>
Dive Report Location			<b>210000</b>

A.5.4.13 Activities (40).

TABLE A-XXXVIII. Activities entity/entity type/entity subtype.

<b>Entity (Digits 1and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
Incident			<b>110000</b>
	Criminal Activity Incident		<b>110100</b>
		Arrest	<b>110101</b>
		Arson	<b>110102</b>
		Attempted Criminal Activity	<b>110103</b>
		Drive-by Shooting	<b>110104</b>
		Drug Related	<b>110105</b>
		Extortion	<b>110106</b>
		Graffiti	<b>110107</b>
		Killing	<b>110108</b>
		Poisoning	<b>110109</b>
		Civil Rioting	<b>110110</b>
		Booby Trap	<b>110111</b>

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**TABLE A-XXXVIII. Activities entity/entity type/entity subtype - Continued.**

<b>Entity (Digits 1 and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>
		Home Eviction	110112
		Black Marketing	110113
		Vandalism/Loot/Ransack/Plunder	110114
		Jail Break	110115
		Robbery	110116
		Theft	110117
		Burglary	110118
		Smuggling	110119
		Rock Throwing	110120
		Dead Body	110121
		Sabotage	110122
		Suspicious Activity	110123
	Bomb/Bombing		110200
		Bomb Threat	110201
	IED Event		110300
		IED Explosion	110301
		Premature IED Explosion	110302
		IED Cache	110303
		IED Suicide Bomber	110304
	Shooting		110400
		Sniping	110401
	Illegal Drug Operation		110500
		Trafficking	110501
		Illegal Drug Lab	110502
	Explosion		110600
		Grenade Explosion	110601
		Incendiary Explosion	110602
		Mine Explosion	110603
		Mortar Fire Explosion	110604
		Rocket Explosion	110605
		Bomb Explosion	110606
Civil Disturbance			120000
	Demonstration		120100
Operation			130000
	Patrolling		130100
	Military Information Support Operation (MISO)		130200
		TV and Radio Propaganda	130201
	Foraging/Searchng		130300
	Recruitment		130400

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**TABLE A-XXXVIII. Activities entity/entity type/entity subtype - Continued.**

<b>Entity (Digits 1 and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>
		Willing	130401
		Coerced/Impressed	130402
	Mine Laying		130500
	Spy		130600
	Warrant Served		130700
	Exfiltration		130800
	Infiltration		130900
	Meeting		131000
		Polling Place/Election	131001
	Raid on House		131100
	Emergency Operation		131200
		Emergency Collection Evacuation Point	131201
		Emergency Food Distribution	131202
		Emergency Incident Command Center	131203
		Emergency Operations Center	131204
		Emergency Public Information Center	131205
		Emergency Shelter	131206
		Emergency Staging Area	131207
		Emergency Water Distribution Center	131208
	Emergency Medical Operation		131300
		EMT Station Location	131301
		Health Department Facility	131302
		Medical Facilities Outpatient	131303
		Morgue	131304
		Pharmacy	131305
		Triage	131306
	Fire Fighting Operation		131400
		Fire Hydrant	131401
		Fire Station	131402
		Other Water Supply Location	131403
	Law Enforcement Operation		131500
		Bureau of Alcohol, Tobacco, Firearms and Explosives (ATF) (Department of Justice)	131501
		Border Patrol	131502
		Customs Service	131503
		Drug Enforcement Administration (DEA)	131504
		Department of Justice (DOJ)	131505
		Federal Bureau of Investigation (FBI)	131506

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**TABLE A-XXXVIII. Activities entity/entity type/entity subtype - Continued.**

<b>Entity (Digits 1 and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>
		Police	<b>131507</b>
		Prison	<b>131508</b>
		United States Secret Service(Treas) (USSS)	<b>131509</b>
		Transportation Security Administration (TSA)	<b>131510</b>
		Coast Guard	<b>131511</b>
		US Marshals Service	<b>131512</b>
		Internal Security Force	<b>131513</b>
Fire Event			<b>140000</b>
	Fire Origin		<b>140100</b>
	Smoke		<b>140200</b>
	Hot Spot		<b>140300</b>
	Non-Residential Fire		<b>140400</b>
	Residential Fire		<b>140500</b>
	School Fire		<b>140600</b>
	Special Needs Fire		<b>140700</b>
	Wild Fire		<b>140800</b>
Hazardous Materials			<b>150000</b>
	Hazardous Materials Incident		<b>150100</b>
		Chemical Agent	<b>150101</b>
		Corrosive Material	<b>150102</b>
		Hazardous when Wet	<b>150103</b>
		Explosive Material	<b>150104</b>
		Flammable Gas	<b>150105</b>
		Flammable Liquid	<b>150106</b>
		Flammable Solid	<b>150107</b>
		Non-Flammable Gas	<b>150108</b>
		Organic Peroxide	<b>150109</b>
		Oxidizer	<b>150110</b>
		Radioactive Material	<b>150111</b>
		Spontaneously Combustible Material	<b>150112</b>
		Toxic Gas	<b>150113</b>
		Toxic Infectious Material	<b>150114</b>
		Unexploded Ordnance	<b>150115</b>
Transportation Incident			<b>160000</b>
	Air-		<b>160100</b>
	Marine-		<b>160200</b>

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**TABLE A-XXXVIII. Activities entity/entity type/entity subtype - Continued.**

<b>Entity (Digits 1 and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>
	Rail-		<b>160300</b>
	Vehicle-		<b>160400</b>
	Wheeled Vehicle Explosion		<b>160500</b>
Natural Event			<b>170000</b>
	Geologic		<b>170100</b>
		Aftershock	<b>170101</b>
		Avalanche	<b>170102</b>
		Earthquake Epicenter	<b>170103</b>
		Landslide	<b>170104</b>
		Subsidence	<b>170105</b>
		Volcanic Eruption	<b>170106</b>
		Volcanic Threat	<b>170107</b>
		Cave Entrance	<b>170108</b>
	Hydro-Meteorological		<b>170200</b>
		Drought	<b>170201</b>
		Flood	<b>170202</b>
		Tsunami	<b>170203</b>
	Infestation		<b>170300</b>
		Bird	<b>170301</b>
		Insect	<b>170302</b>
		Microbial	<b>170303</b>
		Reptile	<b>170304</b>
		Rodent	<b>170305</b>
Individual			<b>180000</b>
	Religious Leader		<b>180100</b>
	Speaker		<b>180200</b>

**TABLE A-XXXIX. Activities sector 1 modifier.**

<b>First Modifier</b>	<b>MIL-STD-2525D Code</b>	<b>Remarks.</b>
Unspecified	00	
Assassination	01	
Execution (Wrongful Killing)	02	
Hijacking/Hijacked	03	
House-to-House	04	
Kidnapping	05	
Murder	06	
Piracy	07	
Rape	08	
Written Military Information Support Operations	09	

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TABLE A-XXXIX. Activities sector 1 modifier - Continued.

First Modifier	MIL-STD-2525D Code	Remarks.
Pirate	10	
False	11	
Find	12	
Found and Cleared	13	
Hoax (Decoy)	14	
Attempted	15	
Accident	16	
Incident	17	
Theft	18	
Reserved for Future Use	19-98	Assigned by SSMC/JSP only
Version Extension Flag	99	

### A.5.4.14 Atmospheric (45).

TABLE A-XL. Atmospheric entity/entity type/entity subtype.

Entity (Digits 1 and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>
Pressure Systems			<b>110000</b>
	Low Pressure Center		<b>110100</b>
		Cyclone Center	<b>110101</b>
		Tropopause Low	<b>110102</b>
	High Pressure Center		<b>110200</b>
		Anticyclone Center	<b>110201</b>
		Tropopause High	<b>110202</b>
	Frontal Systems		<b>110300</b>
		Cold Front	<b>110301</b>
		Upper Cold Front	<b>110302</b>
		Cold Frontogenesis	<b>110303</b>
		Cold Frontolysis	<b>110304</b>
		Warm Front	<b>110305</b>
		Upper Warm Front	<b>110306</b>
		Warm Frontogenesis	<b>110307</b>
		Warm Frontolysis	<b>110308</b>
		Occluded Front	<b>110309</b>
		Upper Occluded Front	<b>110310</b>
		Occluded Frontolysis	<b>110311</b>
		Stationary Front	<b>110312</b>
		Upper Stationary Front	<b>110313</b>
		Stationary Frontogenesis	<b>110314</b>
		Stationary Frontolysis	<b>110315</b>
	Lines		<b>110400</b>

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TABLE A-XL. Atmospheric entity/entity type/entity subtype - Continued.

<b>Entity (Digits 1 and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
	Trough Axis		<b>110401</b>
	Upper Trough Axis		<b>110402</b>
	Ridge Axis		<b>110403</b>
	Severe Squall Line		<b>110404</b>
	Instability Line		<b>110405</b>
	Shear Line		<b>110406</b>
	Inter-Tropical Convergence Zone		<b>110407</b>
	Convergence Line		<b>110408</b>
	Inter-Tropical Discontinuity		<b>110409</b>
Pressure Tendency			<b>110500</b>
	Rise Then Fall Higher		<b>110501</b>
	Rise Then Steady		<b>110502</b>
	Rise		<b>110503</b>
	Rise Then Rise Higher		<b>110504</b>
	Steady		<b>110505</b>
	Fall Then Rise Lower		<b>110506</b>
	Fall Then Steady		<b>110507</b>
	Fall		<b>110508</b>
	Rise Then Fall Lower		<b>110509</b>
Turbulence			<b>120000</b>
	Light		<b>120100</b>
	Moderate		<b>120200</b>
	Severe		<b>120300</b>
	Extreme		<b>120400</b>
	Mountain Waves		<b>120500</b>
Icing			<b>130000</b>
	Clear Icing		<b>130100</b>
		Light	<b>130101</b>
		Moderate	<b>130102</b>
		Severe	<b>130103</b>
	Rime Icing		<b>130200</b>
		Light	<b>130201</b>
		Moderate	<b>130202</b>
		Severe	<b>130203</b>
	Mixed Icing		<b>130300</b>
		Light	<b>130301</b>
		Moderate	<b>130302</b>
		Severe	<b>130303</b>
Winds			<b>140000</b>
	Calm Winds		<b>140100</b>

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TABLE A-XL. Atmospheric entity/entity type/entity subtype - Continued.

<b>Entity (Digits 1 and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>
	Wind Plot		140200
	Jet Stream		140300
	Stream Line		140400
Cloud Cover			150000
	Cloud Coverage Symbols		150100
		Clear Sky	150101
		Few Coverage	150102
		Scattered Coverage	150103
		Broken Coverage	150104
		Overcast Coverage	150105
		Sky Totally or Partially Obscured	150106
Weather Symbols			160000
	Rain		160100
		Intermittent Light	160101
		Continuous Light	160102
		Intermittent Moderate	160103
		Intermittent Moderate/Continuous Moderate	160104
		Intermittent Heavy	160105
		Intermittent Heavy/Continuous Heavy	160106
	Freezing Rain		160200
		Light	160201
		Moderate/Heavy	160202
	Rain Showers		160300
		Light	160301
		Moderate/Heavy	160302
		Torrential	160303
	Drizzle		160400
		Intermittent Light	160401
		Intermittent Light/ Continuous Light	160402
		Intermittent Moderate	160403
		Intermittent Moderate /Continuous Moderate	160404
		Intermittent Heavy	160405
		Intermittent Heavy /Continuous Heavy	160406
	Freezing Drizzle		160500
		Light	160501
		Moderate/Heavy	160502
	Rain and Snow Mixed		160600
		Rain or Drizzle and Snow – Light	160601

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TABLE A-XL. Atmospheric entity/entity type/entity subtype - Continued.

<b>Entity (Digits 1 and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>
		Rain or Drizzle and Snow – Moderate/Heavy	<b>160602</b>
		Rain and Snow Showers – Light	<b>160603</b>
		Rain and Snow Showers – Moderate/Heavy	<b>160604</b>
Snow			<b>160700</b>
		Intermittent Light	<b>160701</b>
		Intermittent Light/Continuous Light	<b>160702</b>
		Intermittent Moderate	<b>160703</b>
		Intermittent Moderate /Continuous Moderate	<b>160704</b>
		Intermittent Heavy	<b>160705</b>
		Intermittent Heavy /Continuous Heavy	<b>160706</b>
		Blowing Snow – Light/Moderate	<b>160707</b>
		Blowing Snow – Heavy	<b>160708</b>
Snow Grains			<b>160800</b>
Snow Showers			<b>160900</b>
		Light	<b>160901</b>
		Moderate/Heavy	<b>160902</b>
Hail			<b>161000</b>
		Light not Associated with Thunder	<b>161001</b>
		Moderate/Heavy not Associated with Thunder	<b>161002</b>
Ice Crystals (Diamond Dust)			<b>161100</b>
Ice Pellets (Sleet)			<b>161200</b>
		Light	<b>161201</b>
		Moderate	<b>161202</b>
		Heavy	<b>161203</b>
Inversion			<b>161300</b>
Storms			<b>161400</b>
		Thunderstorm – No Precipitation	<b>161401</b>
		Thunderstorm Light to Moderate with Rain/Snow – No Hail	<b>161402</b>
		Thunderstorm Heavy with Rain/Snow – No Hail	<b>161403</b>
		Thunderstorm Light to Moderate – With Hail	<b>161404</b>
		Thunderstorm Heavy – With Hail	<b>161405</b>
		Funnel Cloud (Tornado/Waterspout)	<b>161406</b>
		Squall	<b>161407</b>
		Lightning	<b>161408</b>

MIL-STD-2525D - APPENDIX A

TABLE A-XL. Atmospheric entity/entity type/entity subtype - Continued.

<b>Entity (Digits 1and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
Fog			<b>161500</b>
	Shallow Patches		<b>161501</b>
	Shallow Continuous		<b>161502</b>
	Patchy		<b>161503</b>
	Sky Visible		<b>161504</b>
	Sky Obscured		<b>161505</b>
	Freezing, Sky Visible		<b>161506</b>
	Freezing, Sky Obscured		<b>161507</b>
Mist			<b>161600</b>
Smoke			<b>161700</b>
Haze			<b>161800</b>
Dust or Sand			<b>161900</b>
	Light to Moderate		<b>161901</b>
	Severe		<b>161902</b>
	Dust Devil		<b>161903</b>
	Blowing Dust or Sand		<b>161904</b>
Tropical Storm Systems			<b>162000</b>
	Tropical Depression		<b>162001</b>
	Tropical Storm		<b>162002</b>
	Hurricane/Typhoon		<b>162003</b>
	Tropical Storm Wind Areas and Date/Time Labels		<b>162004</b>
Volcanic Eruption			<b>162100</b>
	Volcanic Ash		<b>162101</b>
Tropopause Level			<b>162200</b>
Freezing Level			<b>162300</b>
Precipitation of Unknown Type and Intensity			<b>162400</b>
Bounded Areas of Weather			<b>170000</b>
Instrument Flight Rule (IFR)			<b>170100</b>
Marginal Visual Flight Rule (MVFR)			<b>170200</b>
Turbulence			<b>170300</b>
Icing			<b>170400</b>
Liquid Precipitation – Non-Convective Continuous or Intermittent			<b>170500</b>
	Liquid Precipitation – Convective		<b>170501</b>
Freezing /Frozen Precipitation			<b>170600</b>
Thunderstorm			<b>170700</b>

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TABLE A-XL. Atmospheric entity/entity type/entity subtype - Continued.

<b>Entity (Digits 1 and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> <small>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</small>
	Fog		<b>170800</b>
	Dust or Sand		<b>170900</b>
	Operator-Defined Freeform		<b>171000</b>
Isopleths			<b>180000</b>
	Isobar – Surface		<b>180100</b>
	Contour – Upper Air		<b>180200</b>
	Isotherm		<b>180300</b>
	Isotach		<b>180400</b>
	Isodrosotherm		<b>180500</b>
	Thickness		<b>180600</b>
	Operator-Defined Freeform		<b>180700</b>
State of the Ground			<b>190000</b>
	Without Snow or Measurable Ice Cover		<b>190100</b>
		Surface Dry Without Cracks or Appreciable Dust or Loose Sand	<b>190101</b>
		Surface Moist	<b>190102</b>
		Surface Wet, Standing Water in Small or Large Pools	<b>190103</b>
		Surface Flooded	<b>190104</b>
		Surface Frozen	<b>190105</b>
		Glaze (Thin Ice) on Ground	<b>190106</b>
		Loose Dry Dust or Sand not Covering Ground Completely	<b>190107</b>
		Thin Loose Dry Dust or Sand Covering Ground Completely	<b>190108</b>
		Moderate/Thick Loose Dry Dust or Sand Covering Ground Completely	<b>190109</b>
		Extremely Dry with Cracks	<b>190110</b>
	With Snow or Measurable Ice Cover		<b>190200</b>
		Predominately Ice Covered	<b>190201</b>
		Compact or Wet Snow (with or without Ice) Covering Less Than One-Half of Ground	<b>190202</b>
		Compact or Wet Snow (with or without Ice) Covering at Least One-Half of Ground, but Ground not Completely Covered	<b>190203</b>
		Even Layer of Compact or Wet Snow Covering Ground Completely	<b>190204</b>

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TABLE A-XL. Atmospheric entity/entity type/entity subtype - Continued.

<b>Entity (Digits 1and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
		Uneven Layer of Compact or Wet Snow Covering Ground Completely	<b>190205</b>
		Loose Dry Snow Covering Less Than One-Half of Ground	<b>190206</b>
		Loose Dry Snow Covering at Least One-Half of Ground, but Ground not Completely Covered	<b>190207</b>
		Even Layer of Loose Dry Snow Covering Ground Completely	<b>190208</b>
		Uneven Layer of Loose Dry Snow Covering Ground Completely	<b>190209</b>
		Snow Covering Ground Completely, Deep Drifts	<b>190210</b>

A.5.4.15 Oceanographic (46).

TABLE A-XLI. Oceanographic entity/entity type/entity subtype.

<b>Entity (Digits 1and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
Ice Systems			<b>110000</b>
	Icebergs		<b>110100</b>
		Many Icebergs	<b>110101</b>
		Belts and Strips	<b>110102</b>
		General	<b>110103</b>
		Many Icebergs – General	<b>110104</b>
		Bergy Bit	<b>110105</b>
		Many Bergy Bits	<b>110106</b>
		Growler	<b>110107</b>
		Many Growlers	<b>110108</b>
		Floeberg	<b>110109</b>
		Ice Island	<b>110110</b>
	Ice Concentration		<b>110200</b>
		Bergy Water	<b>110201</b>
		Water with Radar Targets	<b>110202</b>
		Ice Free	<b>110203</b>
	Dynamic Processes		<b>110300</b>

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TABLE A-XLI. Oceanographic entity/entity type/entity subtype - Continued.

<b>Entity (Digits 1 and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> <i>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</i>
		Convergence	<b>110301</b>
		Divergence	<b>110302</b>
		Shearing or Shear Zone	<b>110303</b>
		Ice Drift (Direction)	<b>110304</b>
Sea Ice			<b>110400</b>
		Ice Thickness (Observed)	<b>110401</b>
		Ice Thickness (Estimated)	<b>110402</b>
		Melt Puddles or Flooded Ice	<b>110403</b>
Limits			<b>110500</b>
		Limits of Visual Observation	<b>110501</b>
		Limits of Under Cast	<b>110502</b>
		Limits of Radar Observation	<b>110503</b>
		Observed Ice Edge or Boundary	<b>110504</b>
		Estimated Ice Edge or Boundary	<b>110505</b>
		Ice Edge or Boundary From Radar	<b>110506</b>
Openings in the Ice			<b>110600</b>
		Cracks	<b>110601</b>
		Cracks at a Specific Location	<b>110602</b>
		Lead	<b>110603</b>
		Frozen Lead	<b>110604</b>
Snow Cover			<b>110700</b>
		Sastrugi (with Orientation)	<b>110701</b>
Topographical Features			<b>110800</b>
		Ridges or Hummocks	<b>110801</b>
		Rafting	<b>110802</b>
		Jammed Brash Barrier	<b>110803</b>
Hydrography			<b>120000</b>
Depth			<b>120100</b>
		Soundings	<b>120101</b>
		Depth Curve	<b>120102</b>
		Depth Contour	<b>120103</b>
		Depth Area	<b>120104</b>
Coastal Hydrography			<b>120200</b>
		Coastline	<b>120201</b>
		Island	<b>120202</b>
		Beach	<b>120203</b>
		Water	<b>120204</b>
		Foreshore – Line	<b>120205</b>
		Foreshore – Area	<b>120206</b>
Ports and Harbors			<b>120300</b>

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TABLE A-XLI. Oceanographic entity/entity type/entity subtype - Continued.

<b>Entity (Digits 1 and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> <i>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</i>
	Ports		<b>120301</b>
	Berths (Onshore)		<b>120302</b>
	Berths (Anchor)		<b>120303</b>
	Anchorage – Point		<b>120304</b>
	Anchorage – Line		<b>120305</b>
	Anchorage – Area		<b>120306</b>
	Call in Point		<b>120307</b>
	Pier/Wharf/Quay		<b>120308</b>
	Fishing Harbor – Point		<b>120309</b>
	Fish Weirs – Point		<b>120310</b>
	Fish Stakes – Point		<b>120311</b>
	Fish Traps – Area		<b>120312</b>
	Facilities		<b>120313</b>
	Drydock		<b>120314</b>
	Landing Place		<b>120315</b>
	Offshore Loading Facility – Point		<b>120316</b>
	Offshore Loading Facility – Line		<b>120317</b>
	Offshore Loading Facility – Area		<b>120318</b>
	Ramp – Above Water		<b>120319</b>
	Ramp – Below Water		<b>120320</b>
	Landing Ring		<b>120321</b>
	Ferry Crossing		<b>120322</b>
	Cable Ferry Crossing		<b>120323</b>
	Dolphin		<b>120324</b>
	Shoreline Protection		<b>120325</b>
	Breakwater/Groin/Jetty – Above Water		<b>120326</b>
	Breakwater/Groin/Jetty – Below Water		<b>120327</b>
	Seawall		<b>120328</b>
Aids to Navigation			<b>120400</b>
	Beacon		<b>120401</b>
	Buoy Default		<b>120402</b>
	Marker		<b>120403</b>
	Perches/Stakes – Point		<b>120404</b>
	Perches/Stakes – Area		<b>120405</b>
	Light		<b>120406</b>
	Leading Line		<b>120407</b>
	Light Vessel/Light Ship		<b>120408</b>
	Lighthouse		<b>120409</b>
Dangers/Hazards			<b>120500</b>
	Rock Submerged		<b>120501</b>

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TABLE A-XLI. Oceanographic entity/entity type/entity subtype - Continued.

<b>Entity (Digits 1and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
		Rock Awashed	<b>120502</b>
		Underwater Danger/Hazard	<b>120503</b>
		Foul Ground – Point	<b>120504</b>
		Foul Ground – Area	<b>120505</b>
		Kelp/Seaweed – Point	<b>120506</b>
		Kelp/Seaweed – Area	<b>120507</b>
		Snags/Stumps	<b>120508</b>
		Wreck (Uncovers)	<b>120509</b>
		Wreck (Submerged)	<b>120510</b>
		Breakers	<b>120511</b>
		Reef	<b>120512</b>
		Eddies/Overfalls/Tide Rips	<b>120513</b>
		Discolored Water	<b>120514</b>
	Bottom Features		<b>120600</b>
		Bottom Characteristics - Sand	<b>120601</b>
		Bottom Characteristics - Mud	<b>120602</b>
		Bottom Characteristics - Clay	<b>120603</b>
		Bottom Characteristics - Silt	<b>120604</b>
		Bottom Characteristics - Stones	<b>120605</b>
		Bottom Characteristics - Gravel	<b>120606</b>
		Bottom Characteristics - Pebbles	<b>120607</b>
		Bottom Characteristics - Cobbles	<b>120608</b>
		Bottom Characteristics - Rock	<b>120609</b>
		Bottom Characteristics - Coral	<b>120610</b>
		Bottom Characteristics - Shell	<b>120611</b>
		Qualifying Terms - Fine	<b>120612</b>
		Qualifying Terms - Medium	<b>120613</b>
		Qualifying Terms - Coarse	<b>120614</b>
	Tide and Current		<b>120700</b>
		Water Turbulence	<b>120701</b>
		Current Flow – Ebb	<b>120702</b>
		Current Flow – Flood	<b>120703</b>
		Tide Data Point	<b>120704</b>
		Tide Gauge	<b>120705</b>
Oceanography			<b>130000</b>
	Bioluminescence		<b>130100</b>
		Visual Detection Ratio (VDR) Level 1–2	<b>130101</b>
		VDR Level 2–3	<b>130102</b>
		VDR Level 3–4	<b>130103</b>

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TABLE A-XLI. Oceanographic entity/entity type/entity subtype - Continued.

<b>Entity (Digits 1 and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
		VDR Level 4–5	<b>130104</b>
		VDR Level 5–6	<b>130105</b>
		VDR Level 6–7	<b>130106</b>
		VDR Level 7–8	<b>130107</b>
		VDR Level 8–9	<b>130108</b>
		VDR Level 9–10	<b>130109</b>
	Beach Slope		<b>130200</b>
		Flat	<b>130201</b>
		Gentle	<b>130202</b>
		Moderate	<b>130203</b>
		Steep	<b>130204</b>
Geophysics/Acoustics			<b>140000</b>
	Mine Warfare (MIW) Bottom Descriptors		<b>140100</b>
		MIW Bottom Sediments - Solid Rock	<b>140101</b>
		MIW Bottom Sediments - Clay	<b>140102</b>
		MIW Bottom Sediments - Very Coarse Sand	<b>140103</b>
		MIW Bottom Sediments - Coarse Sand	<b>140104</b>
		MIW Bottom Sediments - Medium Sand	<b>140105</b>
		MIW Bottom Sediments - Fine Sand	<b>140106</b>
		MIW Bottom Sediments - Very Fine Sand	<b>140107</b>
		MIW Bottom Sediments - Very Fine Silt	<b>140108</b>
		MIW Bottom Sediments - Fine Silt	<b>140109</b>
		MIW Bottom Sediments - Medium Silt	<b>140110</b>
		MIW Bottom Sediments - Coarse Silt	<b>140111</b>
		MIW Bottom Sediments - Boulders	<b>140112</b>
		MIW Bottom Sediments - Cobbles, Oyster Shells	<b>140113</b>
		MIW Bottom Sediments - Pebbles, Shells	<b>140114</b>
		MIW Bottom Sediments - Sand and Shells	<b>140115</b>
		MIW Bottom Sediment - Land	<b>140116</b>
		MIW Bottom Sediment - No Data	<b>140117</b>
		Bottom Roughness - Smooth	<b>140118</b>
		Bottom Roughness - Moderate	<b>140119</b>
		Bottom Roughness - Rough	<b>140120</b>

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TABLE A-XLI. Oceanographic entity/entity type/entity subtype - Continued.

<b>Entity (Digits 1 and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> <i>Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.</i>
		Clutter (Bottom) - Low	<b>140121</b>
		Clutter (Bottom) - Medium	<b>140122</b>
		Clutter (Bottom) - High	<b>140123</b>
		Impact Burial - 0%	<b>140124</b>
		Impact Burial - 0-10%	<b>140125</b>
		Impact Burial - 10-20%	<b>140126</b>
		Impact Burial - 20-75%	<b>140127</b>
		Impact Burial - >75%	<b>140128</b>
		MIW Bottom Category A	<b>140129</b>
		MIW Bottom Category B	<b>140130</b>
		MIW Bottom Category C	<b>140131</b>
		MIW Bottom Type A1	<b>140132</b>
		MIW Bottom Type A2	<b>140133</b>
		MIW Bottom Type A3	<b>140134</b>
		MIW Bottom Type B1	<b>140135</b>
		MIW Bottom Type B2	<b>140136</b>
		MIW Bottom Type B3	<b>140137</b>
		MIW Bottom Type C1	<b>140138</b>
		MIW Bottom Type C2	<b>140139</b>
		MIW Bottom Type C3	<b>140140</b>
Limits			<b>150000</b>
	Maritime Limit Boundary		<b>150100</b>
	Maritime Area		<b>150200</b>
	Restricted Area		<b>150300</b>
	Swept Area		<b>150400</b>
	Training Area		<b>150500</b>
	Operator-Defined		<b>150600</b>
Man-Made Structures			<b>160000</b>
	Submarine Cable		<b>160100</b>
	Submerged Crib		<b>160200</b>
	Canal		<b>160300</b>
	Ford		<b>160400</b>
	Lock		<b>160500</b>
	Oil/Gas Rig		<b>160600</b>
	Oil/Gas Rig Field		<b>160700</b>
	Pipelines/Pipe		<b>160800</b>
	Pile/Piling/Post		<b>160900</b>

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A.5.4.16 Meteorological space (47).

TABLE A-XLII. Meteorological space equipment entity/entity type/entity subtype.

Entity (Digits 1 and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code
Space			<b>110000</b>

A.5.4.17 Signals intelligence equipment (50, 51, 52, 53, 54).

TABLE A-XLIII. Signals intelligence equipment entity/entity type/entity subtype.

Entity (Digits 1 and 2)	Entity Type (Digits 3 and 4)	Entity Subtype (Digits 5 and 6)	Code
Signal Intercept			<b>110000</b>
	Communications		<b>110100</b>
	Jammer		<b>110200</b>
	Radar		<b>110300</b>

TABLE A-XLIV. Signals intelligence equipment sector 1 modifier.

First Modifier	MIL-STD-2525D Code	Remarks.
Unspecified	00	
Anti-Aircraft Fire Control	01	
Airborne Search and Bombing	02	
Airborne Intercept	03	
Altimeter	04	
Airborne Reconnaissance and Mapping	05	
Air Traffic Control	06	
Beacon Transponder (not IFF)	07	
Battlefield Surveillance	08	
Controlled Approach	09	
Controlled Intercept	10	
Cellular/Mobile	11	
Coastal Surveillance	12	
Decoy/Mimic	13	
Data Transmission	14	
Earth Surveillance	15	
Early Warning	16	
Fire Control	17	
Ground Mapping	18	
Height Finding	19	
Harbor Surveillance	20	

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**TABLE A-XLIV. Signals intelligence equipment sector 1 modifier - Continued.**

<b>First Modifier</b>	<b>MIL-STD-2525D Code</b>	<b>Remarks.</b>
Identification, Friend or Foe (Interrogator)	21	
Instrument Landing System	22	
Ionospheric Sounding	23	
Identification, Friend or Foe (Transponder)	24	
Barrage Jammer	25	
Click Jammer	26	
Deceptive Jammer	27	
Frequency Swept Jammer	28	
Jammer (general)	29	
Noise Jammer	30	
Pulsed Jammer	31	
Repeater Jammer	32	
Spot Noise Jammer	33	
Transponder Jammer	34	
Missile Acquisition	35	
Missile Control	36	
Missile Downlink	37	
Meteorological	38	
Multi-Function	39	
Missile Guidance	40	
Missile Homing	41	
Missile Tracking	42	
Navigational/General	43	
Navigational/Distance Measuring Equipment	44	
Navigation/Terrain Following	45	
Navigational/Weather Avoidance	46	
Omni-Line of Sight (LOS)	47	
Proximity Use	48	
Point-to-Point Line of Sight (LOS)	49	
Instrumentation	50	
Range Only	51	
Sonobuoy	52	
Satellite Downlink	53	
Space	54	
Surface Search	55	
Shell Tracking	56	
Satellite Uplink	57	
Target Acquisition	58	
Target Illumination	59	
Tropospheric Scatter	60	
Target Tracking	61	
Unknown	62	
Video Remoting	63	
Experimental	64	
Reserved for Future Use	65-98	Assigned by SSMC/JSP only
Version Extension Flag	99	

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A.5.4.18 Cyberspace (60).

TABLE A-XLV. Cyberspace entity/entity type/entity subtype.

<b>Entity (Digits 1and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b>
			<b>Note:</b> The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
Botnet			<b>110000</b>
	Command and Control (C2)		<b>110100</b>
	Herder		<b>110200</b>
	Callback Domain		<b>110300</b>
	Zombie		<b>110400</b>
Infection			<b>120000</b>
	Advanced Persistent Threat (APT)		<b>120100</b>
		APT with C2	<b>120101</b>
		APT with Self Propagation	<b>120102</b>
		APT with C2 and Self Propagation	<b>120103</b>
		APT Other	<b>120104</b>
	Non-Advanced Persistent Threat (NAPT)		<b>120200</b>
		NAPT with C2	<b>120201</b>
		NAPT with Self Propagation	<b>120202</b>
		NAPT with C2 and Self Propagation	<b>120203</b>
		NAPT Other	<b>120204</b>
Health and Status			<b>130000</b>
	Normal		<b>130100</b>
	Network Outage		<b>130200</b>
	Unknown		<b>130300</b>
	Impaired		<b>130400</b>
Device Type			<b>140000</b>
	Core Router		<b>140100</b>
	Router		<b>140200</b>
	Cross Domain Solution		<b>140300</b>
	Mail Server		<b>140400</b>
	Web Server		<b>140500</b>
	Domain Server		<b>140600</b>
	File Server		<b>140700</b>
	Peer-to-Peer Node		<b>140800</b>
	Firewall		<b>140900</b>
	Switch		<b>141000</b>
	Host		<b>141100</b>
	Virtual Private Network (VPN)		<b>141200</b>
Device Domain			<b>150000</b>
	Department of Defense (DoD)		<b>150100</b>

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TABLE A-XLV. Cyberspace entity/entity type/entity subtype - Continued.

<b>Entity (Digits 1 and 2)</b>	<b>Entity Type (Digits 3 and 4)</b>	<b>Entity Subtype (Digits 5 and 6)</b>	<b>Code</b> Note: The actual code is shown in bold numbers. The remaining numbers are used to show placement within the six digits.
	Government		<b>150200</b>
	Contractor		<b>150300</b>
	Supervisory Control and Data Acquisition (SCADA)		<b>150400</b>
	Non-Government		<b>150500</b>
Effect			<b>160000</b>
	Infection		<b>160100</b>
	Degradation		<b>160200</b>
	Data Spoofing		<b>160300</b>
	Data Manipulation		<b>160400</b>
	Exfiltration		<b>160500</b>
	Power Outage		<b>160600</b>
	Network Outage		<b>160700</b>
	Service Outage		<b>160800</b>
	Device Outage		<b>160900</b>

A.5.5 Third Ten Digits. The conditional set C of the SIDC is to accommodate national modifications/additions that are not included in MIL-STD-2525. In particular, when a nation (or approved entity) has a need to transfer symbol information to another allied country/system, then set C provides an approved method to achieve this capability. Set C starts with a three digit number pre-assigned to nations (refer to APP-6 Annex A) which indicates to a recipient the source of the complete 30-digit SIDCs. The fourth digit (if required) is to be used by nations to identify a particular symbol set. The remaining six digits are available for whatever use the source nation decides. To correctly interpret a complete 30-digit SIDC requires the source nation using Set C to provide amplifying documentation to recipients. **Set C should not be used to reinterpret an approved MIL-STD-2525 symbol.**

## APPENDIX B - SPACE SYMBOLS

## B.1 SCOPE

B.1.1 Scope. This appendix addresses symbols that support space equipment and weapons in the C2 domain. The tables in this appendix present the icons and modifiers for the space domain. This appendix is divided into two sections ([see figure B-1](#)): 1) equipment and platform symbols ([see section B.6](#)) and 2) missile symbols ([see section B.7](#)). This appendix is a mandatory part of the standard. The information contained herein is intended for compliance.

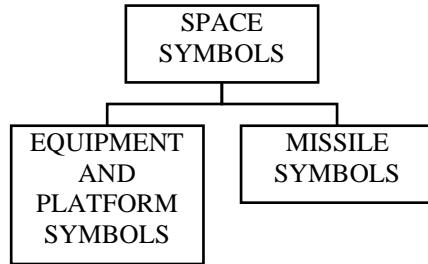


FIGURE B-1. [Space appendix sections](#).

## B.2 APPLICABLE DOCUMENTS

Specific documents in [2.2](#) of this standard apply to this appendix.

## B.3 DEFINITIONS

The definitions in [section 3](#) of this standard apply to this appendix.

## B.4 GENERAL REQUIREMENTS

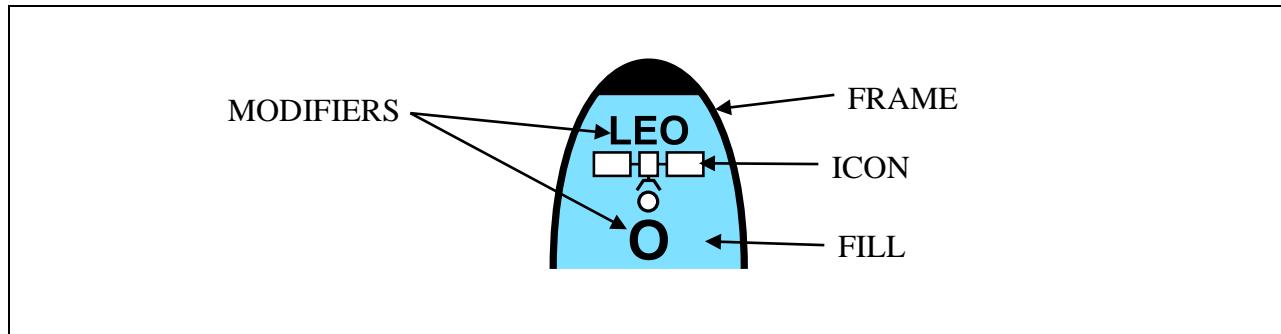
B.4.1 Organization. This appendix contains technical specifications, a symbol coding scheme, a symbology hierarchy and space symbology.

## B.5 DETAILED REQUIREMENTS

B.5.1 Technical specifications. Composition, construction and display of symbols are explained in the detailed requirements section of the standard.

B.5.2 Symbol identification coding scheme. A symbol identification code (SIDC) is a numeric string that may be used to provide the unique identifier necessary to display or exchange symbol information between MIL-STD-2525 compliant systems. Refer to [Appendix A](#) for SIDC positions and descriptions.

B.5.3 Composition of space symbols. A standard method for constructing symbols is presented. Refer to [5.3.8](#) for an explanation of symbol composition. [Figure B-2](#) shows an example of a space equipment symbol.

FIGURE B-2. Space symbol components.

B.5.3.1 Symbol building process. [Table B-I](#) depicts the symbol building process for space symbols. The process is identical for icons and modifiers requiring the vertical bounding octagon.

TABLE B-I. Space symbol building process.

STEP	DESCRIPTION	EXAMPLE
1.	Choose the frame that matches the standard identity of the object from the space column in tables I, II, or III. In this example, the standard identity is friend.  The example depicts a “friendly space track.”	
2.	Choose an icon for the main sector of the bounding octagon. In this example, the icon is “civilian earth observation satellite,” a space entity subtype.  The example depicts a “friendly civilian earth observation satellite.”	
3.	If required, choose a modifier to depict an additional characteristic of the icon. In this example, the modifier is “low earth orbit,” a sector 1 modifier.  The example depicts a “friendly civilian earth observation satellite on a low earth orbit.”	

TABLE B-I. Space symbol building process - Continued.

STEP	DESCRIPTION	EXAMPLE
4.	If required, choose a modifier to depict another characteristic of the icon. In this example, the modifier is "optical," a sector 2 modifier.  The example depicts a "friendly civilian earth observation satellite on a low earth orbit with optical sensor."	
5.	The finished symbol will appear as shown in the example.	

B.5.3.2 Icons and modifiers. All icons shall be placed within the main sector of the bounding octagon ([see table B-I](#)). When depicted, modifiers shall be placed in sectors 1 or 2 as appropriate ([see table B-I](#)). Only one modifier may be placed in each sector at a given time. Multiple modifiers in the same position are prohibited due to legibility concerns.

#### B.5.3.3 Amplifiers.

B.5.3.3.1 Text amplifiers. The purpose of the static text amplifiers described in this appendix is to standardize the display of additional alphanumerical information on identity, movement and location and capabilities. [See 5.1.6](#) for more information on amplifiers. [Figure B-3](#) shows the placement of space symbol amplifiers around the friend symbol frame. [Table B-II](#) provides descriptions and formats of each amplifier.

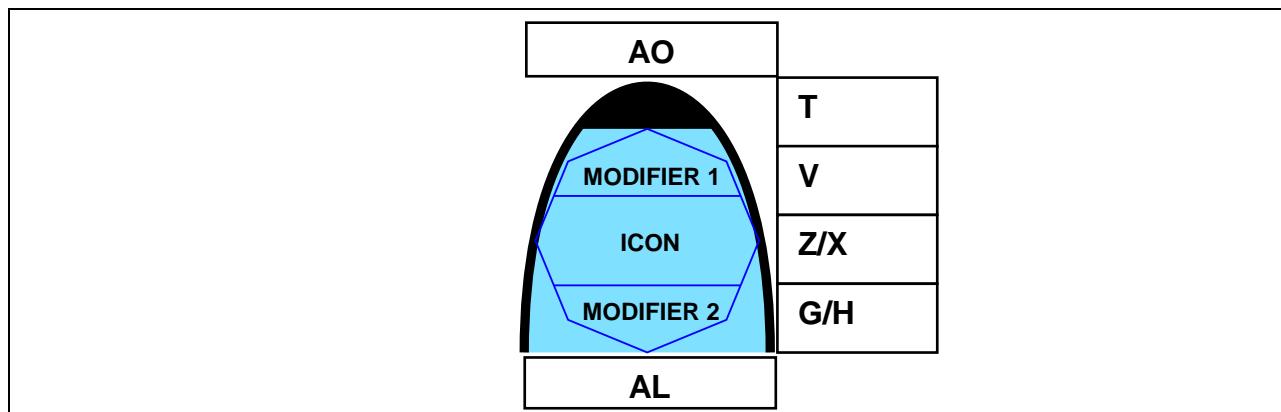


FIGURE B-3. Placement of space symbol amplifiers.

TABLE B-II. Descriptions and formats of space symbol amplifiers.

FIELD	FIELD TITLE	DESCRIPTION	FORMAT
A	Space Vehicle Icon	Uses icon and sector modifiers	
G	Staff Comments	A text amplifier for units, equipment and installations; content is implementation specific.	
H	Additional Information	A text amplifier for units, equipment and installations; content is implementation specific.	
T	Unique Designation (Track Number)	A text amplifier for units, equipment and installations that uniquely identifies a particular symbol or track number.	Prefix = TN:##### Example: TN:13579
V	Type	A text amplifier for equipment that indicates types of equipment.	
X	Altitude	A text amplifier for units that displays altitude flight level. See <a href="#">5.3.6.5</a> for content.	Measurement units shall be displayed within the string Examples: 1500MSL FL150
Z	Speed	A text amplifier for units and equipment that displays velocity as set forth in <a href="#">MIL-STD-6040</a> .	
AL	Operational Condition	A graphic amplifier for equipment or installations that indicates operational condition or capacity.	Operational Condition amplifier, if used, shall be comprised of only one color. Ex. Satellite: Red - damaged, Green – fully capable Ex: 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.	A:BBB-CC, where A = remote/local BBB = engagement status CC = weapon asset

B.5.3.3.2 Graphic amplifiers. Graphic amplifiers can be static, located in a fixed position in relation to a track's symbol, or dynamic and move about the symbol based on the track's characteristics. [See 5.1.6](#) for more information on amplifiers, including examples of dynamic amplifiers.

## B.6 SPACE EQUIPMENT AND PLATFORM SYMBOLS

B.6.1 Space equipment and platform symbols. This section includes the lists of icons and modifiers for building space equipment and platform symbols.

B.6.2 Space equipment and platform icons. [Table B-III](#) depicts space equipment and platform icons. Military symbols are depicted with black-filled icons, whereas civilian symbols are depicted with white-filled icons.

TABLE B-III. Space equipment and platform icons.

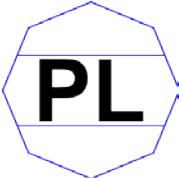
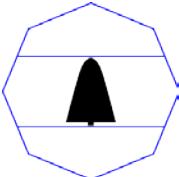
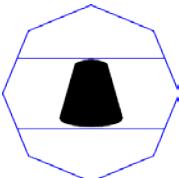
DESCRIPTION	ICON	REMARKS
<b>MILITARY</b>  Type: Entity Symbol Set Code: 05 Code: <b>110000</b> Icon Type: Main		This symbol shall not be displayed on a C2 system, but may be displayed for training or hierachal explanation purposes.
<b>SPACE VEHICLE</b>  Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: <b>110100</b> Icon Type: Main		N/A
<b>RE-ENTRY VEHICLE</b>  Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: <b>110200</b> Icon Type: Main		N/A
<b>PLANET LANDER</b>  Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: <b>110300</b> Icon Type: Main		N/A
<b>ORBITER SHUTTLE</b>  Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: <b>110400</b> Icon Type: Main		N/A
<b>CAPSULE</b>  Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: <b>110500</b> Icon Type: Main		N/A

TABLE B-III. Space equipment and platform icons - Continued.

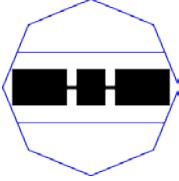
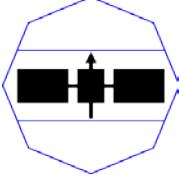
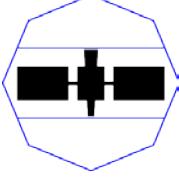
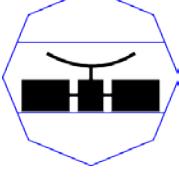
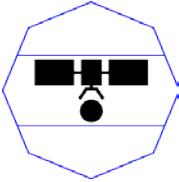
DESCRIPTION	ICON	REMARKS
<b>SATELLITE, GENERAL</b>  Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: 110600 Icon Type: Main		APP-6
<b>SATELLITE</b>  Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: 110700 Icon Type: Main		N/A
<b>ANTISATELLITE WEAPON</b>  Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: 110800 Icon Type: Main		N/A
<b>ASTRONOMICAL SATELLITE</b>  Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: 110900 Icon Type: Main		N/A
<b>BIOSATELLITE</b>  Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: 111000 Icon Type: Main		N/A
<b>COMMUNICATIONS SATELLITE</b>  Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: 111100 Icon Type: Main		N/A
<b>EARTH OBSERVATION SATELLITE</b>  Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: 111200 Icon Type: Main		N/A

TABLE B-III. Space equipment and platform icons - Continued.

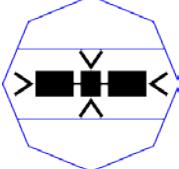
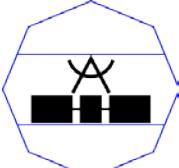
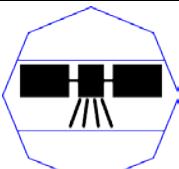
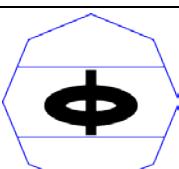
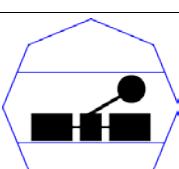
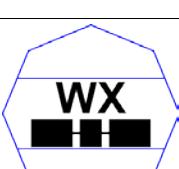
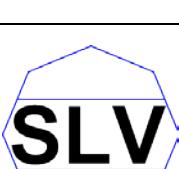
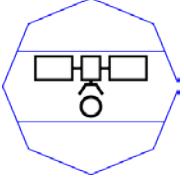
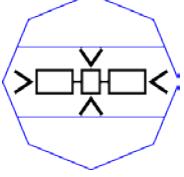
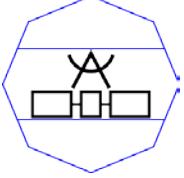
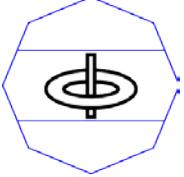
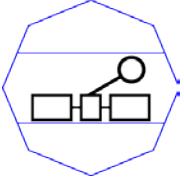
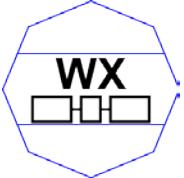
DESCRIPTION	ICON	REMARKS
<b>MINIATURIZED SATELLITE</b>  Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: 111300 Icon Type: Main		N/A
<b>NAVIGATIONAL SATELLITE</b>  Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: 111400 Icon Type: Main		N/A
<b>RECONNAISSANCE SATELLITE</b>  Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: 111500 Icon Type: Main		N/A
<b>SPACE STATION</b>  Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: 111600 Icon Type: Main		N/A
<b>TETHERED SATELLITE</b>  Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: 111700 Icon Type: Main		N/A
<b>WEATHER SATELLITE</b>  Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: 111800 Icon Type: Main		N/A
<b>SPACE LAUNCHED VEHICLE (SLV)</b>  Type: Entity Type Entity: MILITARY Symbol Set Code: 05 Code: 111900 Icon Type: Main		N/A

TABLE B-III. Space equipment and platform icons - Continued.

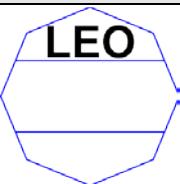
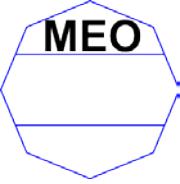
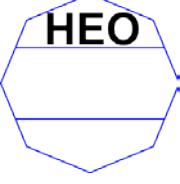
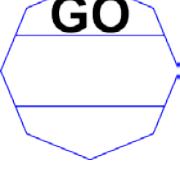
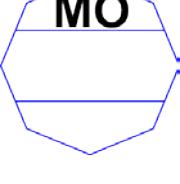
DESCRIPTION	ICON	REMARKS
<b>CIVILIAN</b>  Type: Entity Symbol Set Code: 05 Code: 120000 Icon Type: Main		This symbol shall not be displayed on a C2 system, but may be displayed for training or hierachal explanation purposes.
<b>ORBITER SHUTTLE</b>  Type: Entity Type Entity: CIVILIAN Symbol Set Code: 05 Code: 120100 Icon Type: Main		N/A
<b>CAPSULE</b>  Type: Entity Type Entity: CIVILIAN Symbol Set Code: 05 Code: 120200 Icon Type: Main		N/A
<b>SATELLITE</b>  Type: Entity Type Entity: CIVILIAN Symbol Set Code: 05 Code: 120300 Icon Type: Main		N/A
<b>ASTRONOMICAL SATELLITE</b>  Type: Entity Type Entity: CIVILIAN Symbol Set Code: 05 Code: 120400 Icon Type: Main		N/A
<b>BIOSATELLITE</b>  Type: Entity Type Entity: CIVILIAN Symbol Set Code: 05 Code: 120500 Icon Type: Main		N/A
<b>COMMUNICATIONS SATELLITE</b>  Type: Entity Type Entity: CIVILIAN Symbol Set Code: 05 Code: 120600 Icon Type: Main		N/A

TABLE B-III. Space equipment and platform icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>EARTH OBSERVATION SATELLITE</b>  Type: Entity Type Entity: CIVILIAN Symbol Set Code: 05 Code: 120700 Icon Type: Main		N/A
<b>MINIATURIZED SATELLITE</b>  Type: Entity Type Entity: CIVILIAN Symbol Set Code: 05 Code: 120800 Icon Type: Main		N/A
<b>NAVIGATIONAL SATELLITE</b>  Type: Entity Type Entity: CIVILIAN Symbol Set Code: 05 Code: 120900 Icon Type: Main		N/A
<b>SPACE STATION</b>  Type: Entity Type Entity: CIVILIAN Symbol Set Code: 05 Code: 121000 Icon Type: Main		N/A
<b>TETHERED SATELLITE</b>  Type: Entity Type Entity: CIVILIAN Symbol Set Code: 05 Code: 121100 Icon Type: Main		N/A
<b>WEATHER SATELLITE</b>  Type: Entity Type Entity: CIVILIAN Symbol Set Code: 05 Code: 121200 Icon Type: Main		N/A
<b>MANUAL TRACK</b>  Type: Entity (Local) Symbol Set Code: 05 Code: 130000 Icon Type: Full Octagon		N/A

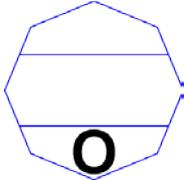
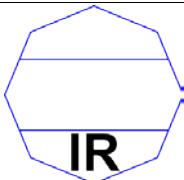
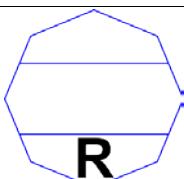
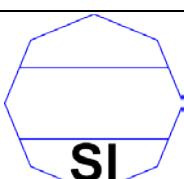
B.6.3 Space equipment and platform sector 1 modifiers. Space equipment and platform sector 1 modifiers denote orbit category. [Table B-IV](#) lists space equipment and platform sector 1 modifiers and illustrates their placement within the bounding octagon.

TABLE B-IV. Space equipment and platform sector 1 modifiers.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>LOW EARTH ORBIT (LEO)</b>  Symbol Set Code: 05 Code: 01	ORBIT		N/A
<b>MEDIUM EARTH ORBIT (MEO)</b>  Symbol Set Code: 05 Code: 02	ORBIT		N/A
<b>HIGH EARTH ORBIT (HEO)</b>  Symbol Set Code: 05 Code: 03	ORBIT		N/A
<b>GEOSYNCHRONOUS ORBIT (GSO)</b>  Symbol Set Code: 05 Code: 04	ORBIT		N/A
<b>GEOSTATIONARY ORBIT (GO)</b>  Symbol Set Code: 05 Code: 05	ORBIT		N/A
<b>MOLNIYA ORBIT (MO)</b>  Symbol Set Code: 05 Code: 06	ORBIT		N/A

B.6.4 Space equipment and platform sector 2 modifiers. Space equipment and platform sector 2 modifiers denote sensor category. [Table B-V](#) lists space equipment and platform sector 2 modifiers and illustrates their placement within the bounding octagon.

TABLE B-V. Space equipment and platform sector 2 modifiers.

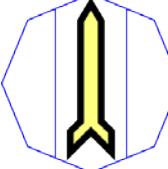
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>OPTICAL</b>  Symbol Set Code: 05 Code: 01	SENSOR		Only used with satellite icons.
<b>INFRARED</b>  Symbol Set Code: 05 Code: 02	SENSOR		Only used with satellite icons.
<b>RADAR</b>  Symbol Set Code: 05 Code: 03	SENSOR		Only used with satellite icons.
<b>SIGNALS INTELLIGENCE (SIGINT)</b>  Symbol Set Code: 05 Code: 04	SENSOR		Only used with satellite icons.

## B.7 SPACE MISSILE SYMBOLS

B.7.1 Space missile symbols. This section includes the lists of icons and modifiers for building space missile symbols.

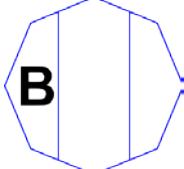
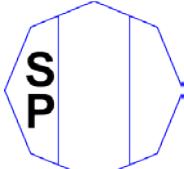
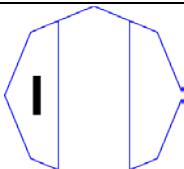
B.7.2 Space missile icons. [Table B-VI](#) depicts the lone space missile icon. The space missile icon requires the vertical bounding octagon.

TABLE B-VI. Space missile icon.

DESCRIPTION	ICON	REMARKS
<b>MISSILE</b>  Type: Entity Symbol Set Code: 06 Code: 110000 Icon Type: Main		

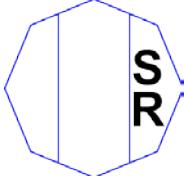
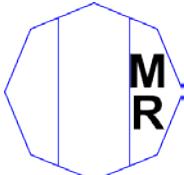
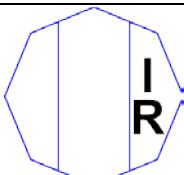
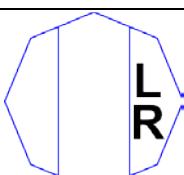
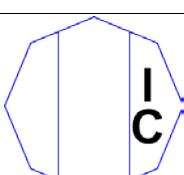
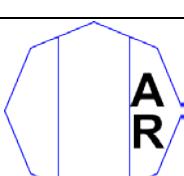
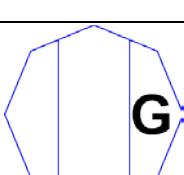
B.7.3 Space missile sector 1 modifiers. Space missile sector 1 modifiers denote launch origin or missile class categories. [Table B-VII](#) lists missile sector 1 modifiers and illustrates their placement within the bounding octagon.

TABLE B-VII. Space missile sector 1 modifiers.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>BALLISTIC</b>  Symbol Set Code: 06 Code: 01	MISSILE CLASS		N/A
<b>SPACE</b>  Symbol Set Code: 06 Code: 02	LAUNCH ORIGIN		N/A
<b>INTERCEPTOR</b>  Symbol Set Code: 06 Code: 03	MISSILE CLASS		N/A

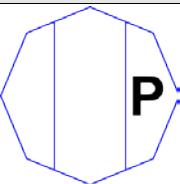
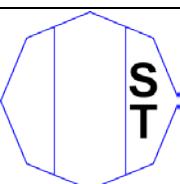
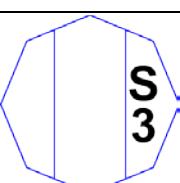
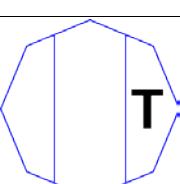
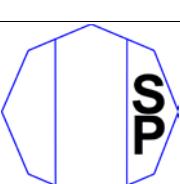
B.7.4 Space missile sector 2 modifiers. Space missile sector 2 modifiers denote projected missile destination, missile status, missile type, or missile range categories. [Table B-VIII](#) lists the missile sector 2 modifiers and illustrates their placement within the bounding octagon.

TABLE B-VIII. Space missile sector 2 modifiers.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>SHORT RANGE</b>  Symbol Set Code: 06 Code: 01	MISSILE RANGE		1000km or less.
<b>MEDIUM RANGE</b>  Symbol Set Code: 06 Code: 02	MISSILE RANGE		1000km to 3500km.
<b>INTERMEDIATE RANGE</b>  Symbol Set Code: 06 Code: 03	MISSILE RANGE		1000km to 3500km.
<b>LONG RANGE</b>  Symbol Set Code: 06 Code: 04	MISSILE RANGE		3500km to 5500km.
<b>INTERCONTINENTAL</b>  Symbol Set Code: 06 Code: 05	MISSILE RANGE		5500km or greater.
<b>ARROW</b>  Symbol Set Code: 06 Code: 06	MISSILE TYPE-BMD		Used with INTERCEPTOR modifier 1 only.
<b>GROUND-BASED INTERCEPTOR (GBI)</b>  Symbol Set Code: 06 Code: 07	MISSILE TYPE-BMD		Used with INTERCEPTOR modifier 1 only.

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TABLE B-VIII. Space missile sector 2 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>PATRIOT</b>  Symbol Set Code: 06 Code: 08	MISSILE TYPE-BMD		Used with INTERCEPTOR modifier 1 only.
<b>STANDARD MISSILE - TERMINAL PHASE (SM-T)</b>  Symbol Set Code: 06 Code: 09	MISSILE TYPE-BMD		Used with INTERCEPTOR modifier 1 only.
<b>STANDARD MISSILE - 3 (SM-3)</b>  Symbol Set Code: 06 Code: 10	MISSILE TYPE-BMD		Used with INTERCEPTOR modifier 1 only.
<b>TERMINAL HIGH-ALTITUDE AREA DEFENSE (THAAD)</b>  Symbol Set Code: 06 Code: 11	MISSILE TYPE-BMD		Used with INTERCEPTOR modifier 1 only.
<b>SPACE</b>  Symbol Set Code: 06 Code: 12	LAUNCH ORIGIN		N/A

## APPENDIX C - AIR SYMBOLS

## C.1 SCOPE

C.1.1 Scope. This appendix addresses symbols that support air equipment and weapons in the C2 domain. The tables in this appendix present the icons and modifiers for the air domain. This appendix is divided into two sections ([see figure C-1](#)): 1) equipment and platform symbols ([see section C.6](#)) and 2) missile symbols ([see section C.7](#)). This appendix is a mandatory part of the standard. The information contained herein is intended for compliance.

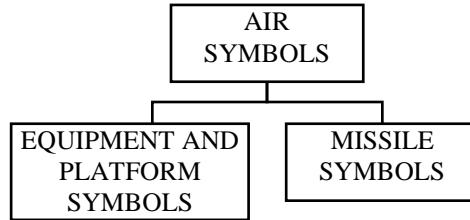


FIGURE C-1. [Air appendix sections](#).

## C.2 APPLICABLE DOCUMENTS

Specific documents in [2.2](#) of this standard apply to this appendix.

## C.3 DEFINITIONS

The definitions in [section 3](#) of this standard apply to this appendix.

## C.4 GENERAL REQUIREMENTS

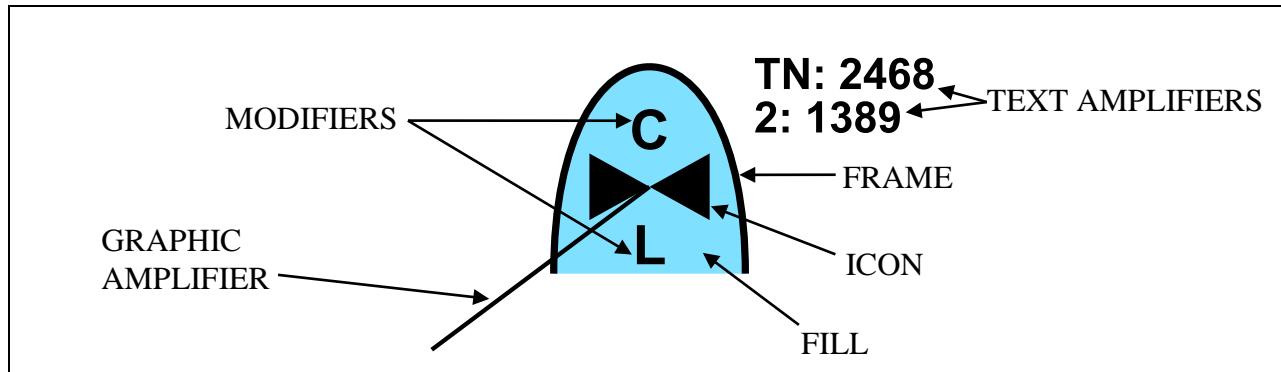
C.4.1 Organization. This appendix contains technical specifications, a symbol coding scheme, a symbology hierarchy and air symbology.

## C.5 DETAILED REQUIREMENTS

C.5.1 Technical specifications. Composition, construction and display of symbols are explained in the detailed requirements section of the standard.

C.5.2 Symbol identification coding scheme. A symbol identification code (SIDC) is a numeric string that may be used to provide the unique identifier necessary to display or exchange symbol information between MIL-STD-2525 compliant systems. Refer to [Appendix A](#) for SIDC positions and descriptions.

C.5.3 Composition of air symbols. A standard method for constructing symbols is presented. Refer to [5.3.8](#) for an explanation of symbol composition. [Figure C-2](#) shows an example of an air equipment symbol.

FIGURE C-2. Air symbol components.

C.5.3.1 Symbol building process. [Table C-I](#) depicts the symbol building process for air symbols. The process is identical for icons and modifiers requiring the vertical bounding octagon.

TABLE C-I. Air symbol building process.

STEP	DESCRIPTION	EXAMPLE
1.	Choose the frame that matches the standard identity of the object from the air column in tables I, II, or III. In this example, the standard identity is friend.  The example depicts a “friendly air track.”	
2.	Choose an icon for the main sector of the bounding octagon. In this example, the icon is “military rotary-wing,” an air entity type.  The example depicts a “friendly military rotary-wing aircraft.”	
3.	If required, choose a modifier to depict an additional characteristic of the icon. In this example, the modifier is “cargo,” a sector 1 modifier.  The example depicts a “friendly military rotary-wing cargo aircraft.”	

TABLE C-I. Air symbol building process - Continued.

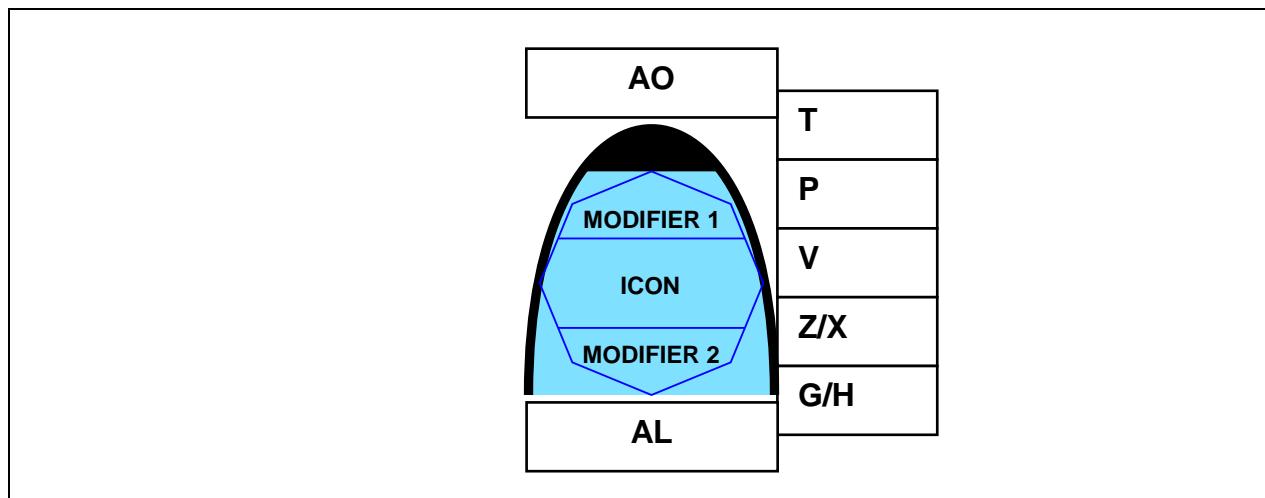
STEP	DESCRIPTION	EXAMPLE
4.	If required, choose a modifier to depict another characteristic of the icon. In this example, the modifier is "light," a sector 2 modifier.  The example depicts a "friendly military rotary-wing cargo aircraft with light cargo capacity."	
5.	The finished symbol will appear as shown in the example.	

C.5.3.2 Icons and modifiers. All icons shall be placed within the main sector of the bounding octagon ([see table C-I](#)). When depicted, modifiers shall be placed in sectors 1 or 2 as appropriate ([see table C-I](#)). Only one modifier may be placed in each sector at a given time. Multiple modifiers in the same position are prohibited due to legibility concerns.

#### C.5.3.3 Amplifiers.

C.5.3.3.1 Heading. The purpose of the static text amplifiers described in this appendix is to standardize the display of additional alphanumerical information on identity, movement and location and capabilities. [See 5.1.6](#) for more information on amplifiers.

[Figure C-3](#) shows the placement of air symbol amplifiers around the friend symbol frame. [Table C-II](#) provides descriptions and formats of each amplifier.

FIGURE C-3. Placement of air symbol amplifiers.

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**TABLE C-II. Descriptions and formats of air symbol amplifiers.**

<b>FIELD</b>	<b>FIELD TITLE</b>	<b>DESCRIPTION</b>	<b>FORMAT</b>
A	Air Vehicle/Air Vehicle Type Icon	Uses icon and sector modifiers	
G	Staff Comments	A text amplifier for units, equipment and installations; content is implementation specific.	
H	Additional Information	A text amplifier for units, equipment and installations; content is implementation specific.	
P	IFF/SIF	A text amplifier displaying IFF/SIF Identification modes and codes.  Display priority: Mode 5, Mode S, Mode 4, Mode 2, Mode 3.	Mode 2 Prefix: 2:##### Example: 2:1234
T	Unique Designation (Track Number)	A text amplifier for units, equipment and installations that uniquely identifies a particular symbol or track number.	Prefix = TN:##### Example: TN:13579
V	Type	A text amplifier for equipment that indicates types of equipment.	
X	Altitude	A text amplifier for units that displays altitude/ flight level. See <a href="#">5.3.6.5</a> for content.	Measurement units shall be displayed within the string Examples: 1500MSL FL150
Z	Speed	A text amplifier for units and equipment that displays velocity as set forth in <a href="#">MIL-STD-6040</a> .	
AL	Operational Condition	A graphic amplifier for equipment or installations that indicates operational condition or capacity.	Operational Condition amplifier, if used, shall be comprised of only one color. Ex. Aircraft: Red - damaged, Green – fully capable Ex: 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.	A:BBB-CC, where A = remote/local BBB = engagement status CC = weapon asset

**C.5.3.3.2 Graphic amplifiers.** Graphic amplifiers can be static, located in a fixed position in relation to a track's symbol, or dynamic and move about the symbol based on the track's characteristics. [See 5.1.6](#) for more information on amplifiers, including examples of dynamic amplifiers.

## C.6 AIR EQUIPMENT AND PLATFORM SYMBOLS

C.6.1 Air equipment and platform symbols. This section includes the lists of icons and modifiers for building air equipment and platform symbols.

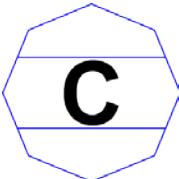
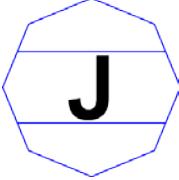
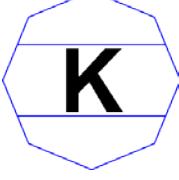
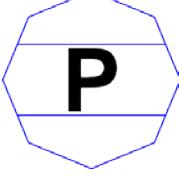
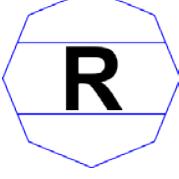
C.6.2 Air equipment and platform icons. [Table C-III](#) depicts air equipment and platform icons. Military symbols are depicted with black-filled icons, whereas civilian symbols are depicted with white-filled icons.

**TABLE C-III. Air equipment and platform icons.**

DESCRIPTION	ICON	REMARKS
<b>MILITARY</b>  Type: Entity Symbol Set Code: 01 Code: <b>110000</b>		This symbol shall not be displayed on a C2 system but may be displayed for training or hierachal explanation purposes.
<b>FIXED-WING</b>  Type: Entity Type Entity: MILITARY Symbol Set Code: 01 Code: <b>110100</b>		N/A
<b>MEDICAL EVACUATION (MEDEVAC)</b>  Type: Entity Subtype Entity/Entity Type: MILITARY/FIXED-WING Symbol Set Code: 01 Code: <b>110101</b>		N/A
<b>ATTACK/STRIKE</b>  Type: Entity Subtype Entity/Entity Type: MILITARY/FIXED-WING Symbol Set Code: 01 Code: <b>110102</b>		N/A
<b>BOMBER</b>  Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: <b>110103</b>		N/A
<b>FIGHTER</b>  Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: <b>110104</b>		N/A

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TABLE C-III. Air equipment and platform icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>FIGHTER/BOMBER</b>  Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110105		N/A
{Reserved for Future Use}  Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110106	N/A	N/A
<b>CARGO</b>  Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110107		N/A
<b>ELECTRONIC/ COMBAT (EC)/JAMMER</b>  Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110108		N/A
<b>TANKER</b>  Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110109		N/A
<b>PATROL</b>  Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110110		N/A
<b>RECONNAISSANCE</b>  Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110111		N/A

## MIL-STD-2525D - APPENDIX C

TABLE C-III. Air equipment and platform icons - Continued.

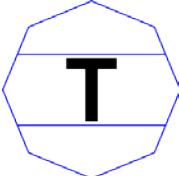
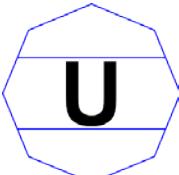
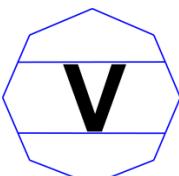
DESCRIPTION	ICON	REMARKS
<b>TRAINER</b>  Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110112		N/A
<b>UTILITY</b>  Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110113		N/A
<b>VSTOL</b>  Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110114		N/A
<b>AIRBORNE COMMAND POST (ACP)</b>  Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110115		N/A
<b>AIRBORNE EARLY WARNING (AEW)</b>  Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110116		N/A
<b>ANTISURFACE WARFARE</b>  Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110117		N/A
<b>ANTISUBMARINE WARFARE</b>  Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110118		N/A

TABLE C-III. Air equipment and platform icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>COMMUNICATIONS</b>  Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110119		N/A
<b>COMBAT SEARCH AND RESCUE (CSAR)</b>  Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110120		N/A
<b>ELECTRONIC SUPPORT (ES)</b>  Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110121		N/A
<b>GOVERNMENT</b>  Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110122		N/A
<b>MINE COUNTERMEASURES (MCM)</b>  Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110123		N/A
<b>PERSONNEL RECOVERY</b>  Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110124		N/A
<b>SEARCH AND RESCUE</b>  Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110125		N/A

TABLE C-III. Air equipment and platform icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>SPECIAL OPERATIONS FORCES</b>  Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110126		N/A
<b>ULTRA LIGHT</b>  Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110127		N/A
<b>PHOTOGRAPHIC RECONNAISSANCE</b>  Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110128		N/A
<b>VERY IMPORTANT PERSON (VIP)</b>  Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110129		N/A
<b>SUPPRESSION OF ENEMY AIR DEFENSE</b>  Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110130		N/A
<b>PASSENGER</b>  Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110131		N/A

TABLE C-III. Air equipment and platform icons - Continued.

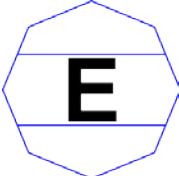
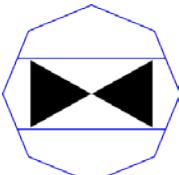
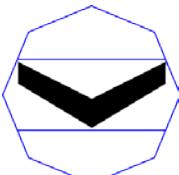
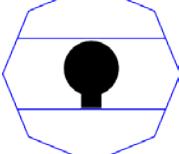
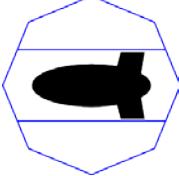
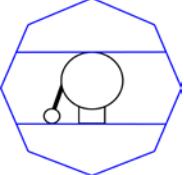
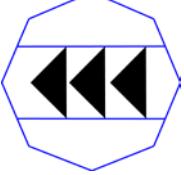
DESCRIPTION	ICON	REMARKS
<b>ESCORT</b>  Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110132		N/A
<b>ELECTRONIC ATTACK (EA)</b>  Type: Entity Subtype Entity/Entity Type: MILITARY/ FIXED-WING Symbol Set Code: 01 Code: 110133		N/A
<b>ROTARY-WING</b>  Type: Entity Type Entity: MILITARY Symbol Set Code: 01 Code: 110200		N/A
<b>UNMANNED AIRCRAFT (UA)/UNMANNED AERIAL VEHICLE (UAV)/UNMANNED AIRCRAFT SYSTEM (UAS)/REMOTE PILOTED VEHICLE (RPV)</b>  Type: Entity Type Entity: MILITARY Symbol Set Code: 01 Code: 110300		N/A
<b>VERTICAL-TAKEOFF UAV (VT- UAV)</b>  Type: Entity Type Entity: MILITARY Symbol Set Code: 01 Code: 110400		N/A
<b>LIGHTER THAN AIR</b>  Type: Entity Type Entity: MILITARY Symbol Set Code: 01 Code: 110500		N/A
<b>AIRSHIP</b>  Type: Entity Type Entity: MILITARY Symbol Set Code: 01 Code: 110600		N/A

TABLE C-III. Air equipment and platform icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>TETHERED LIGHTER THAN AIR</b>  Type: Entity Type Entity: MILITARY Symbol Set Code: 01 Code: 110700		N/A
<b>CIVILIAN</b>  Type: Entity Symbol Set Code: 01 Code: 120000		This symbol shall not be displayed on a C2 system but may be displayed for training or hierachal explanation purposes.
<b>FIXED-WING</b>  Type: Entity Type Entity: CIVILIAN Symbol Set Code: 01 Code: 120100		N/A
<b>ROTARY-WING</b>  Type: Entity Type Entity: CIVILIAN Symbol Set Code: 01 Code: 120200		N/A
<b>UNMANNED AIRCRAFT (UA)/UNMANNED AERIAL VEHICLE (UAV)/UNMANNED AIRCRAFT SYSTEM (UAS)/REMOTE PILOTED VEHICLE</b>  Type: Entity Type Entity: CIVILIAN Symbol Set Code: 01 Code: 120300		N/A
<b>LIGHTER THAN AIR</b>  Type: Entity Type Entity: CIVILIAN Symbol Set Code: 01 Code: 120400		N/A
<b>AIRSHIP</b>  Type: Entity Type Entity: CIVILIAN Symbol Set Code: 01 Code: 120500		N/A

TABLE C-III. Air equipment and platform icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>TETHERED LIGHTER THAN AIR</b>  Type: Entity Type Entity: CIVILIAN Symbol Set Code: 01 Code: 120600		N/A
<b>WEAPON</b>  Type: Entity Symbol Set Code: 01 Code: 130000		This symbol shall not be displayed on a C2 system but may be displayed for training or hierarchical explanation purposes.
<b>BOMB</b>  Type: Entity Type Entity: WEAPON Symbol Set Code: 01 Code: 130100		N/A
<b>DECOY</b>  Type: Entity Type Entity: WEAPON Symbol Set Code: 01 Code: 130200		N/A
<b>MANUAL TRACK</b>  Type: Entity (Local) Symbol Set Code: 10 Code: 140000 Icon Type: Full Octagon		N/A

C.6.3 Air equipment and platform sector 1 modifiers. Air equipment and platform sector 1 modifiers denote aircraft type and mission area categories. Table C-IV lists air equipment and platform sector 1 modifiers and illustrates their placement within the bounding octagon.

TABLE C-IV. Air equipment and platform sector 1 modifiers.

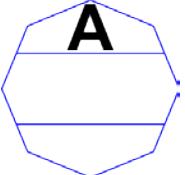
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>ATTACK/STRIKE</b>  Symbol Set Code: 01 Code: 01	MILITARY AIRCRAFT TYPE		N/A

TABLE C-IV. Air equipment and platform sector 1 modifiers - Continued.

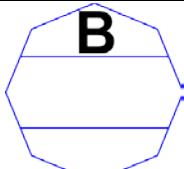
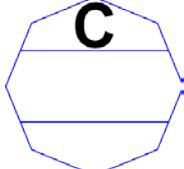
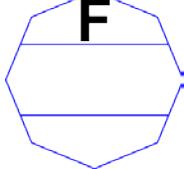
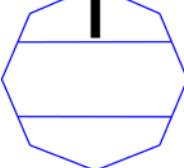
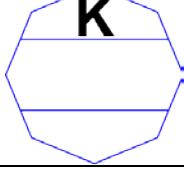
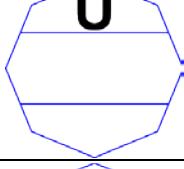
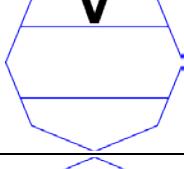
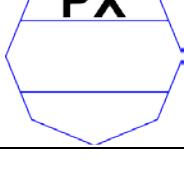
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>BOMBER</b>  Symbol Set Code: 01 Code: 02	MILITARY AIRCRAFT TYPE		N/A
<b>CARGO</b>  Symbol Set Code: 01 Code: 03	AIRCRAFT TYPE		N/A
<b>FIGHTER</b>  Symbol Set Code: 01 Code: 04	MILITARY AIRCRAFT TYPE		N/A
<b>INTERCEPTOR</b>  Symbol Set Code: 01 Code: 05	MILITARY AIRCRAFT TYPE		APP-6
<b>TANKER</b>  Symbol Set Code: 01 Code: 06	AIRCRAFT TYPE		N/A
<b>UTILITY</b>  Symbol Set Code: 01 Code: 07	AIRCRAFT TYPE		N/A
<b>VSTOL/VTOL</b>  Symbol Set Code: 01 Code: 08	AIRCRAFT TYPE		N/A
<b>PASSENGER</b>  Symbol Set Code: 01 Code: 09	AIRCRAFT TYPE		N/A

TABLE C-IV. Air equipment and platform sector 1 modifiers - Continued.

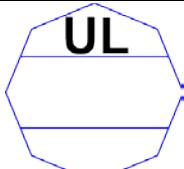
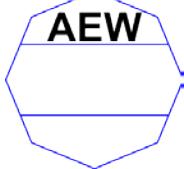
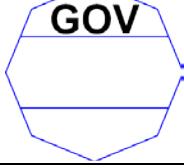
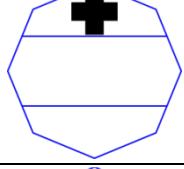
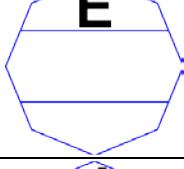
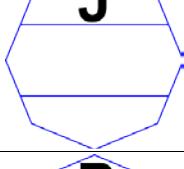
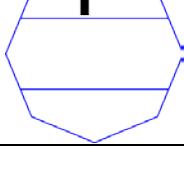
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>ULTRA LIGHT</b>  Symbol Set Code: 01 Code: 10	AIRCRAFT TYPE		N/A
<b>AIRBORNE COMMAND POST (ACP)</b>  Symbol Set Code: 01 Code: 11	MILITARY AIRCRAFT TYPE		N/A
<b>AIRBORNE EARLY WARNING (AEW)</b>  Symbol Set Code: 01 Code: 12	MILITARY AIRCRAFT TYPE		N/A
<b>GOVERNMENT</b>  Symbol Set Code: 01 Code: 13	AIRCRAFT TYPE		N/A
<b>MEDICAL EVACUATION (MEDEVAC)</b>  Symbol Set Code: 01 Code: 14	MISSION AREA		N/A
<b>ESCORT</b>  Symbol Set Code: 01 Code: 15	MILITARY MISSION AREA		N/A
<b>ELECTRONIC COMBAT (EC)/JAMMER</b>  Symbol Set Code: 01 Code: 16	MILITARY MISSION AREA		N/A
<b>PATROL</b>  Symbol Set Code: 01 Code: 17	MISSION AREA		N/A

TABLE C-IV. Air equipment and platform sector 1 modifiers - Continued.

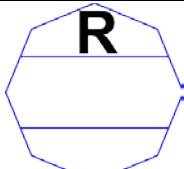
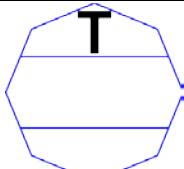
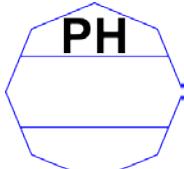
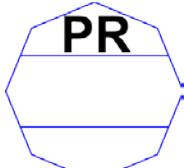
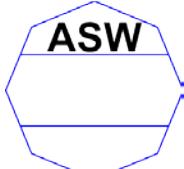
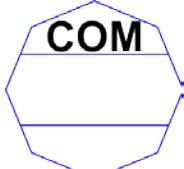
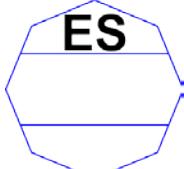
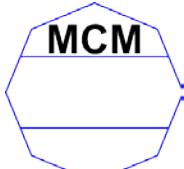
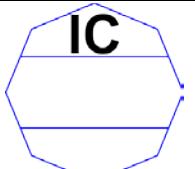
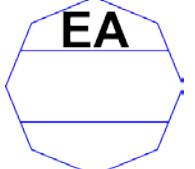
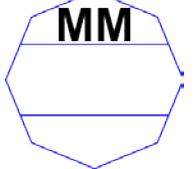
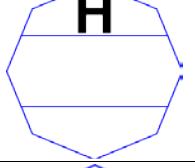
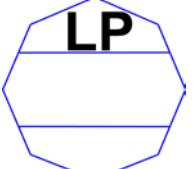
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>RECONNAISSANCE</b>  Symbol Set Code: 01 Code: 18	MISSION AREA		N/A
<b>TRAINER</b>  Symbol Set Code: 01 Code: 19	MISSION AREA		N/A
<b>PHOTOGRAPHIC (RECONNAISSANCE)</b>  Symbol Set Code: 01 Code: 20	MISSION AREA		N/A
<b>PERSONNEL RECOVERY</b>  Symbol Set Code: 01 Code: 21	MISSION AREA		N/A
<b>ANTISUBMARINE WARFARE</b>  Symbol Set Code: 01 Code: 22	MILITARY MISSION AREA		N/A
<b>COMMUNICATIONS</b>  Symbol Set Code: 01 Code: 23	MISSION AREA		N/A
<b>ELECTRONIC SUPPORT (ES)</b>  Symbol Set Code: 01 Code: 24	MILITARY MISSION AREA		N/A
<b>MINE COUNTERMEASURES (MCM)</b>  Symbol Set Code: 01 Code: 25	MILITARY MISSION AREA		N/A

TABLE C-IV. Air equipment and platform sector 1 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>SEARCH AND RESCUE</b>  Symbol Set Code: 01 Code: 26	MISSION AREA		N/A
<b>SPECIAL OPERATIONS FORCES (SOF)</b>  Symbol Set Code: 01 Code: 27	MILITARY MISSION AREA		N/A
<b>SURFACE WARFARE</b>  Symbol Set Code: 01 Code: 28	MILITARY MISSION AREA		N/A
<b>VERY IMPORTANT PERSON (VIP) TRANSPORT</b>  Symbol Set Code: 01 Code: 29	MISSION AREA		N/A
<b>COMBAT SEARCH AND RESCUE (CSAR)</b>  Symbol Set Code: 01 Code: 30	MILITARY MISSION AREA		N/A
<b>SUPPRESSION OF ENEMY AIR DEFENSE</b>  Symbol Set Code: 01 Code: 31	MILITARY MISSION AREA		APP-6
<b>ANTISURFACE WARFARE</b>  Symbol Set Code: 01 Code: 32	MILITARY MISSION AREA		N/A
<b>FIGHTER/BOMBER</b>  Symbol Set Code: 01 Code: 33	MILITARY AIRCRAFT TYPE		N/A

TABLE C-IV. Air equipment and platform sector 1 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>INTENSIVE CARE</b>  Symbol Set Code: 01 Code: 34	MISSION AREA		N/A
<b>ELECTRONIC ATTACK (EA)</b>  Symbol Set Code: 01 Code: 35	MILITARY MISSION AREA		N/A
<b>MULTIMISSION</b>  Symbol Set Code: 01 Code: 36	MISSION AREA		N/A
<b>HIJACKING</b>  Symbol Set Code: 01 Code: 37	CRIME		N/A
<b>ASW HELO- LAMPS</b>  Symbol Set Code: 01 Code: 38	MISSION AREA		Must be paired in conjunction with rotary wing icon
<b>ASW HELO – SH-60R</b>  Symbol Set Code: 01 Code: 39	MISSION AREA		Must be paired in conjunction with rotary wing icon

C.6.4 Air equipment and platform sector 2 modifiers. Air equipment and platform sector 2 modifiers denote capacity, re-fueling capability, range and track link availability categories. Table C-V lists air equipment and platform sector 2 modifiers and illustrates their placement within the bounding octagon.

TABLE C-V. Air equipment and platform sector 2 modifiers.

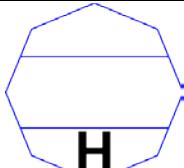
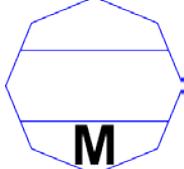
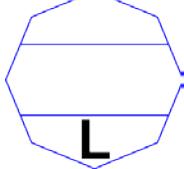
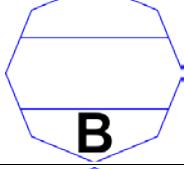
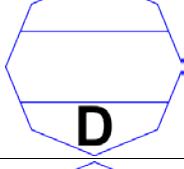
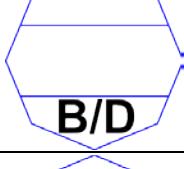
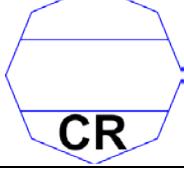
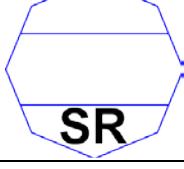
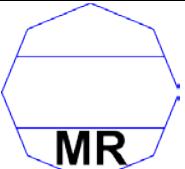
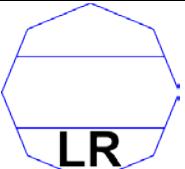
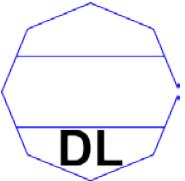
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>HEAVY</b> Symbol Set Code: 01 Code: 01	CARGO/TRANSPORT CAPACITY		N/A
<b>MEDIUM</b> Symbol Set Code: 01 Code: 02	CARGO/TRANSPORT CAPACITY		N/A
<b>LIGHT</b> Symbol Set Code: 01 Code: 03	CARGO/TRANSPORT CAPACITY		N/A
<b>BOOM-ONLY</b> Symbol Set Code: 01 Code: 04	RE-FUELING CAPABILITY		Used with TANKER only.
<b>DROGUE-ONLY</b> Symbol Set Code: 01 Code: 05	RE-FUELING CAPABILITY		Used with TANKER only.
<b>BOOM AND DROGUE</b> Symbol Set Code: 01 Code: 06	RE-FUELING CAPABILITY		Used with TANKER only.
<b>CLOSE RANGE</b> Symbol Set Code: 01 Code: 07	RANGE		N/A
<b>SHORT RANGE</b> Symbol Set Code: 01 Code: 08	RANGE		N/A

TABLE C-V. Air equipment and platform sector 2 modifiers - Continued.

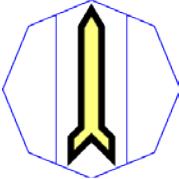
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>MEDIUM RANGE</b>  Symbol Set Code: 01 Code: 09	RANGE		N/A
<b>LONG RANGE</b>  Symbol Set Code: 01 Code: 10	RANGE		N/A
<b>DLINKED</b>  Symbol Set Code: 01 Code: 11	TRACK LINK AVAILABILITY		N/A

## C.7 AIR MISSILE SYMBOLS

C.7.1 Air missile symbols. This section includes the lists of icons and modifiers for building air missile symbols.

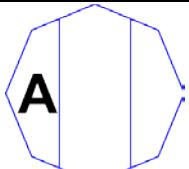
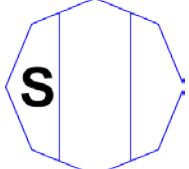
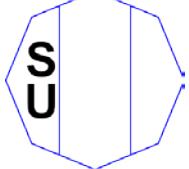
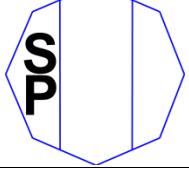
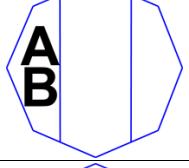
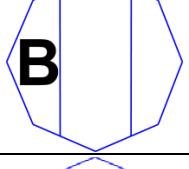
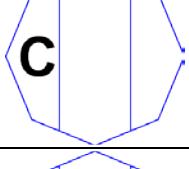
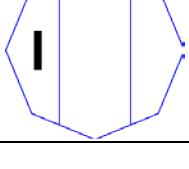
C.7.2 Air missile icons. Table C-VI depicts the lone air missile icon. The air missile icon requires the vertical bounding octagon.

TABLE C-VI. Air missile icon.

DESCRIPTION	ICON	REMARKS
<b>MISSILE</b>  Type: Entity Symbol Set Code: 02 Code: 110000		

C.7.3 Air missile sector 1 modifiers. Air missile sector 1 modifiers denote launch origin or missile class categories. Table C-VII lists missile sector 1 modifiers and illustrates their placement within the bounding octagon.

TABLE C-VII. Air missile sector 1 modifiers.

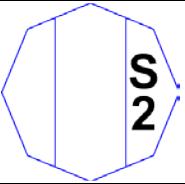
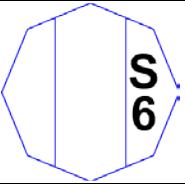
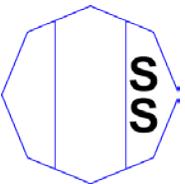
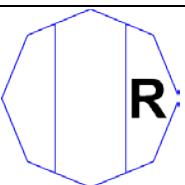
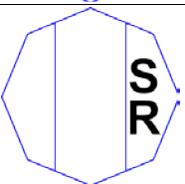
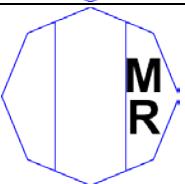
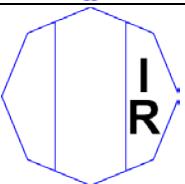
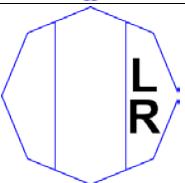
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>AIR</b> Symbol Set Code: 02 Code: 01	LAUNCH ORIGIN	 A	N/A
<b>SURFACE</b> Symbol Set Code: 02 Code: 02	LAUNCH ORIGIN	 S	N/A
<b>SUBSURFACE</b> Symbol Set Code: 02 Code: 03	LAUNCH ORIGIN	 SU	N/A
<b>SPACE</b> Symbol Set Code: 02 Code: 04	LAUNCH ORIGIN	 SP	N/A
<b>ANTI-BALLISTIC</b> Symbol Set Code: 02 Code: 05	MISSILE CLASS	 AB	N/A
<b>BALLISTIC</b> Symbol Set Code: 02 Code: 06	MISSILE CLASS	 B	N/A
<b>CRUISE</b> Symbol Set Code: 02 Code: 07	MISSILE CLASS	 C	N/A
<b>INTERCEPTOR</b> Symbol Set Code: 02 Code: 08	MISSILE CLASS	 I	N/A

C.7.4 Air missile sector 2 modifiers. Air missile sector 2 modifiers denote projected missile destination, missile status, missile type-BMD, missile type-AAW, or missile range categories. [Table C-VIII](#) lists the missile sector 2 modifiers and illustrates their placement within the bounding octagon.

TABLE C-VIII. Air missile sector 2 modifiers.

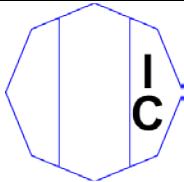
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>AIR</b> Symbol Set Code: 02 Code: 01	MISSILE DESTINATION	A	N/A
<b>SURFACE</b> Symbol Set Code: 02 Code: 02	MISSILE DESTINATION	S	N/A
<b>SUBSURFACE</b> Symbol Set Code: 02 Code: 03	MISSILE DESTINATION	SU	N/A
<b>SPACE</b> Symbol Set Code: 02 Code: 04	MISSILE DESTINATION	SP	N/A
<b>LAUNCHED</b> Symbol Set Code: 02 Code: 05	MISSILE STATUS	L	N/A
<b>MISSILE</b> Symbol Set Code: 02 Code: 06	MISSILE STATUS	M	APP-6
<b>PATRIOT</b> Symbol Set Code: 02 Code: 07	MISSILE TYPE-BMD	P	Used with INTERCEPTOR modifier 1 only.

TABLE C-VIII. Air missile sector 2 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>STANDARD MISSILE - 2 (SM-2)</b>  Symbol Set Code: 02 Code: 08	MISSILE TYPE-AAW		Used with INTERCEPTOR modifier 1 only.
<b>STANDARD MISSILE - 6 (SM-6)</b>  Symbol Set Code: 02 Code: 09	MISSILE TYPE-AAW		Used with INTERCEPTOR modifier 1 only.
<b>EVOLVED SEA SPARROW MISSILE (ESSM)</b>  Symbol Set Code: 02 Code: 10	MISSILE TYPE-AAW		Used with INTERCEPTOR modifier 1 only.
<b>ROLLING AIRFRAME MISSILE (RAM)</b>  Symbol Set Code: 02 Code: 11	MISSILE TYPE-AAW		Used with INTERCEPTOR modifier 1 only.
<b>SHORT RANGE</b>  Symbol Set Code: 02 Code: 12	MISSILE RANGE		1000km or less.
<b>MEDIUM RANGE</b>  Symbol Set Code: 02 Code: 13	MISSILE RANGE		1000km to 3500km. Typically used in reference to surface-to-air missile
<b>INTERMEDIATE RANGE</b>  Symbol Set Code: 02 Code: 14	MISSILE RANGE		1000km to 3500km. Typically used in reference to ballistic missile
<b>LONG RANGE</b>  Symbol Set Code: 02 Code: 15	MISSILE RANGE		3500km to 5500km.

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TABLE C-VIII. Air missile sector 2 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
INTERCONTINENTAL  Symbol Set Code: 02 Code: 16	MISSILE RANGE		5500km or greater.

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## APPENDIX D - LAND SYMBOLS

## D.1 SCOPE

D.1.1 Scope. This appendix addresses symbols that support land units, equipment and installations in the C2 domain. The tables in this appendix present the icons and modifiers for the land domain. This appendix is divided into four sections ([see figure D-1](#)): 1) unit symbols (see section C.6), 2) civilian unit/organization symbols (see section C.7), 3) equipment symbols (see section C.8) and 4) installation symbols (see section C.9). This appendix is a mandatory part of the standard. The information contained herein is intended for compliance.

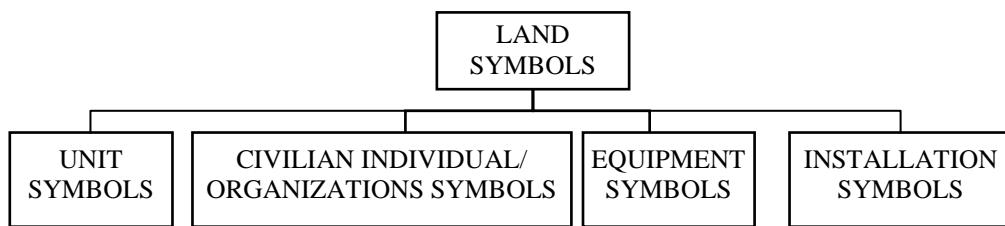


FIGURE D-1. Land appendix sections.

## D.2 APPLICABLE DOCUMENTS

Specific documents in [2.2](#) of this standard apply to this appendix.

## D.3 DEFINITIONS

The definitions in [section 3](#) of this standard apply to this appendix.

## D.4 GENERAL REQUIREMENTS

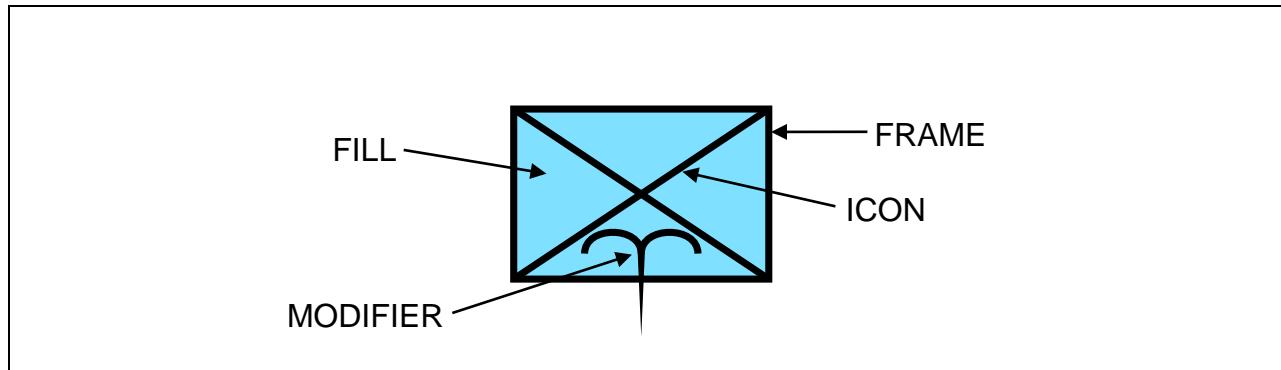
D.4.1 Organization. This appendix contains technical specifications, a symbol coding scheme, a symbology hierarchy and land symbology.

## D.5 DETAILED REQUIREMENTS

D.5.1 Technical specifications. Composition, construction and display of symbols are explained in the detailed requirements section of the standard.

D.5.2 Symbol identification coding scheme. A symbol identification code (SIDC) is a numeric string that may be used to provide the unique identifier necessary to display or exchange symbol information between MIL-STD-2525 compliant systems. Refer to [Appendix A](#) for SIDC positions and descriptions.

D.5.3 Composition of land symbols. A standard method for constructing symbols is presented. Refer to [5.3.8](#) for an explanation of symbol composition. [Figure D-2](#) shows an example of a land unit symbol.

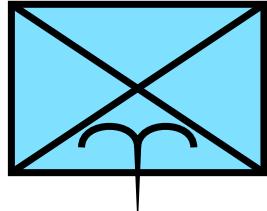
FIGURE D-2. Land symbol components.

D.5.3.1 Symbol building process. Table D-I depicts the symbol building process for land symbols. The process is identical for icons and modifiers requiring the vertical bounding octagon.

TABLE D-I. Land symbol building process.

STEP	DESCRIPTION	EXAMPLE
1.	Choose the frame that matches the standard identity and land symbol type of the object from the land columns in tables I, II, or III. In this example, the standard identity is friend and the land symbol type is unit.  The example depicts a “friendly unit.”	
2.	Choose an icon for the symbol. In this example, the icon is “infantry,” a land entity type. The infantry icon is a full frame icon; therefore, the friend version of the infantry icon shall be used with the friend frame. If the frame were hostile, then the hostile version of the infantry icon would be used.  The example depicts a “friendly infantry unit.”	
3.	If required, choose a modifier to depict an additional characteristic of the icon. In this example, the modifier is “airborne,” a sector 2 modifier.  The example depicts a “friendly airborne infantry unit.”	

TABLE D-I. Land symbol building process - Continued.

STEP	DESCRIPTION	EXAMPLE
4.	The finished symbol will appear as shown in the example.	

D.5.3.2 Icons and modifiers. All icons shall be placed within the main sector of the bounding octagon ([see table D-I](#)). When depicted, modifiers shall be placed in sectors 1 or 2 as appropriate ([see table D-I](#)). Only one modifier may be placed in each sector at a given time. Multiple modifiers in the same position are prohibited due to legibility concerns.

#### D.5.3.3 Amplifiers.

D.5.3.3.1 Text amplifiers. The purpose of the static text amplifiers described in this appendix is to standardize the display of additional alphanumerical information on identity, movement and location and capabilities. [See 5.1.6](#) for more information on amplifiers.

[Figure D-3](#) shows the placement of land symbol amplifiers around the friend symbol frame. [Table D-II](#) provides descriptions and formats of each amplifier.

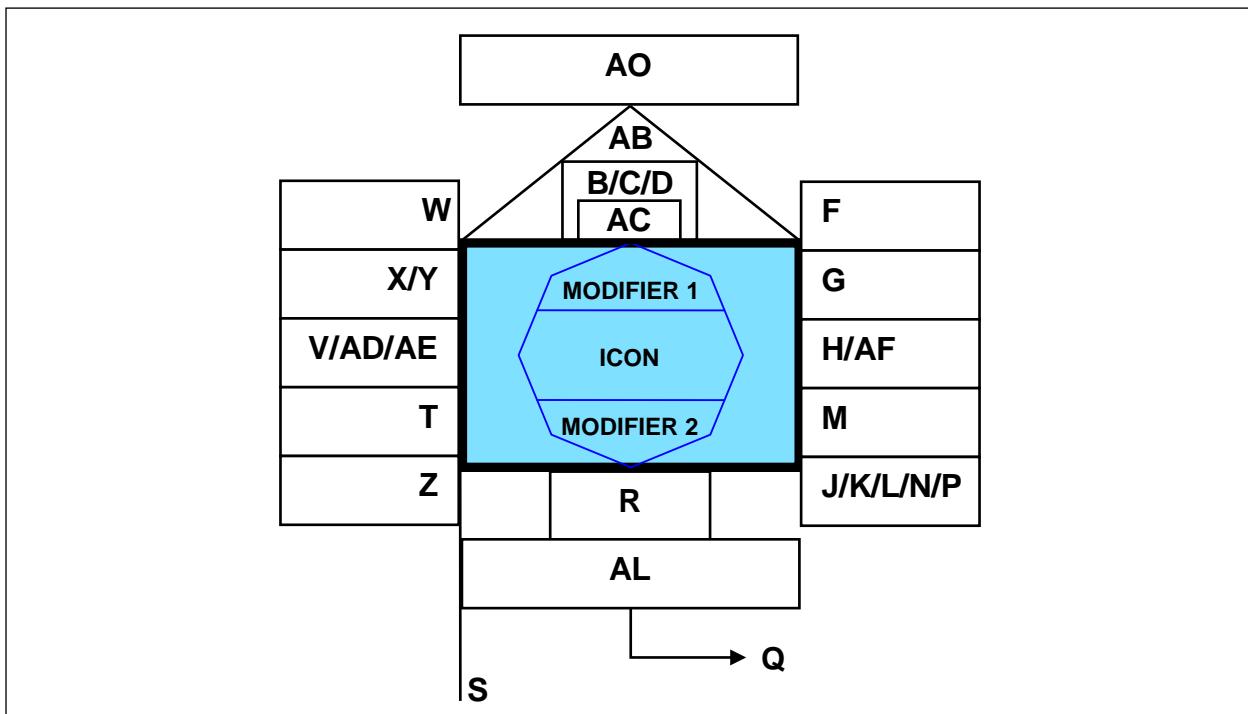
FIGURE D-3. Placement of land symbol amplifiers.

TABLE D-II. Descriptions and formats of land symbol amplifiers.

FIELD	FIELD TITLE	DESCRIPTION	FORMAT
A	Basic Branch/Function Icon	The innermost part of a symbol that represents a joint military object (see 5.3.4).	
B	Echelon	A graphic amplifier in a unit symbol that identifies command level (see <a href="#">table D-III</a> below and <a href="#">figure 13</a> in the base document).	
C	Quantity	A text amplifier in an equipment symbol that identifies the number of items present.	
D	Task Force Indicator	A graphic amplifier that identifies a unit or an activities symbol as a task force (see 5.3.6.3 and <a href="#">figure 13</a> in the base document).	
F	Reinforced or Reduced	A text amplifier in a unit symbol that displays (+) for reinforced, (-) for reduced, (±) reinforced and reduced.	
G	Staff Comments	A text amplifier for units, equipment and installations; content is implementation specific.	
H	Additional Information	A text amplifier for units, equipment and installations; content is implementation specific.	
J <sup>1</sup>	Evaluation Rating	<p>A text amplifier for units, equipment and installations that consists of a single-letter reliability rating and a single digit credibility rating:</p> <p><b>Reliability Ratings:</b>            A-completely reliable            B-usually reliable            C-fairly reliable            D-not usually reliable            E-unreliable            F-reliability cannot be judged.</p> <p><b>Credibility Ratings:</b>            1-confirmed by other sources            2-probably true            3-possibly true            4-doubtfully true            5-improbable            6-truth cannot be judged.</p>	

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TABLE D-II. Descriptions and formats of land symbol amplifiers - Continued.

FIELD	FIELD TITLE	DESCRIPTION	FORMAT
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).	
L	Signature Equipment	A text amplifier for hostile equipment; “!” indicates detectable electronic signatures.	
M	Higher Formation	A text amplifier for units that indicates number or title of higher echelon command (corps are designated by Roman numerals).	
N	Hostile (Enemy)	A text amplifier for equipment; letters "ENY" denote hostile symbols.	
P	IFF/SIF	A text amplifier displaying IFF/SIF Identification modes and codes.  Display priority: Mode 5, Mode S, Mode 4, Mode 2, Mode 3.	Mode 2 Prefix: 2:##### <b>Example:</b> 2:1234
Q	Direction of Movement Indicator	A graphic amplifier for units, equipment and installations that identifies the direction of movement or intended movement of an object (see <a href="#">5.3.6.7</a> and <a href="#">figure 13</a> in the base document).	
R	Mobility Indicator	A graphic amplifier for equipment that depicts the mobility of an object (see <a href="#">5.3.6.8</a> , <a href="#">figure 13</a> and <a href="#">table VIII</a> in the base document).	
S	Headquarters Staff Indicator/Offset Location Indicator	<b>Headquarters staff indicator:</b> A graphic amplifier for units, equipment and installations that identifies a unit as a headquarters (see <a href="#">table D-III</a> below and <a href="#">figure 13</a> in the base document). <b>Offset location indicator:</b> A graphic amplifier for units, equipment and installations used when placing an object away from its actual location (see <a href="#">5.3.6.4</a> and <a href="#">figure 13</a> in the base document).	
T	Unique Designation (Track Number)	A text amplifier for units, equipment and installations that uniquely identifies a particular symbol or track number.	Prefix = TN:##### <b>Example:</b> TN:13579
V	Type	A text amplifier for equipment that indicates types of equipment.	

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**TABLE D-II. Descriptions and formats of land symbol amplifiers - Continued.**

<b>FIELD</b>	<b>FIELD TITLE</b>	<b>DESCRIPTION</b>	<b>FORMAT</b>
W <sup>2</sup>	Date-Time Group (DTG)	An alphanumeric designator for displaying a date-time group (DDHHMMSSZMONYYYY) or “O/O” for on 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.	
X	Altitude/Depth	A text amplifier for units, equipment and installations that displays either altitude, flight level, depth for submerged objects, or height of equipment or structures on the ground. See <a href="#">5.3.6.5</a> for content.	Measurement units shall be displayed within the string <b>Examples:</b> 1500MSL FL150
Y	Location	A text amplifier for units, equipment and installations that displays a symbol’s location in degrees, minutes and seconds (or in UTM or other applicable display format).	
Z	Speed	A text amplifier for units and equipment that displays velocity as set forth in <a href="#">MIL-STD- 6040</a> .	
AA	Special C2 Headquarters	A text modifier for units; indicator is contained inside the frame. A named command such as SHAPE, PACOM, CENTCOM, joint, multinational, or coalition commands such as CJTF, JTF, MJTF.	
AB	Feint/Dummy Indicator	A graphic amplifier for units, equipment and installations that identifies an offensive or defensive unit intended to draw the enemy’s attention away from the area of the main attack (see <a href="#">5.3.6.3</a> and <a href="#">figure 13</a> in the base document).	
AC	Installation	A graphic amplifier for units, equipment and installations used to show that a particular symbol denotes an installation (see <a href="#">5.3.6.1</a> and <a href="#">figure 13</a> in the base document).	
AD	Platform Type	Electronic intelligence notation (ELNOT) or communications intelligence notation (CENOT)	
AE	Equipment Teardown Time	Equipment teardown time in minutes.	

TABLE D-II. Descriptions and formats of land symbol amplifiers - Continued.

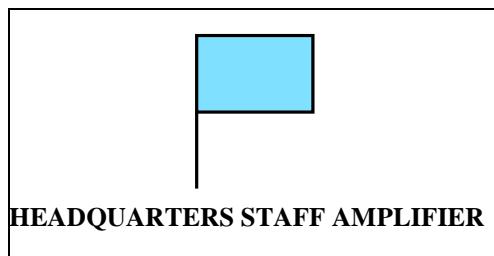
FIELD	FIELD TITLE	DESCRIPTION	FORMAT
AF	Common Identifier	Example: "Hawk" for Hawk SAM system.	
AL	Operational Condition	A graphic amplifier for equipment or installations that indicates operational condition or capacity.	Operational Condition amplifier, if used, shall be comprised of only one color. <b>Ex. Aircraft:</b> Red - damaged, Green – fully capable <b>Ex: Missile:</b> 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.	A:BBC-CC, where A = remote/local BBB = engagement status CC = weapon asset
AR	Special Designator	Special track designators such as Non-Real Time (NRT) and Tactically Significant (SIG) tracks are denoted here	

Notes: 1. Field J: See TC 2-33.4.

2. Field W: D = day, H = hour, M = minute, S = second, Z = Greenwich or local time, MON= month and Y = year.

D.5.3.3.2 Graphic amplifiers. Graphic amplifiers can be static, located in a fixed position in relation to a track's symbol, or dynamic and move about the symbol based on the track's characteristics. [See 5.1.6](#) for more information on amplifiers, including examples of dynamic amplifiers.

D.5.3.3.2.1 Headquarters staff amplifier. The headquarters staff amplifier is a line extending downward from the left side of the frame that identifies units, equipment and installations as headquarters. The headquarters staff amplifier shall extend a distance of one octagon height below the bottom of the frame. [See figure D-4](#).

FIGURE D-4. Headquarters staff amplifier.

D.5.3.3.2.2 Echelon amplifier. The echelon amplifier provides a graphic representation of command level and a separate echelon known as Command, as shown in [table D-III](#).

TABLE D-III. Echelon amplifiers.

AMPLIFIER	DESCRIPTION
Ø	TEAM/CREW
•	SQUAD
..	SECTION
...	PLATOON/DETACHMENT
I	COMPANY/BATTERY/TROOP
II	BATTALION/SQUADRON
III	REGIMENT/GROUP
X	BRIGADE
XX	DIVISION
XXX	CORPS
XXXX	ARMY
XXXXX	ARMY GROUP
XXXXXX	THEATER
++	COMMAND <sup>1</sup>

Notes: 1. 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.

## D.6 LAND UNIT SYMBOLS

D.6.1 Land unit symbols. This section includes the lists of icons and modifiers for building land unit symbols.

D.6.2 Land unit icons. [Table D-IV](#) depicts land unit icons. The information in grey is provided for orientation only and is not part of the icon.

TABLE D-IV. Land unit icons.

DESCRIPTION	ICON	REMARKS
<b>COMMAND AND CONTROL</b>  Type: Entity Symbol Set Code: 10 Code: 110000 Icon Type: Main		This symbol shall not be displayed on a C2 system but may be displayed for training or hierachal explanation purposes.

TABLE D-IV. Land unit icons - Continued.

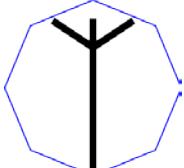
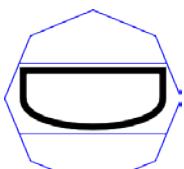
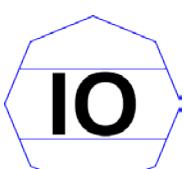
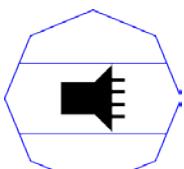
DESCRIPTION	ICON	REMARKS
<b>BROADCAST TRANSMITTER ANTENNAE</b>  Type: Entity Type Entity: COMMAND AND CONTROL Symbol Set Code: 10 Code: 110100 Icon Type: Full Octagon		N/A
<b>CIVIL AFFAIRS</b>  Type: Entity Type Entity: COMMAND AND CONTROL Symbol Set Code: 10 Code: 110200 Icon Type: Main		N/A
<b>CIVIL-MILITARY COOPERATION</b>  Type: Entity Type Entity: COMMAND AND CONTROL Symbol Set Code: 10 Code: 110300 Icon Type: Main		N/A
<b>INFORMATION OPERATIONS</b>  Type: Entity Type Entity: COMMAND AND CONTROL Symbol Set Code: 10 Code: 110400 Icon Type: Main		N/A
<b>LIAISON</b>  Type: Entity Type Entity: COMMAND AND CONTROL Symbol Set Code: 10 Code: 110500 Icon Type: Main		N/A
<b>MILITARY INFORMATION SUPPORT OPERATIONS (MISO)</b>  Type: Entity Type Entity: COMMAND AND CONTROL Symbol Set Code: 10 Code: 110600 Icon Type: Main		N/A

TABLE D-IV. Land unit icons - Continued.

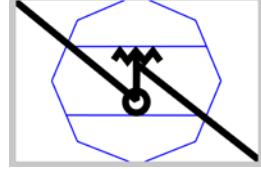
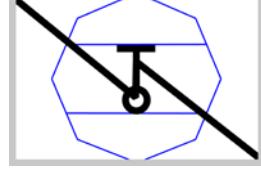
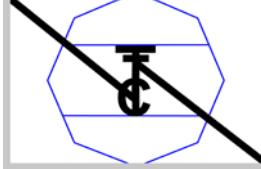
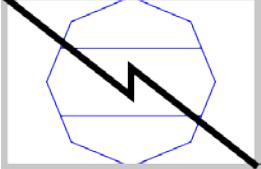
DESCRIPTION	ICON	REMARKS
<b>BROADCAST TRANSMITTER ANTENNAE</b>  Type: Entity Subtype Entity/Entity Type: COMMAND AND CONTROL/MILITARY INFORMATION SUPPORT OPERATIONS (MISO)  Symbol Set Code: 10 Code: 110601 Icon Type: Full Octagon		N/A
<b>RADIO</b>  Type: Entity Type Entity/Entity Type: COMMAND AND CONTROL Symbol Set Code: 10 Code: 110700 Icon Type: Main		<b>SIGNAL – RADIO</b>   Code: 111001
<b>RADIO RELAY</b>  Type: Entity Type Entity/Entity Type: COMMAND AND CONTROL Symbol Set Code: 10 Code: 110800 Icon Type: Main		<b>SIGNAL – RADIO RELAY</b>   Code: 111002
<b>RADIO TELETYPE CENTER</b>  Type: Entity Type Entity/Entity Type: COMMAND AND CONTROL Symbol Set Code: 10 Code: 110900 Icon Type: Main		<b>SIGNAL – TELETYPE</b>   Code: 111003
<b>SIGNAL</b>  Type: Entity Type Entity: COMMAND AND CONTROL Symbol Set Code: 10 Code: 111000 Icon Type: Full Frame		N/A

TABLE D-IV. Land unit icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>TACTICAL SATELLITE</b>  Type: Entity Type Entity: COMMAND AND CONTROL Symbol Set Code: 10 Code: 111100 Icon Type: Main		<b>SIGNAL - TACTICAL SATELLITE</b>   Code:111004
<b>VIDEO IMAGERY (COMBAT CAMERA)</b>  Type: Entity Type Entity: COMMAND AND CONTROL Symbol Set Code: 10 Code: 111200 Icon Type: Main		<b>SIGNAL - VIDEO IMAGERY (COMBAT CAMERA)</b>   Code:111005
<b>MOVEMENT AND MANEUVER</b>  Type: Entity Symbol Set Code: 10 Code: 120000 Icon Type: Main	N/A	No icon is associated with this entity. It is for hierachal purposes only.
<b>AIR ASSAULT WITH ORGANIC LIFT</b>  Type: Entity Type Entity: MOVEMENT AND MANEUVER Symbol Set Code: 10 Code: 120100 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
<b>AIR TRAFFIC SERVICES/AIRFIELD OPERATIONS</b>  Type: Entity Type Entity: MOVEMENT AND MANEUVER Symbol Set Code: 10 Code: 120200 Icon Type: Main		N/A

TABLE D-IV. Land unit icons - Continued.

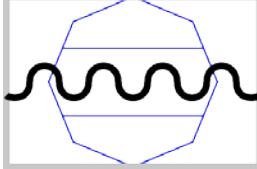
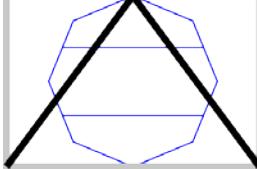
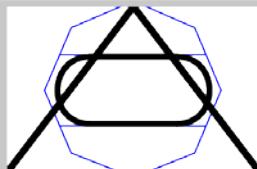
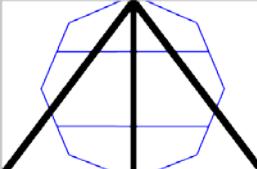
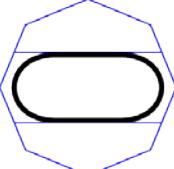
DESCRIPTION	ICON	REMARKS
<b>AMPHIBIOUS</b>  Type: Entity Type Entity: MOVEMENT AND MANEUVER Symbol Set Code: 10 Code: 120300 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
<b>ANTITANK/ANTIARMOR</b>  Type: Entity Type Entity: MOVEMENT AND MANEUVER Symbol Set Code: 10 Code: 120400 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
<b>ARMORED</b>  Type: Entity Type Entity: MOVEMENT AND MANEUVER/ ANTITANK/ANTIARMOR Symbol Set Code: 10 Code: 120401 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
<b>MOTORIZED</b>  Type: Entity Type Entity: MOVEMENT AND MANEUVER/ ANTITANK/ANTIARMOR Symbol Set Code: 10 Code: 120402 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
<b>ARMOR/ARMORED/ MECHANIZED/SELF- PROPELLED/TRACKED</b>  Type: Entity Type Entity: MOVEMENT AND MANEUVER Symbol Set Code: 10 Code: 120500 Icon Type: Main		N/A

TABLE D-IV. Land unit icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>RECONNAISSANCE/CAVALRY/S COUT</b>  Type: Entity Type Entity: MOVEMENT AND MANEUVER/ARMOR/ARMORED/ MECHANIZED/SELF- PROPELLED/TRACKED Symbol Set Code: 10 Code: 120501 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
<b>AMPHIBIOUS</b>  Type: Entity Type Entity: MOVEMENT AND MANEUVER/ARMOR/ARMORED/ MECHANIZED/SELF- PROPELLED/TRACKED Symbol Set Code: 10 Code: 120502 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
<b>ARMY AVIATION/AVIATION ROTARY WING</b>  Type: Entity Type Entity: MOVEMENT AND MANEUVER Symbol Set Code: 10 Code: 120600 Icon Type: Main		N/A
<b>RECONNAISSANCE</b>  Type: Entity Type Entity: MOVEMENT AND MANEUVER/ ARMY AVIATION/AVIATION ROTARY WING Symbol Set Code: 10 Code: 120601 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
<b>AVIATION COMPOSITE</b>  Type: Entity Type Entity: MOVEMENT AND MANEUVER Symbol Set Code: 10 Code: 120700 Icon Type: Main		N/A

TABLE D-IV. Land unit icons - Continued.

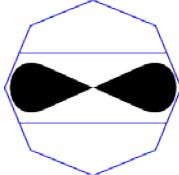
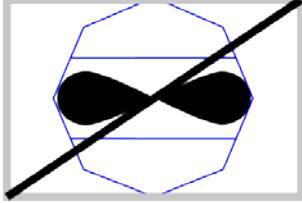
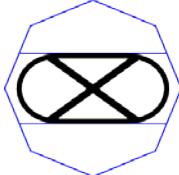
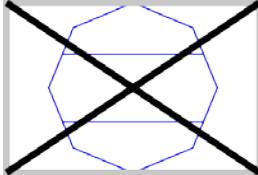
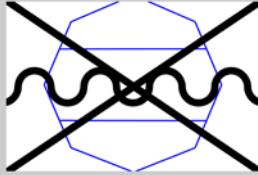
DESCRIPTION	ICON	REMARKS
<b>AVIATION FIXED WING</b>  Type: Entity Type Entity: MOVEMENT AND MANEUVER Symbol Set Code: 10 Code: 120800 Icon Type: Main		N/A
<b>RECONNAISSANCE</b>  Type: Entity Type Entity: MOVEMENT AND MANEUVER/ ARMY AVIATION/AVIATION FIXED WING Symbol Set Code: 10 Code: 120801 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
<b>COMBAT</b>  Type: Entity Type Entity: MOVEMENT AND MANEUVER Symbol Set Code: 10 Code: 120900 Icon Type: Main		N/A
<b>COMBINED ARMS</b>  Type: Entity Type Entity: MOVEMENT AND MANEUVER Symbol Set Code: 10 Code: 121000 Icon Type: Main		N/A
<b>INFANTRY</b>  Type: Entity Type Entity: MOVEMENT AND MANEUVER Symbol Set Code: 10 Code: 121100 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
<b>AMPHIBIOUS</b>  Type: Entity Subtype Entity/Entity Type: MOVEMENT AND MANEUVER/INFANTRY Symbol Set Code: 10 Code: 121101 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.

TABLE D-IV. Land unit icons - Continued.

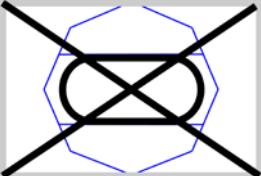
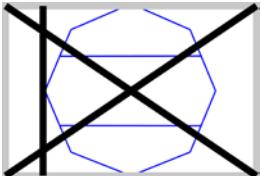
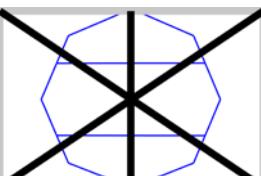
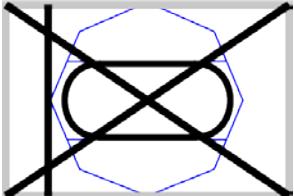
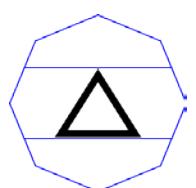
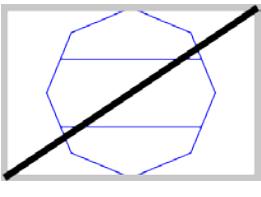
DESCRIPTION	ICON	REMARKS
<b>ARMORED/MECHANIZED/ TRACKED</b>  Type: Entity Subtype Entity/Entity Type: MOVEMENT AND MANEUVER/INFANTRY Symbol Set Code: 10 Code: 121102 Icon Type: Main		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
<b>MAIN GUN SYSTEM</b>  Type: Entity Subtype Entity/Entity Type: MOVEMENT AND MANEUVER/INFANTRY Symbol Set Code: 10 Code: 121103 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
<b>MOTORIZED</b>  Type: Entity Subtype Entity/Entity Type: MOVEMENT AND MANEUVER/INFANTRY Symbol Set Code: 10 Code: 121104 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
<b>INFANTRY FIGHTING VEHICLE</b>  Type: Entity Subtype Entity/Entity Type: MOVEMENT AND MANEUVER/INFANTRY Symbol Set Code: 10 Code: 121105 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
<b>OBSERVER</b>  Type: Entity Type Entity: MOVEMENT AND MANEUVER Symbol Set Code: 10 Code: 121200 Icon Type: Main		N/A
<b>RECONNAISSANCE/CAVALRY/ SCOUT</b>  Type: Entity Type Entity: MOVEMENT AND MANEUVER Symbol Set Code: 10 Code: 121300 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.

TABLE D-IV. Land unit icons - Continued.

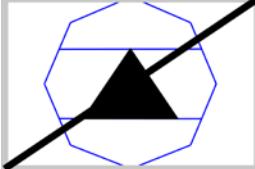
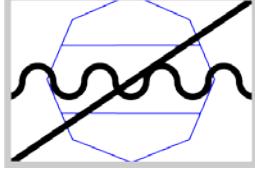
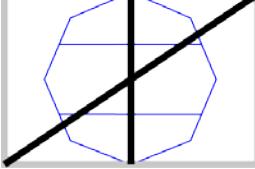
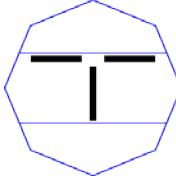
DESCRIPTION	ICON	REMARKS
<b>RECONNAISSANCE AND SURVEILLANCE</b>  Type: Entity Type Entity: MOVEMENT AND MANEUVER/RECONNAISSANCE/CAVALRY/SCOUT Symbol Set Code: 10 Code: 121301 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
<b>MARINE</b>  Type: Entity Type Entity: MOVEMENT AND MANEUVER/RECONNAISSANCE/CAVALRY/SCOUT Symbol Set Code: 10 Code: 121302 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
<b>MOTORIZED</b>  Type: Entity Type Entity: MOVEMENT AND MANEUVER/RECONNAISSANCE/CAVALRY/SCOUT Symbol Set Code: 10 Code: 121303 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
<b>SEA AIR LAND (SEAL)</b>  Type: Entity Type Entity: MOVEMENT AND MANEUVER Symbol Set Code: 10 Code: 121400 Icon Type: Main		N/A
<b>SNIPER</b>  Type: Entity Type Entity: MOVEMENT AND MANEUVER Symbol Set Code: 10 Code: 121500 Icon Type: Main		N/A

TABLE D-IV. Land unit icons - Continued.

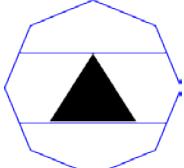
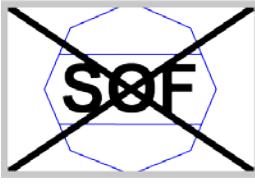
DESCRIPTION	ICON	REMARKS
<b>SURVEILLANCE</b>  Type: Entity Type Entity: MOVEMENT AND MANEUVER Symbol Set Code: 10 Code: 121600 Icon Type: Main		N/A
<b>SPECIAL FORCES</b>  Type: Entity Type Entity: MOVEMENT AND MANEUVER Symbol Set Code: 10 Code: 121700 Icon Type: Main		N/A
<b>SPECIAL OPERATIONS FORCES (SOF)</b>  Type: Entity Type Entity: MOVEMENT AND MANEUVER Symbol Set Code: 10 Code: 121800 Icon Type: Main		N/A
<b>FIXED WING MISO</b>  Type: Entity Subtype Entity: MOVEMENT AND MANEUVER/SPECIAL OPERATIONS FORCES (SOF) Symbol Set Code: 10 Code: 121801 Icon Type: Full Octagon		N/A
<b>GROUND</b>  Type: Entity Subtype Entity: MOVEMENT AND MANEUVER/SPECIAL OPERATIONS FORCES (SOF) Symbol Set Code: 10 Code: 121802 Icon Type: Full Frame		N/A

TABLE D-IV. Land unit icons - Continued.

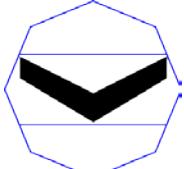
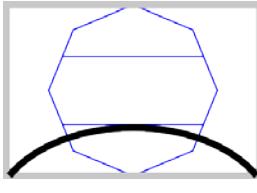
DESCRIPTION	ICON	REMARKS
<b>SPECIAL BOAT</b>  Type: Entity Subtype Entity: MOVEMENT AND MANEUVER/SPECIAL OPERATIONS FORCES (SOF) Symbol Set Code: 10 Code: 121803 Icon Type: Main +1		N/A
<b>SPECIAL SSNR</b>  Type: Entity Subtype Entity: MOVEMENT AND MANEUVER/SPECIAL OPERATIONS FORCES (SOF) Symbol Set Code: 10 Code: 121804 Icon Type: Main +1		N/A
<b>UNDERWATER DEMOLITIONS TEAM</b>  Type: Entity Subtype Entity: MOVEMENT AND MANEUVER/SPECIAL OPERATIONS FORCES (SOF) Symbol Set Code: 10 Code: 121805 Icon Type: Main		N/A
<b>UNMANNED AERIAL SYSTEMS</b>  Type: Entity Type Entity: MOVEMENT AND MANEUVER Symbol Set Code: 10 Code: 121900 Icon Type: Main		N/A
<b>FIRE</b>  Type: Entity Symbol Set Code: 10 Code: 130000	N/A	No icon is associated with this entity. It is for hierachal purposes only.
<b>AIR DEFENSE</b>  Type: Entity Type Entity: FIRE Symbol Set Code: 10 Code: 130100 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.

TABLE D-IV. Land unit icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>MAIN GUN SYSTEM</b>  Type: Entity Type Entity: FIRES/AIR DEFENSE Symbol Set Code: 10 Code: 130101 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
<b>MISSILE</b>  Type: Entity Type Entity: FIRES/AIR DEFENSE Symbol Set Code: 10 Code: 130102 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
<b>AIR/LAND NAVAL GUNFIRE LIAISON</b>  Type: Entity Type Entity: FIRES Symbol Set Code: 10 Code: 130200 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
<b>FIELD ARTILLERY</b>  Type: Entity Type Entity: FIRES Symbol Set Code: 10 Code: 130300 Icon Type: Main		N/A
<b>SELF-PROPELLED</b>  Type: Entity Type Entity: FIRES/FIELD ARTILLERY Symbol Set Code: 10 Code: 130301 Icon Type: Main		N/A
<b>TARGET ACQUISITION</b>  Type: Entity Type Entity: FIRES/FIELD ARTILLERY Symbol Set Code: 10 Code: 130302 Icon Type: Full Frame		N/A
<b>FIELD ARTILLERY OBSERVER</b>  Type: Entity Type Entity: FIRES Symbol Set Code: 10 Code: 130400 Icon Type: Main		N/A

TABLE D-IV. Land unit icons - Continued.

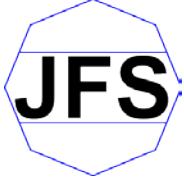
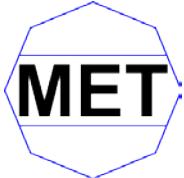
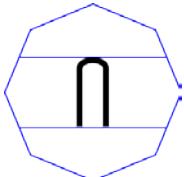
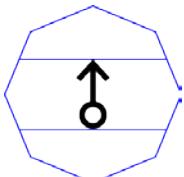
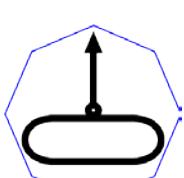
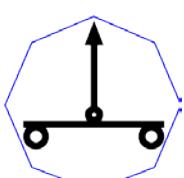
DESCRIPTION	ICON	REMARKS
<b>JOINT FIRE SUPPORT</b>  Type: Entity Type Entity: FIRES Symbol Set Code: 10 Code: 130500 Icon Type: Main		N/A
<b>METEOROLOGICAL</b>  Type: Entity Type Entity: FIRES Symbol Set Code: 10 Code: 130600 Icon Type: Main		N/A
<b>MISSILE</b>  Type: Entity Type Entity: FIRES Symbol Set Code: 10 Code: 130700 Icon Type: Main		N/A
<b>MORTAR</b>  Type: Entity Type Entity: FIRES Symbol Set Code: 10 Code: 130800 Icon Type: Main		N/A
<b>ARMORED/MECHANIZED/ TRACKED</b>  Type: Entity Subtype Entity/Entity Type: FIRES/MORTAR Symbol Set Code: 10 Code: 130801 Icon Type: Full Octagon		N/A
<b>SELF-PROPELLED WHEELED</b>  Type: Entity Subtype Entity/Entity Type: FIRES/MORTAR Symbol Set Code: 10 Code: 130802 Icon Type: Full Octagon		N/A

TABLE D-IV. Land unit icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>TOWED</b>  Type: Entity Subtype Entity/Entity Type: FIRES/MORTAR Symbol Set Code: 10 Code: 130803 Icon Type: Full Octagon		N/A
<b>SURVEY</b>  Type: Entity Type Entity: FIRES Symbol Set Code: 10 Code: 130900 Icon Type: Main		N/A
<b>PROTECTION</b>  Type: Entity Symbol Set Code: 10 Code: 140000	N/A	No icon is associated with this entity. It is for hierachal purposes only.
<b>CHEMICAL BIOLOGICAL RADIOLOGICAL NUCLEAR DEFENSE</b>  Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 140100 Icon Type: Main		N/A
<b>MECHANIZED</b>  Type: Entity Subtype Entity: PROTECTION/CHEMICAL BIOLOGICAL RADIOLOGICAL NUCLEAR DEFENSE Symbol Set Code: 10 Code: 140101 Icon Type: Main		
<b>MOTORIZED</b>  Type: Entity Subtype Entity: PROTECTION/CHEMICAL BIOLOGICAL RADIOLOGICAL NUCLEAR DEFENSE Symbol Set Code: 10 Code: 140102 Icon Type: Full Octagon		

TABLE D-IV. Land unit icons - Continued.

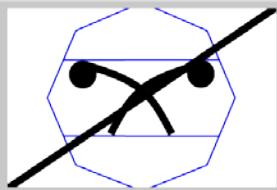
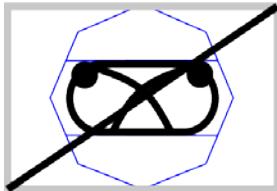
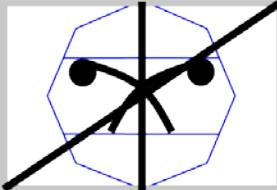
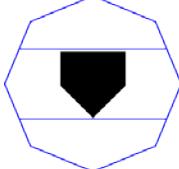
DESCRIPTION	ICON	REMARKS
<b>RECONNAISSANCE</b>  Type: Entity Subtype Entity: PROTECTION/CHEMICAL BIOLOGICAL RADIOLOGICAL NUCLEAR DEFENSE Symbol Set Code: 10 Code: 140103 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
<b>RECONNAISSANCE ARMORED</b>  Type: Entity Subtype Entity: PROTECTION/CHEMICAL BIOLOGICAL RADIOLOGICAL NUCLEAR DEFENSE Symbol Set Code: 10 Code: 140104 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
<b>RECONNAISSANCE EQUIPED</b>  Type: Entity Subtype Entity: PROTECTION/CHEMICAL BIOLOGICAL RADIOLOGICAL NUCLEAR DEFENSE Symbol Set Code: 10 Code: 140105 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
<b>COMBAT SUPPORT (MANEUVER ENHANCEMENT)</b>  Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 140200 Icon Type: Main		N/A
<b>CRIMINAL INVESTIGATION DIVISION</b>  Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 140300 Icon Type: Main		N/A

TABLE D-IV. Land unit icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>DIVING</b>  Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 140400 Icon Type: Main		N/A
<b>DOG</b>  Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 140500 Icon Type: Main		N/A
<b>DRILLING</b>  Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 140600 Icon Type: Main		N/A
<b>ENGINEER</b>  Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 140700 Icon Type: Main		N/A
<b>MECHANIZED</b>  Type: Entity Subtype Entity: PROTECTION/ENGINEER Symbol Set Code: 10 Code: 140701 Icon Type: Main		
<b>MOTORIZED</b>  Type: Entity Subtype Entity: PROTECTION/ENGINEER Symbol Set Code: 10 Code: 140702 Icon Type: Full Octagon		

TABLE D-IV. Land unit icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>RECONNAISSANCE</b>  Type: Entity Subtype Entity: PROTECTION/ENGINEER Symbol Set Code: 10 Code: 140703 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
<b>EXPLOSIVE ORDNANCE DISPOSAL (EOD)</b>  Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 140800 Icon Type: Main		N/A
<b>FIELD CAMP CONSTRUCTION</b>  Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 140900 Icon Type: Main+1		N/A
<b>FIRE FIGHTING/FIRE PROTECTION</b>  Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 141000 Icon Type: Main		N/A
<b>GEOSPATIAL SUPPORT/GEOSPATIAL INFORMATION SUPPORT</b>  Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 141100 Icon Type: Main		N/A
<b>MILITARY POLICE</b>  Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 141200 Icon Type: Main		N/A

TABLE D-IV. Land unit icons - Continued.

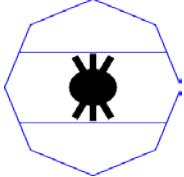
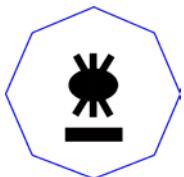
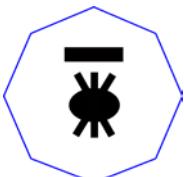
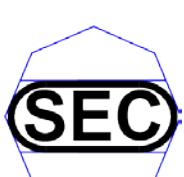
DESCRIPTION	ICON	REMARKS
<b>MINE</b>  Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 141300 Icon Type: Main		N/A
<b>MINE CLEARING</b>  Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 141400 Icon Type: Full Octagon		N/A
<b>MINE LAUNCHING</b>  Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 141500 Icon Type: Full Octagon		N/A
<b>MINE LAYING</b>  Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 141600 Icon Type: Full Octagon		N/A
<b>SECURITY</b>  Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 141700 Icon Type: Main		N/A
<b>MECHANIZED</b>  Type: Entity Type Entity: PROTECTION/SECURITY Symbol Set Code: 10 Code: 141701 Icon Type: Main		

TABLE D-IV. Land unit icons - Continued.

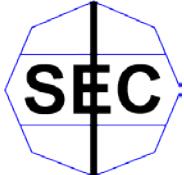
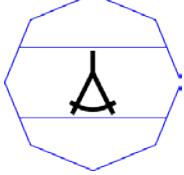
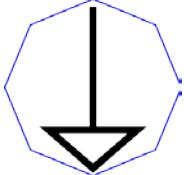
DESCRIPTION	ICON	REMARKS
<b>MOTORIZED</b>  Type: Entity Type Entity: PROTECTION/SECURITY Symbol Set Code: 10 Code: 141702 Icon Type: Main		
<b>SEARCH AND RESCUE</b>  Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 141800 Icon Type: Main		N/A
<b>SECURITY POLICE (AIR)</b>  Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 141900 Icon Type: Main+2		N/A
<b>SHORE PATROL</b>  Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 142000 Icon Type: Main		N/A
<b>TOPOGRAPHIC</b>  Type: Entity Type Entity: PROTECTION Symbol Set Code: 10 Code: 142100 Icon Type: Main		N/A
<b>INTELLIGENCE</b>  Type: Entity Symbol Set Code: 10 Code: 150000	N/A	No icon is associated with this entity. It is for hierachal purposes only.
<b>ANALYSIS</b>  Type: Entity Type Entity: INTELLIGENCE Symbol Set Code: 10 Code: 150100 Icon Type: Full Octagon		N/A

TABLE D-IV. Land unit icons - Continued.

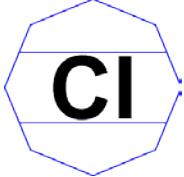
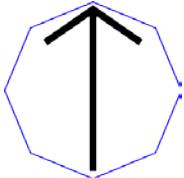
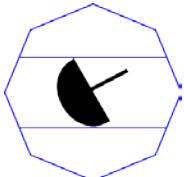
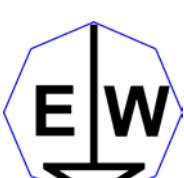
DESCRIPTION	ICON	REMARKS
<b>COUNTERINTELLIGENCE</b>  Type: Entity Type Entity: INTELLIGENCE Symbol Set Code: 10 Code: 150200 Icon Type: Main		N/A
<b>DIRECTION FINDING</b>  Type: Entity Type Entity: INTELLIGENCE Symbol Set Code: 10 Code: 150300 Icon Type: Full Octagon		N/A
<b>ELECTRONIC RANGING</b>  Type: Entity Type Entity: INTELLIGENCE Symbol Set Code: 10 Code: 150400 Icon Type: Main		N/A
<b>ELECTRONIC WARFARE</b>  Type: Entity Type Entity: INTELLIGENCE Symbol Set Code: 10 Code: 150500 Icon Type: Main		N/A
<b>ANALYSIS</b>  Type: Entity Subtype Entity/Entity Type: INTELLIGENCE/ELECTRONIC WARFARE Symbol Set Code: 10 Code: 150501 Icon Type: Full Octagon		N/A
<b>DIRECTION FINDING</b>  Type: Entity Subtype Entity/Entity Type: INTELLIGENCE/ELECTRONIC WARFARE Symbol Set Code: 10 Code: 150502 Icon Type: Full Octagon		N/A

TABLE D-IV. Land unit icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>INTERCEPT</b>  Type: Entity Subtype Entity/Entity Type: INTELLIGENCE/ELECTRONIC WARFARE Symbol Set Code: 10 Code: 150503 Icon Type: Full Octagon		N/A
<b>JAMMING</b>  Type: Entity Subtype Entity/Entity Type: INTELLIGENCE/ELECTRONIC WARFARE Symbol Set Code: 10 Code: 150504 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
<b>SEARCH</b>  Type: Entity Subtype Entity/Entity Type: INTELLIGENCE/ELECTRONIC WARFARE Symbol Set Code: 10 Code: 150505 Icon Type: Full Octagon		N/A
<b>INTERCEPT (SEARCH AND RECORDING)</b>  Type: Entity Type Entity: INTELLIGENCE Symbol Set Code: 10 Code: 150600 Icon Type: Full Octagon		N/A
<b>INTERROGATION</b>  Type: Entity Type Entity: INTELLIGENCE Symbol Set Code: 10 Code: 150700 Icon Type: Main		N/A
<b>JAMMING</b>  Type: Entity Type Entity: INTELLIGENCE Symbol Set Code: 10 Code: 150800 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.

TABLE D-IV. Land unit icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>JOINT INTELLIGENCE CENTER</b>  Type: Entity Type Entity: INTELLIGENCE Symbol Set Code: 10 Code: 150900 Icon Type: Main		N/A
<b>MILITARY INTELLIGENCE</b>  Type: Entity Type Entity: INTELLIGENCE Symbol Set Code: 10 Code: 151000 Icon Type: Main		N/A
<b>SEARCH</b>  Type: Entity Type Entity: INTELLIGENCE Symbol Set Code: 10 Code: 151100 Icon Type: Full Octagon		N/A
<b>SENSOR</b>  Type: Entity Type Entity: INTELLIGENCE Symbol Set Code: 10 Code: 151200 Icon Type: Main		N/A
<b>SUSTAINMENT</b>  Type: Entity Symbol Set Code: 10 Code: 160000		N/A
<b>ADMINISTRATIVE</b>  Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 160100 Icon Type: Main		N/A
<b>ALL CLASSES OF SUPPLY</b>  Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 160200 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.

TABLE D-IV. Land unit icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>AIRPORT OF DEBARKATION/AIRPORT OF EMBARKATION</b>  Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 160300 Icon Type: Main+1		N/A
<b>AMMUNITION</b>  Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 160400 Icon Type: Main		N/A
<b>BAND</b>  Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 160500 Icon Type: Main		N/A
<b>COMBAT SERVICE SUPPORT</b>  Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 160600 Icon Type: Main		N/A
<b>FINANCE</b>  Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 160700 Icon Type: Main		N/A
<b>JUDGE ADVOCATE GENERAL</b>  Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 160800 Icon Type: Main		N/A
<b>LABOR</b>  Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 160900 Icon Type: Main		N/A

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TABLE D-IV. Land unit icons - Continued.

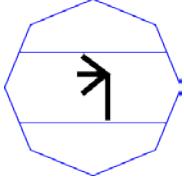
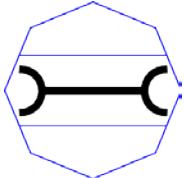
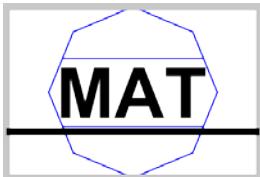
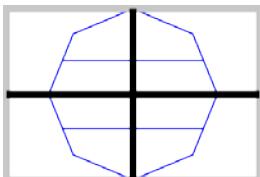
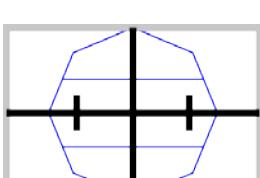
DESCRIPTION	ICON	REMARKS
<b>LAUNDRY/BATH</b>  Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 161000 Icon Type: Main		N/A
<b>MAINTENANCE</b>  Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 161100 Icon Type: Main		N/A
<b>MATERIAL</b>  Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 161200 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
<b>MEDICAL</b>  Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 161300 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
<b>MEDICAL TREATMENT FACILITY</b>  Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 161400 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
<b>MORALE, WELFARE AND RECREATION</b>  Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 161500 Icon Type: Main		N/A

TABLE D-IV. Land unit icons - Continued.

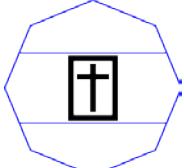
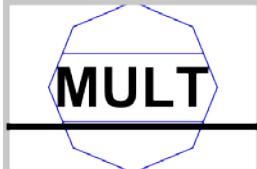
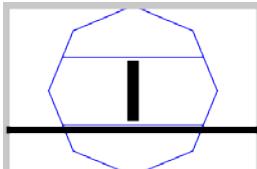
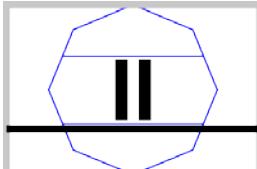
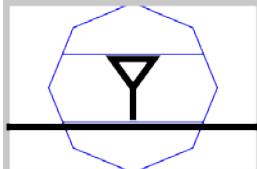
DESCRIPTION	ICON	REMARKS
<b>MORTUARY AFFAIRS/GRAVES REGISTRATION</b>  Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 161600 Icon Type: Main		N/A
<b>MULTIPLE CLASSES OF SUPPLY</b>  Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 161700 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
<b>NATO SUPPLY CLASS I</b>  Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 161800 Icon Type: Full Frame		These classes are referenced in NATO APP-6.  Items of subsistence, e.g. food and forage, which are consumed by personnel or animals at an approximately uniform rate, irrespective of local changes in combat or terrain conditions.
<b>NATO SUPPLY CLASS II</b>  Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 161900 Icon Type: Full Frame		These classes are referenced in NATO APP-6  Supplies for which allowances are established by tables of organization and equipment, e.g. clothing, weapons, tools, spare parts, vehicles.
<b>NATO SUPPLY CLASS III</b>  Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 162000 Icon Type: Full Frame		These classes are referenced in NATO APP-6  Petroleum, oil and lubricants (POL) for all purposes, except for operating aircraft or for use in weapons such as flamethrowers, e.g. gasoline, fuel oil, greases, coal and coke. (Class IIIa - aviation fuel and lubricants)

TABLE D-IV. Land unit icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>NATO SUPPLY CLASS IV</b>  Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 162100 Icon Type: Full Frame		These classes are referenced in NATO APP-6  Supplies for which initial issue allowances are not prescribed by approved issue tables. Normally includes fortification and construction materials, as well as additional quantities of items identical to those authorized for initial issue (Class II) such as additional vehicles.
<b>NATO SUPPLY CLASS V</b>  Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 162200 Icon Type: Full Frame		These classes are referenced in NATO APP-6  Ammunition, explosives and chemical agents of all types.
<b>ORDNANCE</b>  Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 162300 Icon Type: Main		N/A
<b>PERSONNEL SERVICES</b>  Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 162400 Icon Type: Main		N/A
<b>PETROLEUM, OIL AND LUBRICANTS</b>  Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 162500 Icon Type: Main		N/A
<b>PIPELINE</b>  Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 162600 Icon Type: Main		N/A

TABLE D-IV. Land unit icons - Continued.

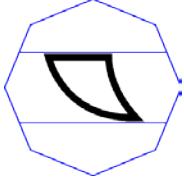
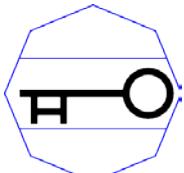
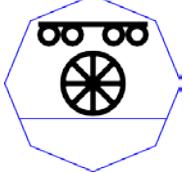
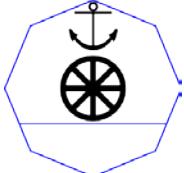
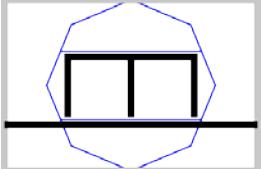
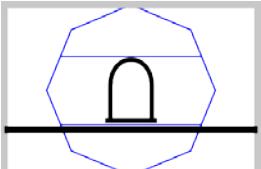
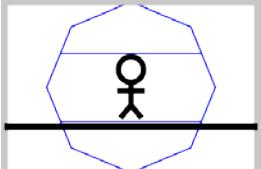
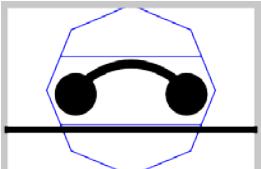
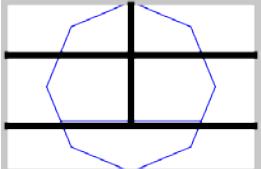
DESCRIPTION	ICON	REMARKS
<b>POSTAL</b>  Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 162700 Icon Type: Main		N/A
<b>PUBLIC AFFAIRS/PUBLIC INFORMATION</b>  Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 162800 Icon Type: Main		N/A
<b>QUARTERMASTER</b>  Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 162900 Icon Type: Main		N/A
<b>RAILHEAD</b>  Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 163000 Icon Type: Main+1		N/A
<b>RELIGIOUS SUPPORT</b>  Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 163100 Icon Type: Main		N/A
<b>REPLACEMENT HOLDING UNIT</b>  Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 163200 Icon Type: Main		N/A
<b>SEAPORT OF DEBARKATION/SEAPORT OF EMBARKATION</b>  Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 163300 Icon Type: Main+1		N/A

TABLE D-IV. Land unit icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>SUPPLY</b>  Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 163400 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
<b>JOINT INFORMATION BUREAU (JIB)</b>  Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 163500 Icon Type: Main		N/A
<b>TRANSPORTATION</b>  Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 163600 Icon Type: Main		N/A
<b>US SUPPLY CLASS I</b>  Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 163700 Icon Type: Full Frame		Referenced in STANAG 2961 Classes of Supply of NATO Land Forces  Subsistence (food), gratuitous (free) health and comfort items.
<b>US SUPPLY CLASS II</b>  Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 163800 Icon Type: Full Frame		Referenced in STANAG 2961 Classes of Supply of NATO Land Forces  Individual equipment, tentage, organizational tool sets and kits, hand tools, unclassified maps, administrative and housekeeping supplies and equipment.
<b>US SUPPLY CLASS III</b>  Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 163900 Icon Type: Full Frame		Referenced in STANAG 2961 Classes of Supply of NATO Land Forces  Petroleum, Oil and Lubricants (POL) (package and bulk): Petroleum, fuels, lubricants, hydraulic and insulating oils, preservatives, liquids and gases, bulk chemical products, coolants, deicer and antifreeze compounds, components and additives of petroleum and chemical products and coal.

TABLE D-IV. Land unit icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>US SUPPLY CLASS IV</b>  Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 164000 Icon Type: Full Frame		Referenced in STANAG 2961 Classes of Supply of NATO Land Forces  Construction materials, including installed equipment and all fortification and barrier materials.
<b>US SUPPLY CLASS V</b>  Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 164100 Icon Type: Full Frame		Referenced in STANAG 2961 Classes of Supply of NATO Land Forces  Ammunition of all types, bombs, explosives, mines, fuses, detonators, pyrotechnics, missiles, rockets, propellants and associated items.
<b>US SUPPLY CLASS VI</b>  Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 164200 Icon Type: Full Frame		Referenced in STANAG 2961 Classes of Supply of NATO Land Forces  Personal demand items (such as health and hygiene products, soaps and toothpaste, writing material, snack food, beverages, cigarettes, batteries, alcohol and cameras—nonmilitary sales items).
<b>US SUPPLY CLASS VII</b>  Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 164300 Icon Type: Full Frame		Referenced in STANAG 2961 Classes of Supply of NATO Land Forces  Major end items such as launchers, tanks, mobile machine shops and vehicles.
<b>US SUPPLY CLASS VIII</b>  Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 164400 Icon Type: Full Frame		Referenced in STANAG 2961 Classes of Supply of NATO Land Forces  Medical material (equipment and consumables) including repair parts peculiar to medical equipment. (Class VIIIa – Medical consumable supplies not including blood & blood products; Class VIIIb – Blood & blood components (whole blood, platelets, plasma, packed red cells, etc.).

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TABLE D-IV. Land unit icons - Continued.

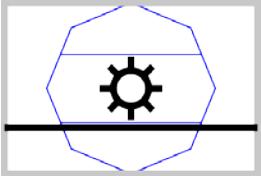
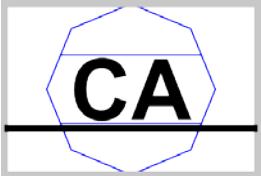
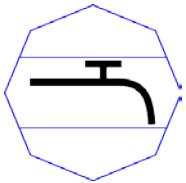
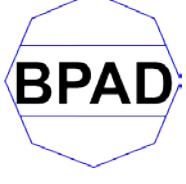
DESCRIPTION	ICON	REMARKS
<b>US SUPPLY CLASS IX</b>  Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 164500 Icon Type: Full Frame		Referenced in STANAG 2961 Classes of Supply of NATO Land Forces  Repair parts and components to include kits, assemblies and subassemblies (repairable or non-repairable) required for maintenance support of all equipment.
<b>US SUPPLY CLASS X</b>  Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 164600 Icon Type: Full Frame		Referenced in STANAG 2961 Classes of Supply of NATO Land Forces  Material to support nonmilitary programs such as agriculture and economic development (not included in Classes I through IX).
<b>WATER</b>  Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 164700 Icon Type: Main		N/A
<b>WATER PURIFICATION</b>  Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 164800 Icon Type: Main		N/A
<b>BROADCAST</b>  Type: Entity Type Entity: SUSTAINMENT Symbol Set Code: 10 Code: 164900 Icon Type: Main		N/A
<b>NAVAL</b>  Type: Entity Entity: NAVAL Symbol Set Code: 10 Code: 170000	N/A	No icon is associated with this entity. It is for hierachal purposes only.

TABLE D-IV. Land unit icons - Continued.

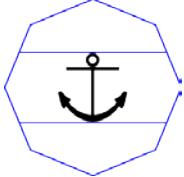
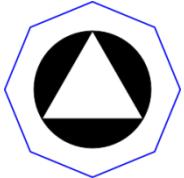
DESCRIPTION	ICON	REMARKS
<b>NAVAL</b>  Type: Entity Type Entity: NAVAL Symbol Set Code: 10 Code: 170100 Icon Type: Main		N/A
<b>NAMED HEADQUARTERS</b>  Type: Entity Entity: NAMED HEADQUARTERS Symbol Set Code: 10 Code: 180000	N/A	No icon is associated with this entity. It is for hierachal purposes only.
<b>ALLIED COMMAND EUROPE RAPID REACTION CORPS (ARRC)</b>  Type: Entity Type Entity: NAMED HEADQUARTERS Symbol Set Code: 10 Code: 180100 Icon Type: Main		N/A
<b>ALLIED COMMAND OPERATIONS</b>  Type: Entity Type Entity: NAMED HEADQUARTERS Symbol Set Code: 10 Code: 180200 Icon Type: Main		N/A
<b>INTERNATIONAL SECURITY ASSISTANCE FORCE (ISAF)</b>  Type: Entity Type Entity: NAMED HEADQUARTERS Symbol Set Code: 10 Code: 180300 Icon Type: Main		N/A
<b>MULTINATIONAL (MN)</b>  Type: Entity Type Entity: NAMED HEADQUARTERS Symbol Set Code: 10 Code: 180400 Icon Type: Main		N/A
<b>EMERGENCY OPERATION</b>  Type: Entity Symbol Set Code: 10 Code: 190000 Icon Type: Full Octagon		N/A

TABLE D-IV. Land unit icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>LAW ENFORCEMENT</b>  Type: Entity Symbol Set Code: 10 Code: 200000 Icon Type: Full Octagon		N/A
<b>BUREAU OF ALCOHOL, TOBACCO, FIREARMS AND EXPLOSIVES (ATF) (DEPARTMENT OF JUSTICE)</b>  Type: Entity Type Entity: LAW ENFORCEMENT Symbol Set Code: 10 Code: 200100 Icon Type: Main		N/A
<b>BORDER PATROL</b>  Type: Entity Type Entity: LAW ENFORCEMENT Symbol Set Code: 10 Code: 200200 Icon Type: Full Octagon		N/A
<b>CUSTOMS SERVICE</b>  Type: Entity Type Entity: LAW ENFORCEMENT Symbol Set Code: 10 Code: 200300 Icon Type: Full Octagon		N/A
<b>DRUG ENFORCEMENT AGENCY (DEA)</b>  Type: Entity Type Entity: LAW ENFORCEMENT Symbol Set Code: 10 Code: 200400 Icon Type: Main		N/A
<b>DEPARTMENT OF JUSTICE (DOJ)</b>  Type: Entity Type Entity: LAW ENFORCEMENT Symbol Set Code: 10 Code: 200500 Icon Type: Full Octagon		N/A

TABLE D-IV. Land unit icons - Continued.

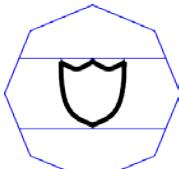
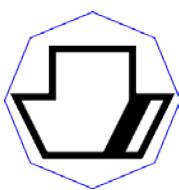
DESCRIPTION	ICON	REMARKS
<b>FEDERAL BUREAU OF INVESTIGATION (FBI)</b>  Type: Entity Type Entity: LAW ENFORCEMENT Symbol Set Code: 10 Code: 200600 Icon Type: Main		N/A
<b>POLICE</b>  Type: Entity Type Entity: LAW ENFORCEMENT Symbol Set Code: 10 Code: 200700 Icon Type: Main		N/A
<b>PRISON</b>  Type: Entity Type Entity: LAW ENFORCEMENT Symbol Set Code: 10 Code: 200800 Icon Type: Full Octagon		N/A
<b>UNITED STATES SECRET SERVICE(TREAS) (USSS)</b>  Type: Entity Type Entity: LAW ENFORCEMENT Symbol Set Code: 10 Code: 200900 Icon Type: Main		N/A
<b>TRANSPORTATION SECURITY ADMINISTRATION (TSA)</b>  Type: Entity Type Entity: LAW ENFORCEMENT Symbol Set Code: 10 Code: 201000 Icon Type: Main		N/A
<b>COAST GUARD</b>  Type: Entity Type Entity: LAW ENFORCEMENT Symbol Set Code: 10 Code: 201100 Icon Type: Full Octagon		N/A

TABLE D-IV. Land unit icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>US MARSHALS SERVICE</b>  Type: Entity Type Entity: LAW ENFORCEMENT Symbol Set Code: 10 Code: 201200 Icon Type: Full Octagon		N/A
<b>INTERNAL SECURITY FORCE</b>  Type: Entity Type Entity: LAW ENFORCEMENT Symbol Set Code: 10 Code: 201300 Icon Type: Main		N/A

D.6.2.1 Land unit icons – special entity subtypes. Some entity type land unit icons may use the entity subtypes listed in [Table D-V](#).

TABLE D-V. Land unit icons – special entity subtypes.

DESCRIPTION	ICON	REMARKS
<b>HEADQUARTERS ELEMENT</b>  Type: Entity Subtype Symbol Set Code: 10 Code: xxxx95 Icon Type: Full Frame		Code associated with this entity subtype is subject to the specific entity type.
<b>DIVISION AND BELOW SUPPORT</b>  Type: Entity Subtype Symbol Set Code: 10 Code: xxxx96 Icon Type: Full Frame		Code associated with this entity subtype is subject to the specific entity type.
<b>CORPS SUPPORT</b>  Type: Entity Subtype Symbol Set Code: 10 Code: xxxx97 Icon Type: Full Frame		Code associated with this entity subtype is subject to the specific entity type.
<b>THEATER/ECHELONS ABOVE CORPS SUPPORT</b>  Type: Entity Subtype Symbol Set Code: 10 Code: xxxx98 Icon Type: Full Frame		Code associated with this entity subtype is subject to the specific entity type.

D.6.3 Land unit sector 1 modifiers. Land unit sector 1 modifiers denote mobility, capability and composite loss categories. Table D-VI lists land unit sector 1 modifiers and illustrates their placement within the bounding octagon.

TABLE D-VI. Land unit sector 1 modifiers.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>AIR MOBILE/AIR ASSAULT</b>  Symbol Set Code: 10 Code: 01	MOBILITY		US only
<b>AREA</b>  Symbol Set Code: 10 Code: 02	CAPABILITY		N/A
<b>ATTACK</b>  Symbol Set Code: 10 Code: 03	CAPABILITY		N/A
<b>BIOLOGICAL</b>  Symbol Set Code: 10 Code: 04	CAPABILITY		N/A
<b>BORDER</b>  Symbol Set Code: 10 Code: 05	CAPABILITY		N/A
<b>BRIDGING</b>  Symbol Set Code: 10 Code: 06	CAPABILITY		N/A
<b>CHEMICAL</b>  Symbol Set Code: 10 Code: 07	CAPABILITY		N/A
<b>CLOSE PROTECTION</b>  Symbol Set Code: 10 Code: 08	CAPABILITY		N/A

## MIL-STD-2525D - APPENDIX D

TABLE D-VI. Land unit sector 1 modifiers – Continued.

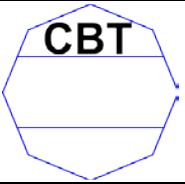
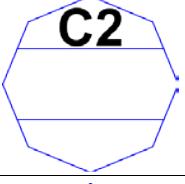
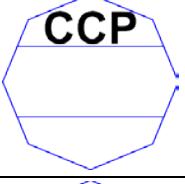
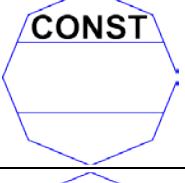
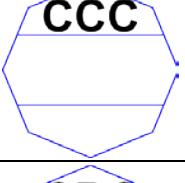
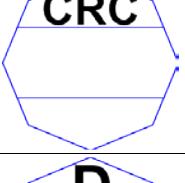
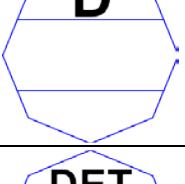
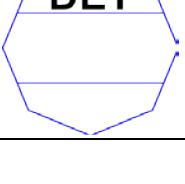
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>COMBAT</b>  Symbol Set Code: 10 Code: 09	CAPABILITY		N/A
<b>COMMAND AND CONTROL</b>  Symbol Set Code: 10 Code: 10	CAPABILITY		N/A
<b>COMMUNICATIONS CONTINGENCY PACKAGE</b>  Symbol Set Code: 10 Code: 11	CAPABILITY		N/A
<b>CONSTRUCTION</b>  Symbol Set Code: 10 Code: 12	CAPABILITY		N/A
<b>CROSS CULTURAL COMMUNICATION</b>  Symbol Set Code: 10 Code: 13	CAPABILITY		N/A
<b>CROWD AND RIOT CONTROL</b>  Symbol Set Code: 10 Code: 14	CAPABILITY		N/A
<b>DECONTAMINATION</b>  Symbol Set Code: 10 Code: 15	CAPABILITY		N/A
<b>DETENTION</b>  Symbol Set Code: 10 Code: 16	CAPABILITY		N/A

TABLE D-VI. Land unit sector 1 modifiers – Continued.

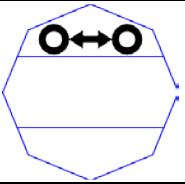
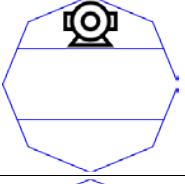
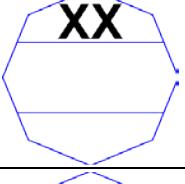
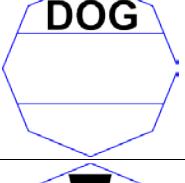
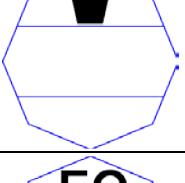
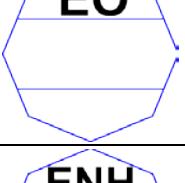
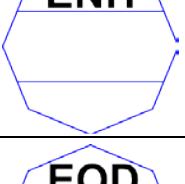
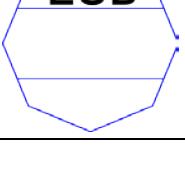
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>DIRECT COMMUNICATIONS</b>  Symbol Set Code: 10 Code: 17	CAPABILITY		N/A
<b>DIVING</b>  Symbol Set Code: 10 Code: 18	CAPABILITY		N/A
<b>DIVISION</b>  Symbol Set Code: 10 Code: 19	CAPABILITY		N/A
<b>DOG</b>  Symbol Set Code: 10 Code: 20	CAPABILITY		N/A
<b>DRILLING</b>  Symbol Set Code: 10 Code: 21	CAPABILITY		N/A
<b>ELECTRO-OPTICAL</b>  Symbol Set Code: 10 Code: 22	CAPABILITY		N/A
<b>ENHANCED</b>  Symbol Set Code: 10 Code: 23	CAPABILITY		N/A
<b>EXPLOSIVE ORDNANCE DISPOSAL (EOD)</b>  Symbol Set Code: 10 Code: 24	CAPABILITY		N/A

TABLE D-VI. Land unit sector 1 modifiers – Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>FIRE DIRECTION CENTER</b>  Symbol Set Code: 10 Code: 25	CAPABILITY	An octagonal symbol with a thick black border. Inside, the letters "FDC" are written in a bold, sans-serif font, positioned near the top edge.	N/A
<b>FORCE</b>  Symbol Set Code: 10 Code: 26	CAPABILITY	An octagonal symbol with a thick black border. Inside, the letter "F" is written in a bold, sans-serif font, positioned near the top edge.	N/A
<b>FORWARD</b>  Symbol Set Code: 10 Code: 27	CAPABILITY	An octagonal symbol with a thick black border. Inside, the letters "FWD" are written in a bold, sans-serif font, positioned near the top edge.	N/A
<b>GROUND STATION MODULE</b>  Symbol Set Code: 10 Code: 28	CAPABILITY	An octagonal symbol with a thick black border. Inside, the letters "GSM" are written in a bold, sans-serif font, positioned near the top edge.	N/A
<b>LANDING SUPPORT</b>  Symbol Set Code: 10 Code: 29	CAPABILITY	An octagonal symbol with a thick black border. Inside, the letters "LS" are written in a bold, sans-serif font, positioned near the top edge.	N/A
<b>LARGE EXTENSION NODE</b>  Symbol Set Code: 10 Code: 30	CAPABILITY	An octagonal symbol with a thick black border. Inside, the letters "LEN" are written in a bold, sans-serif font, positioned near the top edge.	N/A
<b>MAINTENANCE</b>  Symbol Set Code: 10 Code: 31	CAPABILITY	An octagonal symbol with a thick black border. Inside, there is a stylized icon consisting of two vertical bars connected by a horizontal bar in the middle.	N/A
<b>METEOROLOGICAL</b>  Symbol Set Code: 10 Code: 32	CAPABILITY	An octagonal symbol with a thick black border. Inside, the letters "MET" are written in a bold, sans-serif font, positioned near the top edge.	N/A

TABLE D-VI. Land unit sector 1 modifiers – Continued.

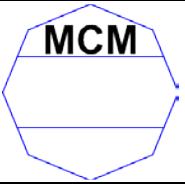
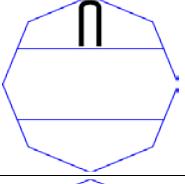
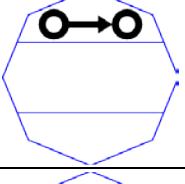
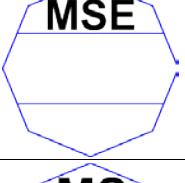
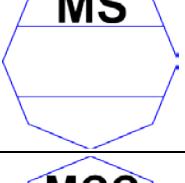
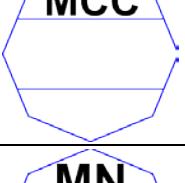
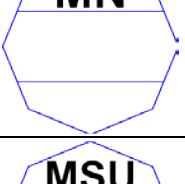
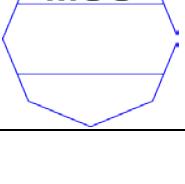
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>MINE COUNTERMEASURE</b>  Symbol Set Code: 10 Code: 33	CAPABILITY		N/A
<b>MISSILE</b>  Symbol Set Code: 10 Code: 34	CAPABILITY		N/A
<b>MOBILE ADVISOR AND SUPPORT</b>  Symbol Set Code: 10 Code: 35	CAPABILITY		N/A
<b>MOBILE SUBSCRIBER EQUIPMENT</b>  Symbol Set Code: 10 Code: 36	CAPABILITY		N/A
<b>MOBILITY SUPPORT</b>  Symbol Set Code: 10 Code: 37	CAPABILITY		N/A
<b>MOVEMENT CONTROL CENTER</b>  Symbol Set Code: 10 Code: 38	CAPABILITY		N/A
<b>MULTINATIONAL</b>  Symbol Set Code: 10 Code: 39	CAPABILITY		N/A
<b>MULTINATIONAL SPECIALIZED UNIT</b>  Symbol Set Code: 10 Code: 40	CAPABILITY		N/A

TABLE D-VI. Land unit sector 1 modifiers – Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>MULTIPLE ROCKET LAUNCHER</b>  Symbol Set Code: 10 Code: 41	CAPABILITY		N/A
<b>NATO MEDICAL ROLE 1</b>  Symbol Set Code: 10 Code: 42	CAPABILITY		Modifier is offset so that the modifier is not compromised by the main sector icon.
<b>NATO MEDICAL ROLE 2</b>  Symbol Set Code: 10 Code: 43	CAPABILITY		Modifier is offset so that the modifier is not compromised by the main sector icon.
<b>NATO MEDICAL ROLE 3</b>  Symbol Set Code: 10 Code: 44	CAPABILITY		Modifier is offset so that the modifier is not compromised by the main sector icon.
<b>NATO MEDICAL ROLE 4</b>  Symbol Set Code: 10 Code: 45	CAPABILITY		Modifier is offset so that the modifier is not compromised by the main sector icon.
<b>NAVAL</b>  Symbol Set Code: 10 Code: 46	CAPABILITY		N/A
<b>NODE CENTER</b>  Symbol Set Code: 10 Code: 47	CAPABILITY		N/A
<b>NUCLEAR</b>  Symbol Set Code: 10 Code: 48	CAPABILITY		N/A

TABLE D-VI. Land unit sector 1 modifiers – Continued.

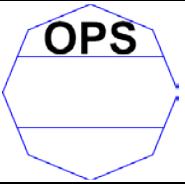
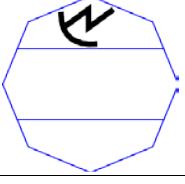
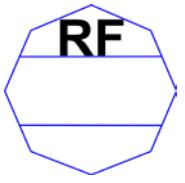
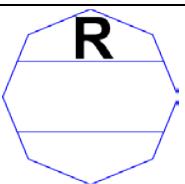
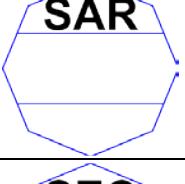
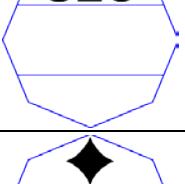
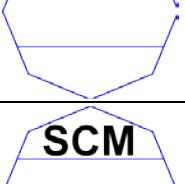
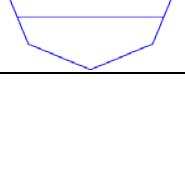
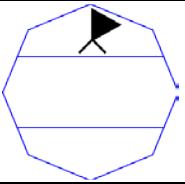
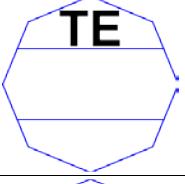
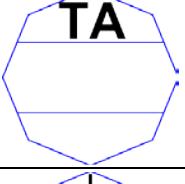
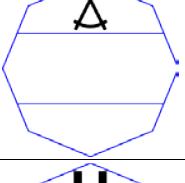
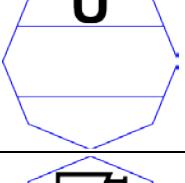
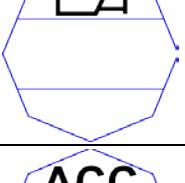
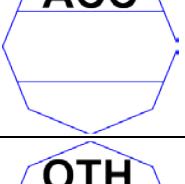
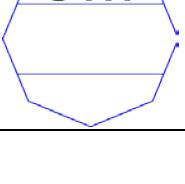
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<b>OPERATIONS</b>  Symbol Set Code: 10 Code: 49	CAPABILITY		N/A
<b>RADAR</b>  Symbol Set Code: 10 Code: 50	CAPABILITY		N/A
<b>RADIO FREQUENCY IDENTIFICATION (RFID)</b> <b>INTERROGATOR/SENSOR</b>  Symbol Set Code: 10 Code: 51	CAPABILITY		N/A
<b>RADIOLOGICAL</b>  Symbol Set Code: 10 Code: 52	CAPABILITY		N/A
<b>SEARCH AND RESCUE</b>  Symbol Set Code: 10 Code: 53	CAPABILITY		N/A
<b>SECURITY</b>  Symbol Set Code: 10 Code: 54	CAPABILITY		N/A
<b>SENSOR</b>  Symbol Set Code: 10 Code: 55	CAPABILITY		N/A
<b>SENSOR CONTROL MODULE (SCM)</b>  Symbol Set Code: 10 Code: 56	CAPABILITY		N/A

TABLE D-VI. Land unit sector 1 modifiers – Continued.

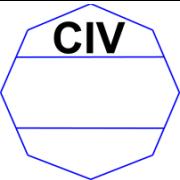
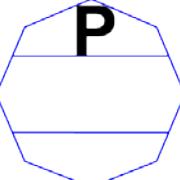
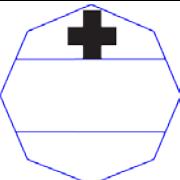
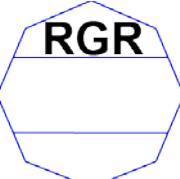
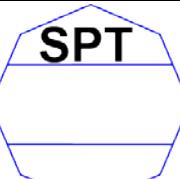
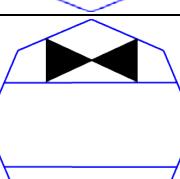
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>SIGNALS INTELLIGENCE</b>  Symbol Set Code: 10 Code: 57	CAPABILITY		N/A
<b>SINGLE SHELTER SWITCH</b>  Symbol Set Code: 10 Code: 58	CAPABILITY		N/A
<b>SINGLE ROCKET LAUNCHER</b>  Symbol Set Code: 10 Code: 59	CAPABILITY		N/A
<b>SMOKE</b>  Symbol Set Code: 10 Code: 60	CAPABILITY		N/A
<b>SNIPER</b>  Symbol Set Code: 10 Code: 61	CAPABILITY		N/A
<b>SOUND RANGING</b>  Symbol Set Code: 10 Code: 62	CAPABILITY		N/A
<b>SPECIAL OPERATIONS FORCES (SOF)</b>  Symbol Set Code: 10 Code: 63	CAPABILITY		N/A
<b>SPECIAL WEAPONS AND TACTICS</b>  Symbol Set Code: 10 Code: 64	CAPABILITY		N/A

TABLE D-VI. Land unit sector 1 modifiers – Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>SURVEY</b>  Symbol Set Code: 10 Code: 65	CAPABILITY		N/A
<b>TACTICAL EXPLOITATION</b>  Symbol Set Code: 10 Code: 66	CAPABILITY		N/A
<b>TARGET ACQUISITION</b>  Symbol Set Code: 10 Code: 67	CAPABILITY		N/A
<b>TOPOGRAPHIC</b>  Symbol Set Code: 10 Code: 68	CAPABILITY		N/A
<b>UTILITY</b>  Symbol Set Code: 10 Code: 69	CAPABILITY		N/A
<b>VIDEO IMAGERY (COMBAT CAMERA)</b>  Symbol Set Code: 10 Code: 70	CAPABILITY		N/A
<b>ACCIDENT</b>  Symbol Set Code: 10 Code: 71	COMPOSITE LOSS		N/A
<b>OTHER</b>  Symbol Set Code: 10 Code: 72	COMPOSITE LOSS		N/A

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TABLE D-VI. Land unit sector 1 modifiers – Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>CIVILIAN</b>  Symbol Set Code: 10 Code: 73	OPERATION		N/A
<b>ANTISUBMARINE WARFARE</b>  Symbol Set Code: 10 Code: 74	CAPABILITY		N/A
<b>MEDEVAC</b>  Symbol Set Code: 10 Code: 75	CAPABILITY		N/A
<b>RANGER</b>  Symbol Set Code: 10 Code: 76	CAPABILITY		N/A
<b>SUPPORT</b>  Symbol Set Code: 10 Code: 77	CAPABILITY		N/A
<b>AVIATION</b>  Symbol Set Code: 10 Code: 78	CAPABILITY		N/A

**D.6.4 Land unit sector 2 modifiers.** Land unit sector 2 modifiers denote close range and control, mobility and capability categories. [Table D-VII](#) lists land unit sector 2 modifiers and illustrates their placement within the bounding octagon.

TABLE D-VII. Land unit sector 2 modifiers.

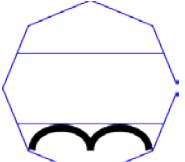
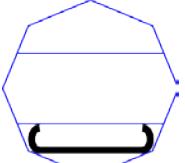
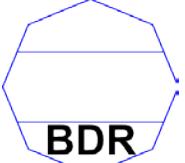
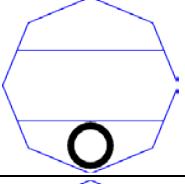
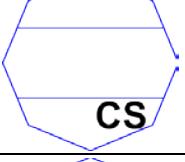
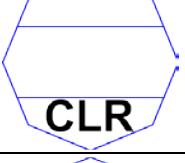
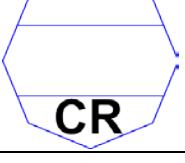
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>AIRBORNE</b>  Symbol Set Code: 10 Code: 01	MOBILITY		N/A
<b>ARCTIC</b>  Symbol Set Code: 10 Code: 02	MOBILITY		N/A
<b>BATTLE DAMAGE REPAIR</b>  Symbol Set Code: 10 Code: 03	CAPABILITY		N/A
<b>BICYCLE EQUIPPED</b>  Symbol Set Code: 10 Code: 04	MOBILITY		N/A
<b>CASUALTY STAGING</b>  Symbol Set Code: 10 Code: 05	CAPABILITY		Modifier is offset so that the modifier is not compromised by the main sector icon.
<b>CLEARING</b>  Symbol Set Code: 10 Code: 06	CAPABILITY		N/A
<b>CLOSE RANGE</b>  Symbol Set Code: 10 Code: 07	CAPABILITY		N/A

TABLE D-VII. Land unit sector 2 modifiers - Continued.

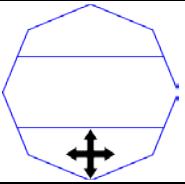
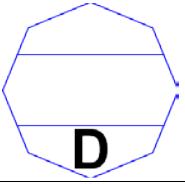
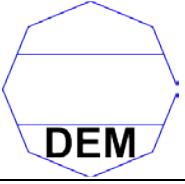
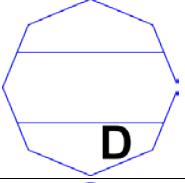
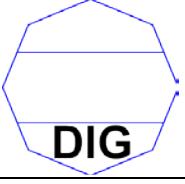
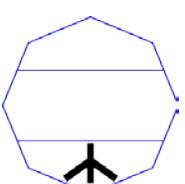
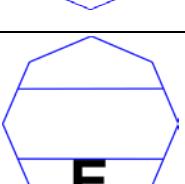
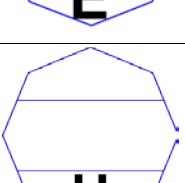
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>CONTROL</b>  Symbol Set Code: 10 Code: 08	CAPABILITY		N/A
<b>DECONTAMINATION</b>  Symbol Set Code: 10 Code: 09	CAPABILITY		N/A
<b>DEMOLITION</b>  Symbol Set Code: 10 Code: 10	CAPABILITY		N/A
<b>DENTAL</b>  Symbol Set Code: 10 Code: 11	CAPABILITY		Modifier is offset so that the modifier is not compromised by the main sector icon.
<b>DIGITAL</b>  Symbol Set Code: 10 Code: 12	CAPABILITY		N/A
<b>ENHANCED POSITION LOCATION REPORTING SYSTEM (EPLRS)</b>  Symbol Set Code: 10 Code: 13	CAPABILITY		N/A
<b>EQUIPMENT</b>  Symbol Set Code: 10 Code: 14	CAPABILITY		APP6
<b>HEAVY</b>  Symbol Set Code: 10 Code: 15	CAPABILITY		N/A

TABLE D-VII. Land unit sector 2 modifiers - Continued.

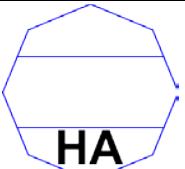
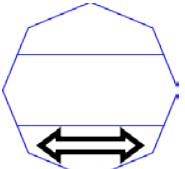
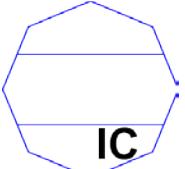
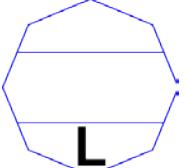
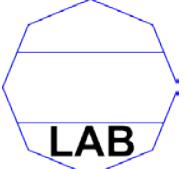
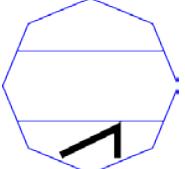
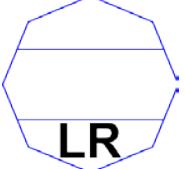
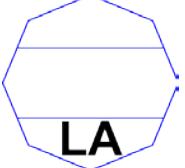
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>HIGH ALTITUDE</b>  Symbol Set Code: 10 Code: 16	CAPABILITY		N/A
<b>INTERMODAL</b>  Symbol Set Code: 10 Code: 17	CAPABILITY		N/A
<b>INTENSIVE CARE</b>  Symbol Set Code: 10 Code: 18	CAPABILITY		Modifier is offset so that the modifier is not compromised by the main sector icon.
<b>LIGHT</b>  Symbol Set Code: 10 Code: 19	CAPABILITY		N/A
<b>LABORATORY</b>  Symbol Set Code: 10 Code: 20	CAPABILITY		N/A
<b>LAUNCHER</b>  Symbol Set Code: 10 Code: 21	CAPABILITY		N/A
<b>LONG RANGE</b>  Symbol Set Code: 10 Code: 22	CAPABILITY		N/A
<b>LOW ALTITUDE</b>  Symbol Set Code: 10 Code: 23	CAPABILITY		N/A

TABLE D-VII. Land unit sector 2 modifiers - Continued.

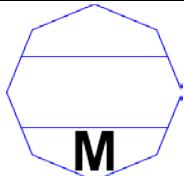
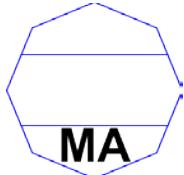
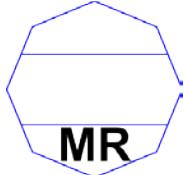
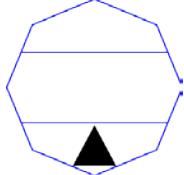
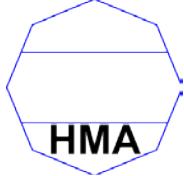
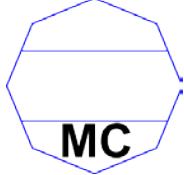
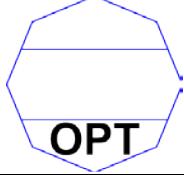
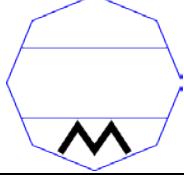
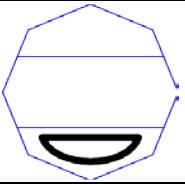
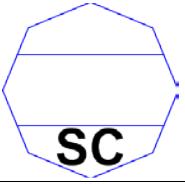
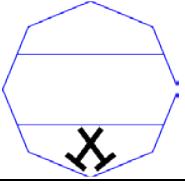
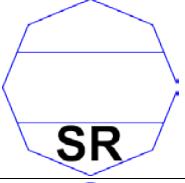
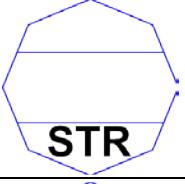
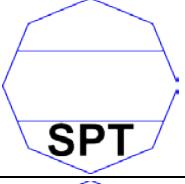
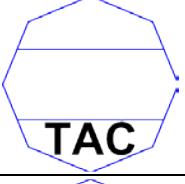
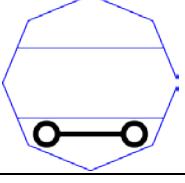
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>MEDIUM</b>  Symbol Set Code: 10 Code: 24	CAPABILITY		N/A
<b>MEDIUM ALTITUDE</b>  Symbol Set Code: 10 Code: 25	CAPABILITY		N/A
<b>MEDIUM RANGE</b>  Symbol Set Code: 10 Code: 26	CAPABILITY		N/A
<b>MOUNTAIN</b>  Symbol Set Code: 10 Code: 27	CAPABILITY		N/A
<b>HIGH TO MEDIUM ALTITUDE</b>  Symbol Set Code: 10 Code: 28	CAPABILITY		N/A
<b>MULTI-CHANNEL</b>  Symbol Set Code: 10 Code: 29	CAPABILITY		N/A
<b>OPTICAL (FLASH)</b>  Symbol Set Code: 10 Code: 30	CAPABILITY		N/A
<b>PACK ANIMAL</b>  Symbol Set Code: 10 Code: 31	CAPABILITY		N/A

TABLE D-VII. Land unit sector 2 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>PATIENT EVACUATION COORDINATION</b>  Symbol Set Code: 10 Code: 32	CAPABILITY	An octagonal symbol with a blue border and a dashed center line. The letters "PEC" are centered inside the octagon.	Modifier is offset so that the modifier is not compromised by the main sector icon.
<b>PREVENTIVE MAINTENANCE</b>  Symbol Set Code: 10 Code: 33	CAPABILITY	An octagonal symbol with a blue border and a dashed center line. The letters "PM" are centered inside the octagon.	N/A
<b>PSYCHOLOGICAL</b>  Symbol Set Code: 10 Code: 34	CAPABILITY	An octagonal symbol with a blue border and a dashed center line. The letter "P" is centered inside the octagon.	Modifier is offset so that the modifier is not compromised by the main sector icon.
<b>RADIO RELAY LINE OF SIGHT</b>  Symbol Set Code: 10 Code: 35	CAPABILITY	An octagonal symbol with a blue border and a dashed center line. A small circle with a cross inside is centered inside the octagon.	N/A
<b>RAILROAD</b>  Symbol Set Code: 10 Code: 36	MOBILITY	An octagonal symbol with a blue border and a dashed center line. Two circles connected by a horizontal line are centered inside the octagon.	N/A
<b>RECOVERY (UNMANNED SYSTEMS)</b>  Symbol Set Code: 10 Code: 37	CAPABILITY	An octagonal symbol with a blue border and a dashed center line. A curved line is centered inside the octagon.	N/A
<b>RECOVERY (MAINTENANCE)</b>  Symbol Set Code: 10 Code: 38	CAPABILITY	An octagonal symbol with a blue border and a dashed center line. A horizontal line with two vertical bars is centered inside the octagon.	N/A
<b>RESUE COORDINATION CENTER</b>  Symbol Set Code: 10 Code: 39	CAPABILITY	An octagonal symbol with a blue border and a dashed center line. The letters "RCC" are centered inside the octagon.	Modifier is offset so that the modifier is not compromised by the main sector icon.

TABLE D-VII. Land unit sector 2 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>RIVERINE</b>  Symbol Set Code: 10 Code: 40	MOBILITY		N/A
<b>SINGLE CHANNEL</b>  Symbol Set Code: 10 Code: 41	CAPABILITY		N/A
<b>SKI</b>  Symbol Set Code: 10 Code: 42	MOBILITY		N/A
<b>SHORT RANGE</b>  Symbol Set Code: 10 Code: 43	CAPABILITY		N/A
<b>STRATEGIC</b>  Symbol Set Code: 10 Code: 44	CAPABILITY		N/A
<b>SUPPORT</b>  Symbol Set Code: 10 Code: 45	CAPABILITY		N/A
<b>TACTICAL</b>  Symbol Set Code: 10 Code: 46	CAPABILITY		N/A
<b>TOWED</b>  Symbol Set Code: 10 Code: 47	MOBILITY		N/A

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TABLE D-VII. Land unit sector 2 modifiers - Continued.

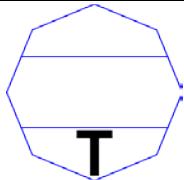
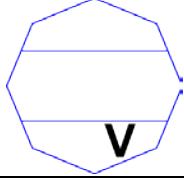
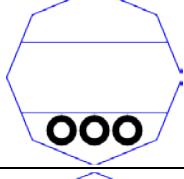
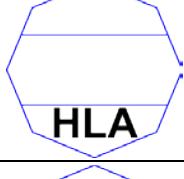
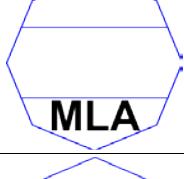
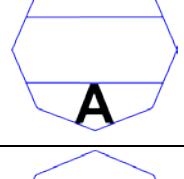
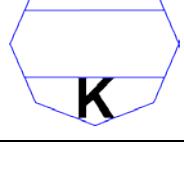
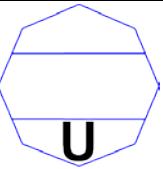
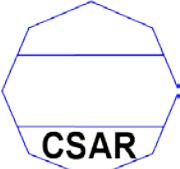
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>TROOP</b>  Symbol Set Code: 10 Code: 48	CAPABILITY		N/A
<b>VERTICAL TAKE-OFF AND LANDING (VTOL/VSTOL)</b>  Symbol Set Code: 10 Code: 49	MOBILITY		N/A
<b>VETERINARY</b>  Symbol Set Code: 10 Code: 50	CAPABILITY		Modifier is offset so that the modifier is not compromised by the main sector icon.
<b>WHEELED</b>  Symbol Set Code: 10 Code: 51	MOBILITY		N/A
<b>HIGH TO LOW ALTITUDE</b>  Symbol Set Code: 10 Code: 52	CAPABILITY		N/A
<b>MEDIUM TO LOW ALTITUDE</b>  Symbol Set Code: 10 Code: 53	CAPABILITY		N/A
<b>ATTACK</b>  Symbol Set Code: 10 Code: 54	CAPABILITY		N/A
<b>REFUEL</b>  Symbol Set Code: 10 Code: 55	CAPABILITY		N/A

TABLE D-VII. Land unit sector 2 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>UTILITY</b>  Symbol Set Code: 10 Code: 56	CAPABILITY		N/A
<b>COMBAT SEARCH AND RESCUE</b>  Symbol Set Code: 10 Code: 57	CAPABILITY		N/A

## D.7 LAND CIVILIAN INDIVIDUALS/ORGANIZATION SYMBOLS

D.7.1 Land civilian individuals/organization symbols. This section includes the lists of icons and modifiers for building land civilian unit symbols.

D.7.2 Land civilian individuals/organization icons. [Table D-VIII](#) depicts land civilian unit icons.

TABLE D-VIII. Land civilian individuals/organization icons.

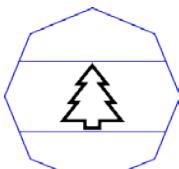
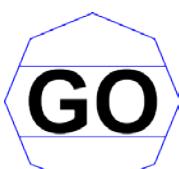
DESCRIPTION	ICON	REMARKS
<b>CIVILIAN</b>  Type: Entity Symbol Set Code: 11 Code: 110000 Icon Type: Main		This symbol shall not be displayed on a C2 system but may be displayed for training or hierachal explanation purposes.
<b>ENVIRONMENTAL PROTECTION</b>  Type: Entity Type Entity: CIVILIAN Symbol Set Code: 11 Code: 110100 Icon Type: Main		N/A
<b>GOVERNMENT ORGANIZATION</b>  Type: Entity Type Entity: CIVILIAN Symbol Set Code: 11 Code: 110200 Icon Type: Main		N/A

TABLE D-VIII. Land civilian individuals/organization icons - Continued.

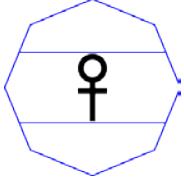
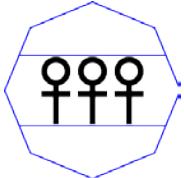
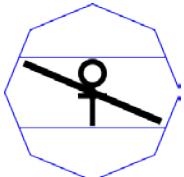
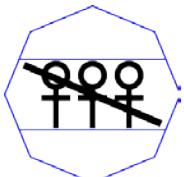
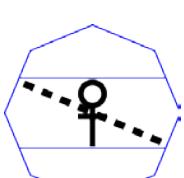
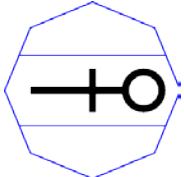
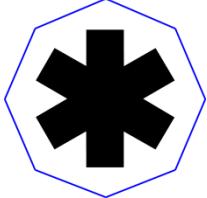
DESCRIPTION	ICON	REMARKS
<b>INDIVIDUAL</b>  Type: Entity Type Entity: CIVILIAN Symbol Set Code: 11 Code: 110300 Icon Type: Main		N/A
<b>ORGANIZATION OR GROUP</b>  Type: Entity Type Entity: CIVILIAN Symbol Set Code: 11 Code: 110400 Icon Type: Main		N/A
<b>KILLING VICTIM</b>  Type: Entity Type Entity: CIVILIAN Symbol Set Code: 11 Code: 110500 Icon Type: Main		N/A
<b>KILLING VICTIMS</b>  Type: Entity Type Entity: CIVILIAN Symbol Set Code: 11 Code: 110600 Icon Type: Main		N/A
<b>VICTIM OF AN ATTEMPTED CRIME</b>  Type: Entity Type Entity: CIVILIAN Symbol Set Code: 11 Code: 110700 Icon Type: Main		N/A
<b>SPY</b>  Type: Entity Type Entity: CIVILIAN Symbol Set Code: 11 Code: 110800 Icon Type: Main		N/A
<b>COMPOSITE LOSS</b>  Type: Entity Type Entity: CIVILIAN Symbol Set Code: 11 Code: 110900 Icon Type: Main		N/A

TABLE D-VIII. Land civilian individuals/organization icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>EMERGENCY MEDICAL OPERATION</b>  Type: Entity Type Entity: CIVILIAN Symbol Set Code: 11 Code: 111000 Icon Type: Full Octagon		N/A

D.7.3 Land civilian unit/organization sector 1 modifiers. Land civilian unit sector 1 modifiers denote crime and organization categories. Table D-IX lists land civilian unit sector 1 modifiers and illustrates their placement within the bounding octagon.

TABLE D-IX. Land civilian unit/organization sector 1 modifiers.

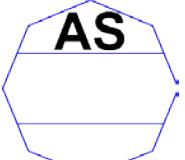
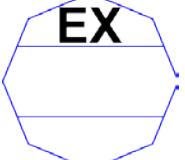
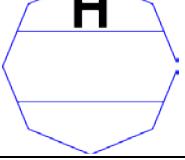
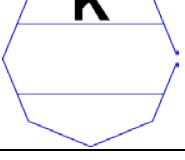
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>ASSASSINATION</b>  Symbol Set Code: 11 Code: 01	CRIME		N/A
<b>EXECUTION (WRONGFUL KILLING)</b>  Symbol Set Code: 11 Code: 02	CRIME		N/A
<b>MURDER VICTIMS</b>  Symbol Set Code: 11 Code: 03	CRIME		N/A
<b>HIJACKING</b>  Symbol Set Code: 11 Code: 04	CRIME		N/A
<b>KIDNAPPING</b>  Symbol Set Code: 11 Code: 05	CRIME		N/A

TABLE D-IX. Land civilian unit/organization sector 1 modifiers - Continued.

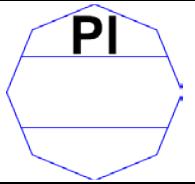
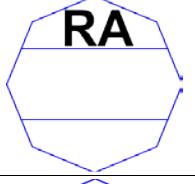
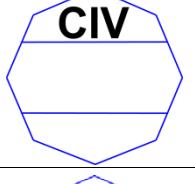
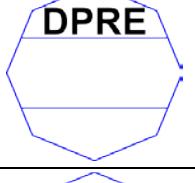
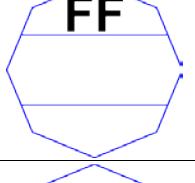
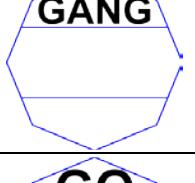
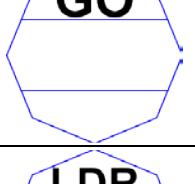
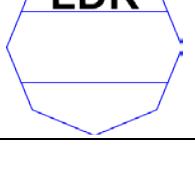
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>PIRACY</b>  Symbol Set Code: 11 Code: 06	CRIME		N/A
<b>RAPE</b>  Symbol Set Code: 11 Code: 07	CRIME		N/A
<b>CIVILIAN</b>  Symbol Set Code: 11 Code: 08	ORGANIZATION		N/A
<b>DISPLACED PERSON(S), REFUGEE(S) AND EVACUEE(S)</b>  Symbol Set Code: 11 Code: 09	ORGANIZATION		N/A
<b>FOREIGN FIGHTER(S)</b>  Symbol Set Code: 11 Code: 10	ORGANIZATION		N/A
<b>GANG MEMBER OR GANG</b>  Symbol Set Code: 11 Code: 11	ORGANIZATION		N/A
<b>GOVERNMENT ORGANIZATION</b>  Symbol Set Code: 11 Code: 12	ORGANIZATION		N/A
<b>LEADER OR LEADERSHIP</b>  Symbol Set Code: 11 Code: 13	ORGANIZATION		N/A

TABLE D-IX. Land civilian unit/organization sector 1 modifiers - Continued.

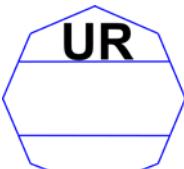
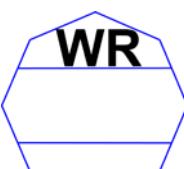
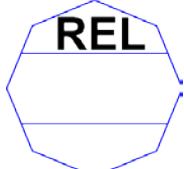
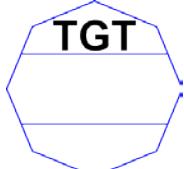
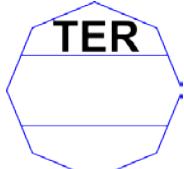
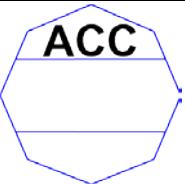
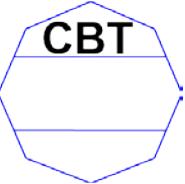
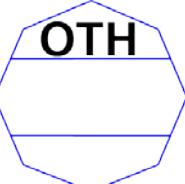
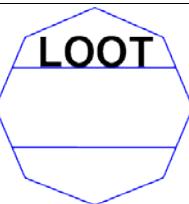
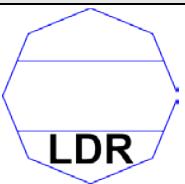
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>NONGOVERNMENTAL ORGANIZATION MEMBER OR NONGOVERNMENTAL ORGANIZATION</b>  Symbol Set Code: 11 Code: 14	ORGANIZATION		N/A
<b>COERCED/IMPRESSED RECRUIT</b>  Symbol Set Code: 11 Code: 15	ORGANIZATION		N/A
<b>WILLING RECRUIT</b>  Symbol Set Code: 11 Code: 16	ORGANIZATION		N/A
<b>RELIGIOUS OR RELIGIOUS ORGANIZATION</b>  Symbol Set Code: 11 Code: 17	ORGANIZATION		N/A
<b>TARGETED INDIVIDUAL OR ORGANIZATION</b>  Symbol Set Code: 11 Code: 18	ORGANIZATION		N/A
<b>TERRORIST OR TERRORIST ORGANIZATION</b>  Symbol Set Code: 11 Code: 19	ORGANIZATION		N/A
<b>SPEAKER</b>  Symbol Set Code: 11 Code: 20	ORGANIZATION		N/A

TABLE D-IX. Land civilian unit/organization sector 1 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>ACCIDENT</b>  Symbol Set Code: 11 Code: 21	COMPOSITE LOSS		N/A
<b>COMBAT</b>  Symbol Set Code: 11 Code: 22	COMPOSITE LOSS		N/A
<b>OTHER</b>  Symbol Set Code: 11 Code: 23	COMPOSITE LOSS		N/A
<b>LOOT</b>  Symbol Set Code: 11 Code: 24	CRIME		N/A

D.7.4 Land civilian unit sector 2 modifiers. Land civilian unit sector 2 modifiers denote organization category. Table D-X lists the land civilian unit sector 2 modifiers and illustrates their placement within the bounding octagon.

TABLE D-X. Land civilian unit/organization sector 2 modifiers.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>LEADER OR LEADERSHIP</b>  Symbol Set Code: 11 Code: 01	ORGANIZATION		N/A

## D.8 LAND EQUIPMENT SYMBOLS

D.8.1 Land equipment symbols. This section includes the lists of icons and modifiers for building land equipment symbols.

D.8.2 Land equipment icons. [Table D-XI](#) depicts land equipment icons.

TABLE D-XI. Land equipment icons.

DESCRIPTION	ICON	REMARKS
<b>WEAPON/WEAPON SYSTEM</b>  Type: Entity Symbol Set Code: 15 Code: 110000 Icon Type: Full Octagon		This symbol shall not be displayed on a C2 system but may be displayed for training or hierachal explanation purposes.
<b>RIFLES</b>  Type: Entity Type Entity: WEAPON/WEAPON SYSTEM Symbol Set Code: 15 Code: 110100 Icon Type: Full Octagon		N/A
<b>SINGLE SHOT RIFLE</b>  Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/RIFLE Symbol Set Code: 15 Code: 110101 Icon Type: Full Octagon		N/A
<b>SEMAUTOMATIC RIFLE</b>  Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/RIFLE Symbol Set Code: 15 Code: 110102 Icon Type: Full Octagon		N/A
<b>AUTOMATIC RIFLE</b>  Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/RIFLE Symbol Set Code: 15 Code: 110103 Icon Type: Full Octagon		N/A

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TABLE D-XI. Land equipment icons - Continued.

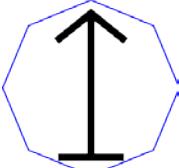
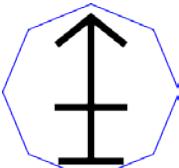
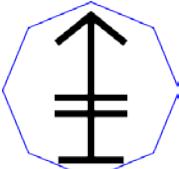
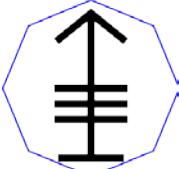
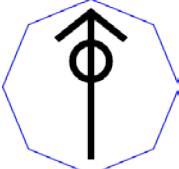
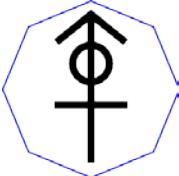
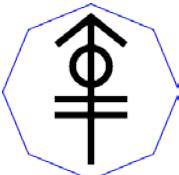
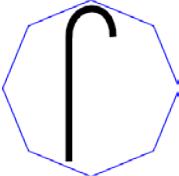
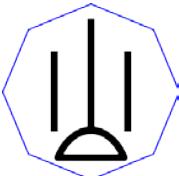
DESCRIPTION	ICON	REMARKS
<b>MACHINE GUN</b>  Type: Entity Type Entity: WEAPON/WEAPON SYSTEM Symbol Set Code: 15 Code: 110200 Icon Type: Full Octagon		N/A
<b>MACHINE GUN – LIGHT</b>  Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/MACHINE GUN Symbol Set Code: 15 Code: 110201 Icon Type: Full Octagon		N/A
<b>MACHINE GUN – MEDIUM</b>  Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/MACHINE GUN Symbol Set Code: 15 Code: 110202 Icon Type: Full Octagon		N/A
<b>MACHINE GUN – HEAVY</b>  Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/MACHINE GUN Symbol Set Code: 15 Code: 110203 Icon Type: Full Octagon		N/A
<b>GRENADE LAUNCHER</b>  Type: Entity Type Entity/Entity Type: WEAPON/WEAPON SYSTEM/GRENADE LAUNCHER Symbol Set Code: 15 Code: 110300 Icon Type: Full Octagon		N/A

TABLE D-XI. Land equipment icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>GRENADE LAUNCHER – LIGHT</b>  Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/GRENADE LAUNCHER Symbol Set Code: 15 Code: 110301 Icon Type: Full Octagon		N/A
<b>GRENADE LAUNCHER – MEDIUM</b>  Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/GRENADE LAUNCHER Symbol Set Code: 15 Code: 110302 Icon Type: Full Octagon		N/A
<b>GRENADE LAUNCHER – HEAVY</b>  Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/GRENADE LAUNCHER Symbol Set Code: 15 Code: 110303 Icon Type: Full Octagon		N/A
<b>FLAME THROWER</b>  Type: Entity Type Entity: WEAPON/WEAPON SYSTEM Symbol Set Code: 15 Code: 110400 Icon Type: Full Octagon		N/A
<b>AIR DEFENSE GUNS</b>  Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/GUN Symbol Set Code: 15 Code: 110500 Icon Type: Full Octagon		N/A

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TABLE D-XI. Land equipment icons - Continued.

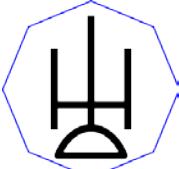
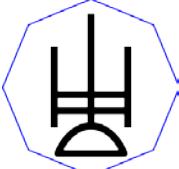
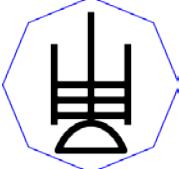
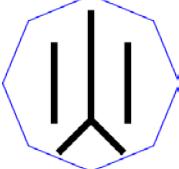
DESCRIPTION	ICON	REMARKS
<b>AIR DEFENSE GUN – LIGHT</b>  Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/AIR DEFENSE GUN Symbol Set Code: 15 Code: 110501 Icon Type: Full Octagon		N/A
<b>AIR DEFENSE GUN – MEDIUM</b>  Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/AIR DEFENSE GUN Symbol Set Code: 15 Code: 110502 Icon Type: Full Octagon		N/A
<b>AIR DEFENSE GUN – HEAVY</b>  Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/AIR DEFENSE GUN Symbol Set Code: 15 Code: 110503 Icon Type: Full Octagon		N/A
<b>ANTITANK GUNS</b>  Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/ANTITANK GUN Symbol Set Code: 15 Code: 110600 Icon Type: Full Octagon		N/A
<b>ANTITANK GUN – LIGHT</b>  Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/ANTITANK GUN Symbol Set Code: 15 Code: 110601 Icon Type: Full Octagon		N/A

TABLE D-XI. Land equipment icons - Continued.

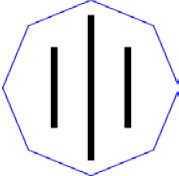
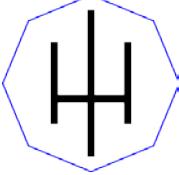
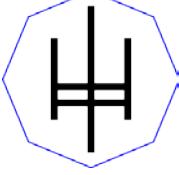
DESCRIPTION	ICON	REMARKS
<b>ANTITANK GUN – MEDIUM</b>  Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/ANTITANK GUN Symbol Set Code: 15 Code: 110602 Icon Type: Full Octagon		N/A
<b>ANTITANK GUN – HEAVY</b>  Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/ANTITANK GUN Symbol Set Code: 15 Code: 110603 Icon Type: Full Octagon		N/A
<b>DIRECT FIRE GUNS</b>  Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/DIRECT FIRE GUN Symbol Set Code: 15 Code: 110700 Icon Type: Full Octagon		N/A
<b>DIRECT FIRE GUN – LIGHT</b>  Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/ DIRECT FIRE GUN Symbol Set Code: 15 Code: 110701 Icon Type: Full Octagon		N/A
<b>DIRECT FIRE GUN – MEDIUM</b>  Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/DIRECT FIRE GUN Symbol Set Code: 15 Code: 110702 Icon Type: Full Octagon		N/A

TABLE D-XI. Land equipment icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>DIRECT FIRE GUN – HEAVY</b>  Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/DIRECT FIRE GUN Symbol Set Code: 15 Code: 110703 Icon Type: Full Octagon		N/A
<b>RECOILLESS GUNS</b>  Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/ RECOILLESS GUN Symbol Set Code: 15 Code: 110800 Icon Type: Full Octagon		N/A
<b>RECOILLESS GUN – LIGHT</b>  Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/ RECOILLESS GUN Symbol Set Code: 15 Code: 110801 Icon Type: Full Octagon		N/A
<b>RECOILLESS GUN – MEDIUM</b>  Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/RECOILLESS GUN Symbol Set Code: 15 Code: 110802 Icon Type: Full Octagon		N/A
<b>RECOILLESS GUN – HEAVY</b>  Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/ RECOILLESS GUN Symbol Set Code: 15 Code: 110803 Icon Type: Full Octagon		N/A

TABLE D-XI. Land equipment icons - Continued.

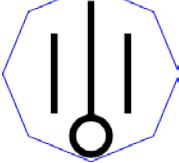
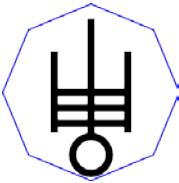
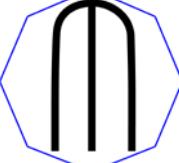
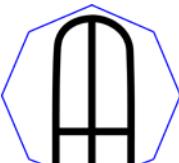
DESCRIPTION	ICON	REMARKS
<b>HOWITZERS</b>  Type: Entity Type Entity: WEAPON/WEAPON SYSTEM Symbol Set Code: 15 Code: 110900 Icon Type: Full Octagon		N/A
<b>HOWITZER - LIGHT</b>  Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/HOWITZER Symbol Set Code: 15 Code: 110901 Icon Type: Full Octagon		N/A
<b>HOWITZER - MEDIUM</b>  Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/HOWITZER Symbol Set Code: 15 Code: 110902 Icon Type: Full Octagon		N/A
<b>HOWITZER - HEAVY</b>  Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/HOWITZER Symbol Set Code: 15 Code: 110903 Icon Type: Full Octagon		N/A
<b>MISSILE LAUNCHERS</b>  Type: Entity Type Entity: WEAPON/WEAPON SYSTEM Symbol Set Code: 15 Code: 111000 Icon Type: Full Octagon		N/A
<b>MISSILE LAUNCHER - LIGHT</b>  Entity/Entity Subtype: WEAPON/WEAPON SYSTEM/MISSILE LAUNCHER Symbol Set Code: 15 Code: 111001 Icon Type: Full Octagon		N/A

TABLE D-XI. Land equipment icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>MISSILE LAUNCHER – MEDIUM</b>  Entity/Entity Subtype: WEAPON/WEAPON SYSTEM/MISSILE LAUNCHER Symbol Set Code: 15 Code: 111002 Icon Type: Full Octagon		N/A
<b>MISSILE LAUNCHER – HEAVY</b>  Entity/Entity Subtype: WEAPON/WEAPON SYSTEM/MISSILE LAUNCHER Symbol Set Code: 15 Code: 111003 Icon Type: Full Octagon		N/A
<b>AIR DEFENSE MISSILE LAUNCHER</b>  Type: Entity Type Entity: WEAPON/WEAPON SYSTEM Symbol Set Code: 15 Code: 111100 Icon Type: Full Octagon		N/A
<b>AIR DEFENSE MISSILE LAUNCHER – LIGHT</b>  Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/ AIR DEFENSE MISSILE LAUNCHER Symbol Set Code: 15 Code: 111101 Icon Type: Full Octagon		N/A
<b>AIR DEFENSE MISSILE LAUNCHER – LIGHT, TLAR</b>  Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/ AIR DEFENSE MISSILE LAUNCHER Symbol Set Code: 15 Code: 111102 Icon Type: Full Octagon		N/A

TABLE D-XI. Land equipment icons - Continued.

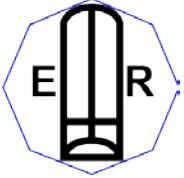
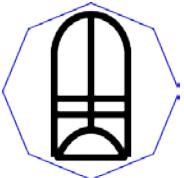
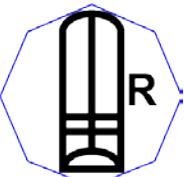
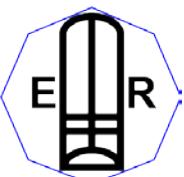
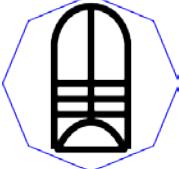
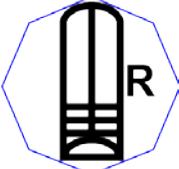
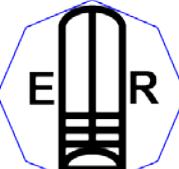
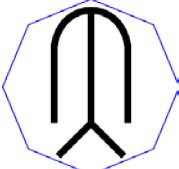
DESCRIPTION	ICON	REMARKS
<b>AIR DEFENSE MISSILE LAUNCHER – LIGHT, TELAR</b>  Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/ AIR DEFENSE MISSILE LAUNCHER Symbol Set Code: 15 Code: 111103 Icon Type: Full Octagon		N/A
<b>AIR DEFENSE MISSILE LAUNCHER – MEDIUM</b>  Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/AIR DEFENSE MISSILE LAUNCHER Symbol Set Code: 15 Code: 111104 Icon Type: Full Octagon		N/A
<b>AIR DEFENSE MISSILE LAUNCHER – MEDIUM, TLAR</b>  Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/ AIR DEFENSE MISSILE LAUNCHER Symbol Set Code: 15 Code: 111105 Icon Type: Full Octagon		N/A
<b>AIR DEFENSE MISSILE LAUNCHER – MEDIUM, TELAR</b>  Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/ AIR DEFENSE MISSILE LAUNCHER Symbol Set Code: 15 Code: 111106 Icon Type: Full Octagon		N/A

TABLE D-XI. Land equipment icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>AIR DEFENSE MISSILE LAUNCHER – HEAVY</b>  Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/ AIR DEFENSE MISSILE LAUNCHER Symbol Set Code: 15 Code: 111107 Icon Type: Full Octagon		N/A
<b>AIR DEFENSE MISSILE LAUNCHER – HEAVY, TLAR</b>  Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/ AIR DEFENSE MISSILE LAUNCHER Symbol Set Code: 15 Code: 111108 Icon Type: Full Octagon		N/A
<b>AIR DEFENSE MISSILE LAUNCHER – HEAVY, TELAR</b>  Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/ AIR DEFENSE MISSILE LAUNCHER Symbol Set Code: 15 Code: 111109 Icon Type: Full Octagon		N/A
<b>ANTITANK MISSILE LAUNCHER</b>  Type: Entity Type Entity: WEAPON/WEAPON SYSTEM Symbol Set Code: 15 Code: 111200 Icon Type: Full Octagon		N/A
<b>ANTITANK MISSILE LAUNCHER – LIGHT</b>  Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/ANTITANK MISSILE LAUNCHER Symbol Set Code: 15 Code: 111201 Icon Type: Full Octagon		N/A

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TABLE D-XI. Land equipment icons - Continued.

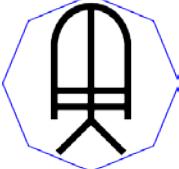
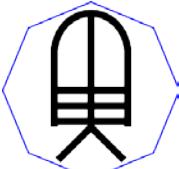
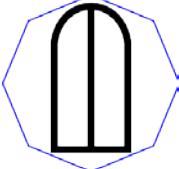
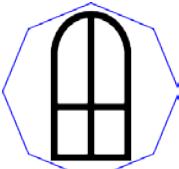
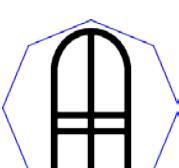
DESCRIPTION	ICON	REMARKS
<b>ANTITANK MISSILE LAUNCHER – MEDIUM</b>  Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/ ANTITANK MISSILE LAUNCHER Symbol Set Code: 15 Code: 111202 Icon Type: Full Octagon		N/A
<b>ANTITANK MISSILE LAUNCHER – HEAVY</b>  Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/ ANTITANK MISSILE LAUNCHER Symbol Set Code: 15 Code: 111203 Icon Type: Full Octagon		N/A
<b>SURFACE-TO-SURFACE MISSILE LAUNCHER</b>  Type: Entity Type Entity/Entity Type: WEAPON/WEAPON SYSTEM Symbol Set Code: 15 Code: 111300 Icon Type: Full Octagon		N/A
<b>SURFACE-TO-SURFACE MISSILE LAUNCHER – LIGHT</b>  Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/SURFACE TO SURFACE MISSILE LAUNCHER Symbol Set Code: 15 Code: 111301 Icon Type: Full Octagon		N/A
<b>SURFACE-TO-SURFACE MISSILE LAUNCHER – MEDIUM</b>  Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/ SURFACE TO SURFACE MISSILE LAUNCHER Symbol Set Code: 15 Code: 111302 Icon Type: Full Octagon		N/A

TABLE D-XI. Land equipment icons - Continued.

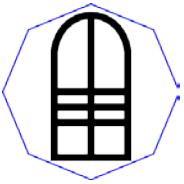
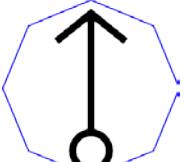
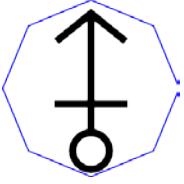
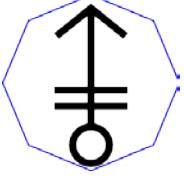
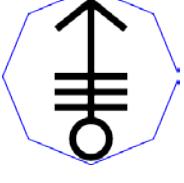
DESCRIPTION	ICON	REMARKS
<b>SURFACE-TO-SURFACE MISSILE LAUNCHER – HEAVY</b>  Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/ SURFACE TO SURFACE MISSILE LAUNCHER Symbol Set Code: 15 Code: 111303 Icon Type: Full Octagon		N/A
<b>MORTAR</b>  Type: Entity Type Entity: WEAPON/WEAPON SYSTEM Symbol Set Code: 15 Code: 111400 Icon Type: Full Octagon		N/A
<b>MORTAR – LIGHT</b>  Type: Entity Type Entity/Entity Type: WEAPON/WEAPON SYSTEM/MORTAR Symbol Set Code: 15 Code: 111401 Icon Type: Full Octagon		N/A
<b>MORTAR – MEDIUM</b>  Type: Entity Type Entity/Entity Type: WEAPON/WEAPON SYSTEM/MORTAR Symbol Set Code: 15 Code: 111402 Icon Type: Full Octagon		N/A
<b>MORTAR – HEAVY</b>  Type: Entity Type Entity/Entity Type: WEAPON/WEAPON SYSTEM/MORTAR Symbol Set Code: 15 Code: 111403 Icon Type: Full Octagon		N/A

TABLE D-XI. Land equipment icons - Continued.

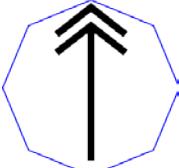
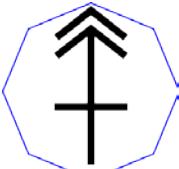
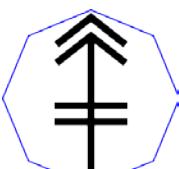
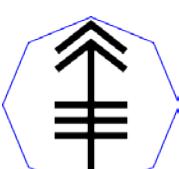
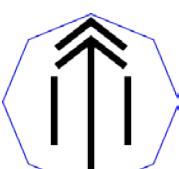
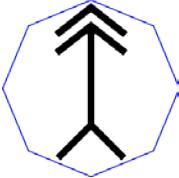
DESCRIPTION	ICON	REMARKS
<b>SINGLE ROCKET LAUNCHER</b>  Type: Entity Type Entity: WEAPON/WEAPON SYSTEM Symbol Set Code: 15 Code: 111500 Icon Type: Full Octagon		N/A
<b>SINGLE ROCKET LAUNCHER - LIGHT</b>  Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/SINGLE ROCKET LAUNCHER Symbol Set Code: 15 Code: 111501 Icon Type: Full Octagon		N/A
<b>SINGLE ROCKET LAUNCHER - MEDIUM</b>  Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/SINGLE ROCKET LAUNCHER Symbol Set Code: 15 Code: 111502 Icon Type: Full Octagon		N/A
<b>SINGLE ROCKET LAUNCHER - HEAVY</b>  Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/SINGLE ROCKET LAUNCHER Symbol Set Code: 15 Code: 111503 Icon Type: Full Octagon		N/A
<b>MULTIPLE ROCKET LAUNCHER</b>  Type: Entity Type Entity: WEAPON/WEAPON SYSTEM Symbol Set Code: 15 Code: 111600 Icon Type: Full Octagon		N/A

TABLE D-XI. Land equipment icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>MULTIPLE ROCKET LAUNCHER – LIGHT</b>  Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/MULTIPLE ROCKET LAUNCHER Symbol Set Code: 15 Code: 111601 Icon Type: Full Octagon		N/A
<b>MULTIPLE ROCKET LAUNCHER – MEDIUM</b>  Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/MULTIPLE ROCKET LAUNCHER Symbol Set Code: 15 Code: 111602 Icon Type: Full Octagon		N/A
<b>MULTIPLE ROCKET LAUNCHER/ – HEAVY</b>  Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/MULTIPLE ROCKET LAUNCHER Symbol Set Code: 15 Code: 111603 Icon Type: Full Octagon		N/A
<b>ANTITANK ROCKET LAUNCHER</b>  Type: Entity Type Entity: WEAPON/WEAPON SYSTEM Symbol Set Code: 15 Code: 111700 Icon Type: Full Octagon		N/A

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TABLE D-XI. Land equipment icons - Continued.

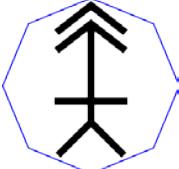
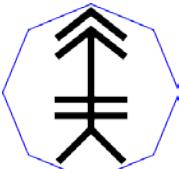
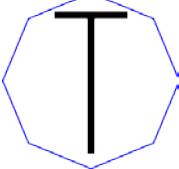
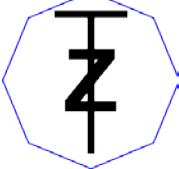
DESCRIPTION	ICON	REMARKS
<b>ANTITANK ROCKET LAUNCHER – LIGHT</b>  Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/ANTITANK ROCKET LAUNCHER Symbol Set Code: 15 Code: 111701 Icon Type: Full Octagon		N/A
<b>ANTITANK ROCKET LAUNCHER – MEDIUM</b>  Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/ANTITANK ROCKET LAUNCHER Symbol Set Code: 15 Code: 111702 Icon Type: Full Octagon		N/A
<b>ANTITANK ROCKET LAUNCHER – HEAVY</b>  Type: Entity Subtype Entity/Entity Type: WEAPON/WEAPON SYSTEM/ANTITANK ROCKET LAUNCHER Symbol Set Code: 15 Code: 111703 Icon Type: Full Octagon		N/A
<b>NONLETHAL WEAPON</b>  Type: Entity Type Entity: WEAPON/WEAPON SYSTEM Symbol Set Code: 15 Code: 111800 Icon Type: Full Octagon		N/A
<b>TASER</b>  Type: Entity Type Entity: WEAPON/WEAPON SYSTEM Symbol Set Code: 15 Code: 111900 Icon Type: Full Octagon		N/A

TABLE D-XI. Land equipment icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>WATER CANNON</b>  Type: Entity Type Entity: WEAPON/WEAPON SYSTEM Symbol Set Code: 15 Code: 112000 Icon Type: Full Octagon		N/A
<b>VEHICLE</b>  Type: Entity Symbol Set Code: 15 Code: 120000 Icon Type: Full Octagon		This symbol shall not be displayed on a C2 system but may be displayed for training or hierachal explanation purposes.
<b>ARMORED</b>  Type: Entity Type Entity: VEHICLE Symbol Set Code: 15 Code: 120100 Icon Type: Full Octagon		N/A
<b>ARMORED FIGHTING VEHICLE</b>  Type: Entity Subtype Entity/Entity Type: VEHICLE/ARMORED Symbol Set Code: 15 Code: 120101 Icon Type: Full Octagon		N/A
<b>ARMORED FIGHTING VEHICLE COMMAND AND CONTROL</b>  Type: Entity Subtype Entity/Entity Type: VEHICLE/ARMORED Symbol Set Code: 15 Code: 120102 Icon Type: Full Octagon		N/A
<b>ARMORED PERSONNEL CARRIER</b>  Type: Entity Subtype Entity/Entity Type: VEHICLE/ARMORED Symbol Set Code: 15 Code: 120103 Icon Type: Full Octagon		N/A

TABLE D-XI. Land equipment icons - Continued.

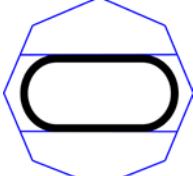
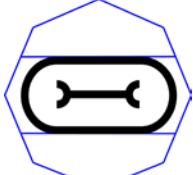
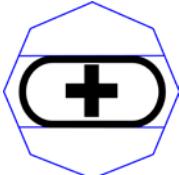
DESCRIPTION	ICON	REMARKS
<b>ARMORED PERSONNEL CARRIER AMBULANCE</b>  Type: Entity Subtype Entity/Entity Type: VEHICLE/ARMORED Symbol Set Code: 15 Code: 120104 Icon Type: Full Octagon		N/A
<b>ARMORED PROTECTED VEHICLE</b>  Type: Entity Subtype Entity/Entity Type: VEHICLE/ARMORED Symbol Set Code: 15 Code: 120105 Icon Type: Main		N/A
<b>ARMORED PROTECTED VEHICLE RECOVERY</b>  Type: Entity Subtype Entity/Entity Type: VEHICLE/ARMORED Symbol Set Code: 15 Code: 120106 Icon Type: Main		N/A
<b>ARMORED PROTECTED VEHICLE MEDICAL EVACUATION</b>  Type: Entity Subtype Entity/Entity Type: VEHICLE/ARMORED Symbol Set Code: 15 Code: 120107 Icon Type: Main		N/A
<b>ARMORED PERSONNEL CARRIER, RECOVERY</b>  Type: Entity Subtype Entity/Entity Type: VEHICLE/ARMORED Symbol Set Code: 15 Code: 120108 Icon Type: Full Octagon		N/A

TABLE D-XI. Land equipment icons - Continued.

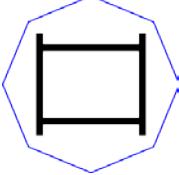
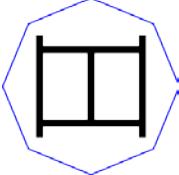
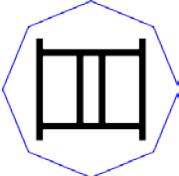
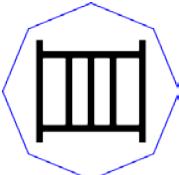
DESCRIPTION	ICON	REMARKS
<b>COMBAT SERVICE SUPPORT VEHICLE</b>  Type: Entity Subtype Entity/Entity Type: VEHICLE/ARMORED Symbol Set Code: 15 Code: 120109 Icon Type: Full Octagon		N/A
<b>LIGHT WHEELED ARMORED VEHICLE</b>  Type: Entity Subtype Entity/Entity Type: VEHICLE/ARMORED Symbol Set Code: 15 Code: 120110 Icon Type: Full Octagon		N/A
<b>TANK</b>  Type: Entity Type Entity: VEHICLE Symbol Set Code: 15 Code: 120200 Icon Type: Full Octagon		N/A
<b>TANK – LIGHT</b>  Type: Entity Subtype Entity/Entity Type: VEHICLE/TANK Symbol Set Code: 15 Code: 120201 Icon Type: Full Octagon		N/A
<b>TANK – MEDIUM</b>  Type: Entity Subtype Entity/Entity Type: VEHICLE/TANK Symbol Set Code: 15 Code: 120202 Icon Type: Full Octagon		N/A
<b>TANK – HEAVY</b>  Type: Entity Subtype Entity/Entity Type: VEHICLE/TANK Symbol Set Code: 15 Code: 120203 Icon Type: Full Octagon		N/A

TABLE D-XI. Land equipment icons - Continued.

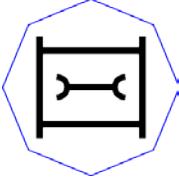
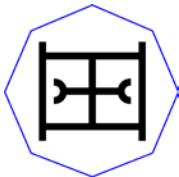
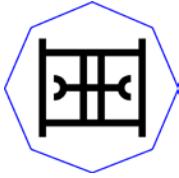
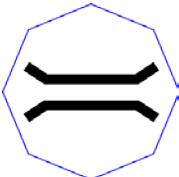
DESCRIPTION	ICON	REMARKS
<b>TANK RECOVERY VEHICLE</b>  Type: Entity Type Entity: VEHICLE Symbol Set Code: 15 Code: 120300 Icon Type: Full Octagon		N/A
<b>TANK RECOVERY VEHICLE - LIGHT</b>  Type: Entity Subtype Entity/Entity Type: VEHICLE/TANK RECOVERY VEHICLE Symbol Set Code: 15 Code: 120301 Icon Type: Full Octagon		N/A
<b>TANK RECOVERY VEHICLE - MEDIUM</b>  Type: Entity Subtype Entity/Entity Type: VEHICLE/TANK/RECOVERY VEHICLE/ Symbol Set Code: 15 Code: 120302 Icon Type: Full Octagon		N/A
<b>TANK RECOVERY VEHICLE - HEAVY</b>  Type: Entity Subtype Entity/Entity Type: VEHICLE/TANK RECOVERY VEHICLE Symbol Set Code: 15 Code: 120303 Icon Type: Full Octagon		N/A
<b>ENGINEER VEHICLES AND EQUIPMENT</b>  Type: Entity Symbol Set Code: 15 Code: 130000 Icon Type: Full Octagon		N/A
<b>BRIDGE</b>  Type: Entity Type Entity: ENGINEER VEHICLES AND EQUIPMENT Symbol Set Code: 15 Code: 130100 Icon Type: Full Octagon		N/A

TABLE D-XI. Land equipment icons - Continued.

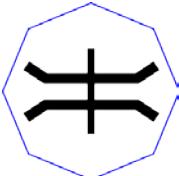
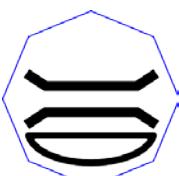
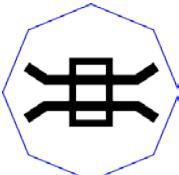
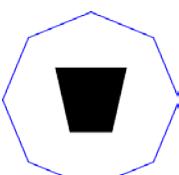
DESCRIPTION	ICON	REMARKS
<b>BRIDGE MOUNTED ON UTILITY VEHICLE</b>  Type: Entity Type Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT Symbol Set Code: 15 Code: 130200 Icon Type: Full Octagon		N/A
<b>FIXED BRIDGE</b>  Type: Entity Type Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT Symbol Set Code: 15 Code: 130300 Icon Type: Full Octagon		N/A
<b>FLOATING BRIDGE</b>  Type: Entity Type Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT Symbol Set Code: 15 Code: 130400 Icon Type: Full Octagon		N/A
<b>FOLDING GIRDER BRIDGE</b>  Type: Entity Type Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT Symbol Set Code: 15 Code: 130500 Icon Type: Full Octagon		N/A
<b>HOLLOW DECK BRIDGE</b>  Type: Entity Type Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT Symbol Set Code: 15 Code: 130600 Icon Type: Full Octagon		N/A
<b>DRILL</b>  Type: Entity Type Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT Symbol Set Code: 15 Code: 130700 Icon Type: Full Octagon		N/A

TABLE D-XI. Land equipment icons - Continued.

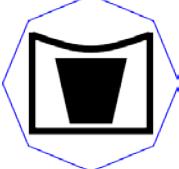
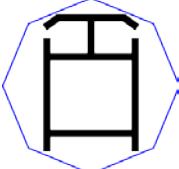
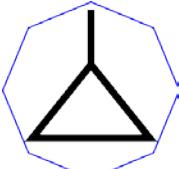
DESCRIPTION	ICON	REMARKS
<b>DRILL MOUNTED ON UTILITY VEHICLE</b>  Type: Entity Type Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT/DRILL Symbol Set Code: 15 Code: 130701 Icon Type: Full Octagon		N/A
<b>EARTHMOVER</b>  Type: Entity Type Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT Symbol Set Code: 15 Code: 130800 Icon Type: Full Octagon		N/A
<b>MULTIFUNCTIONAL EARTHMOVER/DIGGER</b>  Type: Entity Type Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT/EARTHMOVER Symbol Set Code: 15 Code: 130801 Icon Type: Full Octagon		N/A
<b>MINE CLEARING EQUIPMENT</b>  Type: Entity Type Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT Symbol Set Code: 15 Code: 130900 Icon Type: Full Octagon		N/A
<b>MINE CLEARING EQUIPMENT, TRAILER MOUNTED</b>  Type: Entity Subtype Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT/MINE CLEARING EQUIPMENT Symbol Set Code: 15 Code: 130901 Icon Type: Full Octagon		N/A

TABLE D-XI. Land equipment icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>MINE CLEARING EQUIPMENT ON TANK CHASSIS</b>  Type: Entity Type Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT/MINE CLEARING EQUIPMENT Symbol Set Code: 15 Code: 130902 Icon Type: Full Octagon		N/A
<b>MINE LAYING EQUIPMENT</b>  Type: Entity Type Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT Symbol Set Code: 15 Code: 131000 Icon Type: Full Octagon		N/A
<b>MINE LAYING EQUIPMENT ON UTILITY VEHICLE</b>  Type: Entity Type Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT/MINE LAYING EQUIPMENT Symbol Set Code: 15 Code: 131001 Icon Type: Full Octagon		N/A
<b>ARMORED CARRIER WITH VOLCANO</b>  Type: Entity Subtype Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT/MINE LAYING EQUIPMENT Symbol Set Code: 15 Code: 131002 Icon Type: Full Octagon		N/A
<b>TRUCK MOUNTED WITH VOLCANO</b>  Type: Entity Subtype Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT/MINE LAYING EQUIPMENT Symbol Set Code: 15 Code: 131003 Icon Type: Full Octagon		N/A

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TABLE D-XI. Land equipment icons - Continued.

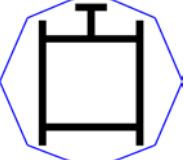
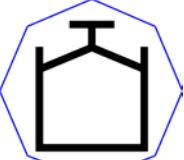
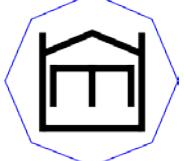
DESCRIPTION	ICON	REMARKS
<b>DOZER</b>  Type: Entity Type Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT Symbol Set Code: 15 Code: 131100 Icon Type: Full Octagon		N/A
<b>DOZER, ARMORED</b>  Type: Entity Subtype Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT/DOZER Symbol Set Code: 15 Code: 131101 Icon Type: Full Octagon		N/A
<b>ARMORED ASSAULT</b>  Type: Entity Type Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT Symbol Set Code: 15 Code: 131200 Icon Type: Full Octagon		N/A
<b>ARMORED ENGINEER RECON VEHICLE (AERV)</b>  Type: Entity Type Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT Symbol Set Code: 15 Code: 131300 Icon Type: Full Octagon		N/A
<b>BACKHOE</b>  Type: Entity Type Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT Symbol Set Code: 15 Code: 131400 Icon Type: Full Octagon		N/A
<b>CONSTRUCTION VEHICLE</b>  Type: Entity Type Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT Symbol Set Code: 15 Code: 131500 Icon Type: Full Octagon		N/A

TABLE D-XI. Land equipment icons - Continued.

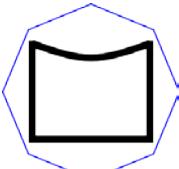
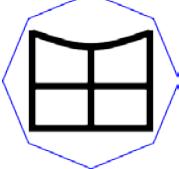
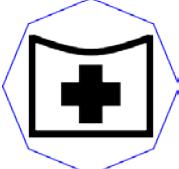
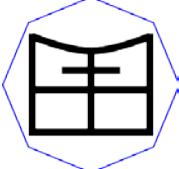
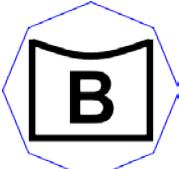
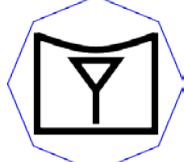
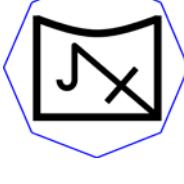
DESCRIPTION	ICON	REMARKS
<b>FERRY TRANSPORTER</b>  Type: Entity Type Entity/Entity Type: ENGINEER VEHICLES AND EQUIPMENT Symbol Set Code: 15 Code: 131600 Icon Type: Full Octagon		N/A
<b>UTILITY VEHICLE</b>  Type: Entity Symbol Set Code: 15 Code: 140000	N/A	No icon is associated with this entity. It is for hierachal purposes only.
<b>UTILITY</b>  Type: Entity Type Entity: UTILITY VEHICLE Symbol Set Code: 15 Code: 140100 Icon Type: Full Octagon		N/A
<b>MEDICAL</b>  Type: Entity Type Entity: UTILITY VEHICLE Symbol Set Code: 15 Code: 140200 Icon Type: Full Octagon		N/A
<b>MEDICAL EVACUATION (MEDEVAC)</b>  Type: Entity Type Entity: UTILITY VEHICLE Symbol Set Code: 15 Code: 140300 Icon Type: Full Octagon		N/A
<b>MOBILE EMERGENCY PHYSICIAN</b>  Type: Entity Type Entity: UTILITY VEHICLE Symbol Set Code: 15 Code: 140400 Icon Type: Full Octagon		N/A
<b>BUS</b>  Type: Entity Type Entity: UTILITY VEHICLE Symbol Set Code: 15 Code: 140500 Icon Type: Full Octagon		N/A

TABLE D-XI. Land equipment icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>SEMI-TRAILER AND TRUCK</b>  Type: Entity Type Entity: UTILITY VEHICLE Symbol Set Code: 15 Code: 140600 Icon Type: Full Octagon		N/A
<b>SEMI-TRAILER AND TRUCK - LIGHT</b>  Type: Entity Subtype Entity/Entity Type: UTILITY VEHICLE/SEMI-TRAILER AND TRUCK Symbol Set Code: 15 Code: 140601 Icon Type: Full Octagon		N/A
<b>SEMI-TRAILER AND TRUCK - MEDIUM</b>  Type: Entity Subtype Entity/Entity Type: UTILITY VEHICLE/SEMI-TRAILER AND TRUCK Symbol Set Code: 15 Code: 140602 Icon Type: Full Octagon		N/A
<b>SEMI-TRAILER AND TRUCK - HEAVY</b>  Type: Entity Subtype Entity/Entity Type: UTILITY VEHICLE/SEMI-TRAILER AND TRUCK Symbol Set Code: 15 Code: 140603 Icon Type: Full Octagon		N/A
<b>LIMITED CROSS-COUNTRY TRUCK</b>  Type: Entity Type Entity: UTILITY VEHICLE Symbol Set Code: 15 Code: 140700 Icon Type: Full Octagon		N/A

TABLE D-XI. Land equipment icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>CROSS-COUNTRY TRUCK</b>  Type: Entity Type Entity: UTILITY VEHICLE Symbol Set Code: 15 Code: 140800 Icon Type: Full Octagon		N/A
<b>PETROLEUM, OIL AND LUBRICANT</b>  Type: Entity Type Entity: UTILITY VEHICLE Symbol Set Code: 15 Code: 140900 Icon Type: Full Octagon		N/A
<b>WATER</b>  Type: Entity Type Entity: UTILITY VEHICLE Symbol Set Code: 15 Code: 141000 Icon Type: Full Octagon		N/A
<b>AMPHIBIOUS UTILITY WHEELED VEHICLE</b>  Type: Entity Type Entity: UTILITY VEHICLE Symbol Set Code: 15 Code: 141100 Icon Type: Full Octagon		N/A
<b>TOW TRUCK</b>  Type: Entity Type Entity: UTILITY VEHICLE Symbol Set Code: 15 Code: 141200 Icon Type: Full Octagon		N/A
<b>TOW TRUCK, LIGHT</b>  Type: Entity Subtype Entity/ Entity Type: UTILITY VEHICLE/TOW TRUCK Symbol Set Code: 15 Code: 141201 Icon Type: Full Octagon		N/A

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TABLE D-XI. Land equipment icons - Continued.

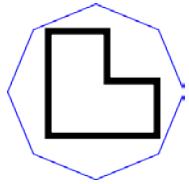
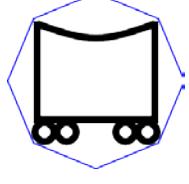
DESCRIPTION	ICON	REMARKS
<b>TOW TRUCK, HEAVY</b>  Type: Entity Subtype Entity/ Entity Type: UTILITY VEHICLE/TOW TRUCK Symbol Set Code: 15 Code: 141202 Icon Type: Full Octagon		N/A
<b>TRAIN</b>  Type: Entity Type Symbol Set Code: 15 Code: 150000	N/A	No icon is associated with this entity. It is for hierachal purposes only.
<b>LOCOMOTIVE</b>  Type: Entity Type Entity: TRAIN Symbol Set Code: 15 Code: 150100 Icon Type: Full Octagon		N/A
<b>RAILCAR</b>  Type: Entity Type Entity: TRAIN Symbol Set Code: 15 Code: 150200 Icon Type: Full Octagon		N/A
<b>CIVILIAN VEHICLE</b>  Type: Entity Symbol Set Code: 15 Code: 160000	N/A	No icon is associated with this entity. It is for hierachal purposes only.
<b>AUTOMOBILE</b>  Type: Entity Type Entity: CIVILIAN VEHICLE Symbol Set Code: 15 Code: 160100 Icon Type: Full Octagon		N/A
<b>COMPACT</b>  Type: Entity Subtype Entity/Entity Type: CIVILIAN VEHICLE/AUTOMOBILE Symbol Set Code: 15 Code: 160101 Icon Type: Full Octagon		N/A

TABLE D-XI. Land equipment icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>MIDSIZE</b>  Type: Entity Subtype Entity/Entity Type: CIVILIAN VEHICLE/AUTOMOBILE Symbol Set Code: 15 Code: 160102 Icon Type: Full Octagon		N/A
<b>SEDAN</b>  Type: Entity Subtype Entity/Entity Type: CIVILIAN VEHICLE/AUTOMOBILE Symbol Set Code: 15 Code: 160103 Icon Type: Full Octagon		N/A
<b>OPEN-BED TRUCK</b>  Type: Entity Type Entity: CIVILIAN VEHICLE Symbol Set Code: 15 Code: 160200 Icon Type: Full Octagon		N/A
<b>PICKUP</b>  Type: Entity Subtype Entity/Entity Type: CIVILIAN VEHICLE/ OPEN-BED TRUCK Symbol Set Code: 15 Code: 160201 Icon Type: Full Octagon		N/A
<b>SMALL</b>  Type: Entity Subtype Entity/Entity Type: CIVILIAN VEHICLE/ OPEN-BED TRUCK Symbol Set Code: 15 Code: 160202 Icon Type: Full Octagon		N/A
<b>LARGE</b>  Type: Entity Subtype Entity/Entity Type: CIVILIAN VEHICLE/OPEN-BED TRUCK Symbol Set Code: 15 Code: 160203 Icon Type: Full Octagon		N/A

TABLE D-XI. Land equipment icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>MULTIPLE PASSENGER VEHICLE</b>  Type: Entity Type Entity: CIVILIAN VEHICLE Symbol Set Code: 15 Code: 160300 Icon Type: Full Octagon		N/A
<b>VAN</b>  Type: Entity Subtype Entity/Entity Type: CIVILIAN VEHICLE/MULTIPLE PASSENGER VEHICLE Symbol Set Code: 15 Code: 160301 Icon Type: Full Octagon		N/A
<b>SMALL BUS</b>  Type: Entity Subtype Entity/Entity Type: CIVILIAN VEHICLE/MULTIPLE PASSENGER VEHICLE Symbol Set Code: 15 Code: 160302 Icon Type: Full Octagon		N/A
<b>LARGE BUS</b>  Type: Entity Subtype Entity/Entity Type: CIVILIAN VEHICLE/MULTIPLE PASSENGER VEHICLE Symbol Set Code: 15 Code: 160303 Icon Type: Full Octagon		N/A
<b>UTILITY VEHICLE</b>  Type: Entity Type Entity: CIVILIAN VEHICLE Symbol Set Code: 15 Code: 160400 Icon Type: Full Octagon		N/A
<b>SPORT UTILITY VEHICLE (SUV)</b>  Type: Entity Subtype Entity/Entity Type: CIVILIAN VEHICLE/ UTILITY VEHICLE Symbol Set Code: 15 Code: 160401 Icon Type: Full Octagon		N/A

TABLE D-XI. Land equipment icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>SMALL BOX TRUCK</b>  Type: Entity Subtype Entity/Entity Type: CIVILIAN VEHICLE/ UTILITY VEHICLE Symbol Set Code: 15 Code: 160402 Icon Type: Full Octagon		N/A
<b>LARGE BOX TRUCK</b>  Type: Entity Subtype Entity/Entity Type: CIVILIAN VEHICLE/ UTILITY VEHICLE Symbol Set Code: 15 Code: 160403 Icon Type: Full Octagon		N/A
<b>JEEP TYPE VEHICLE</b>  Type: Entity Type Entity: CIVILIAN VEHICLE Symbol Set Code: 15 Code: 160500 Icon Type: Full Octagon		N/A
<b>SMALL/LIGHT</b>  Type: Entity Subtype Entity/Entity Type: CIVILIAN VEHICLE/ JEEP TYPE VEHICLE Symbol Set Code: 15 Code: 160501 Icon Type: Full Octagon		N/A
<b>MEDIUM</b>  Type: Entity Subtype Entity/Entity Type: CIVILIAN VEHICLE/ JEEP TYPE VEHICLE Symbol Set Code: 15 Code: 160502 Icon Type: Full Octagon		N/A
<b>LARGE/HEAVY</b>  Type: Entity Subtype Entity/Entity Type: CIVILIAN VEHICLE/ JEEP TYPE VEHICLE Symbol Set Code: 15 Code: 160503 Icon Type: Full Octagon		N/A

TABLE D-XI. Land equipment icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>TRACTOR TRAILER TRUCK WITH BOX</b>  Type: Entity Type Entity: CIVILIAN VEHICLE Symbol Set Code: 15 Code: 160600 Icon Type: Full Octagon		N/A
<b>SMALL/LIGHT BOX TRAILER</b>  Type: Entity Subtype Entity/Entity Type: CIVILIAN VEHICLE/ TRACTOR TRAILER TRUCK WITH BOX Symbol Set Code: 15 Code: 160601 Icon Type: Full Octagon		N/A
<b>MEDIUM BOX TRAILER</b>  Type: Entity Subtype Entity/Entity Type: CIVILIAN VEHICLE/ TRACTOR TRAILER TRUCK WITH BOX Symbol Set Code: 15 Code: 160602 Icon Type: Full Octagon		N/A
<b>LARGE/HEAVY BOX TRAILER</b>  Type: Entity Subtype Entity/Entity Type: CIVILIAN VEHICLE/TRACTOR TRAILER TRUCK WITH BOX TRAILER Symbol Set Code: 15 Code: 160603 Icon Type: Full Octagon		N/A
<b>TRACTOR TRAILER TRUCK WITH FLATBED TRAILER</b>  Type: Entity Type Entity: CIVILIAN VEHICLE Symbol Set Code: 15 Code: 160700 Icon Type: Full Octagon		N/A

TABLE D-XI. Land equipment icons - Continued.

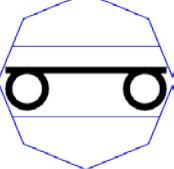
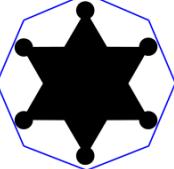
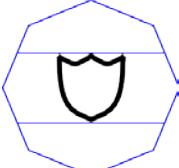
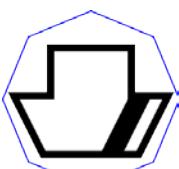
DESCRIPTION	ICON	REMARKS
<b>SMALL/LIGHT FLATBED TRAILER</b>  Type: Entity Subtype Entity/Entity Type: CIVILIAN VEHICLE/TRACTOR TRAILER TRUCK WITH FLATBED TRAILER Symbol Set Code: 15 Code: 160701 Icon Type: Full Octagon		N/A
<b>MEDIUM FLATBED TRAILER</b>  Type: Entity Subtype Entity/Entity Type: CIVILIAN VEHICLE/TRACTOR TRAILER TRUCK WITH FLATBED TRAILER Symbol Set Code: 15 Code: 160702 Icon Type: Full Octagon		N/A
<b>LARGE/HEAVY FLATBED TRAILER</b>  Type: Entity Subtype Entity/Entity Type: CIVILIAN VEHICLE/TRACTOR TRAILER TRUCK WITH FLATBED TRAILER Symbol Set Code: 15 Code: 160703 Icon Type: Full Octagon		N/A
<b>KNOWN INSURGENT VEHICLE</b>  Type: Entity Type Entity: CIVILIAN VEHICLE Symbol Set Code: 15 Code: 160800 Icon Type: Main		N/A
<b>DRUG VEHICLE</b>  Type: Entity Type Entity: CIVILIAN VEHICLE Symbol Set Code: 15 Code: 160900 Icon Type: Main		N/A
<b>LAW ENFORCEMENT</b>  Type: Entity Symbol Set Code: 15 Code: 170000 Icon Type: N/A		N/A

TABLE D-XI. Land equipment icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>BUREAU OF ALCOHOL, TOBACCO, FIREARMS AND EXPLOSIVES (ATF) (DEPARTMENT OF JUSTICE)</b>  Type: Entity Type Entity: LAW ENFORCEMENT Symbol Set Code: 15 Code: 170100 Icon Type: Main		N/A
<b>BORDER PATROL</b>  Type: Entity Type Entity: LAW ENFORCEMENT Symbol Set Code: 15 Code: 170200 Icon Type: Full Octagon		N/A
<b>CUSTOMS SERVICE</b>  Type: Entity Type Entity: LAW ENFORCEMENT Symbol Set Code: 15 Code: 170300 Icon Type: Full Octagon		N/A
<b>DRUG ENFORCEMENT AGENCY (DEA)</b>  Type: Entity Type Entity: LAW ENFORCEMENT Symbol Set Code: 15 Code: 170400 Icon Type: Main		N/A
<b>DEPARTMENT OF JUSTICE (DOJ)</b>  Type: Entity Type Entity/Entity Type: LAW ENFORCEMENT Symbol Set Code: 15 Code: 170500 Icon Type: Full Octagon		N/A
<b>FEDERAL BUREAU OF INVESTIGATION (FBI)</b>  Type: Entity Type Entity/Entity Type LAW ENFORCEMENT Symbol Set Code: 15 Code: 170600 Icon Type: Main		N/A

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TABLE D-XI. Land equipment icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>POLICE</b>  Type: Entity Type Entity/Entity Type: LAW ENFORCEMENT Symbol Set Code: 15 Code: 170700 Icon Type: Main		N/A
<b>UNITED STATES SECRET SERVICE(TREAS) (USSS)</b>  Type: Entity Type Entity/Entity Type: LAW ENFORCEMENT Symbol Set Code: 15 Code: 170800 Icon Type: Main		N/A
<b>TRANSPORTATION SECURITY ADMINISTRATION (TSA)</b>  Type: Entity Type Entity/Entity Type: LAW ENFORCEMENT Symbol Set Code: 15 Code: 170900 Icon Type: Main		N/A
<b>COAST GUARD</b>  Type: Entity Type Entity/Entity Type: LAW ENFORCEMENT Symbol Set Code: 15 Code: 171000 Icon Type: Full Octagon		N/A
<b>US MARSHALS SERVICE</b>  Type: Entity Type Entity/Entity Type: LAW ENFORCEMENT Symbol Set Code: 15 Code: 171100 Icon Type: Full Octagon		N/A
<b>PACK ANIMALS</b>  Type: Entity Symbol Set Code: 15 Code: 180000 Icon Type: Full Octagon		N/A

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TABLE D-XI. Land equipment icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>MISSILE SUPPORT</b>  Type: Entity Symbol Set Code: 15 Code: <b>190000</b> Icon Type: Full Octagon		N/A
<b>TRANSLOADER</b>  Type: Entity Type Entity: MISSILE SUPPORT Symbol Set Code: 15 Code: <b>190100</b> Icon Type: Full Octagon		N/A
<b>TRANSPORTER</b>  Type: Entity Type Entity: MISSILE SUPPORT Symbol Set Code: 15 Code: <b>190200</b> Icon Type: Full Octagon		N/A
<b>CRANE/LOADING DEVICE</b>  Type: Entity Type Entity: MISSILE SUPPORT Symbol Set Code: 15 Code: <b>190300</b> Icon Type: Full Octagon		N/A
<b>PROPELLANT TRANSPORTER</b>  Type: Entity Type Entity: MISSILE SUPPORT Symbol Set Code: 15 Code: <b>190400</b> Icon Type: Full Octagon		N/A
<b>WARHEAD TRANSPORTER</b>  Type: Entity Type Entity: MISSILE SUPPORT Symbol Set Code: 15 Code: <b>190500</b> Icon Type: Full Octagon		N/A
<b>OTHER EQUIPMENT</b>  Type: Entity Symbol Set Code: 15 Code: <b>200000</b>	N/A	No icon is associated with this entity. It is for hierachal purposes only.

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TABLE D-XI. Land equipment icons - Continued.

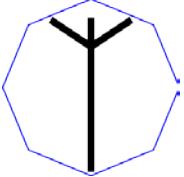
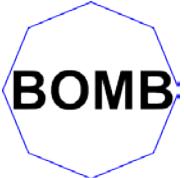
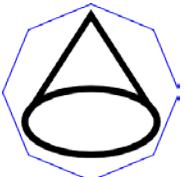
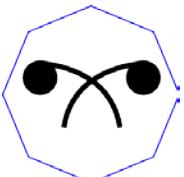
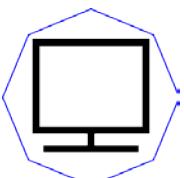
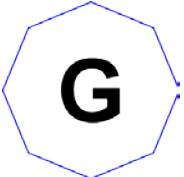
DESCRIPTION	ICON	REMARKS
<b>ANTENNAE</b>  Type: Entity Type Entity: OTHER EQUIPMENT Symbol Set Code: 15 Code: 200100 Icon Type: Full Octagon		N/A
<b>BOMB</b>  Type: Entity Type Entity: OTHER EQUIPMENT Symbol Set Code: 15 Code: 200200 Icon Type: Full Octagon		N/A
<b>BOOBY TRAP</b>  Type: Entity Type Entity: OTHER EQUIPMENT Symbol Set Code: 15 Code: 200300 Icon Type: Full Octagon		N/A
<b>CBRN EQUIPMENT</b>  Type: Entity Type Entity: OTHER EQUIPMENT Symbol Set Code: 15 Code: 200400 Icon Type: Full Octagon		N/A
<b>COMPUTER SYSTEM</b>  Type: Entity Type Entity: OTHER EQUIPMENT Symbol Set Code: 15 Code: 200500 Icon Type: Full Octagon		N/A
<b>COMMAND LAUNCH EQUIPMENT (CLE)</b>  Type: Entity Type Entity: OTHER EQUIPMENT Symbol Set Code: 15 Code: 200600 Icon Type: Main		N/A
<b>GENERATOR SET</b>  Type: Entity Type Entity: OTHER EQUIPMENT Symbol Set Code: 15 Code: 200700 Icon Type: Full Octagon		N/A

TABLE D-XI. Land equipment icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>GROUND-BASED MIDCOURSE DEFENSE (GMD) FIRE CONTROL (GFC) CENTER</b>  Type: Entity Type Entity: OTHER EQUIPMENT Symbol Set Code: 15 Code: 200800 Icon Type: Main		N/A
<b>IN-FLIGHT INTERCEPTOR COMMUNICATIONS SYSTEM (IFICS) DATA TERMINAL (IDT)</b>  Type: Entity Type Entity: OTHER EQUIPMENT Symbol Set Code: 15 Code: 200900 Icon Type: Main		N/A
<b>LASER</b>  Type: Entity Type Entity: OTHER EQUIPMENT Symbol Set Code: 15 Code: 201000 Icon Type: Full Octagon		N/A
<b>MILITARY INFORMATION SUPPORT OPERATIONS (MISO)</b>  Type: Entity Type Entity: OTHER EQUIPMENT Symbol Set Code: 15 Code: 201100 Icon Type: Full Octagon		N/A
<b>SUSTAINMENT SHIPMENTS</b>  Type: Entity Type Entity: OTHER EQUIPMENT Symbol Set Code: 15 Code: 201200 Icon Type: Main		N/A
<b>TENT</b>  Type: Entity Type Entity: OTHER EQUIPMENT Symbol Set Code: 15 Code: 201300 Icon Type: Full Octagon		N/A

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TABLE D-XI. Land equipment icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>UNIT DEPLOYMENT SHIPMENTS</b>  Type: Entity Type Entity: OTHER EQUIPMENT Symbol Set Code: 15 Code: 201400 Icon Type: Main		N/A
<b>EMERGENCY MEDICAL OPERATION</b>  Type: Entity Type Entity: OTHER EQUIPMENT Symbol Set Code: 15 Code: 201500 Icon Type: Full Octagon		N/A
<b>MEDICAL EVACUATION HELICOPTER</b>  Type: Entity Subtype Entity: OTHER EQUIPMENT/ EMERGENCY MEDICAL OPERATION Symbol Set Code: 15 Code: 201501 Icon Type: Main+1		N/A
<b>LAND MINES</b>  Type: Entity Symbol Set Code: 15 Code: 210000	N/A	No icon is associated with this entity. It is for hierachal purposes only.
<b>LAND MINE</b>  Type: Entity Type Entity: LAND MINE Symbol Set Code: 15 Code: 210100 Icon Type: Full Octagon		N/A
<b>ANTIPERSONNEL LAND MINE (APL)</b>  Type: Entity Type Entity: LAND MINE Symbol Set Code: 15 Code: 210200 Icon Type: Full Octagon		N/A

TABLE D-XI. Land equipment icons - Continued.

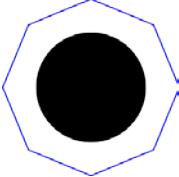
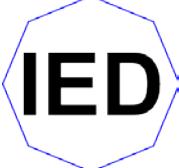
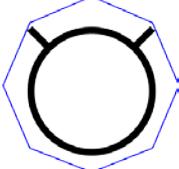
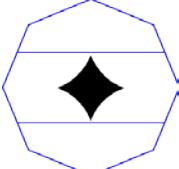
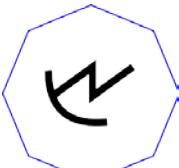
DESCRIPTION	ICON	REMARKS
<b>ANTITANK MINE</b>  Type: Entity Type Entity: LAND MINE Symbol Set Code: 15 Code: 210300 Icon Type: Full Octagon		N/A
<b>IMPROVISED EXPLOSIVE DEVICE (IED)</b>  Type: Entity Type Entity: LAND MINE Symbol Set Code: 15 Code: 210400 Icon Type: Full Octagon		N/A
<b>LESS THAN LETHAL</b>  Type: Entity Type Entity: LAND MINE Symbol Set Code: 15 Code: 210500 Icon Type: Full Octagon		N/A
<b>SENSORS</b>  Type: Entity Symbol Set Code: 15 Code: 220000	N/A	No icon is associated with this entity. It is for hierachal purposes only.
<b>SENSOR</b>  Type: Entity Type Symbol Set Code: 15 Code: 220100 Icon Type: Main		N/A
<b>SENSOR EMPLACED</b>  Type: Entity Type Entity: SENSOR Symbol Set Code: 15 Code: 220200 Icon Type: Full Octagon		N/A
<b>RADAR</b>  Type: Entity Type Entity: SENSOR Symbol Set Code: 15 Code: 220300 Icon Type: Full Octagon		N/A

TABLE D-XI. Land equipment icons - Continued.

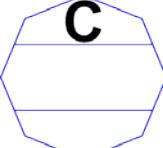
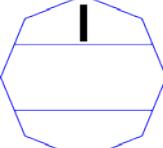
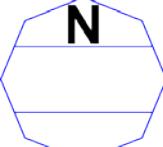
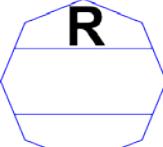
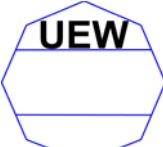
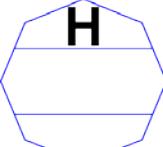
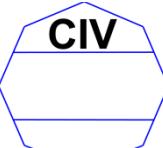
DESCRIPTION	ICON	REMARKS
<b>EMERGENCY OPERATION</b>  Type: Entity Symbol Set Code: 15 Code: 230000 Icon Type: Full Octagon		
<b>AMBULANCE</b>  Type: Entity Type Entity/Entity Type: EMERGENCY OPERATION Symbol Set Code: 15 Code: 230100 Icon Type: Full Octagon		N/A
<b>FIRE FIGHTING/FIRE PROTECTION</b>  Type: Entity Type Entity/Entity Type: EMERGENCY OPERATION Symbol Set Code: 15 Code: 230200 Icon Type: Main		N/A
<b>MANUAL TRACK</b>  Type: Entity (Local) Symbol Set Code: 15 Code: 230000 Icon Type: Full Octagon		N/A

D.8.3 Land equipment sector 1 modifiers. Land equipment sector 1 modifiers denote sensor type category. Table D-XII lists land equipment sector 1 modifiers and illustrates their placement within the bounding octagon.

TABLE D-XII. Land equipment sector 1 modifiers.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>BIOLOGICAL</b>  Symbol Set Code: 15 Code: 01	SENSOR TYPE		N/A

TABLE D-XII. Land equipment sector 1 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>CHEMICAL</b>  Symbol Set Code: 15 Code: 02	SENSOR TYPE		N/A
<b>EARLY WARNING RADAR</b>  Symbol Set Code: 15 Code: 03	SENSOR TYPE		N/A
<b>INTRUSION</b>  Symbol Set Code: 15 Code: 04	SENSOR TYPE		N/A
<b>NUCLEAR</b>  Symbol Set Code: 15 Code: 05	SENSOR TYPE		N/A
<b>RADIOLOGICAL</b>  Symbol Set Code: 15 Code: 06	SENSOR TYPE		N/A
<b>UPGRADED EARLY WARNING RADAR</b>  Symbol Set Code: 15 Code: 07	SENSOR TYPE		N/A
<b>HIJACKING</b>  Symbol Set Code: 15 Code: 08	CRIME		N/A
<b>CIVILIAN</b>  Symbol Set Code: 15 Code: 09	ORGANIZATION		N/A

## D.9 LAND INSTALLATION SYMBOLS

D.9.1 Land installation symbols. This section includes the lists of icons and modifiers for building land installation symbols.

D.9.2 Land installation icons. Table D-XIII depicts land installation icons.

TABLE D-XIII. Land installation icons.

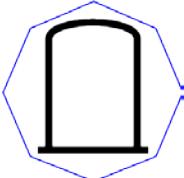
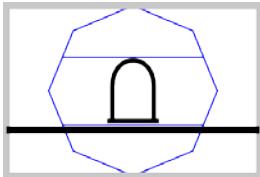
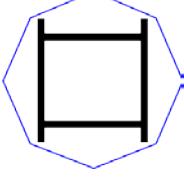
DESCRIPTION	ICON	REMARKS
<b>INSTALLATION</b>  Type: Entity Symbol Set Code: 20 Code: 110000		This symbol shall not be displayed on a C2 system but may be displayed for training or hierachal explanation purposes.
<b>AIRCRAFT PRODUCTION/ASSEMBLY</b>  Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 110100 Icon Type: Main		N/A
<b>AMMUNITION AND EXPLOSIVE/PRODUCTION</b>  Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 110200 Icon Type: Full Octagon		N/A
<b>AMMUNITION CACHE</b>  Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 110300 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
<b>ARMAMENT PRODUCTION</b>  Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 110400 Icon Type: Full Octagon		N/A
<b>BLACK LIST LOCATION</b>  Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 110500 Icon Type: Main		N/A

TABLE D-XIII. Land installation icons - Continued.

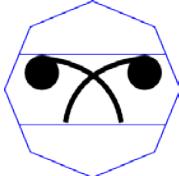
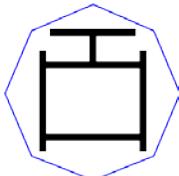
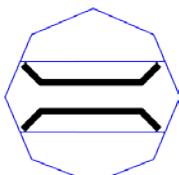
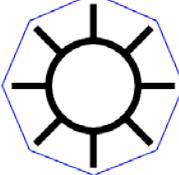
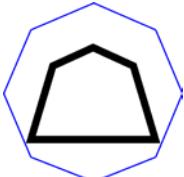
DESCRIPTION	ICON	REMARKS
<b>CHEMICAL, BIOLOGICAL, RADIOLOGICAL AND NUCLEAR (CBRN)</b>  Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 110600 Icon Type: Main		N/A
<b>ENGINEER EQUIPMENT PRODUCTION</b>  Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 110700 Icon Type: Full Octagon		N/A
<b>BRIDGE</b>  Type: Entity Type Entity: INSTALLATION/ENGINEER EQUIPMENT PRODUCTION Symbol Set Code: 20 Code: 110701 Icon Type: Main		N/A
<b>EQUIPMENT MANUFACTURE</b>  Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 110800 Icon Type: Full Octagon		N/A
<b>GOVERNMENT LEADERSHIP</b>  Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 110900 Icon Type: Main		N/A
<b>GRAY LIST LOCATION</b>  Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 111000 Icon Type: Main		N/A

TABLE D-XIII. Land installation icons - Continued.

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

TABLE D-XIII. Land installation icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>SAFE HOUSE</b>  Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 111700 Icon Type: Main		N/A
<b>WHITE LIST LOCATION</b>  Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 111800 Icon Type: Main		N/A
<b>TENTED CAMP</b>  Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 111900 Icon Type: Full Octagon		N/A
<b>DISPLACED PERSONS/ REFUGEE/EVACUEES CAMP</b>  Type: Entity Subtype Entity/Entity Type: INSTALLATION/TENTED CAMP Symbol Set Code: 20 Code: 111901 Icon Type: Full Octagon		N/A
<b>TRAINING CAMP</b>  Type: Entity Subtype Entity/Entity Type: INSTALLATION/TENTED CAMP Symbol Set Code: 20 Code: 111902 Icon Type: Full Octagon		N/A
<b>WAREHOUSE/STORAGE FACILITY</b>  Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 112000 Icon Type: Full Octagon		N/A

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TABLE D-XIII. Land installation icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>LAW ENFORCEMENT</b>  Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 112100		N/A
<b>BUREAU OF ALCOHOL, TOBACCO, FIREARMS AND EXPLOSIVES (ATF) (DEPARTMENT OF JUSTICE)</b>  Type: Entity Subtype Entity/Entity Type: INSTALLATION/ LAW ENFORCEMENT Symbol Set Code: 20 Code: 112101 Icon Type: Main		N/A
<b>BORDER PATROL</b>  Type: Entity Subtype Entity/Entity Type: INSTALLATION/ LAW ENFORCEMENT Symbol Set Code: 20 Code: 112102 Icon Type: Full Octagon		N/A
<b>CUSTOMS SERVICE</b>  Type: Entity Subtype Entity/Entity Type: INSTALLATION/ LAW ENFORCEMENT Symbol Set Code: 20 Code: 112103 Icon Type: Full Octagon		N/A
<b>DRUG ENFORCEMENT AGENCY (DEA)</b>  Type: Entity Subtype Entity/Entity Type: INSTALLATION/ LAW ENFORCEMENT Symbol Set Code: 20 Code: 112104 Icon Type: Main		N/A

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TABLE D-XIII. Land installation icons - Continued.

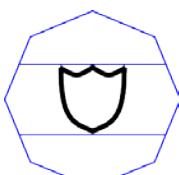
DESCRIPTION	ICON	REMARKS
<b>DEPARTMENT OF JUSTICE (DOJ)</b>  Type: Entity Subtype Entity/Entity Type: INSTALLATION/LAW ENFORCEMENT Symbol Set Code: 20 Code: 112105 Icon Type: Full Octagon		N/A
<b>FEDERAL BUREAU OF INVESTIGATION (FBI)</b>  Type: Entity Subtype Entity/Entity Type: INSTALLATION/LAW ENFORCEMENT Symbol Set Code: 20 Code: 112106 Icon Type: Main		N/A
<b>POLICE</b>  Type: Entity Subtype Entity/Entity Type: INSTALLATION/LAW ENFORCEMENT Symbol Set Code: 20 Code: 112107 Icon Type: Main		N/A
<b>PRISON</b>  Type: Entity Subtype Entity/Entity Type: INSTALLATION/LAW ENFORCEMENT Symbol Set Code: 20 Code: 112108 Icon Type: Full Octagon		N/A
<b>UNITED STATES SECRET SERVICE(TREAS) (USSS)</b>  Type: Entity Subtype Entity/Entity Type: INSTALLATION/LAW ENFORCEMENT Symbol Set Code: 20 Code: 112109 Icon Type: Main		N/A

TABLE D-XIII. Land installation icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>TRANSPORTATION SECURITY ADMINISTRATION (TSA)</b>  Type: Entity Subtype Entity/Entity Type: INSTALLATION/LAW ENFORCEMENT Symbol Set Code: 20 Code: 112110 Icon Type: Main		N/A
<b>COAST GUARD</b>  Type: Entity Subtype Entity/Entity Type: INSTALLATION/LAW ENFORCEMENT Symbol Set Code: 20 Code: 112111 Icon Type: Full Octagon		N/A
<b>US MARSHALS SERVICE</b>  Type: Entity Subtype Entity/Entity Type: INSTALLATION/LAW ENFORCEMENT Symbol Set Code: 20 Code: 112112 Icon Type: Full Octagon		N/A
<b>EMERGENCY OPERATION</b>  Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 112200		N/A
<b>FIRE STATION</b>  Type: Entity Subtype Entity/Entity Type: INSTALLATION/EMERGENCY OPERATION Symbol Set Code: 20 Code: 112201 Icon Type: Full Octagon		N/A
<b>EMERGENCY MEDICAL OPERATION</b>  Type: Entity Type Entity: INSTALLATION/EMERGENCY OPERATION Symbol Set Code: 20 Code: 112202 Icon Type: Full Octagon		N/A

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TABLE D-XIII. Land installation icons - Continued.

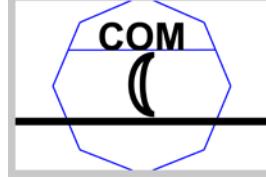
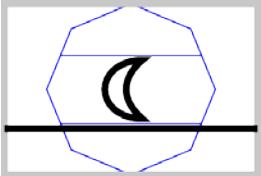
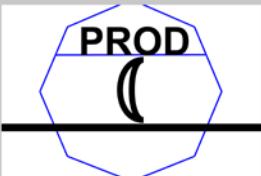
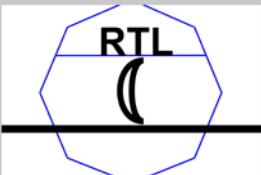
DESCRIPTION	ICON	REMARKS
<b>INFRASTRUCTURE</b>  Type: Entity Symbol Set Code: 20 Code: <b>120000</b>	N/A	No icon is associated with this entity. It is for hierachal purposes only.
<b>AGRICULTURE AND FOOD INFRASTRUCTURE</b>  Type: Entity Type Entity: INFRASTRUCTURE Symbol Set Code: 20 Code: <b>120100</b> Icon Type: Full Octagon		N/A
<b>AGRICULTURAL LABORATORY</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ AGRICULTURAL LABORATORY Symbol Set Code: 20 Code: <b>120101</b> Icon Type: Full Octagon		N/A
<b>ANIMAL FEEDLOT</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ AGRICULTURAL LABORATORY Symbol Set Code: 20 Code: <b>120102</b> Icon Type: Full Octagon		N/A
<b>COMMERCIAL FOOD DISTRIBUTION CENTER</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ AGRICULTURAL LABORATORY Symbol Set Code: 20 Code: <b>120103</b> Icon Type: Full Octagon		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
<b>FARM/RANCH</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ AGRICULTURAL LABORATORY Symbol Set Code: 20 Code: <b>120104</b> Icon Type: Full Octagon		N/A

TABLE D-XIII. Land installation icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>FOOD DISTRIBUTION</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ AGRICULTURAL LABORATORY Symbol Set Code: 20 Code: 120105 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
<b>FOOD PRODUCTION CENTER</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ AGRICULTURAL LABORATORY Symbol Set Code: 20 Code: 120106 Icon Type: Full Octagon		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
<b>FOOD RETAIL</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ AGRICULTURAL LABORATORY Symbol Set Code: 20 Code: 120107 Icon Type: Full Octagon		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
<b>GRAIN STORAGE</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ AGRICULTURAL LABORATORY Symbol Set Code: 20 Code: 120108 Icon Type: Full Octagon		N/A
<b>BANKING FINANCE AND INSURANCE INFRASTRUCTURE</b>  Type: Entity Type Entity: INFRASTRUCTURE Symbol Set Code: 20 Code: 120200 Icon Type: Full Octagon		N/A

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TABLE D-XIII. Land installation icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>ATM</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ BANKING FINANCE AND INSURANCE INFRASTRUCTURE Symbol Set Code: 20 Code: 120201 Icon Type: Full Octagon		N/A
<b>BANK</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ BANKING FINANCE AND INSURANCE INFRASTRUCTURE Symbol Set Code: 20 Code: 120202 Icon Type: Full Octagon		N/A
<b>BULLION STORAGE</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ BANKING FINANCE AND INSURANCE INFRASTRUCTURE Symbol Set Code: 20 Code: 120203 Icon Type: Full Octagon		N/A
<b>ECONOMIC INFRASTRUCTURE ASSET</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ BANKING FINANCE AND INSURANCE INFRASTRUCTURE Symbol Set Code: 20 Code: 120204 Icon Type: Full Frame		N/A
<b>FEDERAL RESERVE BANK</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ BANKING FINANCE AND INSURANCE INFRASTRUCTURE Symbol Set Code: 20 Code: 120205 Icon Type: Full Octagon		N/A

TABLE D-XIII. Land installation icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>FINANCIAL EXCHANGE</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ BANKING FINANCE AND INSURANCE INFRASTRUCTURE Symbol Set Code: 20 Code: 120206 Icon Type: Full Octagon		N/A
<b>FINANCIAL SERVICES, OTHER</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ BANKING FINANCE AND INSURANCE INFRASTRUCTURE Symbol Set Code: 20 Code: 120207 Icon Type: Full Octagon		N/A
<b>COMMERCIAL INFRASTRUCTURE</b>  Type: Entity Type Entity: INFRASTRUCTURE Symbol Set Code: 20 Code: 120300 Icon Type: Full Octagon		N/A
<b>CHEMICAL PLANT</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ COMMERCIAL INFRASTRUCTURE Symbol Set Code: 20 Code: 120301 Icon Type: Full Octagon		N/A
<b>FIREARMS MANUFACTURER</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ COMMERCIAL INFRASTRUCTURE Symbol Set Code: 20 Code: 120302 Icon Type: Full Octagon		N/A

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TABLE D-XIII. Land installation icons - Continued.

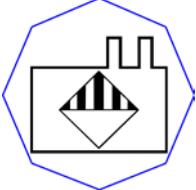
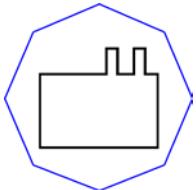
DESCRIPTION	ICON	REMARKS
<b>FIREARMS RETAILER</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ COMMERCIAL INFRASTRUCTURE Symbol Set Code: 20 Code: 120303 Icon Type: Full Octagon		N/A
<b>HAZARDOUS MATERIAL PRODUCTION</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ COMMERCIAL INFRASTRUCTURE Symbol Set Code: 20 Code: 120304 Icon Type: Full Octagon		N/A
<b>HAZARDOUS MATERIAL STORAGE</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ COMMERCIAL INFRASTRUCTURE Symbol Set Code: 20 Code: 120305 Icon Type: Full Octagon		N/A
<b>INDUSTRIAL SITE</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ COMMERCIAL INFRASTRUCTURE Symbol Set Code: 20 Code: 120306 Icon Type: Full Octagon		N/A

TABLE D-XIII. Land installation icons - Continued.

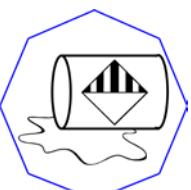
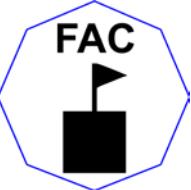
DESCRIPTION	ICON	REMARKS
<b>LANDFILL</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ COMMERCIAL INFRASTRUCTURE Symbol Set Code: 20 Code: 120307 Icon Type: Full Octagon		N/A
<b>PHARMACEUTICAL MANUFACTURER</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ COMMERCIAL INFRASTRUCTURE Symbol Set Code: 20 Code: 120308 Icon Type: Full Octagon		N/A
<b>CONTAMINATED HAZARDOUS WASTE SITE</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ COMMERCIAL INFRASTRUCTURE Symbol Set Code: 20 Code: 120309 Icon Type: Full Octagon		N/A
<b>TOXIC RELEASE INVENTORY</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ COMMERCIAL INFRASTRUCTURE Symbol Set Code: 20 Code: 120310 Icon Type: Full Octagon		N/A
<b>EDUCATIONAL FACILITIES INFRASTRUCTURE</b>  Type: Entity Type Entity: INFRASTRUCTURE Symbol Set Code: 20 Code: 120400 Icon Type: Full Octagon		N/A

TABLE D-XIII. Land installation icons - Continued.

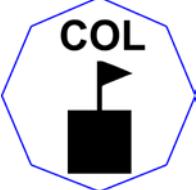
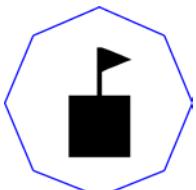
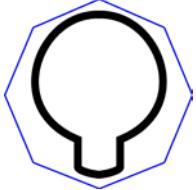
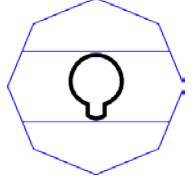
DESCRIPTION	ICON	REMARKS
<b>COLLEGE/UNIVERSITY</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/EDUCATIONA L FACILITIES INFRASTRUCTURE Symbol Set Code: 20 Code: 120401 Icon Type: Full Octagon		N/A
<b>SCHOOL</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/EDUCATIONA L FACILITIES INFRASTRUCTURE Symbol Set Code: 20 Code: 120402 Icon Type: Full Octagon		N/A
<b>ENERGY FACILITIES INFRASTRUCTURE</b>  Type: Entity Type Entity: INFRASTRUCTURE Symbol Set Code: 20 Code: 120500 Icon Type: Full Octagon		N/A
<b>ELECTRIC POWER</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ENERGY FACILITIES INFRASTRUCTURE Symbol Set Code: 20 Code: 120501 Icon Type: Main		N/A
<b>GENERATION STATION</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ENERGY FACILITIES INFRASTRUCTURE Symbol Set Code: 20 Code: 120502 Icon Type: Full Octagon		N/A

TABLE D-XIII. Land installation icons - Continued.

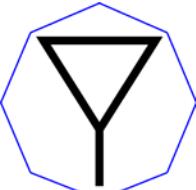
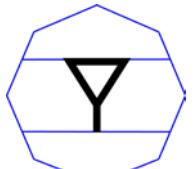
DESCRIPTION	ICON	REMARKS
<b>NATURAL GAS FACILITY</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ENERGY FACILITIES INFRASTRUCTURE Symbol Set Code: 20 Code: 120503 Icon Type: Full Octagon		N/A
<b>PETROLEUM FACILITY</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ENERGY FACILITIES INFRASTRUCTURE Symbol Set Code: 20 Code: 120504 Icon Type: Full Octagon		
<b>PETROLEUM/GAS/OIL</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ENERGY FACILITIES INFRASTRUCTURE Symbol Set Code: 20 Code: 120505 Icon Type: Main		N/A
<b>PROPANE FACILITY</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ENERGY FACILITIES INFRASTRUCTURE Symbol Set Code: 20 Code: 120506 Icon Type: Full Octagon		N/A
<b>GOVERNMENT SITE INFRASTRUCTURE</b>  Type: Entity Type Entity: INFRASTRUCTURE Symbol Set Code: 20 Code: 120600 Icon Type: Full Octagon		N/A
<b>MEDICAL INFRASTRUCTURE</b>  Type: Entity Type Entity: INFRASTRUCTURE Symbol Set Code: 20 Code: 120700	N/A	No icon is associated with this entity. It is for hierachal purposes only.

TABLE D-XIII. Land installation icons - Continued.

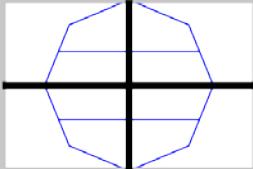
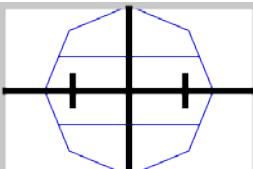
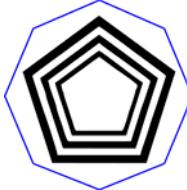
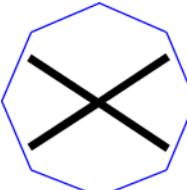
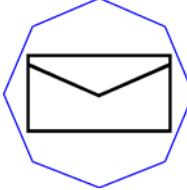
DESCRIPTION	ICON	REMARKS
<b>MEDICAL</b>  Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 120701 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
<b>MEDICAL TREATMENT FACILITY (HOSPITAL)</b>  Type: Entity Type Entity: INSTALLATION Symbol Set Code: 20 Code: 120702 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
<b>MILITARY INFRASTRUCTURE</b>  Type: Entity Type Entity: INFRASTRUCTURE Symbol Set Code: 20 Code: 120800 Icon Type: Full Octagon		N/A
<b>MILITARY ARMORY</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/MILITARY INFRASTRUCTURE Symbol Set Code: 20 Code: 120801 Icon Type: Full Octagon		N/A
<b>MILITARY BASE</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/MILITARY INFRASTRUCTURE Symbol Set Code: 20 Code: 120802 Icon Type: Full Octagon		N/A
<b>POSTAL SERVICE INFRASTRUCTURE</b>  Type: Entity Type Entity: INFRASTRUCTURE Symbol Set Code: 20 Code: 120900 Icon Type: Full Octagon		N/A

TABLE D-XIII. Land installation icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>POSTAL DISTRIBUTION CENTER</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/POSTAL SERVICE INFRASTRUCTURE Symbol Set Code: 20 Code: 120901 Icon Type: Full Octagon		N/A
<b>POST OFFICE</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/POSTAL SERVICE INFRASTRUCTURE Symbol Set Code: 20 Code: 120902 Icon Type: Full Octagon		N/A
<b>PUBLIC VENUES INFRASTRUCTURE</b>  Type: Entity Type Entity: INFRASTRUCTURE Symbol Set Code: 20 Code: 121000 Icon Type: Full Octagon		N/A
<b>ENCLOSED FACILITY (PUBLIC VENUE)</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/PUBLIC VENUES INFRASTRUCTURE Symbol Set Code: 20 Code: 121001 Icon Type: Full Octagon		N/A
<b>OPEN FACILITY (OPEN VENUE)</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/PUBLIC VENUES INFRASTRUCTURE Symbol Set Code: 20 Code: 121002 Icon Type: Full Octagon		N/A

## MIL-STD-2525D - APPENDIX D

TABLE D-XIII. Land installation icons - Continued.

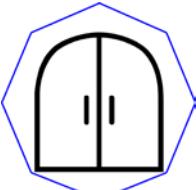
DESCRIPTION	ICON	REMARKS
<b>RECREATIONAL AREA</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/PUBLIC VENUES INFRASTRUCTURE Symbol Set Code: 20 Code: 121003 Icon Type: Full Octagon		N/A
<b>RELIGIOUS INSTITUTION</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/PUBLIC VENUES INFRASTRUCTURE Symbol Set Code: 20 Code: 121004 Icon Type: Full Octagon		N/A
<b>SPECIAL NEEDS INFRASTRUCTURE</b>  Type: Entity Type Entity: INFRASTRUCTURE Symbol Set Code: 20 Code: 121100 Icon Type: Full Octagon		N/A
<b>ADULT DAY CARE</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/SPECIAL NEEDS INFRASTRUCTURE Symbol Set Code: 20 Code: 121101 Icon Type: Full Octagon		N/A
<b>CHILD DAY CARE</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/SPECIAL NEEDS INFRASTRUCTURE Symbol Set Code: 20 Code: 121102 Icon Type: Full Octagon		N/A

TABLE D-XIII. Land installation icons - Continued.

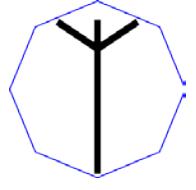
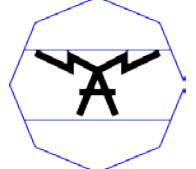
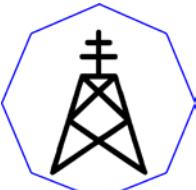
DESCRIPTION	ICON	REMARKS
<b>ELDER CARE</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/SPECIAL NEEDS INFRASTRUCTURE Symbol Set Code: 20 Code: 121103 Icon Type: Full Octagon		N/A
<b>TELECOMMUNICATIONS INFRASTRUCTURE</b>  Type: Entity Type Entity: INFRASTRUCTURE Symbol Set Code: 20 Code: 121200 Icon Type: Full Octagon		N/A
<b>BROADCAST TRANSMITTER ANTENNAE</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/TELECOMMUNICATIONS INFRASTRUCTURE Symbol Set Code: 20 Code: 121201 Icon Type: Full Octagon		N/A
<b>TELECOMMUNICATIONS (CIVILIAN)</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/TELECOMMUNICATIONS INFRASTRUCTURE Symbol Set Code: 20 Code: 121202 Icon Type: Main		N/A
<b>TELECOMMUNICATIONS TOWER</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/TELECOMMUNICATIONS INFRASTRUCTURE Symbol Set Code: 20 Code: 121203 Icon Type: Full Octagon		N/A

TABLE D-XIII. Land installation icons - Continued.

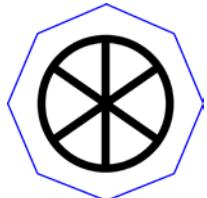
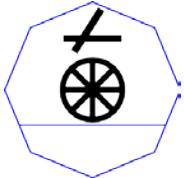
DESCRIPTION	ICON	REMARKS
<b>TRANSPORTATION INFRASTRUCTURE</b>  Type: Entity Type Entity: INFRASTRUCTURE Symbol Set Code: 20 Code: 121300 Icon Type: Full Octagon		N/A
<b>AIRPORT/AIR BASE</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ TRANSPORTATION INFRASTRUCTURE Symbol Set Code: 20 Code: 121301 Icon Type: Main+1		N/A
<b>AIR TRAFFIC CONTROL FACILITY</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ TRANSPORTATION INFRASTRUCTURE Symbol Set Code: 20 Code: 121302 Icon Type: Full Octagon		N/A
<b>BUS STATION</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ TRANSPORTATION INFRASTRUCTURE Symbol Set Code: 20 Code: 121303 Icon Type: Full Octagon		N/A
<b>FERRY TERMINAL</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ TRANSPORTATION INFRASTRUCTURE Symbol Set Code: 20 Code: 121304 Icon Type: Full Octagon		N/A

TABLE D-XIII. Land installation icons - Continued.

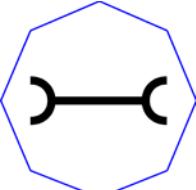
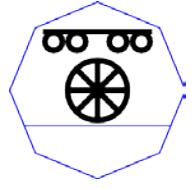
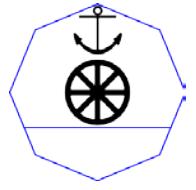
DESCRIPTION	ICON	REMARKS
<b>HELICOPTER LANDING SITE</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ TRANSPORTATION INFRASTRUCTURE Symbol Set Code: 20 Code: 121305 Icon Type: Full Octagon		N/A
<b>MAINTENANCE FACILITY</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ TRANSPORTATION INFRASTRUCTURE Symbol Set Code: 20 Code: 121306 Icon Type: Full Octagon		N/A
<b>RAILHEAD/RAILROAD STATION</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ TRANSPORTATION INFRASTRUCTURE Symbol Set Code: 20 Code: 121307 Icon Type: Main+1		N/A
<b>REST STOP</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ TRANSPORTATION INFRASTRUCTURE Symbol Set Code: 20 Code: 121308 Icon Type: Full Octagon		N/A
<b>SEA PORT/NAVAL BASE</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ TRANSPORTATION INFRASTRUCTURE Symbol Set Code: 20 Code: 121309 Icon Type: Main+1		N/A

TABLE D-XIII. Land installation icons - Continued.

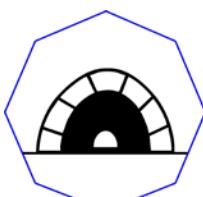
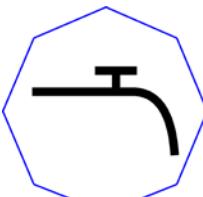
DESCRIPTION	ICON	REMARKS
<b>SHIP YARD</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ TRANSPORTATION INFRASTRUCTURE Symbol Set Code: 20 Code: 121310 Icon Type: Main+1		N/A
<b>TOLL FACILITY</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ TRANSPORTATION INFRASTRUCTURE Symbol Set Code: 20 Code: 121311 Icon Type: Full Octagon		N/A
<b>TRAFFIC INSPECTION FACILITY</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ TRANSPORTATION INFRASTRUCTURE Symbol Set Code: 20 Code: 121312 Icon Type: Full Octagon		N/A
<b>TUNNEL</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ TRANSPORTATION INFRASTRUCTURE Symbol Set Code: 20 Code: 121313 Icon Type: Full Octagon		N/A
<b>WATER SUPPLY INFRASTRUCTURE</b>  Type: Entity Type Entity: INFRASTRUCTURE Symbol Set Code: 20 Code: 121400 Icon Type: Full Octagon		N/A

TABLE D-XIII. Land installation icons - Continued.

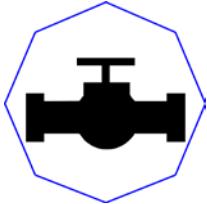
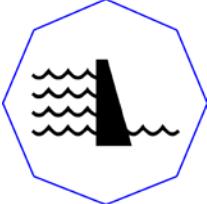
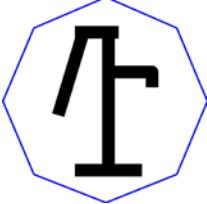
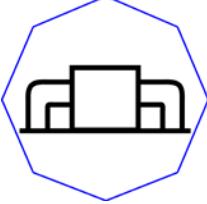
DESCRIPTION	ICON	REMARKS
<b>CONTROL VALVE</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ WATER SUPPLY INFRASTRUCTURE Symbol Set Code: 20 Code: 121401 Icon Type: Full Octagon		N/A
<b>DAM</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ WATER SUPPLY INFRASTRUCTURE Symbol Set Code: 20 Code: 121402 Icon Type: Full Octagon		N/A
<b>DISCHARGE OUTFALL</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ WATER SUPPLY INFRASTRUCTURE Symbol Set Code: 20 Code: 121403 Icon Type: Full Octagon		N/A
<b>GROUND WATER WELL</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ WATER SUPPLY INFRASTRUCTURE Symbol Set Code: 20 Code: 121404 Icon Type: Full Octagon		N/A
<b>PUMPING STATION</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ WATER SUPPLY INFRASTRUCTURE Symbol Set Code: 20 Code: 121405 Icon Type: Full Octagon		N/A

TABLE D-XIII. Land installation icons - Continued.

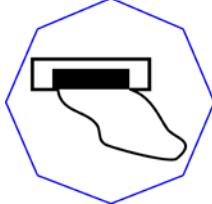
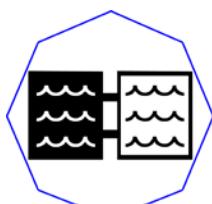
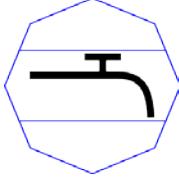
DESCRIPTION	ICON	REMARKS
<b>RESERVOIR</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ WATER SUPPLY INFRASTRUCTURE Symbol Set Code: 20 Code: 1214 <b>06</b> Icon Type: Full Octagon		N/A
<b>STORAGE TOWER</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ WATER SUPPLY INFRASTRUCTURE Symbol Set Code: 20 Code: 1214 <b>07</b> Icon Type: Full Octagon		N/A
<b>SURFACE WATER INTAKE</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ WATER SUPPLY INFRASTRUCTURE Symbol Set Code: 20 Code: 1214 <b>08</b> Icon Type: Full Octagon		N/A
<b>WASTEWATER TREATMENT FACILITY</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ WATER SUPPLY INFRASTRUCTURE Symbol Set Code: 20 Code: 1214 <b>09</b> Icon Type: Full Octagon		N/A
<b>WATER</b>  Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ WATER SUPPLY INFRASTRUCTURE Symbol Set Code: 20 Code: 1214 <b>10</b> Icon Type: Main		N/A

TABLE D-XIII. Land installation icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>WATER TREATMENT</b> Type: Entity Subtype Entity/Entity Type: INFRASTRUCTURE/ WATER SUPPLY INFRASTRUCTURE Symbol Set Code: 20 Code: 121411 Icon Type: Main		N/A

D.9.3 Land installation sector 1 modifiers. Land installation sector 1 modifiers denote CBRN type, electric power type and civilian telecommunications type categories. [Table D-XIV](#) lists land installation sector 1 modifiers and illustrates their placement within the bounding octagon.

TABLE D-XIV. Land installation sector 1 modifiers.

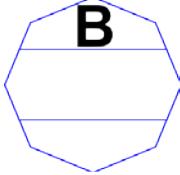
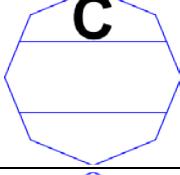
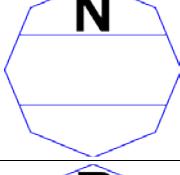
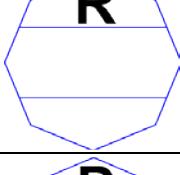
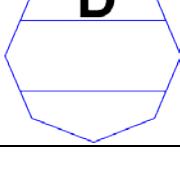
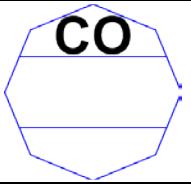
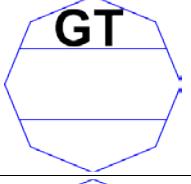
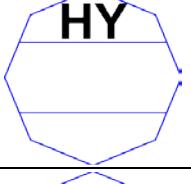
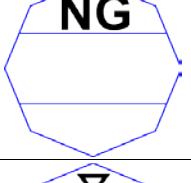
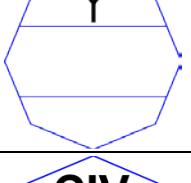
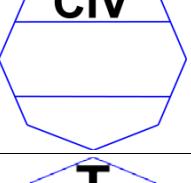
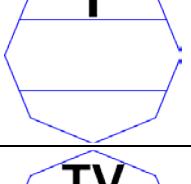
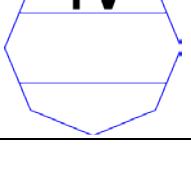
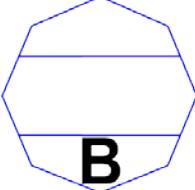
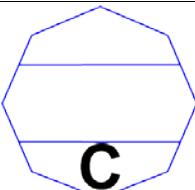
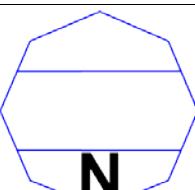
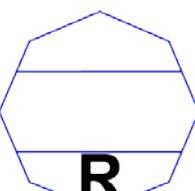
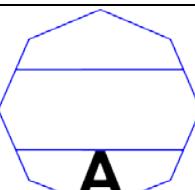
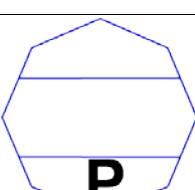
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>BIOLOGICAL</b> Symbol Set Code: 20 Code: 01	CBRN TYPE		N/A
<b>CHEMICAL</b> Symbol Set Code: 20 Code: 02	CBRN TYPE		N/A
<b>NUCLEAR</b> Symbol Set Code: 20 Code: 03	CBRN TYPE		N/A
<b>RADIOLOGICAL</b> Symbol Set Code: 20 Code: 04	CBRN TYPE		N/A
<b>DECONTAMINATION</b> Symbol Set Code: 20 Code: 05	CBRN TYPE		N/A

TABLE D-XIV. Land installation sector 1 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>COAL</b>  Symbol Set Code: 20 Code: 06	ELECTRIC POWER TYPE		N/A
<b>GEOTHERMAL</b>  Symbol Set Code: 20 Code: 07	ELECTRIC POWER TYPE		N/A
<b>HYDROELECTRIC</b>  Symbol Set Code: 20 Code: 08	ELECTRIC POWER TYPE		N/A
<b>NATURAL GAS</b>  Symbol Set Code: 20 Code: 00	ELECTRIC POWER TYPE		N/A
<b>PETROLEUM</b>  Symbol Set Code: 20 Code: 10	ELECTRIC POWER TYPE		N/A
<b>CIVILIAN</b>  Symbol Set Code: 20 Code: 11	OPERATION		N/A
<b>CIVILIAN TELEPHONE</b>  Symbol Set Code: 20 Code: 12	CIVILIAN TELECOMMUNICATIONS TYPE		N/A
<b>CIVILIAN TELEVISION</b>  Symbol Set Code: 20 Code: 13	CIVILIAN TELECOMMUNICATIONS TYPE		N/A

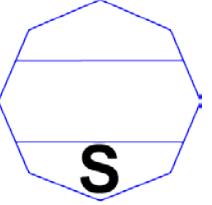
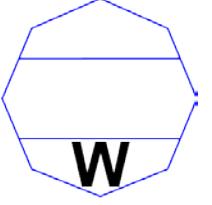
D.9.4 Land installation sector 2 modifiers. Land installation\_sector 2 modifiers denote warfare capability category. [Table D-XV](#) lists the land installation\_sector 2 modifiers and illustrates their placement within the bounding octagon.

TABLE D-XV. Land installation sector 2 modifiers.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>BIOLOGICAL WARFARE PRODUCTION</b>  Symbol Set Code: 12 Code: 01			N/A
<b>CHEMICAL WARFARE PRODUCTION</b>  Symbol Set Code: 12 Code: 02			N/A
<b>NUCLEAR WARFARE PRODUCTION Nuclear Warfare Production</b>  Symbol Set Code: 12 Code: 03			N/A
<b>RADIOLOGICAL WARFARE PRODUCTION Radiogicil Warfare Production</b>  Symbol Set Code: 12 Code: 04			N/A
<b>ATOMIC ENERGY REACTOR</b>  Symbol Set Code: 12 Code: 05			N/A
<b>NUCLEAR MATERIAL PRODUCTION</b>  Symbol Set Code: 12 Code: 06			N/A

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TABLE D-XV. Land installation sector 2 modifiers - Continued.

<b>NUCLEAR MATERIAL STORAGE</b>  Symbol Set Code: 12 Code: 07			N/A
<b>WEAPONS GRADE PRODUCTION</b>  Symbol Set Code: 12 Code: 08			N/A

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## APPENDIX E - SEA SURFACE SYMBOLS

## E.1 SCOPE

E.1.1 Scope. This appendix addresses symbols that support sea surface units, equipment and installations (UEI) in the C2 domain. The tables in this appendix present the icons and modifiers for the sea surface domain. This appendix is a mandatory part of the standard. The information contained herein is intended for compliance.

## E.2 APPLICABLE DOCUMENTS

Specific documents in [2.2](#) of this standard apply to this appendix.

## E.3 DEFINITIONS

The definitions in [section 3](#) of this standard apply to this appendix.

## E.4 GENERAL REQUIREMENTS

E.4.1 Organization. This appendix contains technical specifications, a symbol coding scheme, a symbology hierarchy and sea surface symbology.

## E.5 DETAILED REQUIREMENTS

E.5.1 Technical specifications. Composition, construction and display of symbols are explained in the detailed requirements section of the standard.

E.5.2 Symbol identification coding scheme. A symbol identification code (SIDC) is a numeric string that may be used to provide the unique identifier necessary to display or exchange symbol information between MIL-STD-2525 compliant systems. Refer to [Appendix A](#) for SIDC positions and descriptions.

E.5.3 Composition of sea surface symbols. A standard method for constructing symbols is presented. Refer to [5.3.8](#) for an explanation of symbol composition. [Figure E-1](#) shows an example of a sea surface equipment symbol.

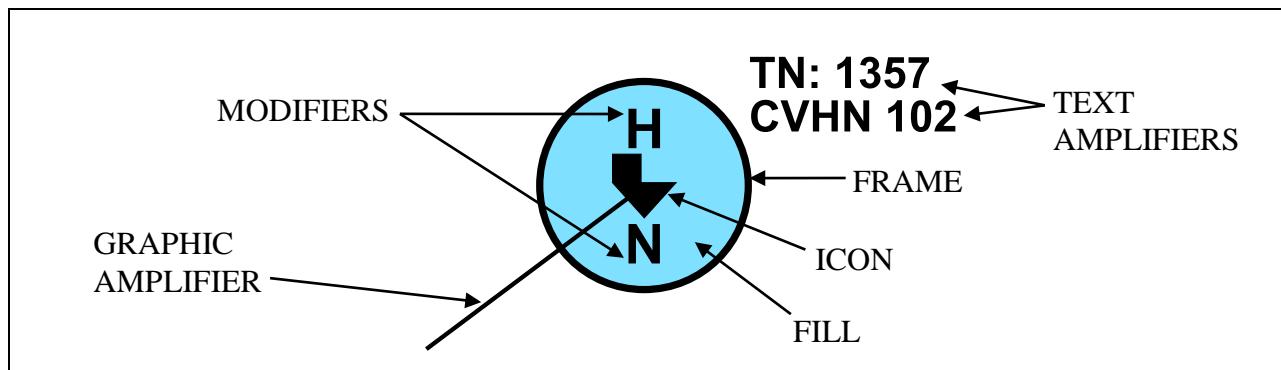


FIGURE E-1. Sea surface symbol components.

**E.5.3.1 Symbol building process.** [Table E-I](#) depicts the symbol building process for sea surface symbols. The process is identical for icons and modifiers requiring the vertical bounding octagon.

TABLE E-I. Sea surface symbol building process.

STEP	DESCRIPTION	EXAMPLE
1.	Choose the frame that matches the standard identity of the object from the sea surface column in tables I, II, or III. In this example, the standard identity is friend.  The example depicts a “friendly sea surface track.”	
2.	Choose an icon for the main sector of the bounding octagon. In this example, the icon is “carrier,” a sea surface entity type.  The example depicts a “friendly military combatant carrier.”	
3.	If required, choose a modifier to depict an additional characteristic of the icon. In this example, the modifier is “helicopter equipped/VTOL,” a sector 1 modifier.  The example depicts a “friendly military combatant carrier, helicopter equipped/VTOL.”	
4.	If required, choose a modifier to depict another characteristic of the icon. In this example, the modifier is “nuclear powered,” a sector 2 modifier.  The example depicts a “friendly military combatant carrier, helicopter equipped/VTOL, nuclear powered.”	
5.	The finished symbol will appear as shown in the example.	

**E.5.3.2 Icons and modifiers.** All icons shall be placed within the main sector of the bounding octagon ([see table D-I](#)). When depicted, modifiers shall be placed in sectors 1 or 2 as

appropriate (see table D-I). Only one modifier may be placed in each sector at a given time. Multiple modifiers in the same position are prohibited due to legibility concerns.

### E.5.3.3 Amplifiers.

E.5.3.3.1 Text amplifiers. The purpose of the static text amplifiers described in this appendix is to standardize the display of additional alphanumerical information on identity, movement and location and capabilities. See 5.1.6 for more information on amplifiers. Figure E-2 shows the placement of sea surface symbol amplifiers around the friend symbol frame. Table D-II provides descriptions and formats of each amplifier.

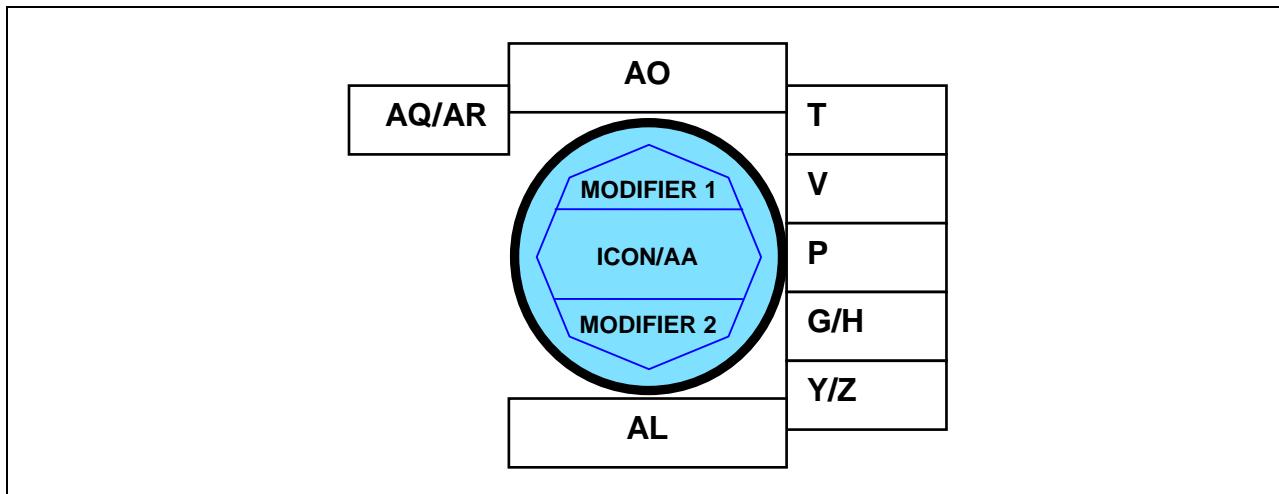


FIGURE E-2. Placement of sea surface symbol amplifiers.

TABLE E-II. Descriptions and formats of sea surface symbol amplifiers.

FIELD	FIELD TITLE	DESCRIPTION	FORMAT
A	Ship/Ship Type Icon	Uses icon and sector modifiers	
G	Staff Comments	A text amplifier for units, equipment and installations; content is implementation specific.	
H	Additional Information	A text amplifier for units, equipment and installations; content is implementation specific.	
P	Automatic Identification System (AIS)	A text amplifier displaying the maritime Automatic Identification System.	
T	Unique Designation (Track Number)	A text amplifier for units, equipment and installations that uniquely identifies a particular symbol or track number.	Prefix = TN:##### Example: TN:13579
V	Type	A text amplifier for equipment that indicates types of equipment.	

TABLE E-II. Descriptions and formats of sea surface symbol amplifiers - Continued.

FIELD	FIELD TITLE	DESCRIPTION	FORMAT
Y	Location	A text amplifier for units, equipment and installations that displays a symbol's location in degrees, minutes and seconds (or in UTM or other applicable display format).	
Z	Speed	A text amplifier for CBRN, units and equipment that displays velocity as set forth in <a href="#">MIL-STD- 6040</a> .	
AL	Operational Condition	A graphic amplifier for equipment or installations that indicates operational condition or capacity.	Operational Condition amplifier, if used, shall be comprised of only one color. Ex. Aircraft: Red - damaged, Green – fully capable Ex: 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.	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.	The 2-character string, BG
AR	Special Designator	Special track designators, such as Non-Real Time (NRT) and Tactically Significant (SIG) tracks, are denoted here.	The 3-character strings, NRT or SIG

E.5.3.3.2 Graphic amplifiers. Graphic amplifiers can be static, located in a fixed position in relation to a track's symbol, or dynamic and move about the symbol based on the track's characteristics. [See 5.1.6](#) for more information on amplifiers, including examples of dynamic amplifiers.

## E.6 SEA SURFACE UNIT, EQUIPMENT AND INSTALLATION SYMBOLS

E.6.1 Sea surface unit, equipment and installation symbols. This section includes the lists of icons and modifiers for building sea surface unit, equipment and installation symbols.

E.6.2 Sea surface unit, equipment and installation icons. [Table E-III](#) depicts sea surface unit, equipment and installation icons.

In accordance with [STANAG 1166, Standard Ship Designator System](#), single letter codes specify the type of merchant ship, while two- and three-letter codes specify the type of military ship. For other types of civilian surface vessels, the letter codes of the icon are without a STANAG reference. Military symbols are depicted with black-filled icons, whereas civilian symbols are depicted with white-filled icons.

TABLE E-III. Sea surface unit, equipment and installation icons.

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

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TABLE E-III. Sea surface unit, equipment and installation icons - Continued.

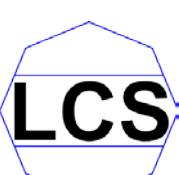
DESCRIPTION	ICON	REMARKS
<b>CRUISER</b>  Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/SURFACE COMBATANT, LINE Symbol Set Code: 30 Code: 120202 Icon Type: Main		N/A
<b>DESTROYER</b>  Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/SURFACE COMBATANT, LINE Symbol Set Code: 30 Code: 120203 Icon Type: Main		N/A
<b>FRIGATE</b>  Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/SURFACE COMBATANT, LINE Symbol Set Code: 30 Code: 120204 Icon Type: Main		N/A
<b>CORVETTE</b>  Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/SURFACE COMBATANT, LINE Symbol Set Code: 30 Code: 120205 Icon Type: Main		N/A
<b>LITTORAL COMBATANT SHIP</b>  Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/SURFACE COMBATANT, LINE Symbol Set Code: 30 Code: 120206 Icon Type: Main		N/A

TABLE E-III. Sea surface unit, equipment and installation icons - Continued.

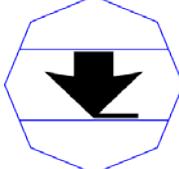
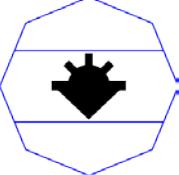
DESCRIPTION	ICON	REMARKS
<b>AMPHIBIOUS WARFARE SHIP</b>  Type: Entity Type Entity: MILITARY COMBATANT Symbol Set Code: 30 Code: 120300 Icon Type: Main		N/A
<b>AMPHIBIOUS COMMAND SHIP</b>  Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/AMPHIBIOUS WARFARE SHIP Symbol Set Code: 30 Code: 120301 Icon Type: Main		N/A
<b>AMPHIBIOUS ASSAULT, NON-SPECIFIED</b>  Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/AMPHIBIOUS WARFARE SHIP Symbol Set Code: 30 Code: 120302 Icon Type: Main		N/A
<b>AMPHIBIOUS ASSAULT SHIP, GENERAL</b>  Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/AMPHIBIOUS WARFARE SHIP Symbol Set Code: 30 Code: 120303 Icon Type: Main		N/A
<b>AMPHIBIOUS ASSAULT SHIP, MULTIPURPOSE</b>  Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/AMPHIBIOUS WARFARE SHIP Symbol Set Code: 30 Code: 120304 Icon Type: Main		N/A

TABLE E-III. Sea surface unit, equipment and installation icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>AMPHIBIOUS ASSAULT SHIP, HELICOPTER</b>  Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/AMPHIBIOUS WARFARE SHIP Symbol Set Code: 30 Code: 120305 Icon Type: Main		N/A
<b>AMPHIBIOUS TRANSPORT DOCK</b>  Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/AMPHIBIOUS WARFARE SHIP Symbol Set Code: 30 Code: 120306 Icon Type: Main		N/A
<b>LANDING SHIP</b>  Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/AMPHIBIOUS WARFARE SHIP Symbol Set Code: 30 Code: 120307 Icon Type: Main		N/A
<b>LANDING CRAFT</b>  Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/AMPHIBIOUS WARFARE SHIP Symbol Set Code: 30 Code: 120308 Icon Type: Main		N/A
<b>MINE WARFARE SHIP</b>  Type: Entity Type Entity: MILITARY COMBATANT Symbol Set Code: 30 Code: 120400 Icon Type: Main		N/A

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TABLE E-III. Sea surface unit, equipment and installation icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>MINE LAYER</b>  Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/MINE WARFARE SHIP Symbol Set Code: 30 Code: 120401 Icon Type: Main		N/A
<b>MINE SWEEPER</b>  Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/MINE WARFARE SHIP Symbol Set Code: 30 Code: 120402 Icon Type: Main		N/A
<b>MINE SWEEPER, DRONE</b>  Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/MINE WARFARE SHIP Symbol Set Code: 30 Code: 120403 Icon Type: Main		N/A
<b>MINE HUNTER</b>  Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/MINE WARFARE SHIP Symbol Set Code: 30 Code: 120404 Icon Type: Main		N/A
<b>MINE COUNTERMEASURES</b>  Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/MINE WARFARE SHIP Symbol Set Code: 30 Code: 120405 Icon Type: Main		N/A

TABLE E-III. Sea surface unit, equipment and installation icons - Continued.

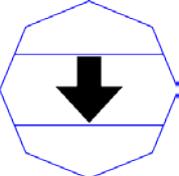
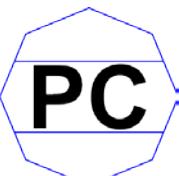
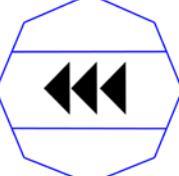
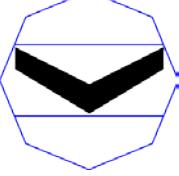
DESCRIPTION	ICON	REMARKS
<b>MINE COUNTERMEASURES, SUPPORT SHIP</b>  Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/MINE WARFARE SHIP Symbol Set Code: 30 Code: 120406 Icon Type: Main		N/A
<b>PATROL BOAT</b>  Type: Entity Type Entity: MILITARY COMBATANT Symbol Set Code: 30 Code: 120500 Icon Type: Main		N/A
<b>PATROL CRAFT, SUBMARINE CHASER/ESCORT, GENERAL</b>  Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/PATROL BOAT Symbol Set Code: 30 Code: 120501 Icon Type: Main		N/A
<b>PATROL SHIP, GENERAL</b>  Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/PATROL BOAT Symbol Set Code: 30 Code: 120502 Icon Type: Main		N/A
<b>DECOY</b>  Type: Entity Type Entity: MILITARY COMBATANT Symbol Set Code: 30 Code: 120600 Icon Type: Main		N/A
<b>UNMANNED SURFACE WATER VEHICLE (USV)</b>  Type: Entity Type Entity: MILITARY COMBATANT Symbol Set Code: 30 Code: 120700 Icon Type: Main		N/A

TABLE E-III. Sea surface unit, equipment and installation icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>SPEEDBOAT</b>  Type: Entity Type Entity: MILITARY COMBATANT Symbol Set Code: 30 Code: 120800 Icon Type: Main		N/A
<b>RIGID-HULL INFLATABLE BOAT (RHIB)</b>  Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/SPEEDBOAT Symbol Set Code: 30 Code: 120801 Icon Type: Main		N/A
<b>JET SKI</b>  Type: Entity Type Entity: MILITARY COMBATANT Symbol Set Code: 30 Code: 120900 Icon Type: Main		N/A
<b>NAVY TASK ORGANIZATION</b>  Type: Entity Type Entity: MILITARY COMBATANT Symbol Set Code: 30 Code: 121000 Icon Type: Main		N/A
<b>NAVY TASK ELEMENT</b>  Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/NAVY TASK ORGANIZATION Symbol Set Code: 30 Code: 121001 Icon Type: Main		N/A
<b>NAVY TASK FORCE</b>  Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/NAVY TASK ORGANIZATION Symbol Set Code: 30 Code: 121002 Icon Type: Main		N/A

TABLE E-III. Sea surface unit, equipment and installation icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>NAVY TASK GROUP</b>  Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/NAVY TASK ORGANIZATION Symbol Set Code: 30 Code: 121003 Icon Type: Main		N/A
<b>NAVY TASK UNIT</b>  Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/NAVY TASK ORGANIZATION Symbol Set Code: 30 Code: 121004 Icon Type: Main		N/A
<b>CONVOY</b>  Type: Entity Subtype Entity/Entity Type: MILITARY COMBATANT/NAVY TASK ORGANIZATION Symbol Set Code: 30 Code: 121005 Icon Type: Main		N/A
<b>SEA-BASED X-BAND (SBX) RADAR</b>  Type: Entity Type Entity: MILITARY COMBATANT Symbol Set Code: 30 Code: 121100 Icon Type: Main		N/A
<b>MILITARY NONCOMBATANT</b>  Type: Entity Symbol Set Code: 30 Code: 130000 Icon Type: Main		This symbol shall not be displayed on a C2 system but may be displayed for training or hierachal explanation purposes.
<b>AUXILIARY SHIP</b>  Type: Entity Type Entity: MILITARY NONCOMBATANT Symbol Set Code: 30 Code: 130100 Icon Type: Main		N/A

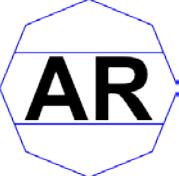
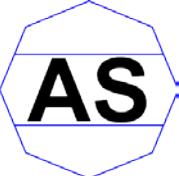
TABLE E-III. Sea surface unit, equipment and installation icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>AMMUNITION SHIP</b>  Type: Entity Subtype Entity/Entity Type: MILITARY NONCOMBATANT/AUXILIARY SHIP Symbol Set Code: 30 Code: 130101 Icon Type: Main		N/A
<b>NAVAL STORES SHIP</b>  Type: Entity Subtype Entity/Entity Type: MILITARY NONCOMBATANT/AUXILIARY SHIP Symbol Set Code: 30 Code: 130102 Icon Type: Main		N/A
<b>AUXILIARY FLAG SHIP</b>  Type: Entity Subtype Entity/Entity Type: MILITARY NONCOMBATANT/AUXILIARY SHIP Symbol Set Code: 30 Code: 130103 Icon Type: Main		N/A
<b>INTELLIGENCE COLLECTOR</b>  Type: Entity Subtype Entity/Entity Type: MILITARY NONCOMBATANT/AUXILIARY SHIP Symbol Set Code: 30 Code: 130104 Icon Type: Main		N/A
<b>OCEANOGRAPHIC RESEARCH SHIP</b>  Type: Entity Subtype Entity/Entity Type: MILITARY NONCOMBATANT/AUXILIARY SHIP Symbol Set Code: 30 Code: 130105 Icon Type: Main		N/A

TABLE E-III. Sea surface unit, equipment and installation icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>SURVEY SHIP</b>  Type: Entity Subtype Entity/Entity Type: MILITARY NONCOMBATANT/AUXILIARY SHIP Symbol Set Code: 30 Code: 130106 Icon Type: Main		N/A
<b>HOSPITAL SHIP</b>  Type: Entity Subtype Entity/Entity Type: MILITARY NONCOMBATANT/AUXILIARY SHIP Symbol Set Code: 30 Code: 130107 Icon Type: Main		N/A
<b>NAVAL CARGO SHIP</b>  Type: Entity Subtype Entity/Entity Type: MILITARY NONCOMBATANT/AUXILIARY SHIP Symbol Set Code: 30 Code: 130108 Icon Type: Main		N/A
<b>COMBAT SUPPORT SHIP, FAST</b>  Type: Entity Subtype Entity/Entity Type: MILITARY NONCOMBATANT/AUXILIARY SHIP Symbol Set Code: 30 Code: 130109 Icon Type: Main		N/A
<b>OILER, REPLENISHMENT</b>  Type: Entity Subtype Entity/Entity Type: MILITARY NONCOMBATANT/AUXILIARY SHIP Symbol Set Code: 30 Code: 130110 Icon Type: Main		N/A

**TABLE E-III.** Sea surface unit, equipment and installation icons - Continued.

<b>DESCRIPTION</b>	<b>ICON</b>	<b>REMARKS</b>
<b>REPAIR SHIP</b>		N/A
Type: Entity Subtype Entity/Entity Type: MILITARY NONCOMBATANT/AUXILIARY SHIP Symbol Set Code: 30 Code: 130111 Icon Type: Main		
<b>SUBMARINE TENDER</b>		N/A
Type: Entity Subtype Entity/Entity Type: MILITARY NONCOMBATANT/AUXILIARY SHIP Symbol Set Code: 30 Code: 130112 Icon Type: Main		
<b>TUG, OCEAN GOING</b>		N/A
Type: Entity Subtype Entity/Entity Type: MILITARY NONCOMBATANT/AUXILIARY SHIP Symbol Set Code: 30 Code: 130113 Icon Type: Main		
<b>SERVICE CRAFT/YARD</b>		N/A
Type: Entity Type Entity: MILITARY NONCOMBATANT Symbol Set Code: 30 Code: 130200 Icon Type: Main		
<b>BARGE, NOT SELF-PROPELLED</b>		N/A
Type: Entity Subtype Entity/Entity Type: MILITARY NONCOMBATANT/SERVICE CRAFT/YARD Symbol Set Code: 30 Code: 130201 Icon Type: Main		

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TABLE E-III. Sea surface unit, equipment and installation icons - Continued.

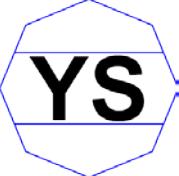
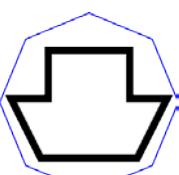
DESCRIPTION	ICON	REMARKS
<b>BARGE, SELF-PROPELLED</b>  Type: Entity Subtype Entity/Entity Type: MILITARY NONCOMBATANT/SERVICE CRAFT/YARD Symbol Set Code: 30 Code: 130202 Icon Type: Main		N/A
<b>TUG, HARBOR</b>  Type: Entity Subtype Entity/Entity Type: MILITARY NONCOMBATANT/SERVICE CRAFT/YARD Symbol Set Code: 30 Code: 130203 Icon Type: Main		N/A
<b>LAUNCH</b>  Type: Entity Subtype Entity/Entity Type: MILITARY NONCOMBATANT/SERVICE CRAFT/YARD Symbol Set Code: 30 Code: 130204 Icon Type: Main		N/A
<b>CIVILIAN</b>  Type: Entity Symbol Set Code: 30 Code: 140000 Icon Type: Main		N/A
<b>MERCHANT SHIP</b>  Type: Entity Type Entity: CIVILIAN Symbol Set Code: 30 Code: 140100 Icon Type: Full Octagon		N/A
<b>CARGO, GENERAL</b>  Type: Entity Subtype Entity/Entity Type: CIVILIAN/MERCHANT SHIP Symbol Set Code: 30 Code: 140101 Icon Type: Full Octagon		N/A

TABLE E-III. Sea surface unit, equipment and installation icons - Continued.

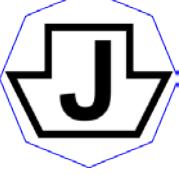
DESCRIPTION	ICON	REMARKS
<b>CONTAINER SHIP</b>  Type: Entity Subtype Entity/Entity Type: CIVILIAN/MERCHANT SHIP Symbol Set Code: 30 Code: 140102 Icon Type: Full Octagon		N/A
<b>DREDGE</b>  Type: Entity Subtype Entity/Entity Type: CIVILIAN/MERCHANT SHIP Symbol Set Code: 30 Code: 140103 Icon Type: Full Octagon		N/A
<b>ROLL ON/ROLL OFF</b>  Type: Entity Subtype Entity/Entity Type: CIVILIAN/MERCHANT SHIP Symbol Set Code: 30 Code: 140104 Icon Type: Full Octagon		N/A
<b>FERRY</b>  Type: Entity Subtype Entity/Entity Type: CIVILIAN/MERCHANT SHIP Symbol Set Code: 30 Code: 140105 Icon Type: Full Octagon		N/A
<b>HEAVY LIFT</b>  Type: Entity Subtype Entity/Entity Type: CIVILIAN/MERCHANT SHIP Symbol Set Code: 30 Code: 140106 Icon Type: Full Octagon		N/A
<b>HOVERCRAFT</b>  Type: Entity Subtype Entity/Entity Type: CIVILIAN/MERCHANT SHIP Symbol Set Code: 30 Code: 140107 Icon Type: Full Octagon		N/A

TABLE E-III. Sea surface unit, equipment and installation icons - Continued.

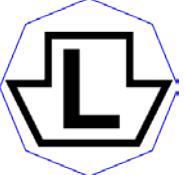
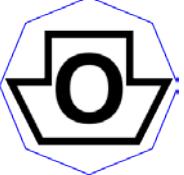
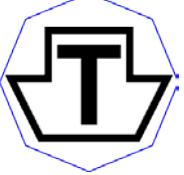
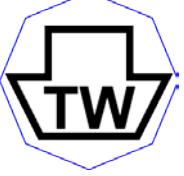
DESCRIPTION	ICON	REMARKS
<b>LASH CARRIER (WITH BARGES)</b>  Type: Entity Subtype Entity/Entity Type: CIVILIAN/MERCHANT SHIP Symbol Set Code: 30 Code: 140108 Icon Type: Full Octagon		N/A
<b>OILER/TANKER</b>  Type: Entity Subtype Entity/Entity Type: CIVILIAN/MERCHANT SHIP Symbol Set Code: 30 Code: 140109 Icon Type: Full Octagon		N/A
<b>PASSENGER</b>  Type: Entity Subtype Entity/Entity Type: CIVILIAN/MERCHANT SHIP Symbol Set Code: 30 Code: 140110 Icon Type: Full Octagon		N/A
<b>TUG, OCEAN GOING</b>  Type: Entity Subtype Entity/Entity Type: CIVILIAN/MERCHANT SHIP Symbol Set Code: 30 Code: 140111 Icon Type: Full Octagon		N/A
<b>TOW</b>  Type: Entity Subtype Entity/Entity Type: CIVILIAN/MERCHANT SHIP Symbol Set Code: 30 Code: 140112 Icon Type: Full Octagon		N/A
<b>TRANSPORT SHIP, HAZARDOUS MATERIAL</b>  Type: Entity Subtype Entity/Entity Type: CIVILIAN/MERCHANT SHIP Symbol Set Code: 30 Code: 140113 Icon Type: Full Octagon		N/A

TABLE E-III. Sea surface unit, equipment and installation icons - Continued.

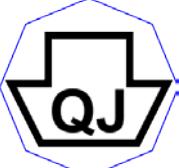
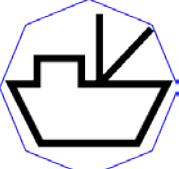
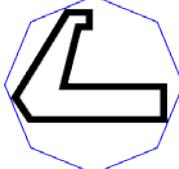
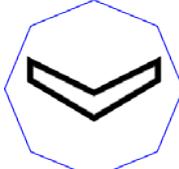
DESCRIPTION	ICON	REMARKS
<b>JUNK/DHOW</b>  Type: Entity Subtype Entity/Entity Type: CIVILIAN/MERCHANT SHIP Symbol Set Code: 30 Code: 140114 Icon Type: Full Octagon		N/A
<b>BARGE, NOT SELF-PROPELLED</b>  Type: Entity Subtype Entity/Entity Type: CIVILIAN/MERCHANT SHIP Symbol Set Code: 30 Code: 140115 Icon Type: Full Octagon		N/A
<b>HOSPITAL SHIP</b>  Type: Entity Subtype Entity/Entity type: CIVILIAN/MERCHANT SHIP Symbol Set Code: 30 Code: 140116 Icon Type: Full Octagon		N/A
<b>FISHING VESSEL</b>  Type: Entity Type Entity: CIVILIAN Symbol Set Code: 30 Code: 140200 Icon Type: Full Octagon		N/A
<b>DRIFTER</b>  Type: Entity Subtype Entity/Entity Type: CIVILIAN/FISHING VESSEL Symbol Set Code: 30 Code: 140201 Icon Type: Full Octagon		N/A
<b>TRAWLER</b>  Type: Entity Subtype Entity/Entity Type: CIVILIAN/FISHING VESSEL Symbol Set Code: 30 Code: 140202 Icon Type: Full Octagon		N/A

TABLE E-III. Sea surface unit, equipment and installation icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>DREDGER</b>  Type: Entity Subtype Entity/Entity Type: CIVILIAN/FISHING VESSEL Symbol Set Code: 30 Code: 140203 Icon Type: Full Octagon		N/A
<b>LAW ENFORCEMENT VESSEL</b>  Type: Entity Type Entity: CIVILIAN Symbol Set Code: 30 Code: 140300 Icon Type: Full Octagon		N/A
<b>LEISURE CRAFT, SAILING</b>  Type: Entity Type Entity: CIVILIAN Symbol Set Code: 30 Code: 140400 Icon Type: Full Octagon		N/A
<b>LEISURE CRAFT, MOTORIZED</b>  Type: Entity Type Entity: CIVILIAN Symbol Set Code: 30 Code: 140500 Icon Type: Full Octagon		N/A
<b>RIGID-HULL INFLATABLE BOAT (RHIB)</b>  Type: Entity Subtype Entity/Entity Type: CIVILIAN/LEISURE CRAFT, MOTORIZED Symbol Set Code: 30 Code: 140501 Icon Type: Full Octagon		N/A
<b>SPEEDBOAT</b>  Type: Entity Subtype Entity/Entity Type: CIVILIAN/LEISURE CRAFT, MOTORIZED Symbol Set Code: 30 Code: 140502 Icon Type: Full Octagon		N/A

TABLE E-III. Sea surface unit, equipment and installation icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>JET SKI</b>  Type: Entity Type Entity: CIVILIAN Symbol Set Code: 30 Code: 140600 Icon Type: Full Octagon		N/A
<b>UNMANNED SURFACE WATER VEHICLE (USV)</b>  Type: Entity Type Entity: CIVILIAN Symbol Set Code: 30 Code: 140700 Icon Type: Full Octagon		N/A

E.6.3 Sea surface unit, equipment and installation sector 1 modifiers. Sea surface unit, equipment and installation sector 1 modifiers denote mission area, weapons capability and asset capability categories. Modifiers are not permitted with civilian sea surface symbols. [Table E-IV](#) lists sea surface unit, equipment and installation sector 1 modifiers and illustrates their placement within the bounding octagon.

TABLE E-IV. Sea surface unit, equipment and installation sector 1 modifiers.

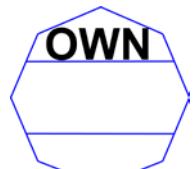
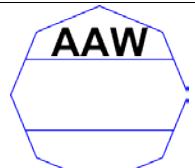
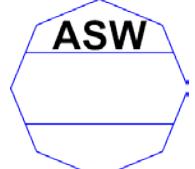
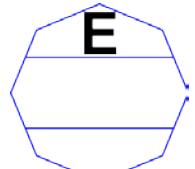
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>OWN SHIP</b>  Symbol Set Code: 30 Code: 01	MISSION AREA		APP-6
<b>ANTIAIR WARFARE</b>  Symbol Set Code: 30 Code: 02	MISSION AREA		N/A
<b>ANTISUBMARINE WARFARE</b>  Symbol Set Code: 30 Code: 03	MISSION AREA		N/A
<b>ESCORT</b>  Symbol Set Code: 30 Code: 04	MISSION AREA		N/A

TABLE E-IV. Sea surface unit, equipment and installation sector 1 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>ELECTRONIC WARFARE</b>  Symbol Set Code: 30 Code: 05	MISSION AREA	EW	N/A
<b>INTELLIGENCE, SURVEILLANCE, RECONNAISSANCE</b>  Symbol Set Code: 30 Code: 06	MISSION AREA	ISR	N/A
<b>MINE COUNTERMEASURES</b>  Symbol Set Code: 30 Code: 07	MISSION AREA	MCM	N/A
<b>MISSILE DEFENSE</b>  Symbol Set Code: 30 Code: 08	MISSION AREA	MD	N/A
<b>MEDICAL</b>  Symbol Set Code: 30 Code: 09	MISSION AREA	ME	N/A
<b>MINE WARFARE</b>  Symbol Set Code: 30 Code: 10	MISSION AREA	MIW	N/A
<b>REMOTE MULTIMISSION VEHICLE (RMV)</b>  Symbol Set Code: 30 Code: 11	MISSION AREA	RMV	US only
<b>SPECIAL OPERATIONS FORCES (SOF)</b>  Symbol Set Code: 30 Code: 12	ASSET CAPABILITY	SOF	N/A

TABLE E-IV. Sea surface unit, equipment and installation sector 1 modifiers - Continued.

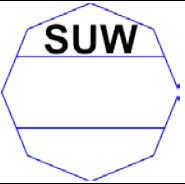
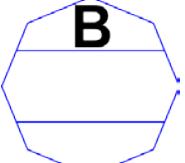
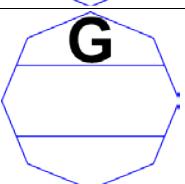
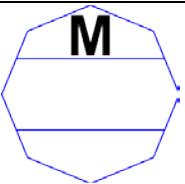
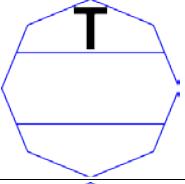
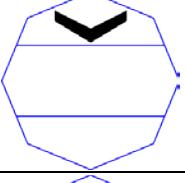
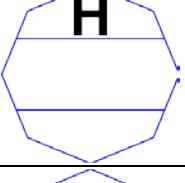
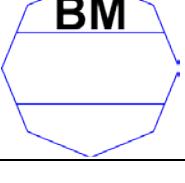
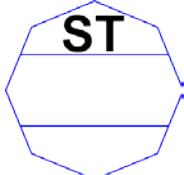
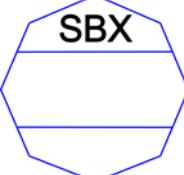
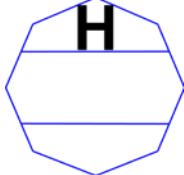
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>SURFACE WARFARE</b>  Symbol Set Code: 30 Code: 13	MISSION AREA		N/A
<b>BALLISTIC MISSILE</b>  Symbol Set Code: 30 Code: 14	WEAPONS CAPABILITY		N/A
<b>GUIDED MISSILE</b>  Symbol Set Code: 30 Code: 15	WEAPONS CAPABILITY		N/A
<b>OTHER GUIDED MISSILE</b>  Symbol Set Code: 30 Code: 16	WEAPONS CAPABILITY		N/A
<b>TORPEDO</b>  Symbol Set Code: 30 Code: 17	WEAPONS CAPABILITY		N/A
<b>DRONE EQUIPPED</b>  Symbol Set Code: 30 Code: 18	ASSET CAPABILITY		N/A
<b>HELICOPTER EQUIPPED/VSTOL</b>  Symbol Set Code: 30 Code: 19	ASSET CAPABILITY		N/A
<b>BALLISTIC MISSILE DEFENSE, SHOOTER</b>  Symbol Set Code: 30 Code: 20	MISSION AREA		N/A

TABLE E-IV. Sea surface unit, equipment and installation sector 1 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>BALLISTIC MISSILE DEFENSE, LONG-RANGE SURVEILLANCE AND TRACK (LRS&amp;T)</b>  Symbol Set Code: 30 Code: 21	MISSION AREA		N/A
<b>SEA-BASE X-BAND</b>  Symbol Set Code: 30 Code: 22	MISSION AREA		Used with SBX Radar (Code: 121100) only
<b>HIJACKING/HIJACKED</b>  Symbol Set Code: 30 Code: 23	CRIME		N/A

E.6.4 Sea surface unit, equipment and installation sector 2 modifiers. Sea surface unit, equipment and installation sector 2 modifiers denote ship propulsion, ship capacity, cargo capacity, ship mobility and USV control categories. Modifiers are not permitted with civilian sea surface symbols. [Table E-V](#) lists sea surface unit, equipment and installation sector 2 modifiers and illustrates their placement within the bounding octagon.

TABLE E-V. Sea surface unit, equipment and installation sector 2 modifiers.

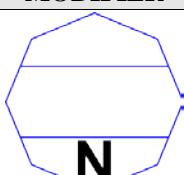
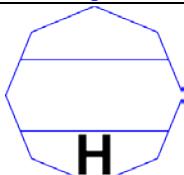
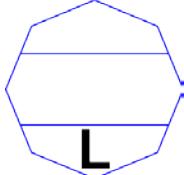
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>NUCLEAR POWERED</b>  Symbol Set Code: 30 Code: 01	SHIP PROPULSION		N/A
<b>HEAVY</b>  Symbol Set Code: 30 Code: 02	SHIP CAPACITY		N/A
<b>LIGHT</b>  Symbol Set Code: 30 Code: 03	SHIP CAPACITY		N/A

TABLE E-V. Sea surface unit, equipment and installation sector 2 modifiers - Continued.

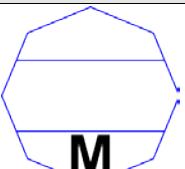
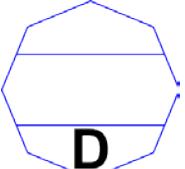
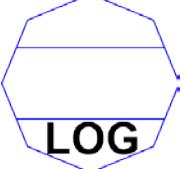
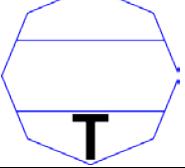
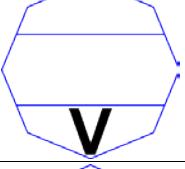
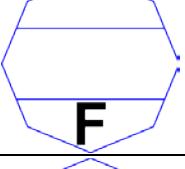
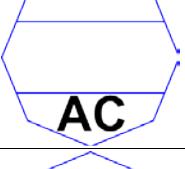
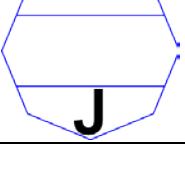
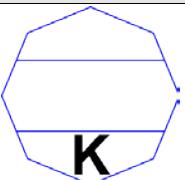
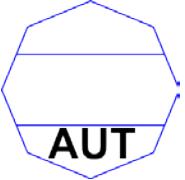
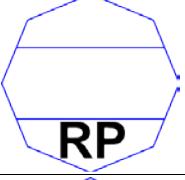
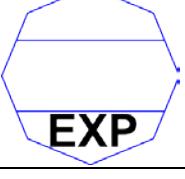
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>MEDIUM</b>  Symbol Set Code: 30 Code: 04	SHIP CAPACITY		N/A
<b>DOCK</b>  Symbol Set Code: 30 Code: 05	CARGO CAPACITY		N/A
<b>LOGISTICS</b>  Symbol Set Code: 30 Code: 06	CARGO CAPACITY		N/A
<b>TANK</b>  Symbol Set Code: 30 Code: 07	CARGO CAPACITY		N/A
<b>VEHICLE</b>  Symbol Set Code: 30 Code: 08	CARGO CAPACITY		N/A
<b>FAST</b>  Symbol Set Code: 30 Code: 09	SHIP MOBILITY		N/A
<b>AIR-CUSHIONED (US)</b>  Symbol Set Code: 30 Code: 10	SHIP MOBILITY		N/A
<b>AIR-CUSHIONED (NATO)</b>  Symbol Set Code: 30 Code: 11	SHIP MOBILITY		N/A

TABLE E-V. Sea surface unit, equipment and installation sector 2 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>HYDROFOIL</b>  Symbol Set Code: 30 Code: 12	SHIP MOBILITY		N/A
<b>AUTONOMOUS CONTROL</b>  Symbol Set Code: 30 Code: 13	USV CONTROL		Used with USV only.
<b>REMOTELY PILOTED</b>  Symbol Set Code: 30 Code: 14	USV CONTROL		Used with USV only.
<b>EXPENDABLE</b>  Symbol Set Code: 30 Code: 15	USV CONTROL		Used with USV only.

E.6.5 Sea surface local tracks. Local tracks are tracks internal to a particular Combat Information Center (CIC). These tracks are not intended to be transmitted outside the ship's CIC. Table E-VII depicts local tracks. Modifiers are not permitted with local track symbols.

E.6.5.1 Fused tracks. Fused tracks are tracks in the process of classification. Multiple sources of incoming information need to be adjudicated and combined (fused) into a single track. Fused tracks are denoted by a question mark ("?") encapsulated within an hourglass icon (see table E-VII). All fused tracks have a pending standard identity frame.

TABLE E-VI. Own Ship.

DESCRIPTION	ICON	REMARKS
<b>OWN SHIP</b>  Type: Entity (Local) Symbol Set Code: 30 Code: 150000 Icon Type: Full Octagon		The diameter of the icon shall be 1L. This icon shall be used with a friend standard identity only.

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TABLE E-VII. Sea surface local tracks.

DESCRIPTION	ICON	REMARKS
<b>FUSED TRACK</b>  Type: Entity (Local) Symbol Set Code: 30 Code: <b>160000</b> Icon Type: Full Octagon		All fused tracks shall have a pending standard identity frame.
<b>MANUAL TRACK</b>  Type: Entity (Local) Symbol Set Code: 30 Code: <b>170000</b> Icon Type: Full Octagon		N/A

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## APPENDIX F - SUBSURFACE SYMBOLS

## F.1 SCOPE

F.1.1 Scope. This appendix addresses symbols that support subsurface units, equipment and installations in the C2 domain. The tables in this appendix present the icons and modifiers for the subsurface domain. This appendix is divided into two sections ([see figure F-1](#)): 1) unit, equipment and installation symbols ([see section F.6](#)) and 2) mine warfare symbols ([see section F.7](#)). This appendix is a mandatory part of the standard. The information contained herein is intended for compliance.

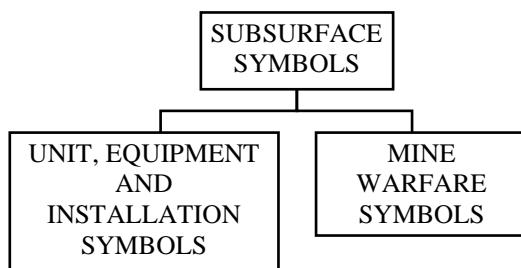


FIGURE F-1. Subsurface appendix sections.

## F.2 APPLICABLE DOCUMENTS

Specific documents in [2.2](#) of this standard apply to this appendix.

## F.3 DEFINITIONS

The definitions in [section 3](#) of this standard apply to this appendix.

## F.4 GENERAL REQUIREMENTS

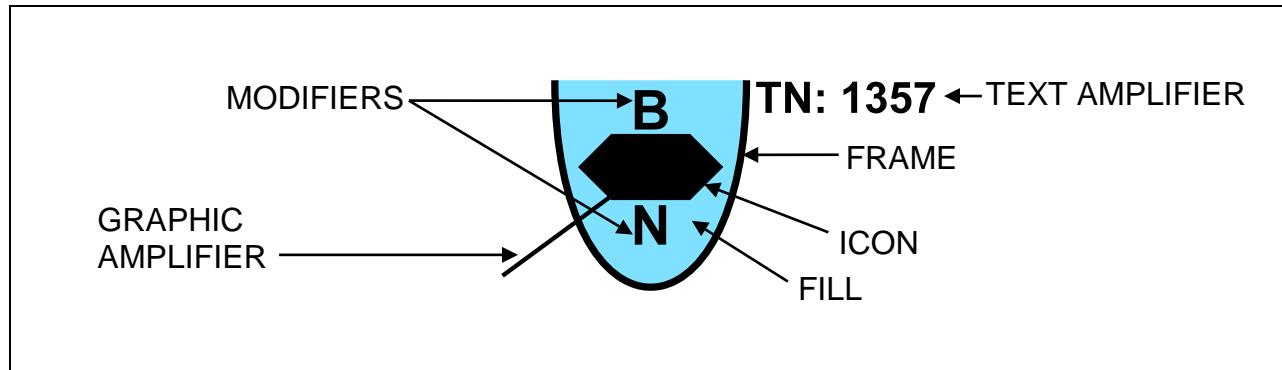
F.4.1 Organization. This appendix contains technical specifications, a symbol coding scheme, a symbology hierarchy and subsurface symbology.

## F.5 DETAILED REQUIREMENTS

F.5.1 Technical specifications. Composition, construction and display of symbols are explained in the detailed requirements section of the standard.

F.5.2 Symbol identification coding scheme. A symbol identification code (SIDC) is a numeric string that may be used to provide the unique identifier necessary to display or exchange symbol information between MIL-STD-2525 compliant systems. Refer to [Appendix A](#) for SIDC positions and descriptions.

F.5.3 Composition of subsurface symbols. A standard method for constructing symbols is presented. Refer to [5.3.8](#) for an explanation of symbol composition. [Figure F-2](#) shows an example of a subsurface equipment symbol.

FIGURE F-2. Subsurface symbol components.

F.5.3.1 Symbol building process. [Table F-I](#) depicts the symbol building process for subsurface symbols. The process is identical for icons and modifiers requiring the vertical bounding octagon.

TABLE F-I. Subsurface symbol building process.

STEP	DESCRIPTION	EXAMPLE
1.	Choose the frame that matches the standard identity of the object from the subsurface column in tables I, II, or III. In this example, the standard identity is friend.  The example depicts a “friendly subsurface track.”	
2.	Choose an icon for the main sector of the bounding octagon. In this example, the icon is “submarine,” a subsurface entity type.  The example depicts a “friendly submarine.”	
3.	If required, choose a modifier to depict an additional characteristic of the icon. In this example, the modifier is “ballistic missile,” a sector 1 modifier.  The example depicts a “friendly submarine with ballistic missile weapons capability.”	

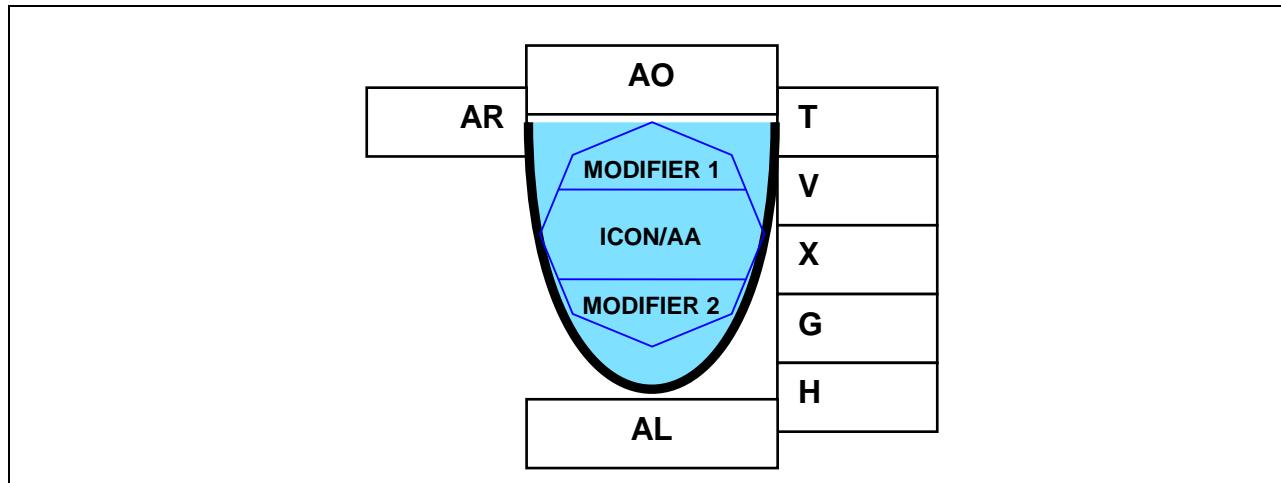
TABLE F-I. Subsurface symbol building process - Continued.

STEP	DESCRIPTION	EXAMPLE
4.	If required, choose a modifier to depict another characteristic of the icon. In this example, the modifier is “nuclear powered,” a sector 2 modifier.  The example depicts a “friendly nuclear powered submarine with ballistic missile weapons capability.”	
5.	The finished symbol will appear as shown in the example.	

F.5.3.2 Icons and modifiers. All icons shall be placed within the main sector of the bounding octagon or fill the octagon, as indicated in [table F-III](#). When depicted, modifiers shall be placed in sectors 1 or 2 as appropriate ([see table F-I](#)). Only one modifier may be placed in each sector at a given time. Multiple modifiers in the same position are prohibited due to legibility concerns.

#### F.5.3.3 Amplifiers.

F.5.3.3.1 Text amplifiers. The purpose of the static text amplifiers described in this appendix is to standardize the display of additional alphanumerical information on identity, movement and location and capabilities. [See 5.1.6](#) for more information on amplifiers. [Figure F-3](#) shows the placement of subsurface symbol amplifiers around the friend symbol frame. [Table F-II](#) provides descriptions and formats of each amplifier.

FIGURE F-3. Placement of subsurface symbol amplifiers.TABLE F-II. Descriptions and formats of subsurface symbol amplifiers.

FIELD	FIELD TITLE	DESCRIPTION	FORMAT
A	Sub/Sub Type Icon	Uses icon and sector modifiers	
G	Staff Comments	A text amplifier for units, equipment and installations; content is implementation specific.	
H	Additional Information	A text amplifier for units, equipment and installations; content is implementation specific.	
T	Unique Designation (Track Number)	A text amplifier for units, equipment and installations that uniquely identifies a particular symbol or track number.	Prefix = TN:##### Example: TN:13579
V	Type	A text amplifier for equipment that indicates types of equipment.	
X	Depth	A text amplifier for equipment that displays depth for submerged objects.	Measurement units (FT, M) shall be displayed within the string. Ex: 105 FT
AL	Operational Condition	A graphic amplifier for equipment or installations that indicates operational condition or capacity.	Operational Condition amplifier, if used, shall be comprised of only one color. Ex. Aircraft: Red - damaged, Green – fully capable Ex: 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.	A:BBB-CC, where A = remote/local BBB = engagement status CC = weapon asset
AR	Special Designator	Special track designators such as Non-Real Time (NRT) and Tactically Significant (SIG) tracks are denoted here.	The 3-character strings, NRT or SIG

F.5.3.3.2 Graphic amplifiers. Graphic amplifiers can be static, located in a fixed position in relation to a track's symbol, or dynamic and move about the symbol based on the track's characteristics. [See 5.1.6](#) for more information on amplifiers, including examples of dynamic amplifiers.

## F.6 SUBSURFACE UNIT, EQUIPMENT AND INSTALLATION SYMBOLS

F.6.1 Subsurface unit, equipment and installation symbols. This section includes the lists of icons and modifiers for building subsurface unit, equipment and installation symbols.

F.6.2 Subsurface unit, equipment and installation icons. [Table F-III](#) depicts subsurface unit, equipment and installation icons. Military symbols are depicted with black-filled icons, whereas civilian symbols are depicted with white-filled icons. Sea mines and sea mine decoys are presented in [section F.7](#).

TABLE F-III. Subsurface unit, equipment and installation icons.

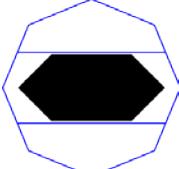
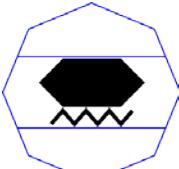
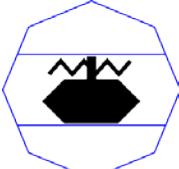
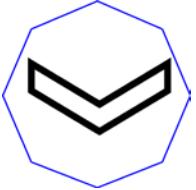
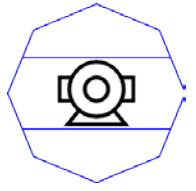
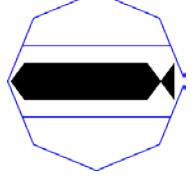
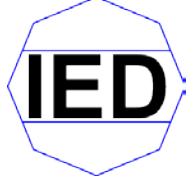
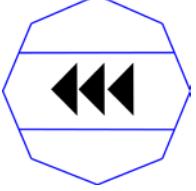
DESCRIPTION	ICON	REMARKS
<b>MILITARY</b>		N/A
Type: Entity Symbol Set Code: 35 Code: 110000 Icon Type: Main		
<b>SUBMARINE</b>		N/A
Type: Entity Type Entity: MILITARY Symbol Set Code: 35 Code: 110100 Icon Type: Main		
<b>SUBMARINE, SURFACED</b>		N/A
Type: Entity Subtype Entity/Entity Type: MILITARY/SUBMARINE Symbol Set Code: 35 Code: 110101 Icon Type: Main		
<b>SUBMARINE, SNORKELING</b>		N/A
Type: Entity Subtype Entity/Entity Type: MILITARY/SUBMARINE Symbol Set Code: 35 Code: 110102 Icon Type: Main		

TABLE F-III. Subsurface unit, equipment and installation icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>SUBMARINE, BOTTOMED</b>  Type: Entity Subtype Entity/Entity Type: MILITARY/SUBMARINE Symbol Set Code: 35 Code: 110103 Icon Type: Main		N/A
<b>OTHER SUBMERSIBLE</b>  Type: Entity Type Entity: MILITARY Symbol Set Code: 35 Code: 110200 Icon Type: Main		N/A
<b>NONSUBMARINE</b>  Type: Entity Type Entity: MILITARY Symbol Set Code: 35 Code: 110300 Icon Type: Full Octagon		N/A
<b>AUTONOMOUS UNDERWATER VEHICLE (AUV)/UNMANNED UNDERWATER VEHICLE (UUV)</b>  Type: Entity Type Entity: MILITARY Symbol Set Code: 35 Code: 110400 Icon Type: Main		N/A
<b>DIVER</b>  Type: Entity Type Entity: MILITARY Symbol Set Code: 35 Code: 110500 Icon Type: Main		N/A
<b>CIVILIAN</b>  Type: Entity Symbol Set Code: 35 Code: 120000 Icon Type: Main		N/A
<b>SUBMERSIBLE</b>  Type: Entity Type Entity: CIVILIAN Symbol Set Code: 35 Code: 120100 Icon Type: Main		N/A

TABLE F-III. Subsurface unit, equipment and installation icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>AUTONOMOUS UNDERWATER VEHICLE (AUV)/UNMANNED UNDERWATER VEHICLE (UUV)</b>  Type: Entity Type Entity: CIVILIAN Symbol Set Code: 35 Code: 120200 Icon Type: Full Octagon		N/A
<b>DIVER</b>  Type: Entity Type Entity: CIVILIAN Symbol Set Code: 35 Code: 120300 Icon Type: Main		N/A
<b>WEAPON</b>  Type: Entity Symbol Set Code: 35 Code: 130000 Icon Type: Main		N/A
<b>TORPEDO</b>  Type: Entity Type Entity: WEAPON Symbol Set Code: 35 Code: 130100 Icon Type: Main		N/A
<b>IMPROVISED EXPLOSIVE DEVICE (IED)</b>  Type: Entity Type Entity: WEAPON Symbol Set Code: 35 Code: 130200 Icon Type: Main		Used with hostile standard identity only.
<b>DECOY</b>  Type: Entity Type Entity: WEAPON Symbol Set Code: 35 Code: 130300 Icon Type: Main		N/A

**F.6.3 Subsurface unit, equipment and installation sector 1 modifiers.** Subsurface unit, equipment and installation sector 1 modifiers denote mission area, weapons capability, asset capability and submarine confidence categories. [Table F-IV](#) lists subsurface unit, equipment and installation sector 1 modifiers and illustrates their placement within the bounding octagon.

TABLE F-IV. Subsurface unit, equipment and installation sector 1 modifiers.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>ANTISUBMARINE WARFARE</b>  Symbol Set Code: 35 Code: 01	MISSION AREA	ASW	N/A
<b>AUXILIARY</b>  Symbol Set Code: 35 Code: 02	MISSION AREA	AUX	Used with SUBMARINE entity type only.
<b>COMMAND AND CONTROL</b>  Symbol Set Code: 35 Code: 03	MISSION AREA	C2	Used with SUBMARINE entity type only.
<b>INTELLIGENCE, SURVEILLANCE, RECONNAISSANCE</b>  Symbol Set Code: 35 Code: 04	MISSION AREA	ISR	N/A
<b>MINE COUNTERMEASURES</b>  Symbol Set Code: 35 Code: 05	MISSION AREA	MCM	N/A
<b>MINE WARFARE</b>  Symbol Set Code: 35 Code: 06	MISSION AREA	MIW	N/A
<b>SURFACE WARFARE</b>  Symbol Set Code: 35 Code: 07	MISSION AREA	SUW	N/A

TABLE F-IV. Subsurface unit, equipment and installation sector 1 modifiers - Continued.

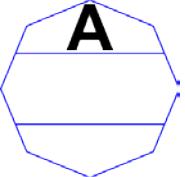
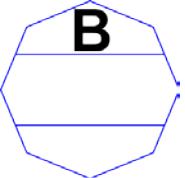
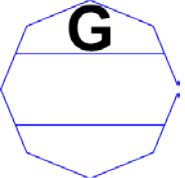
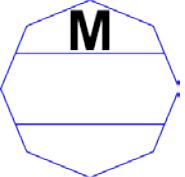
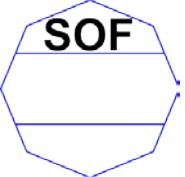
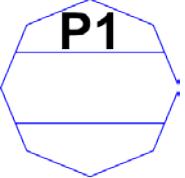
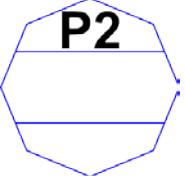
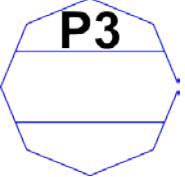
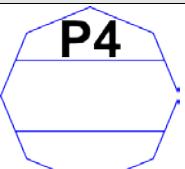
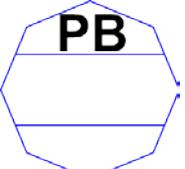
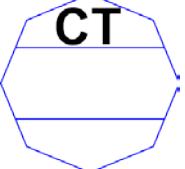
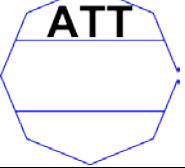
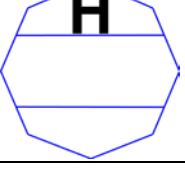
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>ATTACK</b>  Symbol Set Code: 35 Code: 08	WEAPONS CAPABILITY		Used with SUBMARINE entity type only.
<b>BALLISTIC MISSILE</b>  Symbol Set Code: 35 Code: 09	WEAPONS CAPABILITY		Used with SUBMARINE entity type only.
<b>GUIDED MISSILE</b>  Symbol Set Code: 35 Code: 10	WEAPONS CAPABILITY		Used with SUBMARINE entity type only.
<b>OTHER GUIDED MISSILE</b>  Symbol Set Code: 35 Code: 11	WEAPONS CAPABILITY		Used with SUBMARINE entity type only.
<b>SPECIAL OPERATIONS FORCES (SOF)</b>  Symbol Set Code: 35 Code: 12	ASSET CAPABILITY		Used with SUBMARINE entity type only.
<b>POSSIBLE SUBMARINE - LOW 1</b>  Symbol Set Code: 35 Code: 13	SUBMARINE CONFIDENCE		Used with SUBMARINE entity type only.
<b>POSSIBLE SUBMARINE - LOW 2</b>  Symbol Set Code: 35 Code: 14	SUBMARINE CONFIDENCE		Used with SUBMARINE entity type only.
<b>POSSIBLE SUBMARINE - HIGH 3</b>  Symbol Set Code: 35 Code: 15	SUBMARINE CONFIDENCE		Used with SUBMARINE entity type only.

TABLE F-IV. Subsurface unit, equipment and installation sector 1 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>POSSIBLE SUBMARINE - HIGH 4</b>  Symbol Set Code: 35 Code: 16	SUBMARINE CONFIDENCE		Used with SUBMARINE entity type only.
<b>PROBABLE SUBMARINE</b>  Symbol Set Code: 35 Code: 17	SUBMARINE CONFIDENCE		Used with SUBMARINE entity type only.
<b>CERTAIN SUBMARINE</b>  Symbol Set Code: 35 Code: 18	SUBMARINE CONFIDENCE		Used with SUBMARINE entity type only.
<b>ANTI-TORPEDO TORPEDO</b>  Symbol Set Code: 35 Code: 19	WEAPONS CAPABILITY		Used with TORPEDO entity type only.
<b>HIJACKING/HIJACKED</b>  Symbol Set Code: 35 Code: 20	CRIME		N/A

F.6.4 Subsurface unit, equipment and installation sector 2 modifiers. Subsurface unit, equipment and installation sector 2 modifiers denote ship propulsion and UUV control categories. Table F-V lists subsurface unit, equipment and installation sector 2 modifiers and illustrates their placement within the bounding octagon.

TABLE F-V. Subsurface unit, equipment and installation sector 2 modifiers.

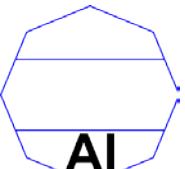
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>AIR INDEPENDENT PROPULSION</b>  Symbol Set Code: 35 Code: 01	SHIP PROPULSION		Used with SUBMARINE entity type only.

TABLE F-V. Subsurface unit, equipment and installation sector 2 modifiers - Continued.

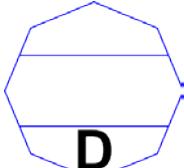
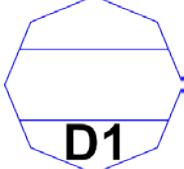
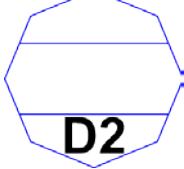
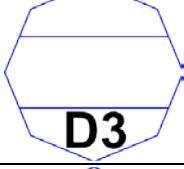
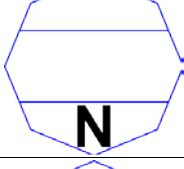
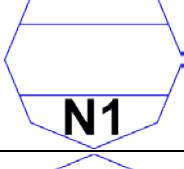
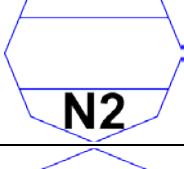
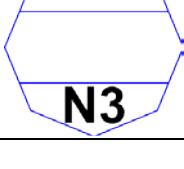
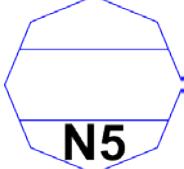
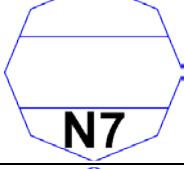
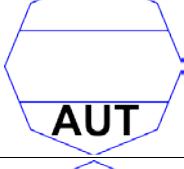
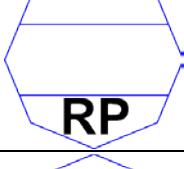
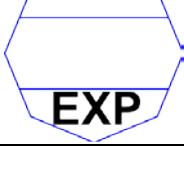
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>DIESEL ELECTRIC, GENERAL</b>  Symbol Set Code: 35 Code: 02	SHIP PROPULSION		Used with SUBMARINE entity type only.
<b>DIESEL - TYPE 1</b>  Symbol Set Code: 35 Code: 03	SHIP PROPULSION		Used with SUBMARINE entity type only.
<b>DIESEL - TYPE 2</b>  Symbol Set Code: 35 Code: 04	SHIP PROPULSION		Used with SUBMARINE entity type only.
<b>DIESEL - TYPE 3</b>  Symbol Set Code: 35 Code: 05	SHIP PROPULSION		Used with SUBMARINE entity type only.
<b>NUCLEAR POWERED, GENERAL</b>  Symbol Set Code: 35 Code: 06	SHIP PROPULSION		Used with SUBMARINE entity type only.
<b>NUCLEAR - TYPE 1</b>  Symbol Set Code: 35 Code: 07	SHIP PROPULSION		Used with SUBMARINE entity type only.
<b>NUCLEAR - TYPE 2</b>  Symbol Set Code: 35 Code: 08	SHIP PROPULSION		Used with SUBMARINE entity type only.
<b>NUCLEAR - TYPE 3</b>  Symbol Set Code: 35 Code: 09	SHIP PROPULSION		Used with SUBMARINE entity type only.

TABLE F-V. Subsurface unit, equipment and installation sector 2 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>NUCLEAR - TYPE 4</b>  Symbol Set Code: 35 Code: 10	SHIP PROPULSION	 <b>N4</b>	Used with SUBMARINE entity type only.
<b>NUCLEAR - TYPE 5</b>  Symbol Set Code: 35 Code: 11	SHIP PROPULSION	 <b>N5</b>	Used with SUBMARINE entity type only.
<b>NUCLEAR - TYPE 6</b>  Symbol Set Code: 35 Code: 12	SHIP PROPULSION	 <b>N6</b>	Used with SUBMARINE entity type only.
<b>NUCLEAR - TYPE 7</b>  Symbol Set Code: 35 Code: 13	SHIP PROPULSION	 <b>N7</b>	Used with SUBMARINE entity type only.
<b>AUTONOMOUS CONTROL</b>  Symbol Set Code: 35 Code: 14	UUV CONTROL	 <b>AUT</b>	Used with AUV/UUV entity type only.
<b>REMOTELY PILOTED</b>  Symbol Set Code: 35 Code: 15	UUV CONTROL	 <b>RP</b>	Used with AUV/UUV entity type only.
<b>EXPENDABLE</b>  Symbol Set Code: 35 Code: 16	UUV CONTROL	 <b>EXP</b>	Used with AUV/UUV entity type only.

F.6.5 Subsurface local tracks. Local tracks are tracks internal to a particular Combat Information Center (CIC). These tracks are not intended to be transmitted outside the ship's CIC. Table F-VI depicts local tracks. Modifiers are not permitted with local track symbols.

F.6.5.1 Fused tracks. Fused tracks are tracks in the process of classification. Multiple sources of incoming information need to be adjudicated and combined (fused) into a single track.

Fused tracks are denoted by a question mark (?) encapsulated within an hourglass icon ([see table F-VI](#)). All fused tracks have a pending standard identity frame.

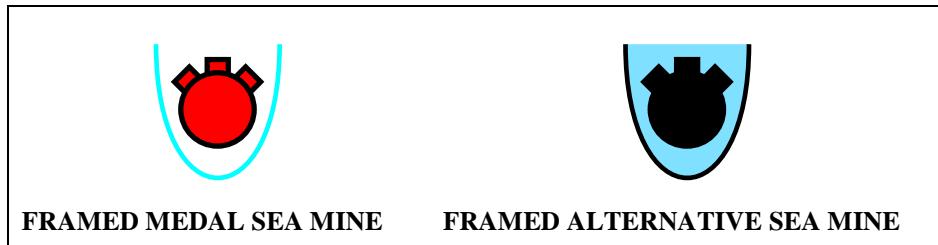
TABLE F-VI. Subsurface local tracks.

DESCRIPTION	ICON	REMARKS
<b>ECHO TRACKER CLASSIFIER (ETC)/POSSIBLE CONTACT (POSCON)</b>  Type: Entity (Local) Symbol Set Code: 35 Code: 140000 Icon Type: Full Octagon		All ETC/POSCON tracks shall have a pending standard identity frame.
<b>FUSED TRACK</b>  Type: Entity (Local) Symbol Set Code: 35 Code: 150000 Icon Type: Full Octagon		All fused tracks shall have a pending standard identity frame.
<b>MANUAL TRACK</b>  Type: Entity (Local) Symbol Set Code: 35 Code: 160000 Icon Type: Full Octagon		N/A

## F.7 MINE WARFARE SYMBOLS

F.7.1 Mine warfare symbols. This section includes the lists of icons for building mine warfare (MIW) symbols. There are no modifiers in MIW symbols.

F.7.2 Mine warfare icons. MIW symbols are represented using Mine Warfare Environmental Decision Aids Library (MEDAL) icons embedded within MIL-STD-2525 standard identity frames. The color in MEDAL icons represents the threat level of that contact. Red denotes mine, orange denotes mine-like contact (MILCO), yellow denotes mine-like echo (MILEC), dark green denotes non-mine mine-like object (or non-mine) and bright green denotes neutralized mine. An alternative icon set directly corresponding to MEDAL icons may also be used. The alternative set depicts the same MEDAL icons, but depicts them as black icons eliminating the color threat coding scheme. The MEDAL icons shall be used with unfilled subsurface frames. The alternative icons shall be used with the normal subsurface frames ([see tables F-I, F-II and F-III](#)). [Figure F-4](#) shows examples of framed MEDAL and alternative icons. [Table F-VII](#) depicts mine warfare icons.

FIGURE F-4. Framing examples of MEDAL and alternative mine warfare icons.TABLE F-VII. Mine warfare icons.

DESCRIPTION	MEDAL ICON	ALTERNATIVE ICON	REMARKS
<b>SEA MINE, GENERAL</b>  Type: Entity Symbol Set Code: 36 Code: 110000 Icon Type: Full Octagon			N/A
<b>SEA MINE, BOTTOM</b>  Type: Entity Type Entity: SEA MINE, GENERAL Symbol Set Code: 36 Code: 110100 Icon Type: Full Octagon			N/A
<b>SEA MINE, MOORED</b>  Type: Entity Type Entity: SEA MINE, GENERAL Symbol Set Code: 36 Code: 110200 Icon Type: Full Octagon			N/A
<b>SEA MINE, FLOATING</b>  Type: Entity Type Entity: SEA MINE, GENERAL Symbol Set Code: 36 Code: 110300 Icon Type: Full Octagon			N/A
<b>SEA MINE, RISING</b>  Type: Entity Type Entity: SEA MINE, GENERAL Symbol Set Code: 36 Code: 110400 Icon Type: Full Octagon			N/A

TABLE F-VII. Mine warfare icons - Continued.

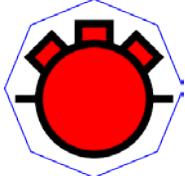
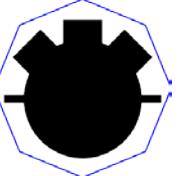
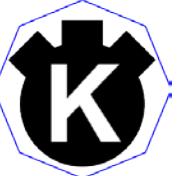
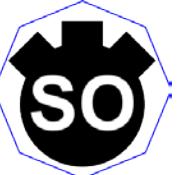
DESCRIPTION	MEDAL ICON	ALTERNATIVE ICON	REMARKS
<b>SEA MINE, OTHER POSITION</b>  Type: Entity Type Entity: SEA MINE, GENERAL Symbol Set Code: 36 Code: 110500 Icon Type: Full Octagon			N/A
<b>KINGFISHER</b>  Type: Entity Type Entity: SEA MINE, GENERAL Symbol Set Code: 36 Code: 110600 Icon Type: Full Octagon	N/A		There is no MEDAL icon associated with this symbol.
<b>SMALL OBJECT, MINE-LIKE</b>  Type: Entity Type Entity: SEA MINE, GENERAL Symbol Set Code: 36 Code: 110700 Icon Type: Full Octagon	N/A		There is no MEDAL icon associated with this symbol.
<b>EXERCISE MINE, GENERAL</b>  Type: Entity Type Entity: SEA MINE, GENERAL Symbol Set Code: 36 Code: 110800 Icon Type: Full Octagon			Used with exercise frame only.
<b>EXERCISE MINE, BOTTOM</b>  Type: Entity Subtype Entity/Entity Type: SEA MINE, GENERAL/EXERCISE MINE, GENERAL Symbol Set Code: 36 Code: 110801 Icon Type: Full Octagon			Used with exercise frame only.

TABLE F-VII. Mine warfare icons - Continued.

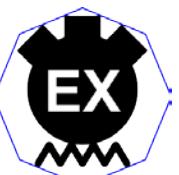
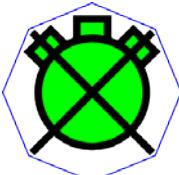
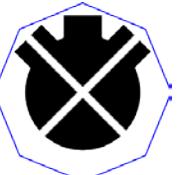
DESCRIPTION	MEDAL ICON	ALTERNATIVE ICON	REMARKS
<b>EXERCISE MINE, MOORED</b>  Type: Entity Subtype Entity/Entity Type: SEA MINE, GENERAL/EXERCISE MINE, GENERAL Symbol Set Code: 36 Code: 110802 Icon Type: Full Octagon			Used with exercise frame only.
<b>EXERCISE MINE, FLOATING</b>  Type: Entity Subtype Entity/Entity Type: SEA MINE, GENERAL/EXERCISE MINE, GENERAL Symbol Set Code: 36 Code: 110803 Icon Type: Full Octagon			Used with exercise frame only.
<b>EXERCISE MINE, RISING</b>  Type: Entity Subtype Entity/Entity Type: SEA MINE, GENERAL/EXERCISE MINE, GENERAL Symbol Set Code: 36 Code: 110804 Icon Type: Full Octagon			Used with exercise frame only.
<b>NEUTRALIZED MINE, GENERAL</b>  Type: Entity Type Entity: SEA MINE, GENERAL Symbol Set Code: 36 Code: 110900 Icon Type: Full Octagon			N/A

TABLE F-VII. Mine warfare icons - Continued.

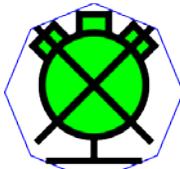
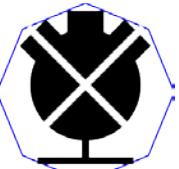
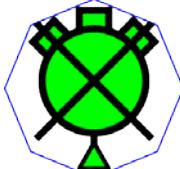
DESCRIPTION	MEDAL ICON	ALTERNATIVE ICON	REMARKS
<b>NEUTRALIZED MINE, BOTTOM</b>  Type: Entity Subtype Entity/Entity Type: SEA MINE, GENERAL/NEUTRALIZED MINE, GENERAL Symbol Set Code: 36 Code: 110901 Icon Type: Full Octagon			N/A
<b>NEUTRALIZED MINE, MOORED</b>  Type: Entity Subtype Entity/Entity Type: SEA MINE, GENERAL/NEUTRALIZED MINE, GENERAL Symbol Set Code: 36 Code: 110902			N/A
<b>NEUTRALIZED MINE, FLOATING</b>  Type: Entity Subtype Entity/Entity Type: SEA MINE, GENERAL/NEUTRALIZED MINE, GENERAL Symbol Set Code: 36 Code: 110903 Icon Type: Full Octagon			N/A
<b>NEUTRALIZED MINE, RISING</b>  Type: Entity Subtype Entity/Entity Type: SEA MINE, GENERAL/NEUTRALIZED MINE, GENERAL Symbol Set Code: 36 Code: 110904 Icon Type: Full Octagon			N/A

TABLE F-VII. Mine warfare icons - Continued.

DESCRIPTION	MEDAL ICON	ALTERNATIVE ICON	REMARKS
<b>NEUTRALIZED MINE, OTHER POSITION</b>  Type: Entity Subtype Entity/Entity Type: SEA MINE, GENERAL/NEUTRALIZED MINE, GENERAL Symbol Set Code: 36 Code: 110905 Icon Type: Full Octagon			N/A
<b>UNEXPLODED ORDNANCE</b>  Type: Entity Symbol Set Code: 36 Code: 120000 Icon Type: Full Octagon			N/A
<b>SEA MINE DECOY</b>  Type: Entity Symbol Set Code: 36 Code: 130000 Icon Type: Full Octagon			N/A
<b>SEA MINE DECOY, BOTTOM</b>  Type: Entity Type Entity: SEA MINE DECOY Symbol Set Code: 36 Code: 130100 Icon Type: Full Octagon			N/A
<b>SEA MINE DECOY, MOORED</b>  Icon Type: Full Octagon  Type: Entity Type Entity: SEA MINE DECOY Symbol Set Code: 36 Code: 130200 Icon Type: Full Octagon			N/A
<b>MINE-LIKE CONTACT (MILCO)</b>  Type: Entity Symbol Set Code: 36 Code: 140000	N/A	N/A	N/A

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TABLE F-VII. Mine warfare icons - Continued.

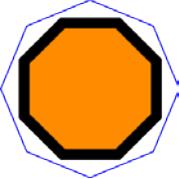
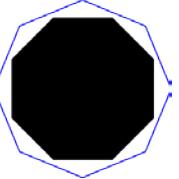
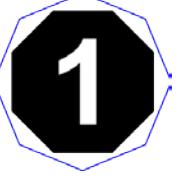
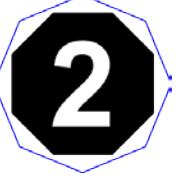
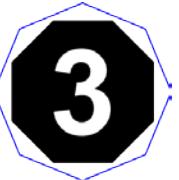
DESCRIPTION	MEDAL ICON	ALTERNATIVE ICON	REMARKS
<b>MILCO - GENERAL</b>  Type: Entity Type Entity: MILCO Symbol Set Code: 36 Code: 140100 Icon Type: Full Octagon			N/A
<b>MILCO - GENERAL, CONFIDENCE LEVEL 1</b>  Type: Entity Subtype Entity/Entity Type:MILCO/MILCO- GENERAL Symbol Set Code: 36 Code: 140101 Icon Type: Full Octagon			N/A
<b>MILCO - GENERAL, CONFIDENCE LEVEL 2</b>  Type: Entity Subtype Entity/Entity Type: MILCO/MILCO-GENERAL Symbol Set Code: 36 Code: 140102 Icon Type: Full Octagon			N/A
<b>MILCO - GENERAL, CONFIDENCE LEVEL 3</b>  Type: Entity Subtype Entity/Entity Type: MILCO/MILCO-GENERAL Symbol Set Code: 36 Code: 140103 Icon Type: Full Octagon			N/A
<b>MILCO - GENERAL, CONFIDENCE LEVEL 4</b>  Type: Entity Subtype Entity/Entity Type: MILCO/MILCO-GENERAL Symbol Set Code: 36 Code: 140104 Icon Type: Full Octagon			N/A

TABLE F-VII. Mine warfare icons - Continued.

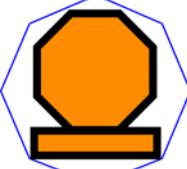
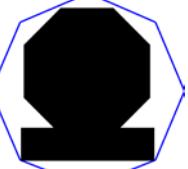
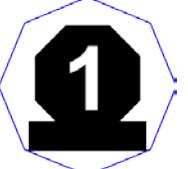
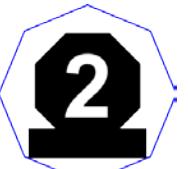
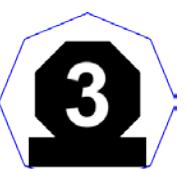
DESCRIPTION	MEDAL ICON	ALTERNATIVE ICON	REMARKS
<b>MILCO - GENERAL, CONFIDENCE LEVEL 5</b>  Type: Entity Subtype Entity/Entity Type: MILCO/MILCO-GENERAL Symbol Set Code: 36 Code: 140105 Icon Type: Full Octagon			N/A
<b>MILCO - BOTTOM</b>  Type: Entity Type Entity: MILCO Symbol Set Code: 36 Code: 140200 Icon Type: Full Octagon			N/A
<b>MILCO - BOTTOM, CONFIDENCE LEVEL 1</b>  Type: Entity Subtype Entity/Entity Type: MILCO/MILCO-BOTTOM Symbol Set Code: 36 Code: 140201 Icon Type: Full Octagon			N/A
<b>MILCO - BOTTOM, CONFIDENCE LEVEL 2</b>  Type: Entity Subtype Entity/Entity Type: MILCO/MILCO-BOTTOM Symbol Set Code: 36 Code: 140202 Icon Type: Full Octagon			N/A
<b>MILCO - BOTTOM, CONFIDENCE LEVEL 3</b>  Type: Entity Subtype Entity/Entity Type: MILCO/MILCO-BOTTOM Symbol Set Code: 36 Code: 140203 Icon Type: Full Octagon			N/A

TABLE F-VII. Mine warfare icons - Continued.

DESCRIPTION	MEDAL ICON	ALTERNATIVE ICON	REMARKS
<b>MILCO - BOTTOM, CONFIDENCE LEVEL 4</b>  Type: Entity Subtype Entity/Entity Type: MILCO/MILCO-BOTTOM Symbol Set Code: 36 Code: 140204 Icon Type: Full Octagon			N/A
<b>MILCO - BOTTOM, CONFIDENCE LEVEL 5</b>  Type: Entity Subtype Entity/Entity Type: MILCO/MILCO-BOTTOM Symbol Set Code: 36 Code: 140205 Icon Type: Full Octagon			N/A
<b>MILCO - MOORED</b>  Type: Entity Type Entity: MILCO Symbol Set Code: 36 Code: 140300 Icon Type: Full Octagon			N/A
<b>MILCO - MOORED, CONFIDENCE LEVEL 1</b>  Type: Entity Subtype Entity/Entity Type: MILCO/MILCO-MOORED Symbol Set Code: 36 Code: 140301 Icon Type: Full Octagon			N/A
<b>MILCO - MOORED, CONFIDENCE LEVEL 2</b>  Type: Entity Subtype Entity/Entity Type: MILCO/MILCO-MOORED Symbol Set Code: 36 Code: 140302 Icon Type: Full Octagon			N/A

TABLE F-VII. Mine warfare icons - Continued.

DESCRIPTION	MEDAL ICON	ALTERNATIVE ICON	REMARKS
<b>MILCO - MOORED, CONFIDENCE LEVEL 3</b>  Type: Entity Subtype Entity/Entity Type: MILCO/MILCO-MOORED Symbol Set Code: 36 Code: 140303 Icon Type: Full Octagon			N/A
<b>MILCO - MOORED, CONFIDENCE LEVEL 4</b>  Type: Entity Subtype Entity/Entity Type: MILCO/MILCO-MOORED Symbol Set Code: 36 Code: 140304 Icon Type: Full Octagon			N/A
<b>MILCO - MOORED, CONFIDENCE LEVEL 5</b>  Type: Entity Subtype Entity/Entity Type: MILCO/MILCO-MOORED Symbol Set Code: 36 Code: 140305 Icon Type: Full Octagon			N/A
<b>MILCO - FLOATING</b>  Type: Entity Type Entity: MILCO Symbol Set Code: 36 Code: 140400 Icon Type: Full Octagon			N/A
<b>MILCO - FLOATING, CONFIDENCE LEVEL 1</b>  Type: Entity Subtype Entity/Entity Type: MILCO/MILCO- FLOATING Symbol Set Code: 36 Code: 140401 Icon Type: Full Octagon			N/A

TABLE F-VII. Mine warfare icons - Continued.

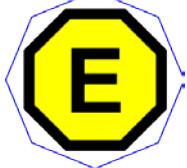
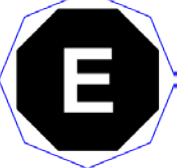
DESCRIPTION	MEDAL ICON	ALTERNATIVE ICON	REMARKS
<b>MILCO - FLOATING, CONFIDENCE LEVEL 2</b>  Type: Entity Subtype Entity/Entity Type: MILCO/MILCO-FLOATING Symbol Set Code: 36 Code: 140402 Icon Type: Full Octagon			N/A
<b>MILCO - FLOATING, CONFIDENCE LEVEL 3</b>  Type: Entity Subtype Entity/Entity Type: MILCO/MILCO-FLOATING Symbol Set Code: 36 Code: 140403 Icon Type: Full Octagon			N/A
<b>MILCO - FLOATING, CONFIDENCE LEVEL 4</b>  Type: Entity Subtype Entity/Entity Type: MILCO/MILCO-FLOATING Symbol Set Code: 36 Code: 140404 Icon Type: Full Octagon			N/A
<b>MILCO - FLOATING, CONFIDENCE LEVEL 5</b>  Type: Entity Subtype Entity/Entity Type: MILCO/MILCO-FLOATING Symbol Set Code: 36 Code: 140405 Icon Type: Full Octagon			N/A
<b>MINE-LIKE ECHO (MILEC), GENERAL</b>  Type: Entity Symbol Set Code: 36 Code: 150000 Icon Type: Full Octagon			N/A

TABLE F-VII. Mine warfare icons - Continued.

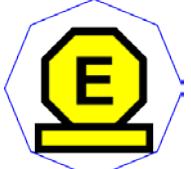
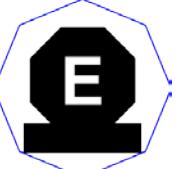
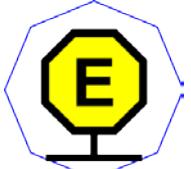
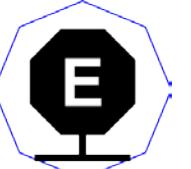
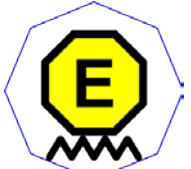
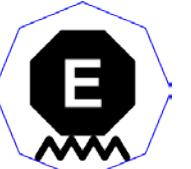
DESCRIPTION	MEDAL ICON	ALTERNATIVE ICON	REMARKS
<b>MINE-LIKE ECHO, BOTTOM</b>  Type: Entity Type Entity: MINE-LIKE ECHO (MILEC), GENERAL Symbol Set Code: 36 Code: 150100 Icon Type: Full Octagon			N/A
<b>MINE-LIKE ECHO, MOORED</b>  Type: Entity Type Entity: MINE-LIKE ECHO (MILEC), GENERAL Symbol Set Code: 36 Code: 150200 Icon Type: Full Octagon			N/A
<b>MINE-LIKE ECHO, FLOATING</b>  Type: Entity Type Entity: MINE-LIKE ECHO (MILEC), GENERAL Symbol Set Code: 36 Code: 150300 Icon Type: Full Octagon			N/A
<b>NEGATIVE REACQUISITION, GENERAL</b>  Type: Entity Symbol Set Code: 36 Code: 160000 Icon Type: Full Octagon			N/A
<b>NEGATIVE REACQUISITION, BOTTOM</b>  Type: Entity Type Entity: NEGATIVE REACQUISITION, GENERAL Symbol Set Code: 36 Code: 160100 Icon Type: Full Octagon			N/A

TABLE F-VII. Mine warfare icons - Continued.

DESCRIPTION	MEDAL ICON	ALTERNATIVE ICON	REMARKS
<b>NEGATIVE REACQUISITION, MOORED</b>  Type: Entity Type Entity: NEGATIVE REACQUISITION, GENERAL Symbol Set Code: 36 Code: 160200 Icon Type: Full Octagon			N/A
<b>NEGATIVE REACQUISITION, FLOATING</b>  Type: Entity Type Entity: NEGATIVE REACQUISITION, GENERAL Symbol Set Code: 36 Code: 160300 Icon Type: Full Octagon			N/A
<b>OBSTRUCTOR</b>  Type: Entity Symbol Set Code: 36 Code: 170000 Icon Type: Full Octagon			N/A
<b>NEUTRALIZED OBSTRUCTOR</b>  Type: Entity Type Entity: OBSTRUCTOR Symbol Set Code: 36 Code: 170100 Icon Type: Full Octagon			N/A
<b>GENERAL MINE ANCHOR</b>  Type: Entity Symbol Set Code: 36 Code: 180000 Icon Type: Full Octagon			N/A
<b>NON-MINE MINE-LIKE OBJECT (NMLO), GENERAL</b>  Type: Entity Symbol Set Code: 36 Code: 190000 Icon Type: Full Octagon			N/A

TABLE F-VII. Mine warfare icons - Continued.

DESCRIPTION	MEDAL ICON	ALTERNATIVE ICON	REMARKS
<b>NON-MINE MINE-LIKE OBJECT, BOTTOM</b>  Type: Entity Type Entity: NON-MINE MINE-LIKE OBJECT (NMLO), GENERAL Symbol Set Code: 36 Code: 190100 Icon Type: Full Octagon			N/A
<b>NON-MINE MINE-LIKE OBJECT, MOORED</b>  Type: Entity Type Entity: NON-MINE MINE-LIKE OBJECT (NMLO), GENERAL Symbol Set Code: 36 Code: 190200 Icon Type: Full Octagon			N/A
<b>NON-MINE MINE-LIKE OBJECT, FLOATING</b>  Type: Entity Type Entity: NON-MINE MINE-LIKE OBJECT (NMLO), GENERAL Symbol Set Code: 36 Code: 190300 Icon Type: Full Octagon			N/A
<b>ENVIRONMENTAL REPORT LOCATION</b>  Type: Entity Symbol Set Code: 36 Code: 200000 Icon Type: Full Octagon			N/A
<b>DIVE REPORT LOCATION</b>  Type: Entity Symbol Set Code: 36 Code: 210000 Icon Type: Full Octagon			N/A

## APPENDIX G - ACTIVITIES SYMBOLS

## G.1 SCOPE

G.1.1 Scope. In this appendix, activities across the range of military operations use various symbols to predominately show support. Activities include stability operations, defense support to civil authorities, foreign humanitarian assistance, incidents, natural events, and operations. Among the types of activities represented are acts of terrorism, sabotage, crime, natural disasters, relief operations, and the uncontrolled movement of large numbers of people. The tables in this appendix present the icons and modifiers used for support stability operations, defense support to civil authorities, and foreign humanitarian assistance. Many of these icons represent emergency first response events used in a civilian community. This appendix is a mandatory part of the standard. The information contained herein is intended for compliance.

## G.2 APPLICABLE DOCUMENTS

Specific documents in [2.2](#) of this standard apply to this appendix.

## G.3 DEFINITIONS

The definitions in [section 3](#) of this standard apply to this appendix.

## G.4 GENERAL REQUIREMENTS

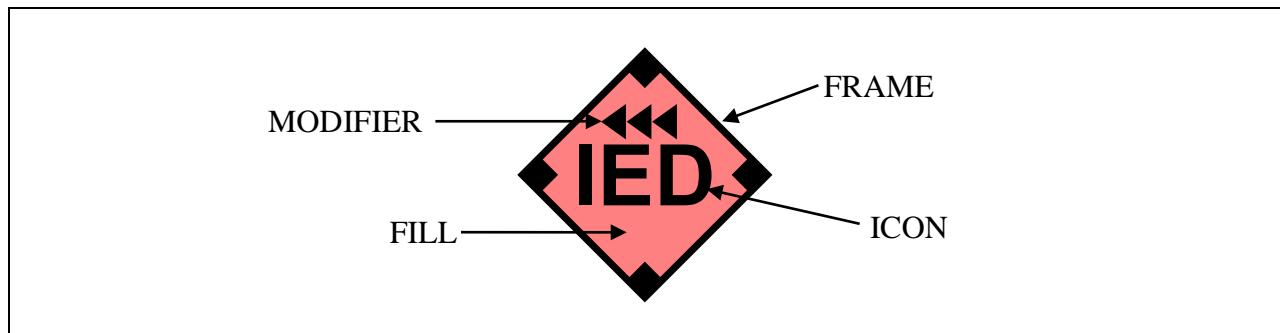
G.4.1 Organization. This appendix contains technical specifications, a symbol coding scheme, a symbology hierarchy and supports activies symbology.

## G.5 DETAILED REQUIREMENTS

G.5.1 Technical specifications. Composition, construction and display of symbols are explained in the detailed requirements section of the standard.

G.5.2 Symbol identification coding scheme. A symbol identification code (SIDC) is a numeric string that may be used to provide the unique identifier necessary to display or exchange symbol information between MIL-STD-2525 compliant systems. Refer to [Appendix A](#) for SIDC positions and descriptions.

G.5.3 Composition of activities symbols. A standard method for constructing symbols is presented. Refer to [5.3.8](#) for an explanation of symbol composition. [Figure G-1](#) shows an example of a activites symbol.

FIGURE G-1. Activities components.

G.5.3.1 Symbol building process. [Table G-I](#) depicts the symbol building process for activities symbols. The process is identical for icons and modifiers requiring the vertical bounding octagon. Activities symbols use the land frames for units, equipment and installations, as well as the activity/event frames for incidents.

TABLE G-I. Activities symbol building process.

STEP	DESCRIPTION	EXAMPLE
1.	<p>Choose the frame that matches the standard identity of the object from the activity/event column in tables I, II, or III. In this example, the standard identity is hostile.</p> <p>The example depicts a “hostile incident.”</p>	
2.	<p>Choose an icon for the symbol. In this example, the icon is “IED,” an equipment entity subtype.</p> <p>The example depicts a “hostile IED incident.”</p>	
3.	<p>If required, choose a modifier to depict an additional characteristic of the icon. In this example, the modifier is “hoax,” a sector 1 modifier.</p> <p>The example depicts “hostile IED hoax incident.”</p> <p>Note: There are no sector 2 modifiers in activities symbols.</p>	

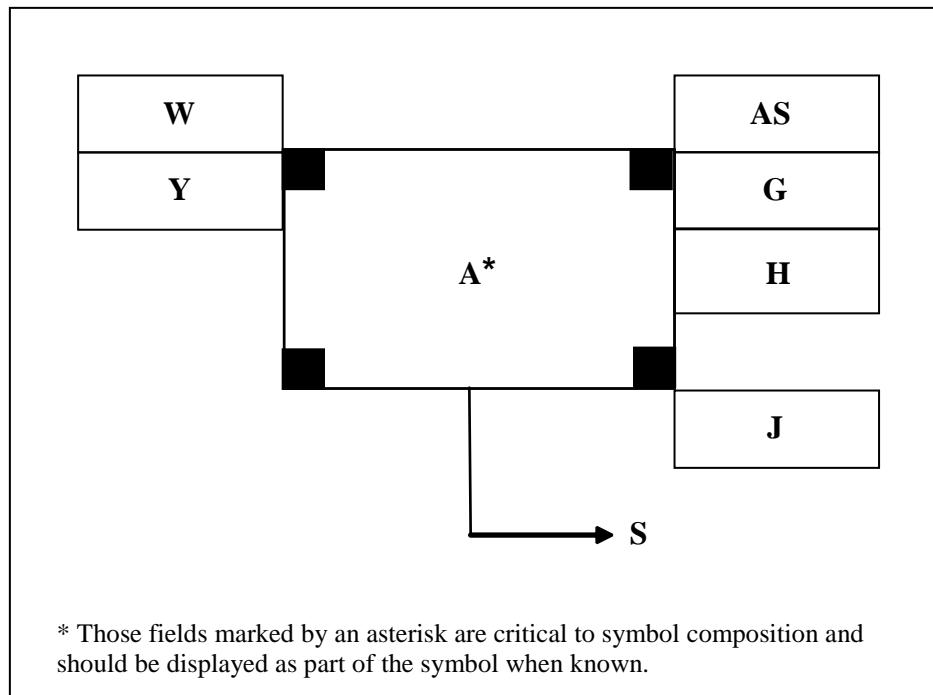
TABLE G-I. Activities symbol building process - Continued.

STEP	DESCRIPTION	EXAMPLE
4.	The finished symbol will appear as shown in the example.	

G.5.3.2 Icons and modifiers. All icons shall be placed within the main sector of the bounding octagon ([see table G-I](#)). When depicted, modifiers shall be placed in sectors 1 or 2 as appropriate ([see table G-I](#)). Only one modifier may be placed in each sector at a given time. Multiple modifiers in the same position are prohibited due to legibility concerns.

#### G.5.3.3 Amplifiers.

G.5.3.3.1 Text amplifiers. The purpose of the static text amplifiers described in this appendix is to standardize the display of additional alphanumerical information on identity, movement and location and capabilities. [See 5.1.6](#) for more information on amplifiers. [Figure G-2](#) shows the placement of activities symbol amplifiers around the friend symbol frame. [Table G-II](#) provides descriptions and formats of each amplifier.

FIGURE G-2. Activities icon, modifier and amplifier fields.

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**TABLE G-II. Description of icon, modifier and amplifier fields for activities symbols.**

<b>Field</b>	<b>Field Title</b>	<b>Description</b>	<b>Text/Graphic</b>
A	Symbol	Symbol contains an icon in the “Main” sector of the bounding octagon and may contain a modifier in sector 1, sector 2, or both.	Either
G	Staff Comments	Free text. Can be used by staff for information required by commander.	Text
H	Additional Information	Free text.	Text
J	Evaluation Rating	Degree of confidence that may be placed on the information represented by the symbol. It is shown as one letter and one number made up of Reliability of Source and Credibility of Information. <a href="#"><u>(STANAG 2511)</u></a> .  Reliability of Source: A. Completely reliable B. Usually reliable C. Fairly reliable D. Not usually reliable E. Unreliable F. Reliability cannot be judged.  Credibility of Information: 1. Confirmed by other sources 2. Probably true 3. Possibly true 4. Doubtful 5. Improbable 6. Truth cannot be judged.	Text
S	Offset Location Indicator	It is used to denote precise location.	Graphic
W	Date-Time Group	An alphanumeric designator for displaying a date-time group (DDHHMMSSZMONYY) or “O/O” for on 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 two digits. The first pair of digits represents the day; the second pair, the hour; the third pair, the minutes. The last two digits of the year are after the month. For automated systems, two digits may be added before the time zone suffix and after the minutes to designate seconds.	Text
Y	Location	A text amplifier for units, equipment and installations that displays a symbol’s location in degrees, minutes and decimal minutes (or in MGRS or other applicable display format).	Text
AS	Country Indicator	A three-letter code that indicates the country of origin of the organization ( <a href="#"><u>STANAG 1059</u></a> ). In stability activities, this field can be used for factions or groups.	Text

**G.5.3.3.2 Graphic amplifiers.** Graphic amplifiers can be static, located in a fixed position in relation to a track's symbol, or dynamic and move about the symbol based on the track's characteristics. [See 5.1.6](#) for more information on amplifiers, including examples of dynamic amplifiers.

## G.6 ACTIVITIES SYMBOLS

**G.6.1 Activities symbols.** This section includes the lists of icons and modifiers for building activities symbols.

**G.6.2 Activities icons.** [Table G-III](#) depicts activities icons.

TABLE G-III. Activities icons.

DESCRIPTION	ICON	REMARKS
<b>INCIDENT</b>  Type: Entity Symbol Set Code: 40 Code: <b>110000</b>	N/A	No icon is associated with this entity. It is for hierachal purposes only.
<b>CRIMINAL ACTIVITY INCIDENT</b>  Type: Entity Type Entity: INCIDENT Symbol Set Code: 40 Code: <b>110100</b> Icon Type: Full Octagon		N/A
<b>ARREST</b>  Type: Entity Subtype Entity: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: <b>110101</b> Icon Type: Full Octagon		N/A
<b>ARSON</b>  Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: <b>110102</b> Icon Type: Full Octagon		N/A
<b>ATTEMPTED CRIMINAL ACTIVITY</b>  Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: <b>110103</b> Icon Type: Main		APP-6C

TABLE G-III. Activities icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>DRIVE-BY SHOOTING</b>  Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 110104 Icon Type: Full Octagon		N/A
<b>DRUG RELATED</b>  Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 110105 Icon Type: Main		APP-6C
<b>EXTORTION</b>  Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 110106 Icon Type: Full Octagon		N/A
<b>GRAFFITI</b>  Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 110107 Icon Type: Full Octagon		N/A
<b>KILLING</b>  Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 110108 Icon Type: Main		N/A
<b>POISONING</b>  Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 110109 Icon Type: Full Octagon		N/A

TABLE G-III. Activities icons - Continued.

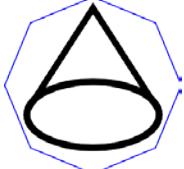
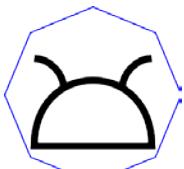
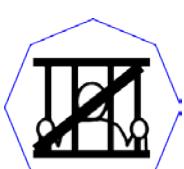
DESCRIPTION	ICON	REMARKS
<b>CIVIL RIOTING</b>  Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 110110 Icon Type: Main		N/A
<b>BOOBY TRAP</b>  Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 110111 Icon Type: Full Octagon		N/A
<b>HOME EVICTION</b>  Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 110112 Icon Type: Full Octagon		N/A
<b>BLACK MARKETING</b>  Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 110113 Icon Type: Full Octagon		N/A
<b>VANDALISM / LOOT / RANSACK / PLUNDER</b>  Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 110114 Icon Type: Full Octagon		N/A
<b>JAIL BREAK</b>  Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 110115 Icon Type: Full Octagon		N/A

TABLE G-III. Activities icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>ROBBERY</b>  Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 110116 Icon Type: Main		N/A
<b>THEFT</b>  Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 110117 Icon Type: Main		N/A
<b>BURGLARY</b>  Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 110118 Icon Type: Main		N/A
<b>SMUGGLING</b>  Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 110119 Icon Type: Main		N/A
<b>ROCK THROWING</b>  Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 110120 Icon Type: Full Octagon		N/A
<b>DEAD BODY</b>  Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 110121 Icon Type: Full Octagon		N/A

TABLE G-III. Activities icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>SABOTAGE</b>  Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Code: 110122 Icon Type: Main		N/A
<b>SUSPICIOUS ACTIVITY</b>  Type: Entity Subtype Entity/Entity Type: INCIDENT/ CRIMINAL ACTIVITY INCIDENT Symbol Set Code: 40 Code: 110123 Icon Type: Full Octagon		N/A
<b>BOMB/BOMBING</b>  Type: Entity Type Entity: INCIDENT Symbol Set Code: 40 Code: 110200 Icon Type: Main		N/A
<b>BOMB THREAT</b>  Type: Entity Subtype Entity/Entity Type: INCIDENT/BOMB/BOMBING Symbol Set Code: 40 Code: 110201 Icon Type: Full Octagon		N/A
<b>IED EVENT</b>  Type: Entity Type Entity: INCIDENT Symbol Set Code: 40 Code: 110300 Icon Type: Main		N/A
<b>IED EXPLOSION</b>  Type: Entity Subtype Entity/Entity Type: INCIDENT/IED EVENT Symbol Set Code: 40 Code: 110301 Icon Type: Full Octagon		N/A

TABLE G-III. Activities icons - Continued.

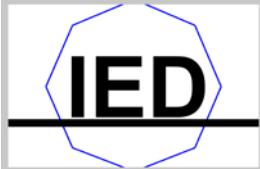
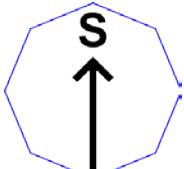
DESCRIPTION	ICON	REMARKS
<b>PREMATURE IED EXPLOSION</b>  Type: Entity Subtype Entity/Entity Type: INCIDENT/IED EVENT Symbol Set Code: 40 Code: 110302 Icon Type: Full Octagon		N/A
<b>IED CACHE</b>  Type: Entity Subtype Entity/Entity Type: INCIDENT/IED EVENT Symbol Set Code: 40 Code: 110303 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
<b>IED SUICIDE BOMBER</b>  Type: Entity Subtype Entity/Entity Type: INCIDENT/IED EVENT Symbol Set Code: 40 Code: 110304 Icon Type: Full Octagon		N/A
<b>SHOOTING</b>  Type: Entity Type Entity: INCIDENT Symbol Set Code: 40 Code: 110400 Icon Type: Full Octagon		N/A
<b>SNIPING</b>  Type: Entity Subtype Entity/Entity Type: INCIDENT/SHOOTING Symbol Set Code: 40 Code: 110401 Icon Type: Full Octagon		N/A
<b>ILLEGAL DRUG OPERATION</b>  Type: Entity Type Entity: INCIDENT Symbol Set Code: 40 Code: 110500 Icon Type: Main		N/A

TABLE G-III. Activities icons - Continued.

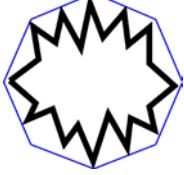
DESCRIPTION	ICON	REMARKS
<b>TRAFFICKING</b>  Type: Entity Subtype Entity/Entity Type: INCIDENT/ILLEGAL DRUG OPERATION Symbol Set Code: 40 Code: 110501 Icon Type: Full Octagon		N/A
<b>ILLEGAL DRUG LAB</b>  Type: Entity Subtype Entity/Entity Type: INCIDENT/ILLEGAL DRUG OPERATION Symbol Set Code: 40 Code: 110502 Icon Type: Full Octagon		N/A
<b>EXPLOSION</b>  Type: Entity Type Entity: INCIDENT Symbol Set Code: 40 Code: 110600 Icon Type: Full Octagon		N/A
<b>GRENADE EXPLOSION</b>  Type: Entity Subtype Entity: INCIDENT/EXPLOSION Symbol Set Code: 40 Code: 110601 Icon Type: Full Octagon		N/A
<b>INCENDIARY EXPLOSION</b>  Type: Entity Subtype Entity: INCIDENT/EXPLOSION Symbol Set Code: 40 Code: 110602 Icon Type: Full Octagon		N/A
<b>MINE EXPLOSION</b>  Type: Entity Subtype Entity: INCIDENT/EXPLOSION Symbol Set Code: 40 Code: 110603 Icon Type: Full Octagon		N/A

TABLE G-III. Activities icons - Continued.

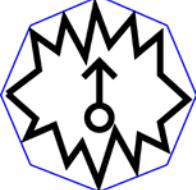
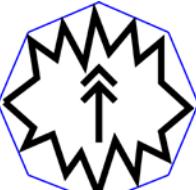
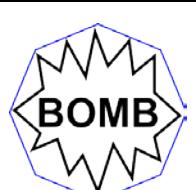
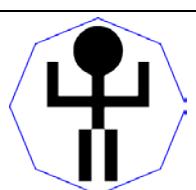
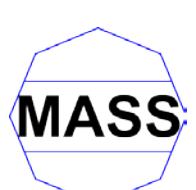
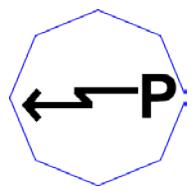
DESCRIPTION	ICON	REMARKS
<b>MORTAR FIRE EXPLOSION</b>  Type: Entity Subtype Entity: INCIDENT/EXPLOSION Symbol Set Code: 40 Code: 110604 Icon Type: Full Octagon		N/A
<b>ROCKET EXPLOSION</b>  Type: Entity Subtype Entity: INCIDENT/EXPLOSION Symbol Set Code: 40 Code: 110605 Icon Type: Full Octagon		N/A
<b>BOMB EXPLOSION</b>  Type: Entity Subtype Entity: INCIDENT/EXPLOSION Symbol Set Code: 40 Code: 110606 Icon Type: Full Octagon		N/A
<b>CIVIL DISTURBANCE</b>  Type: Entity Symbol Set Code: 40 Code: 120000 Icon Type: Full Octagon		
<b>DEMONSTRATION</b>  Type: Entity Type Entity/Entity Type: CIVIL DISTURBANCE Symbol Set Code: 40 Code: 120100 Icon Type: Main		N/A
<b>OPERATION</b>  Type: Entity Symbol Set Code: 40 Code: 130000	N/A	No icon is associated with this entity. It is for hierachal purposes only.
<b>PATROLLING</b>  Type: Entity Type Entity: OPERATION Symbol Set Code: 40 Code: 130100 Icon Type: Full Octagon		N/A

TABLE G-III. Activities icons - Continued.

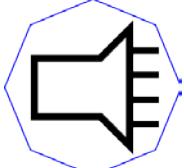
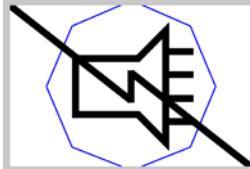
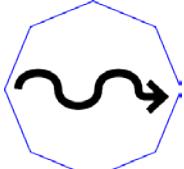
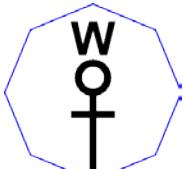
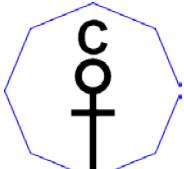
DESCRIPTION	ICON	REMARKS
<b>MILITARY INFORMATION SUPPORT OPERATION (MISO)</b>  Type: Entity Type Entity: OPERATION Symbol Set Code: 40 Code: 130200 Icon Type: Full Octagon		N/A
<b>TV AND RADIO PROPAGANDA</b>  Type: Entity Subtype Entity/Entity Type: OPERATION/MISO OPERATION Symbol Set Code: 40 Code: 130201 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
<b>FORAGING/SEARCHING</b>  Type: Entity Type Entity: OPERATION Symbol Set Code: 40 Code: 130300 Icon Type: Full Octagon		N/A
<b>RECRUITMENT</b>  Type: Entity Type Entity: OPERATION Symbol Set Code: 40 Code: 130400	N/A	No icon is associated with this entity. It is for hierachal purposes only.
<b>WILLING</b>  Type: Entity Subtype Entity/Entity Type: OPERATION/RECRUITMENT Symbol Set Code: 40 Code: 130401 Icon Type: Full Octagon		N/A
<b>COERCED/IMPRESSED</b>  Type: Entity Subtype Entity/Entity Type: OPERATION/RECRUITMENT Symbol Set Code: 40 Code: 130402 Icon Type: Full Octagon		N/A

TABLE G-III. Activities icons - Continued.

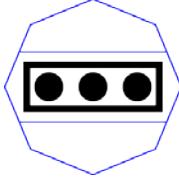
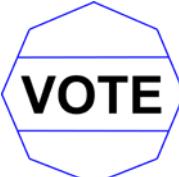
DESCRIPTION	ICON	REMARKS
<b>MINE LAYING</b>  Type: Entity Type Entity: OPERATION Symbol Set Code: 40 Code: 130500 Icon Type: Main		N/A
<b>SPY</b>  Type: Entity Type Entity: OPERATION Symbol Set Code: 40 Code: 130600 Icon Type: Main		N/A
<b>WARRANT SERVED</b>  Type: Entity Type Entity: OPERATION Symbol Set Code: 40 Code: 130700 Icon Type: Main		N/A
<b>EXFILTRATION</b>  Type: Entity Type Entity: OPERATION Symbol Set Code: 40 Code: 130800 Icon Type: Full Octagon		N/A
<b>INFILTRATION</b>  Type: Entity Type Entity: OPERATION Symbol Set Code: 40 Code: 130900 Icon Type: Full Octagon		N/A
<b>MEETING</b>  Type: Entity Type Entity: OPERATION Symbol Set Code: 40 Code: 131000 Icon Type: Full Octagon		N/A
<b>POLLING PLACE/ELECTION</b>  Type: Entity Type Entity: OPERATION/MEETING Symbol Set Code: 40 Code: 131001 Icon Type: Full Octagon		N/A

TABLE G-III. Activities icons - Continued.

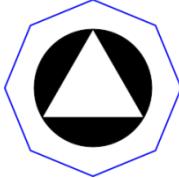
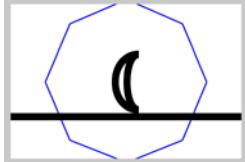
DESCRIPTION	ICON	REMARKS
<b>RAID ON HOUSE</b>  Type: Entity Type Entity: OPERATION Symbol Set Code: 40 Code: 131100 Icon Type: Full Octagon		N/A
<b>EMERGENCY OPERATION</b>  Type: Entity Type Entity: OPERATION Symbol Set Code: 40 Code: 131200 Icon Type: Full Octagon		N/A
<b>EMERGENCY COLLECTION EVACUATION POINT</b>  Type: Entity Subtype Entity/Entity Type: OPERATION/EMERGENCY OPERATION Symbol Set Code: 40 Code: 131201 Icon Type: Full Octagon		N/A
<b>EMERGENCY FOOD DISTRIBUTION</b>  Type: Entity Type Entity: OPERATION Symbol Set Code: 40 Code: 131202 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.
<b>EMERGENCY INCIDENT COMMAND CENTER</b>  Type: Entity Subtype Entity/Entity Type: OPERATION/EMERGENCY OPERATION Symbol Set Code: 40 Code: 131203 Icon Type: Full Octagon		N/A

TABLE G-III. Activities icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>EMERGENCY OPERATIONS CENTER</b>  Type: Entity Subtype Entity/Entity Type: OPERATION/EMERGENCY OPERATION Symbol Set Code: 40 Code: 131204 Icon Type: Full Octagon		N/A
<b>EMERGENCY PUBLIC INFORMATION CENTER</b>  Type: Entity Subtype Entity/Entity Type: OPERATION/EMERGENCY OPERATION Symbol Set Code: 40 Code: 131205 Icon Type: Full Octagon		N/A
<b>EMERGENCY SHELTER</b>  Type: Entity Subtype Entity/Entity Type: OPERATION/EMERGENCY OPERATION Symbol Set Code: 40 Code: 131206 Icon Type: Full Octagon		N/A
<b>EMERGENCY STAGING AREA</b>  Type: Entity Subtype Entity/Entity Type: OPERATION/EMERGENCY OPERATION Symbol Set Code: 40 Code: 131207 Icon Type: Full Octagon		N/A
<b>EMERGENCY WATER DISTRIBUTION CENTER</b>  Type: Entity Subtype Entity/Entity Type: OPERATION/EMERGENCY OPERATION Symbol Set Code: 40 Code: 131208 Icon Type: Full Frame		The grey box is not to be drawn. It is shown here only as a reference to position and proportion of the icon within the frame.

TABLE G-III. Activities icons - Continued.

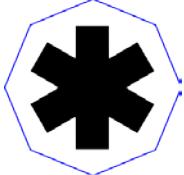
DESCRIPTION	ICON	REMARKS
<b>EMERGENCY MEDICAL OPERATIONS</b>  Type: Entity Type Entity: OPERATION Symbol Set Code: 40 Code: 131300 Icon Type: Full Octagon		N/A
<b>EMT STATION LOCATION</b>  Type: Entity Subtype Entity/Entity Type: OPERATION/EMERGENCY MEDICAL OPERATION Symbol Set Code: 40 Code: 131301 Icon Type: Full Octagon		N/A
<b>HEALTH DEPARTMENT FACILITY</b>  Type: Entity Subtype Entity/Entity Type: OPERATION/EMERGENCY MEDICAL OPERATION Symbol Set Code: 40 Code: 131302 Icon Type: Full Octagon		N/A
<b>MEDICAL FACILITIES OUTPATIENT</b>  Type: Entity Subtype Entity/Entity Type: OPERATION/EMERGENCY MEDICAL OPERATION Symbol Set Code: 40 Code: 131303 Icon Type: Full Octagon		N/A
<b>MORGUE</b>  Type: Entity Subtype Entity/Entity Type: OPERATION/EMERGENCY MEDICAL OPERATION Symbol Set Code: 40 Code: 131304 Icon Type: Full Octagon		N/A

TABLE G-III. Activities icons - Continued.

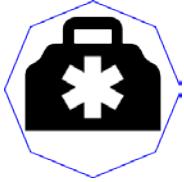
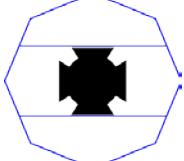
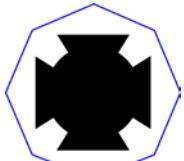
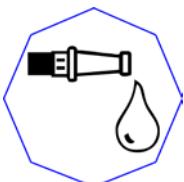
DESCRIPTION	ICON	REMARKS
<b>PHARMACY</b>  Type: Entity Subtype Entity/Entity Type: OPERATION/EMERGENCY MEDICAL OPERATION Symbol Set Code: 40 Code: 131305 Icon Type: Full Octagon		N/A
<b>TRIAGE</b>  Type: Entity Subtype Entity/Entity Type: OPERATION/EMERGENCY MEDICAL OPERATION Symbol Set Code: 40 Code: 131306 Icon Type: Full Octagon		N/A
<b>FIRE FIGHTING OPERATION</b>  Type: Entity Type Entity: OPERATION Symbol Set Code: 40 Code: 131400 Icon Type: Main		N/A
<b>FIRE HYDRANT</b>  Type: Entity Type Entity: OPERATION/ FIRE FIGHTING OPERATION Symbol Set Code: 40 Code: 131401 Icon Type: Full Octagon		N/A
<b>FIRE STATION</b>  Type: Entity Type Entity: OPERATION/ FIRE FIGHTING OPERATION Symbol Set Code: 40 Code: 131402 Icon Type: Full Octagon		N/A
<b>OTHER WATER SUPPLY LOCATION</b>  Type: Entity Type Entity: OPERATION/ FIRE FIGHTING OPERATION Symbol Set Code: 40 Code: 131403 Icon Type: Full Octagon		N/A

TABLE G-III. Activities icons - Continued.

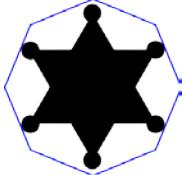
DESCRIPTION	ICON	REMARKS
<b>LAW ENFORCEMENT OPERATION</b>  Type: Entity Type Entity: OPERATION Symbol Set Code: 40 Code: 131500 Icon Type: Full Octagon		N/A
<b>BUREAU OF ALCOHOL, TOBACCO, FIREARMS AND EXPLOSIVES (ATF) (DEPARTMENT OF JUSTICE)</b>  Type: Entity Subtype Entity/Entity Type: OPERATION/LAW ENFORCEMENT OPERATION Symbol Set Code: 40 Code: 131501 Icon Type: Main		N/A
<b>BORDER PATROL</b>  Type: Entity Subtype Entity/Entity Type: OPERATION/LAW ENFORCEMENT OPERATION Symbol Set Code: 40 Code: 131502 Icon Type: Full Octagon		N/A
<b>CUSTOMS SERVICE</b>  Type: Entity Subtype Entity/Entity Type: OPERATION/LAW ENFORCEMENT OPERATION Symbol Set Code: 40 Code: 131503 Icon Type: Full Octagon		N/A
<b>DRUG ENFORCEMENT ADMINISTRATION (DEA)</b>  Type: Entity Subtype Entity/Entity Type: OPERATION/LAW ENFORCEMENT OPERATION Symbol Set Code: 40 Code: 131504 Icon Type: Main		N/A

TABLE G-III. Activities icons - Continued.

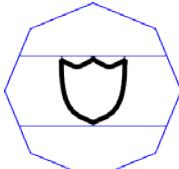
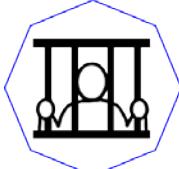
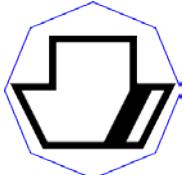
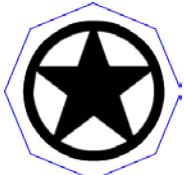
DESCRIPTION	ICON	REMARKS
<b>DEPARTMENT OF JUSTICE (DOJ)</b>  Type: Entity Subtype Entity/Entity Type: OPERATION/LAW ENFORCEMENT OPERATION Symbol Set Code: 40 Code: 131505 Icon Type: Full Octagon		N/A
<b>FEDERAL BUREAU OF INVESTIGATION (FBI)</b>  Type: Entity Subtype Entity/Entity Type: OPERATION/LAW ENFORCEMENT OPERATION Symbol Set Code: 40 Code: 131506 Icon Type: Main		N/A
<b>POLICE</b>  Type: Entity Subtype Entity/Entity Type: OPERATION/LAW ENFORCEMENT OPERATION Symbol Set Code: 40 Code: 131507 Icon Type: Main		N/A
<b>PRISON</b>  Type: Entity Subtype Entity/Entity Type: OPERATION/LAW ENFORCEMENT OPERATION Symbol Set Code: 40 Code: 131508 Icon Type: Full Octagon		N/A
<b>UNITED STATES SECRET SERVICE (USSS)</b>  Type: Entity Subtype Entity/Entity Type: OPERATION/LAW ENFORCEMENT OPERATION Symbol Set Code: 40 Code: 131509 Icon Type: Main		N/A

TABLE G-III. Activities icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>TRANSPORATION SECURITY ADMINISTRATION (TSA)</b>  Type: Entity Subtype Entity/Entity Type: OPERATION/LAW ENFORCEMENT OPERATION Symbol Set Code: 40 Code: 131510 Icon Type: Main		N/A
<b>COAST GUARD</b>  Type: Entity Subtype Entity/Entity Type: OPERATION/LAW ENFORCEMENT OPERATION Symbol Set Code: 40 Code: 131511 Icon Type: Full Octagon		N/A
<b>US MARSHALS SERVICE</b>  Type: Entity Subtype Entity/Entity Type: OPERATION/LAW ENFORCEMENT OPERATION Symbol Set Code: 40 Code: 131512 Icon Type: Full Octagon		N/A
<b>INTERNAL SECURITY FORCE</b>  Type: Entity Subtype Entity/Entity Type: OPERATION/LAW ENFORCEMENT OPERATION Symbol Set Code: 40 Code: 131513 Icon Type: Main		N/A
<b>FIRE EVENT</b>  Type: Entity Symbol Set Code: 40 Code: 140000 Icon Type: Full Octagon		
<b>FIRE ORIGIN</b>  Type: Entity Type Entity/Entity Type: FIRE EVENT Symbol Set Code: 40 Code: 140100 Icon Type: Full Octagon		N/A

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TABLE G-III. Activities icons - Continued.

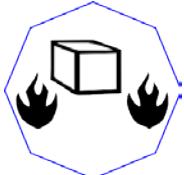
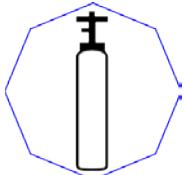
DESCRIPTION	ICON	REMARKS
<b>SMOKE</b>  Type: Entity Type Entity/Entity Type: FIRE EVENT Symbol Set Code: 40 Code: 140200 Icon Type: Full Octagon		N/A
<b>HOT SPOT</b>  Type: Entity Type Entity/Entity Type: FIRE EVENT Symbol Set Code: 40 Code: 140300 Icon Type: Full Octagon		N/A
<b>NON-RESIDENTIAL FIRE</b>  Type: Entity Type Entity/Entity Type: FIRE EVENT Symbol Set Code: 40 Code: 140400 Icon Type: Full Octagon		N/A
<b>RESIDENTIAL FIRE</b>  Type: Entity Type Entity/Entity Type: FIRE EVENT Symbol Set Code: 40 Code: 140500 Icon Type: Full Octagon		N/A
<b>SCHOOL FIRE</b>  Type: Entity Type Entity/Entity Type: FIRE EVENT Symbol Set Code: 40 Code: 140600 Icon Type: Full Octagon		N/A
<b>SPECIAL NEEDS FIRE</b>  Type: Entity Type Entity/Entity Type: FIRE EVENT Symbol Set Code: 40 Code: 140700 Icon Type: Full Octagon		N/A
<b>WILD FIRE</b>  Type: Entity Subtype Entity/Entity Type: INCIDENT/FIRE EVENT Symbol Set Code: 40 Code: 140800 Icon Type: Full Octagon		N/A

TABLE G-III. Activities icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>HAZARDOUS MATERIALS</b>  Type: Entity Symbol Set Code: 40 Code: <b>150000</b>	N/A	No icon is associated with this entity. It is for hierachal purposes only.
<b>HAZARDOUS MATERIALS INCIDENT</b>  Type: Entity Type Entity: INCIDENT Symbol Set Code: 40 Code: <b>150100</b> Icon Type: Full Octagon		N/A
<b>CHEMICAL AGENT</b>  Type: Entity Subtype Entity/Entity Type: HAZARDOUS MATERIALS /HAZARDOUS MATERIALS INCIDENT Symbol Set Code: 40 Code: <b>150101</b> Icon Type: Full Octagon		N/A
<b>CORROSIVE MATERIAL</b>  Type: Entity Subtype Entity/Entity Type: HAZARDOUS MATERIALS /HAZARDOUS MATERIALS INCIDENT Symbol Set Code: 40 Code: <b>150102</b> Icon Type: Full Octagon		N/A
<b>HAZARDOUS WHEN WET</b>  Type: Entity Subtype Entity/Entity Type: HAZARDOUS MATERIALS /HAZARDOUS MATERIALS INCIDENT Symbol Set Code: 40 Code: <b>150103</b> Icon Type: Full Octagon		N/A
<b>EXPLOSIVE MATERIAL</b>  Type: Entity Subtype Entity/Entity Type: HAZARDOUS MATERIALS /HAZARDOUS MATERIALS INCIDENT Symbol Set Code: 40 Code: <b>150104</b> Icon Type: Full Octagon		N/A

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TABLE G-III. Activities icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>FLAMMABLE GAS</b>  Type: Entity Subtype Entity/Entity Type: HAZARDOUS MATERIALS /HAZARDOUS MATERIALS INCIDENT Symbol Set Code: 40 Code: 150105 Icon Type: Full Octagon		N/A
<b>FLAMMABLE LIQUID</b>  Type: Entity Subtype Entity/Entity Type: HAZARDOUS MATERIALS /HAZARDOUS MATERIALS INCIDENT Symbol Set Code: 40 Code: 150106 Icon Type: Full Octagon		N/A
<b>FLAMMABLE SOLID</b>  Type: Entity Subtype Entity/Entity Type: HAZARDOUS MATERIALS /HAZARDOUS MATERIALS INCIDENT Symbol Set Code: 40 Code: 150107 Icon Type: Full Octagon		N/A
<b>NON-FLAMMABLE GAS</b>  Type: Entity Subtype Entity/Entity Type: HAZARDOUS MATERIALS /HAZARDOUS MATERIALS INCIDENT Symbol Set Code: 40 Code: 150108 Icon Type: Full Octagon		N/A
<b>ORGANIC PEROXIDE</b>  Type: Entity Subtype Entity/Entity Type: HAZARDOUS MATERIALS /HAZARDOUS MATERIALS INCIDENT Symbol Set Code: 40 Code: 150109 Icon Type: Full Octagon		N/A

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TABLE G-III. Activities icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>OXIDIZER</b>  Type: Entity Subtype Entity/Entity Type: HAZARDOUS MATERIALS /HAZARDOUS MATERIALS INCIDENT Symbol Set Code: 40 Code: 150110 Icon Type: Full Octagon		N/A
<b>RADIOACTIVE MATERIAL</b>  Type: Entity Subtype Entity/Entity Type: HAZARDOUS MATERIALS /HAZARDOUS MATERIALS INCIDENT Symbol Set Code: 40 Code: 150111 Icon Type: Full Octagon		N/A
<b>SPONTANEOUSLY COMBUSTIBLE MATERIAL</b>  Type: Entity Subtype Entity/Entity Type: HAZARDOUS MATERIALS /HAZARDOUS MATERIALS INCIDENT Symbol Set Code: 40 Code: 150112 Icon Type: Full Octagon		N/A
<b>TOXIC GAS</b>  Type: Entity Subtype Entity/Entity Type: HAZARDOUS MATERIALS /HAZARDOUS MATERIALS INCIDENT Symbol Set Code: 40 Code: 150113 Icon Type: Full Octagon		N/A
<b>TOXIC INFECTIOUS MATERIAL</b>  Type: Entity Subtype Entity/Entity Type: INCIDENT/HAZARDOUS MATERIALS INCIDENT Symbol Set Code: 40 Code: 150114 Icon Type: Full Octagon		N/A

TABLE G-III. Activities icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>UNEXPLODED ORDNANCE</b>  Type: Entity Subtype Entity/Entity Type: INCIDENT/HAZARDOUS MATERIALS INCIDENT Symbol Set Code: 40 Code: 150115 Icon Type: Full Octagon		N/A
<b>TRANSPORTATION INCIDENT</b>  Type: Entity Symbol Set Code: 40 Code: 160000 Icon Type: Full Octagon		This symbol shall not be displayed on a C2 system but may be displayed for training or hierachal explanation purposes.
<b>AIR</b>  Type: Entity Type Entity: TRANSPORTATION INCIDENT Symbol Set Code: 40 Code: 160100 Icon Type: Main		N/A
<b>MARINE</b>  Type: Entity Type Entity: TRANSPORTATION INCIDENT Symbol Set Code: 40 Code: 160200 Icon Type: Main		N/A
<b>RAIL</b>  Type: Entity Type Entity: TRANSPORTATION INCIDENT Symbol Set Code: 40 Code: 160300 Icon Type: Main		N/A
<b>VEHICLE</b>  Type: Entity Type Entity: TRANSPORTATION INCIDENT Symbol Set Code: 40 Code: 160400 Icon Type: Main		N/A

TABLE G-III. Activities icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>WHEELED VEHICLE EXPLOSION</b>  Type: Entity Type Entity: TRANSPORTATION <b>INCIDENT</b> Symbol Set Code: 40 Code: 160500 Icon Type: Full Octagon		N/A
<b>NATURAL EVENT</b>  Type: Entity Symbol Set Code: 40 Code: 170000 Icon Type: Main		This symbol shall not be displayed on a C2 system but may be displayed for training or hierachal explanation purposes.
<b>GEOLOGIC</b>  Type: Entity Type Entity: NATURAL EVENT Symbol Set Code: 40 Code: 170100 Icon Type: Main		This symbol shall not be displayed on a C2 system but may be displayed for training or hierachal explanation purposes.
<b>AFTERSHOCK</b>  Type: Entity Subtype Entity/Entity Type: NATURAL EVENT/GEOLOGIC Symbol Set Code: 40 Code: 170101 Icon Type: Full Octagon		N/A
<b>AVALANCHE</b>  Type: Entity Subtype Entity/Entity Type: NATURAL EVENT/GEOLOGIC Symbol Set Code: 40 Code: 170102 Icon Type: Full Octagon		N/A
<b>EARTHQUAKE EPICENTER</b>  Type: Entity Subtype Entity/Entity Type: NATURAL EVENT/GEOLOGIC Symbol Set Code: 40 Code: 170103 Icon Type: Full Octagon		N/A

TABLE G-III. Activities icons - Continued.

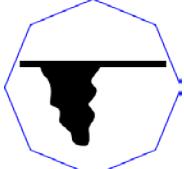
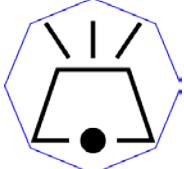
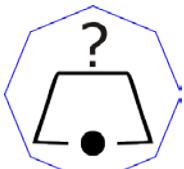
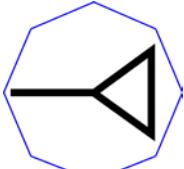
DESCRIPTION	ICON	REMARKS
<b>LANDSLIDE</b>  Type: Entity Subtype Entity/Entity Type: NATURAL EVENT/GEOLOGIC Symbol Set Code: 40 Code: 170104 Icon Type: Full Octagon		N/A
<b>SUBSIDENCE</b>  Type: Entity Subtype Entity/Entity Type: NATURAL EVENT/GEOLOGIC Symbol Set Code: 40 Code: 170105 Icon Type: Full Octagon		N/A
<b>VOLCANIC ERUPTION</b>  Type: Entity Subtype Entity/Entity Type: NATURAL EVENT/GEOLOGIC Symbol Set Code: 40 Code: 170106 Icon Type: Full Octagon		N/A
<b>VOLCANIC THREAT</b>  Type: Entity Subtype Entity/Entity Type: NATURAL EVENT/GEOLOGIC Symbol Set Code: 40 Code: 170107 Icon Type: Full Octagon		N/A
<b>CAVE ENTRANCE</b>  Type: Entity Subtype Entity/Entity Type: NATURAL EVENT/GEOLOGIC Symbol Set Code: 40 Code: 170108 Icon Type: Full Octagon		N/A
<b>HYDRO-METEOROLOGICAL</b>  Type: Entity Type Entity: NATURAL EVENT Symbol Set Code: 40 Code: 170200 Icon Type: Main		This symbol shall not be displayed on a C2 system but may be displayed for training or hierarchical explanation purposes.

TABLE G-III. Activities icons - Continued.

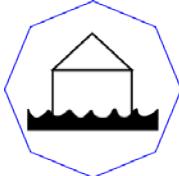
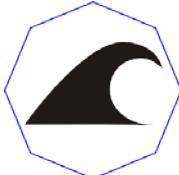
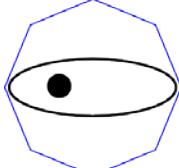
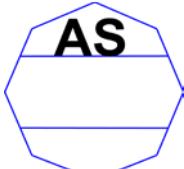
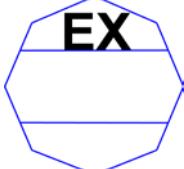
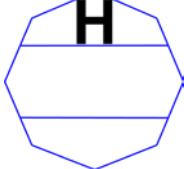
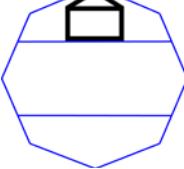
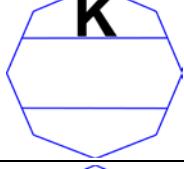
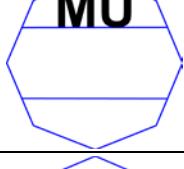
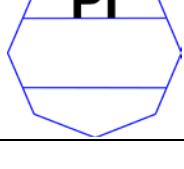
DESCRIPTION	ICON	REMARKS
<b>DROUGHT</b>  Type: Entity Subtype Entity/Entity Type: NATURAL EVENT/HYDRO-METEOROLOGICAL Symbol Set Code: 40 Code: 170201 Icon Type: Full Octagon		N/A
<b>FLOOD</b>  Type: Entity Subtype Entity/Entity Type: NATURAL EVENT/HYDRO-METEOROLOGICAL Symbol Set Code: 40 Code: 170202 Icon Type: Full Octagon		N/A
<b>TSUNAMI</b>  Type: Entity Subtype Entity/Entity Type: NATURAL EVENT/HYDRO-METEOROLOGICAL Symbol Set Code: 40 Code: 170203 Icon Type: Full Octagon		N/A
<b>INFESTATION</b>  Type: Entity Type Entity: NATURAL EVENT Symbol Set Code: 40 Code: 170300 Icon Type: Main		This symbol shall not be displayed on a C2 system but may be displayed for training or hierachal explanation purposes.
<b>BIRD</b>  Type: Entity Subtype Entity/Entity Type: NATURAL EVENT/INFESTATION Symbol Set Code: 40 Code: 170301 Icon Type: Full Octagon		N/A
<b>INSECT</b>  Type: Entity Subtype Entity/Entity Type: NATURAL EVENT/INFESTATION Symbol Set Code: 40 Code: 170302 Icon Type: Full Octagon		N/A

TABLE G-III. Activities icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>MICROBIAL</b>  Type: Entity Subtype Entity/Entity Type: NATURAL EVENT/INFESTATION Symbol Set Code: 40 Code: 170303 Icon Type: Full Octagon		N/A
<b>REPTILE</b>  Type: Entity Subtype Entity/Entity Type: NATURAL EVENT/INFESTATION Symbol Set Code: 40 Code: 170304 Icon Type: Full Octagon		N/A
<b>RODENT</b>  Type: Entity Subtype Entity/Entity Type: NATURAL EVENT/INFESTATION Symbol Set Code: 40 Code: 170305 Icon Type: Full Octagon		N/A
<b>INDIVIDUAL</b>  Type: Entity Symbol Set Code: 40 Code: 180000	N/A	No icon is associated with this entity. It is for hierachal purposes only.
<b>RELIGIOUS LEADER</b>  Type: Entity Type Entity: INDIVIDUAL Symbol Set Code: 40 Code: 180100 Icon Type: Full Octagon		N/A
<b>SPEAKER</b>  Type: Entity Type Entity: INDIVIDUAL Symbol Set Code: 40 Code: 180200 Icon Type: Full Octagon		N/A

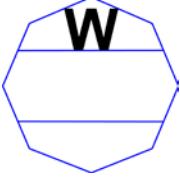
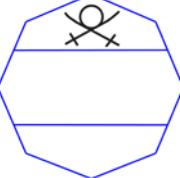
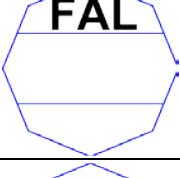
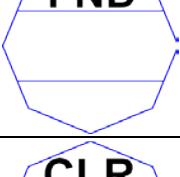
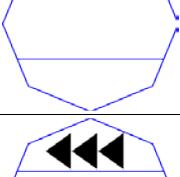
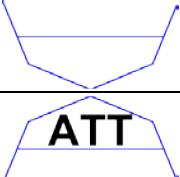
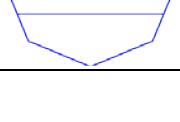
**G.6.3 Activities sector 1 modifiers.** Activities sector 1 modifiers denote crime, military information support operations, IED and incident qualifier categories. [Table G-IV](#) lists activites sector 1 modifiers and illustrates their placement within the bounding octagon.

TABLE G-IV. Activities sector 1 modifiers.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>ASSASSINATION</b> Symbol Set Code: 40 Code: 01	CRIME		N/A
<b>EXECUTION (WRONGFUL KILLING)</b> Symbol Set Code: 40 Code: 02	CRIME		N/A
<b>HIJACKING/HIJACKED</b> Symbol Set Code: 40 Code: 03	CRIME		N/A
<b>HOUSE-TO-HOUSE</b> Symbol Set Code: 40 Code: 04	MILITARY INFORMATION SUPPORT OPERATIONS		N/A
<b>KIDNAPPING</b> Symbol Set Code: 40 Code: 05	CRIME		N/A
<b>MURDER</b> Symbol Set Code: 40 Code: 06	CRIME		N/A
<b>PIRACY</b> Symbol Set Code: 40 Code: 07	CRIME		N/A

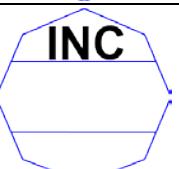
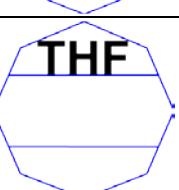
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TABLE G-IV. Activities sector 1 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>RAPE</b>  Symbol Set Code: 40 Code: 08	CRIME		N/A
<b>WRITTEN MILITARY INFORMATION SUPPORT OPERATIONS</b>  Symbol Set Code: 40 Code: 09	MILITARY INFORMATION SUPPORT OPERATIONS		N/A
<b>PIRATE</b>  Symbol Set Code: 40 Code: 10	CRIME		N/A
<b>FALSE</b>  Symbol Set Code: 40 Code: 11	IED CATEGORY		N/A
<b>FIND</b>  Symbol Set Code: 40 Code: 12	IED CATEGORY		N/A
<b>FOUND AND CLEARED</b>  Symbol Set Code: 40 Code: 13	IED CATEGORY		N/A
<b>HOAX (DECOY)</b>  Symbol Set Code: 40 Code: 14	IED CATEGORY		N/A
<b>ATTEMPTED</b>  Symbol Set Code: 40 Code: 15	INCIDENT QUALIFIER		N/A

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TABLE G-IV. Activities sector 1 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>ACCIDENT</b>  Symbol Set Code: 40 Code: 16	INCIDENT QUALIFIER		N/A
<b>INCIDENT</b>  Symbol Set Code: 40 Code: 17	INCIDENT QUALIFIER		N/A
<b>THEFT</b>  Symbol Set Code: 40 Code: 18	CRIME		N/A

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## APPENDIX H - CONTROL MEASURE SYMBOLS

## H.1 SCOPE

H.1.1 Scope. This appendix addresses symbols that support control measures as well as symbols for chemical, biological, radiological and nuclear (CBRN) incidents in the C2 domain. The tables in this appendix present the icons and amplifiers for control measures and CBRN. This appendix is a mandatory part of the standard. The information contained herein is intended for compliance. Ultimately, the joint force commander and his forces must be capable of accomplishing their mission, either directly or indirectly, by the employment of capabilities to create physical or psychological effects and be able to sustain such operations for as long as is necessary to achieve operational objectives. The principal method by which this capability is delivered is through the combination of joint operational capabilities and a range of mechanisms and control measures. This appendix establishes a standard system for the development and use of control measures symbols. Within this standard system there are series of control measure symbols that follow standard formats and there are control measure symbols that follow stand alone formats. This appendix provides rules for automated and hand-drawn symbols and examples for all control measure symbols. These control measure symbols are the standard for all command and control systems and simulations, including those used in live, virtual and planning. For many control measure symbols, there is a corresponding definition provided in this section. These definitions are provided to help add clarity in using these symbols. For ease of understanding and use the control measure symbols have been broken down into groups that correspond to the joint functions of command and control to include joint targeting, maneuver and fires, intelligence, force protection, sustainment and deception under information operations.

## H.2 APPLICABLE DOCUMENTS

Specific documents in [2.2](#) of this standard apply to this appendix.

## H.3 DEFINITIONS

The definitions in [section 3](#) of this standard apply to this appendix.

## H.4 GENERAL REQUIREMENTS

H.4.1 Organization. This appendix contains technical specifications, a symbol coding scheme, a symbology hierarchy and control measures symbology.

## H.5 DETAILED REQUIREMENTS

H.5.1 Control measure symbols. Control measures are directives given to assign responsibilities, coordinate fires and maneuvers and control operations. They may be boundaries, special area designations and other unique markings related to operational environment geometry and necessary for planning and management of operations. Control measure symbols provide operational information that cannot be displayed via icon-based symbols alone. Control measures can be displayed as points, lines, areas, or tactical mission tasks.

**H.5.1.1 Composition of control measure symbols.** Control measure symbols can be combined with other symbols, icons and amplifiers to display operational information (see figure H-1). They do not follow the same building rules as the icon-based symbols but shall be built in accordance with the rules specified in the control measure appendix.

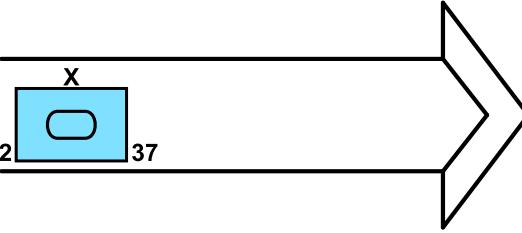
CONTROL MEASURE COMPONENTS		COMPLETED CONTROL MEASURE SYMBOL
CONTROL MEASURE	ICON-BASED SYMBOL WITH AMPLIFIERS	
CONTROL MEASURE COMPONENTS		COMPLETED CONTROL MEASURE SYMBOL
CONTROL MEASURE	GOLD EFF 032200JUL AMPLIFIER	

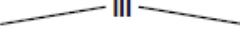
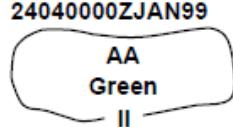
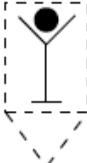
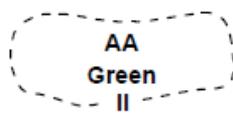
FIGURE H-1. Composition of control measure symbols.

**H.5.1.1.1 Standard identity (color rules) for control measure symbols.** The control measure symbols for monochrome systems shall be black or white, depending on display background. For color systems, control measures shall be black, blue (friendly), red (hostile), green (neutral or obstacles), or yellow (unknown or chemical, biological, radiological and nuclear cross-hatched contaminated area fill). If red is not available for hostile standard identity, the graphic shall be drawn in black with the abbreviation “ENY” placed on the graphic in at least two places for linear and multi point control measures and in one place for single point control measures.

**H.5.1.1.2 Point control measure height.** Unless specifically indicated otherwise in the size/shape parameter of a point control measure’s notes, the default point control measure symbol height should be 1L, where L is the default length and height of the bounding octagon (see 5.3.1).

**H.5.1.1.3 Status.** Status refers to whether a control measure exists at the location identified (status is “present”) or will in the future reside at that location (status is “planned”, “anticipated”, “suspected”, or “on order”). If a control measure is on order, the status code shall be specified “A – Anticipated/Planned” and field amplifier “W” shall be present and specified “O/O”. In general, linear control measures (including boundary lines) and area control measures shall be a solid line when indicating present status and a dashed line when indicating anticipated or planned status, as depicted in Table H-1. There are certain control measures such as counterattack which are drawn in the “present” status with dashed lines. The codes for status in the SIDC are provided in the appendix for each symbology set.

TABLE H-I. Present and planned status for control measures symbols.

	POINT GRAPHICS	BOUNDARY LINE GRAPHICS	AREA GRAPHICS
PRESENT POSITION (P)			22040000ZJAN99 24040000ZJAN99 
ANTICIPATED, PLANNED, SUSPECTED, OR ON ORDER (A)			

H.5.1.1.4 Amplifiers. An amplifier provides optional additional information about a tactical symbol. The field ID, field title, description and maximum allowable display lengths of tactical symbol amplifiers are presented in [table H-II](#). An example of each amplifier (both text and graphic indicators) is included in [figure H-2](#). The default placement of amplifiers in fields for boundaries, points, lines and areas are shown in figures [H-3](#), [H-4](#), [H-5](#) and [H-6](#), respectively. An example of chemical, biological, radiological and nuclear (CBRN) events can be seen in [table H-XIX](#). As indicated in figures [H-3](#), [H-4](#), [H-5](#) and [H-6](#), certain fields can be displayed more than once within a tactical symbol. In some cases, a tactical symbol may require multiple instances of a given amplifier in order to fully create or represent an object: examples of these fields are H, T, W and Y. The unnumbered fields should be filled before the numbered fields (i.e., fields W, H and T should be used before fields W1, H1 and T1). As indicated in [table II](#), not all amplifiers are applicable to all tactical symbols. However, when any such amplifier is displayed, it shall be defined in accordance with the contents of this table and positioned in accordance with figures [H-3](#), [H-4](#), [H-5](#), [H-6](#) and [table H-XIX](#).

TABLE H-II. Amplifier descriptions and maximum lengths for control measure symbols.

FIELD ID	FIELD TITLE	DESCRIPTION	P <sup>1</sup>	L <sup>1</sup>	A <sup>1</sup>	BL <sup>1</sup>	B/C <sup>1</sup>	R/N <sup>1</sup>
A	Symbol Icon	The innermost part of a symbol that represents a joint military object ( <a href="#">see 5.3.4</a> ).	G <sup>2</sup>	G	G	G	G	G
B	Echelon	A graphic amplifier in a unit symbol that identifies command level (see tables <a href="#">D-III</a> and <a href="#">D-V</a> in the Land appendix and <a href="#">figure H-3</a> and <a href="#">figure H-6</a> ).	-	G	G	G	-	-
C	Quantity	A text amplifier in an equipment symbol that identifies the number of items present.	-	-	-	-	-	6 <sup>2</sup>

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**TABLE H-II. Amplifier descriptions and maximum lengths for control measure symbols - Continued.**

<b>FIELD ID</b>	<b>FIELD TITLE</b>	<b>DESCRIPTION</b>	<b>P<sup>1</sup></b>	<b>L<sup>1</sup></b>	<b>A<sup>1</sup></b>	<b>BL<sup>1</sup></b>	<b>B/C<sup>1</sup></b>	<b>R/N<sup>1</sup></b>
H	Additional Information	A <b>Error! Bookmark not defined.</b> text amplifier for control measure symbols; content is implementation specific.	20	20	20	-	20	20
N	Hostile (Enemy)	A text amplifier for control measure symbols; the letters "ENY" denote hostile control measure symbols.	3	3	3	3	3	3
Q	Direction of Movement Indicator	A graphic amplifier for events that identifies the direction of movement (see <a href="#">H.5.1.1.5</a> and <a href="#">table XIX</a> ).	-	-	-	-	G	G
S	Offset Location Indicator	A graphic amplifier for points and CBRN events used when placing an object away from its actual location (see <a href="#">H.5.1.1.7</a> and figures <a href="#">H-2</a> , <a href="#">H-3</a> , <a href="#">H-4</a> , <a href="#">H-5</a> , <a href="#">H-6</a> and <a href="#">table XIX</a> ).	G	-	-	-	G	G
T	Unique Designation	A text amplifier that uniquely identifies a particular control measure symbol; target number. <b>Nuclear:</b> delivery unit (missile, aircraft, satellite, etc.)	30	30	30	30	30	30
V	Type	A text amplifier for equipment that indicates types of equipment or nuclear weapon type.	20	20	20		20	20
W <sup>3</sup>	Date/Time Group (DTG)	An alphanumeric designator for displaying a date-time group (DDHHMMSSZMONYYYY) or "O/O" for on 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. 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.	16	16	16	-	16	16
X	Altitude / Depth	A text amplifier that displays the minimum, maximum and/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). See <a href="#">H.5.1.1.9</a> for content.	14	14	14	-	14	14
Y	Location	A text amplifier that displays a graphic's location in degrees, minutes and seconds (or in UTM or other applicable display format).	19	19	19	19	19	19
AM	Distance	A numeric amplifier that displays a minimum, maximum, or a specific distance (range, radius, width, length, etc.), in meters.	6	6	6	-	-	-
AN	Azimuth	A numeric amplifier that displays an angle measured from true north to any other line in degrees.	3	3	3	-	-	-

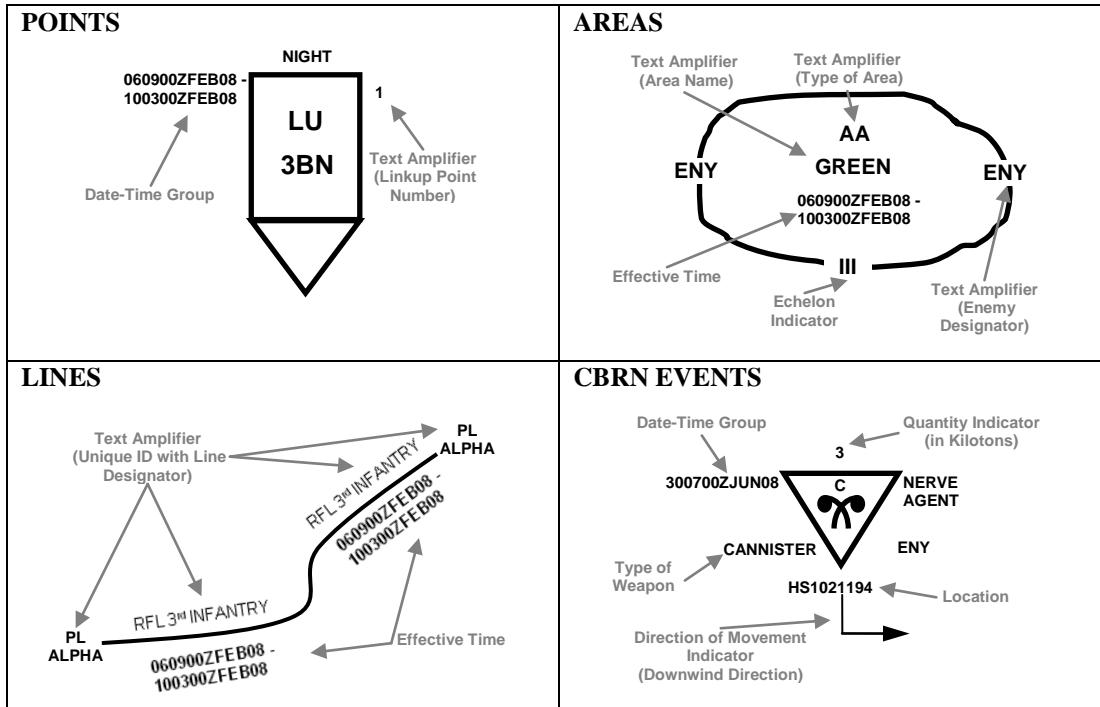
TABLE H-II. Amplifier descriptions and maximum lengths for control measure symbols - Continued.

FIELD ID	FIELD TITLE	DESCRIPTION	P <sup>1</sup>	L <sup>1</sup>	A <sup>1</sup>	BL <sup>1</sup>	B/C <sup>1</sup>	R/N <sup>1</sup>
AP	Target Designator	A six character text modifier used in Fire Support operations to uniquely designate targets in accordance with STANAG 2147, where characters 1 and 2 are alphabetic, and characters 3-6 are numeric: AANNNN.	6	6	6	-	-	-
AS	Country	Identifies the country of the organization being shown.	-	3	-	3	-	-

Notes: 1. Column headings: P = points, L = lines, A = areas, BL = boundary lines, R/N = radiological/nuclear, B/C = biological/chemical.

2. Numeric entry indicates text amplifier. "G" indicates graphic amplifier. A dash (-) inside boxes indicates non-applicable.

3. Field W: D = day, H = hour, M = minute, S = second, Z = time zone suffix, MON = month and Y = year.

FIGURE H-2. Graphic amplifiers for control measure symbols.

H.5.1.1.5 Direction of movement indicator. 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 represented in field Q as defined in [table II](#) and positioned as shown in [table XIX](#).

H.5.1.1.6 Echelon indicator. The echelon indicator provides a graphic representation of command level and is used to show the element echelon on boundary lines, lines and areas. Echelon indicator codes are listed in [table D-III](#) of the land appendix. The indicator is represented in field B as defined in [table H-II](#) and positioned as shown in [figure H-2](#) and [figure H-6](#).

H.5.1.1.7 Offset location indicator. 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. The actual location (field Y) is given in latitude and longitude. The indicator is represented in field S in [table H-II](#) and positioned as shown in figures [H-2](#), [H-3](#), [H-4](#), [H-5](#), [H-6](#) and [table H-XIX](#).

H.5.1.1.8 Text amplifier. [Table H-II](#) defines the specific content, length and type of each text amplifier. Additional information is contained in field H, with the content of this field being implementation specific, provided the maximum number of characters in each field is not exceeded.

H.5.1.1.9 Altitude/depth amplifier. This field may contain alternate value formats. Enter a description of the altitude/depth (X) using one of the following.

H.5.1.1.10 Altitude base reference point. Legal values are “GL” ground level and “MSL” mean sea level.

H.5.1.1.10.1 Relative altitude. The relative altitude is a composite field consisting of multiple parts, the numeric altitude, the altitude unit of measurement and the altitude vertical dimension. Legal values for the numeric altitude are (minus) -99999 through 99999 in increments of 1. Legal values for altitude units of measure is feet “FT,” meters “M,” kilometers “KM,” and statute miles “SM.” The legal value for the depth unit of measure is feet “FT.” Legal values for the vertical dimension are “AGL” above ground level, “AMSL” above mean sea level, “HAE” height above ellipsoid and “BMSL” below mean sea level. BMSL is used only for depth of submerged objects, reported in feet. A space may be added between the values in the field to make it easier to read.

Examples: 1250 FT AGL, 1000 FT AMSL, 1524 M HAE, 35760 FT BMSL.

H.5.1.1.10.2 Flight level. By definition, flight level (FL) is, “Surfaces of constant atmospheric pressure which are related to a specific pressure datum, 1013.2 mb (29.92 in) and are separated by specific pressure intervals. (Flight levels are expressed in three digits that represent hundreds of feet; e.g., flight level 250 represents a barometric altimeter indication of 25,000 feet and flight level 255 is an indication of 25,500 feet.).” The legal value for flight level indicator is “FL.” A space may be added between the values in the field to make it easier to read. The legal value for context quantity is 000-999, in increments of one.

Example: FL 290.

H.5.1.1.10.3 Multiple instances of altitude/depth amplifiers. When multiple instances of the “X” amplifier are present in a single instance of a symbol or graphic (ex., Minimum Altitude “X,” Maximum Altitude “X1”), for display purposes, the fields may be separated by a hyphen “-,” or a space, hyphen and space “ - .”

Examples:

500 FT AGL – 1250 FT AGL

25 FT AMSL – 150 FT AMSL

FL 250 – FL 290

MSL – 35760 FT BMSL

**H.5.1.1.11 Date-time group.** Date-time group (DTG) is defined as the date and time expressed in an alphanumeric combination. The alphanumeric combination used is day-time-time zone-month-year. The alphanumeric combination can be displayed in a number of ways. In its longest form, sixteen characters, it is composed of eight digits (first pair of digits denotes the date, second pair denotes the hours, third pair denotes the minutes and fourth pair denotes the seconds) followed by the time zone suffix, followed by a three-letter month abbreviation and four digits for the year: DDHHMMSSZMONYYYY. It can also be expressed in shorter forms by removing characters, such as DDHHMMZMONYY. On order (O/O) is a valid substitute for DTG.

**H.5.2 Construction of control measure symbols.** The rules for constructing control measure symbols vary depending on whether the object is point, line, or area based. The latter category of objects includes various forms of linear control measure symbols such as boundaries, areas of all shapes and sizes and complex figures such as an air corridor.

**H.5.2.1 Point control measure symbols.** A point-based control measure symbol, such as a casualty collection point, is constructed in the same manner as an unframed tactical symbol. Rules concerning the relative size of symbol components and placement of amplifiers in tactical symbols also apply to point based control measure symbols.

**H.5.2.2 Line and area control measure symbols.** A line or area control measure symbol is constructed using the anchor points, size and orientation defined for the control measure symbol. This appendix includes these parameters for the line and area graphics in the C2 domain. The size of the control measure symbol is determined by these parameters and the scale of the background on which the control measure symbols is placed. As a general rule, the line width and pattern height shall be scaled proportionally to the change in icon size required by its change in background scale (map or image). For control measure symbols, line width is dependent on the distance between the points to be depicted and may vary (i.e., be reduced or enlarged) as display scale changes.

**H.5.3 Coloring.** All friendly control measure symbols will be shown in black or blue when drawn manually or on a color computer-generated display. Hostile control measure symbols shall be shown in red. If red is not available, they will be drawn in black with the abbreviation “ENY” placed on the symbols in one place for single point symbols and at least two places for Area and Line symbols. All obstacles as shown in this appendix, friendly, hostile, neutral, unknown or factional, shall be 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 cross-hatching for CBRN contaminated areas. NOTE: The use of green and yellow for obstacles and CBRN is in contradiction to the standard identities.

**H.5.4 Labeling.** All text labeling shall be in upper case letters. The reader should be able to read the labels for all text labels of amplifier fields for control measures symbols when

the bottom of the overlay is closest to the reader. Labeling written on an angle should be readable to the viewer so they do not have to turn their head. Where space is limited within an area, the amplifying information may be shown in a stacked manner, rather than side by side as displayed in the templates.

**H.5.4.1 Fonts.** Font sizes shall be scaled as appropriate in order for the information to be readable to the viewer.

**H.5.5 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. Command and control functions are performed through an arrangement of personnel, equipment, communications, facilities, and procedures employed by a commander in planning, directing, coordinating, and controlling forces and operations in the accomplishment of the mission.

**H.5.5.1 Boundaries.** In land warfare, a boundary is a line by which areas of responsibility between adjacent units/formations are defined. For boundaries, all field labels are displayed perpendicular to the boundary line. [Figure H-3 “Orientation of Boundary Lines”](#) below provides the orientation of field labels for horizontal (east/west) and vertical (north/south) boundaries. The symbol for the highest echelon (Field B) unit on lateral boundaries is used for the boundary line. The graphic for the lower echelon (Field B) unit on a rear or forward boundary is used for the boundary line ([see Table H-III](#)) When units of the same echelon are adjacent to each other, the abbreviated unique designator (Field T) can be omitted from the alphanumeric designator. Tables [H-XXIII](#) and [H-XXIV](#) at the end of the appendix provide a list of abbreviations and acronyms to be used for Field T. For all boundaries, use Arabic numerals to show the numbers of units, except for a corps boundary, use Roman numerals to show the number of corps. When the boundary is between units of different countries, the country trigraph (Field AS) is shown in parenthesis behind or below the unit designation.

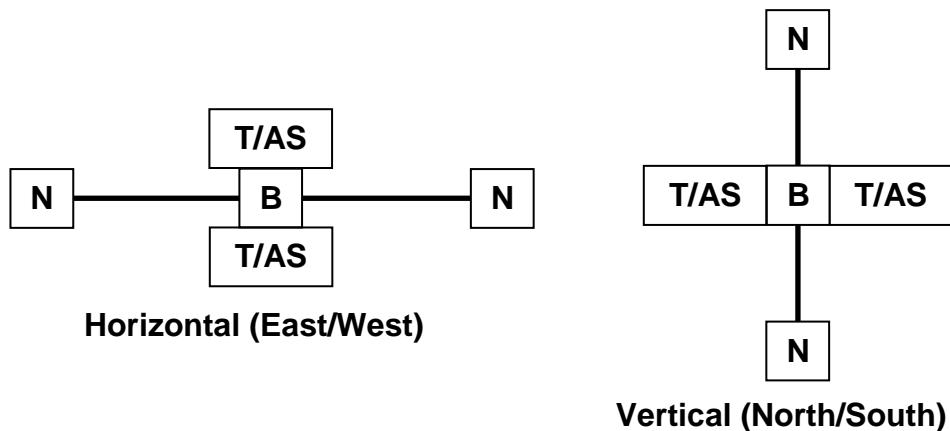


FIGURE H-3. Orientation of boundary lines.

TABLE H-III. Boundaries.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
Friendly Present Boundary		<u>Anchor Points.</u> This symbol requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend and shape the line.	2ID (USA) XX
Friendly Planned or On Order Boundary		<u>Size/Shape.</u> The first and last anchor points determine the length of the line. The line segment between each pair of anchor points will repeat all information associated with the line segment between points 1 and 2.	52ID (GBR)
Enemy Known Boundary		<u>Orientation.</u> Orientation is determined by the anchor points.	1ID (CAN) XX
			2AD (FRA)
Enemy Suspected or Templated Boundary			12IN ENY — II — ENY 7IN
			1AAB X 3ARBN
			211AR ENY - - II - - ENY 12ARCOY
			3ABB X 8ABR

TABLE H-IV. Command and control lines.

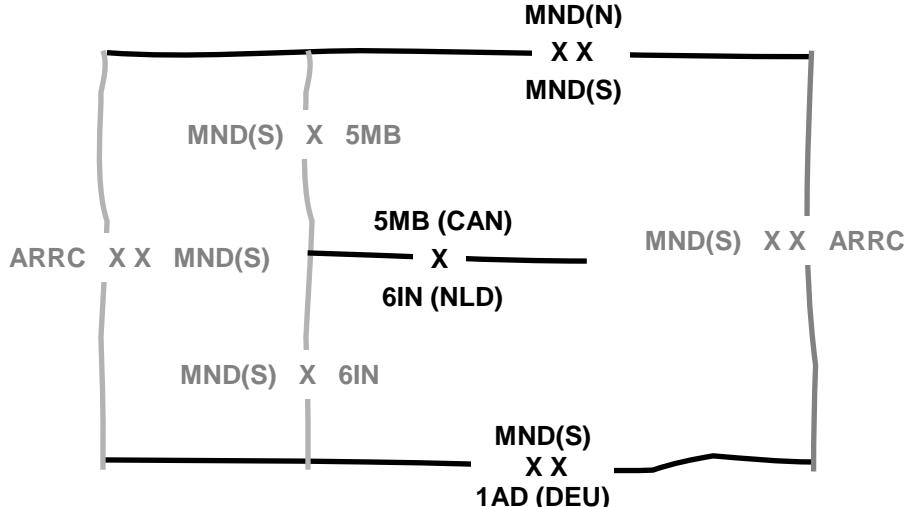
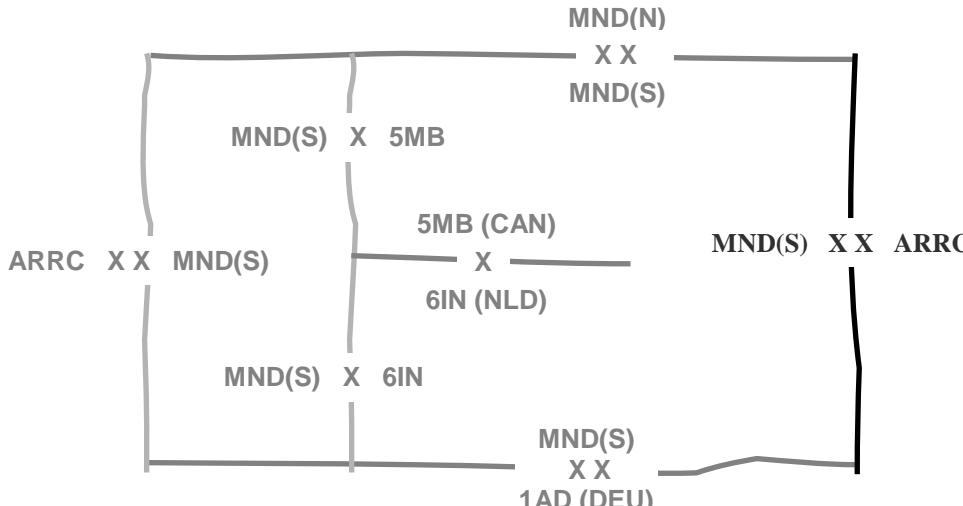
<b>BOUNDARY TYPE</b>	<b>EXAMPLE</b> Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
<b>Command and Control Lines</b>  Symbol Set Code: 25 Code: <b>110000</b>	N/A
<b>Boundary</b>  Symbol Set Code: 25 Code: <b>110100</b>	see <a href="#">Table H-III</a> and examples below
<b>Lateral Boundary</b>  Control measure that defines the left or right limit of a unit's operational area. Together with the rear and forward boundaries and a coordinating altitude, lateral boundaries define the area of operations for a commander.	
<b>Forward Boundary</b>  The farthest limit, in the direction of the enemy, of an organization's responsibility.	

TABLE H-IV. Command and control lines - Continued.

BOUNDARY TYPE	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
<b>Rear Boundary</b> Line that defines the rear area of operations assigned to a particular unit. The area behind the rear boundary belongs to the next higher commander and positioning of elements behind it must be coordinated with that commander.	

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
<b>Light Line</b> Designated line forward of which vehicles are required to use black-out lights at night.  Symbol Set Code: 25 Code: 110200			

**H.5.6 Points.** In a number of tables (sustainment, CBRN decontamination and special C2) that follow there are single point control measure symbols that follow a specific format as shown in [Figure H-4](#) below. Supply points follow this same format with a modification to the symbol. Supply points use the same icon used for supply units. The supply icon is placed toward the bottom of the box as shown in [Figure H-4](#) below. This is format for use only with these types of points, as there are other points (contact, coordination, decision, targets, etc.) as displayed throughout this section on land control measure symbols that are formatted differently. In building points, the type of point is abbreviated and positioned inside the top part of the point symbol in field A. For supply symbols this may be a graphic depiction. In addition, below the abbreviation of the point name, the designation of the unit servicing that point may be included in field T1. To differentiate points, the point is numbered, lettered, or a combination. The

number, letter or combination is placed on the outside of the symbol on the right side at the top in field T. On the outside of the point on the left side at the top and middle, date-time groups can be associated with the point. On the outside of the point at the top, additional information can be provided in field H. Text will not be written on an angle for single point symbols. For dynamic displays, if the system has the capability to rotate the map display in the direction of movement, a single point symbol may optionally be rotated on its anchor point.

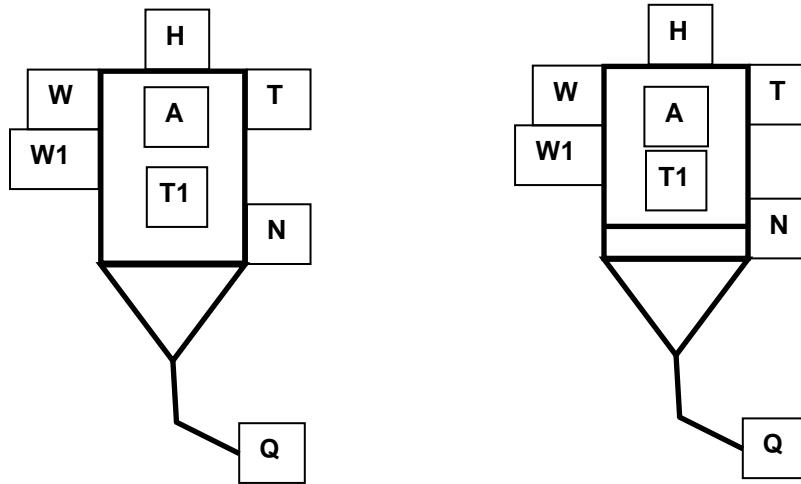


FIGURE H-4. Template for point (left) and supply point (right) control measure symbols.

**H.5.7 Lines.** In the tables that follow there are line control measure symbols that follow a specific format as shown in [Figure H-5](#) below. Most lines are also named as a phase line for easy reference for use in orders and during transmissions. A phase line will be marked as PL with the name in the T field. Other lines that have a specific purpose and are also named as phase lines should have the primary purpose in the T1 field (such as restrictive fire line “RFL”) labeled on top of the line at both ends of the line inside the lateral boundaries or as often as necessary for clarity. The T2 field is used for fire support coordination measures to show the designation of the controlling headquarters. The use of phase lines to mark line control measure symbols is not mandatory.

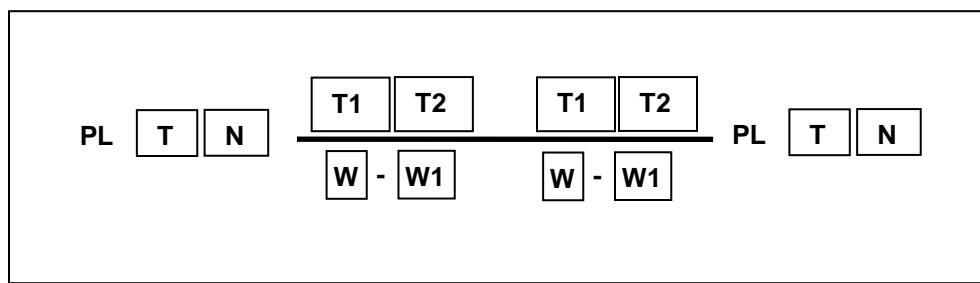


FIGURE H-5. Template for line control measure symbols.

**H.5.8 Areas.** In the tables that follow there are area control measure symbols that follow a specific format as shown in [Figure H-6](#). Areas will normally be marked with the abbreviation for the type of area in the A field followed by a name in the T field. This labeling should be in

the center of the area unless the area is too small or the labeling would interfere with the locating of units. Not all fields are required for each area; some areas may use only one field, while other will use several.

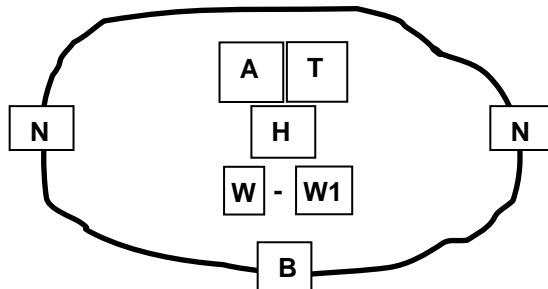


FIGURE H-6. Template for area control measure symbols.

**H.5.9 Area of operations.** An area of operations is an operational area defined by a joint commander for land or maritime forces to conduct military activities. Normally, an area of operations does not encompass the entire joint operations area of the joint commander, but is sufficient in size for the joint force component commander to accomplish assigned missions and protect forces. Operational area is an overarching term encompassing more descriptive terms for geographic areas in which military operations are conducted. Operational areas include, but are not limited to, such descriptors as area of responsibility, theatre of war, theatre of operations, joint operations area, amphibious objective area, joint special operations area and area of operations.

TABLE H-V. Command and control areas.

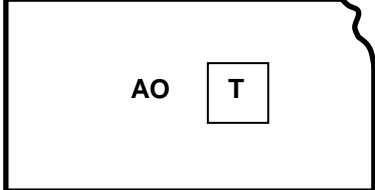
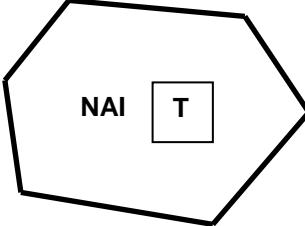
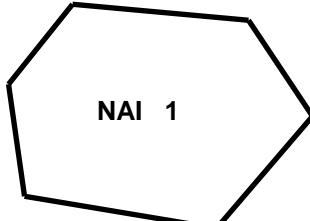
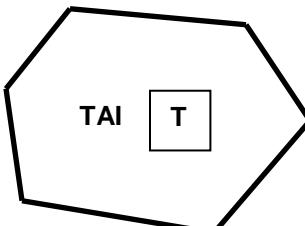
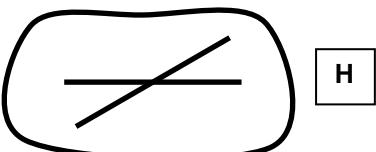
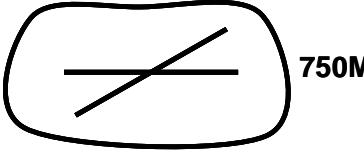
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Command and Control Areas</b> Symbol Set Code: 25 Code: 120000	N/A		N/A
<b>Area of Operations</b> Symbol Set Code: 25 Code: 120100		Anchor Points. This symbol requires at least three anchor points to define the boundary of the area. Add as	

TABLE H-V. Command and control areas - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Named Area of Interest</b> A geographical area where information is gathered to satisfy specific intelligence requirements.  Symbol Set Code: 25 Code: 120200		many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape</u> . Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. <u>Orientation</u> . Not applicable. Static/Dynamic: D	
<b>Target Area of Interest</b> The geographical area where high-value targets can be acquired and engaged by friendly forces.  Symbol Set Code: 25 Code: 120300			
<b>Airfield Zone</b> Symbol Set Code: 25 Code: 120400  Static/Dynamic: D	 Note: The Field "H" for this symbol includes type of airfield, length of runway and other pertinent information.	<u>Anchor Points</u> . This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape</u> . Determined by the anchor points. <u>Orientation</u> . Not applicable.	

**H.5.10 Command and control measure symbols.** These 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 H-VI. Command and Control points.

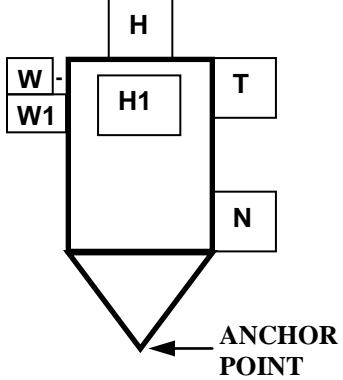
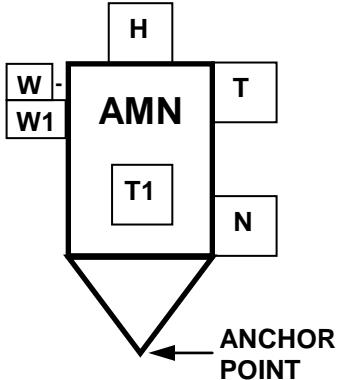
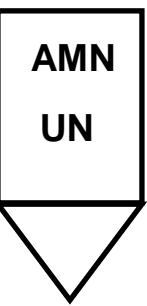
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Command and Control Points</b>  Type: Entity Symbol Set Code: 25 Code: 130000	N/A		N/A
<b>Action Points (General)</b>  Symbol Set Code: 25 Code: 130100		<u>Anchor Points.</u> This symbol requires one anchor point. The point defines the tip of the inverted cone. <u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol will typically be oriented upright, as shown in the example to the right. <u>Static/Dynamic:</u> S	Examples follow.
<b>Amnesty Point</b>  Symbol Set Code: 25 Code: 130200			<p style="text-align: center;"><b>WEAPONS</b> 080700ZMAY08 - 120700ZMAY08      3</p> 

TABLE H-VI. Command and Control points - Continued.

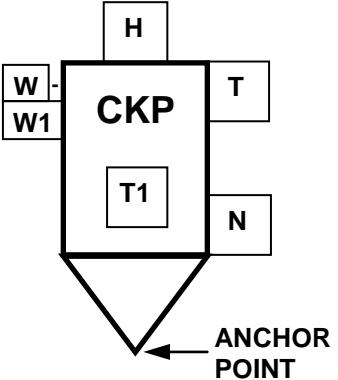
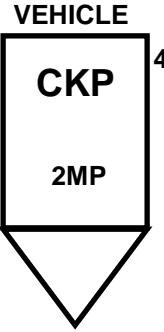
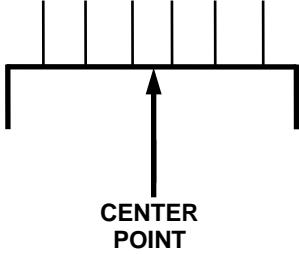
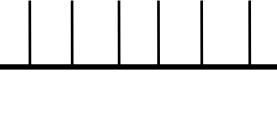
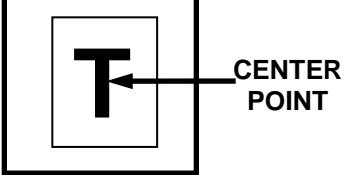
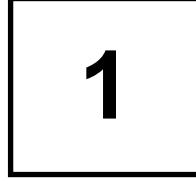
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Checkpoint</b> Predetermined point on the surface of the earth used as a means of controlling movement, a registration target for fire adjustment, or reference for location.  Symbol Set Code: 25 Code: 130300			<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> <p><b>VEHICLE</b>            080700ZMAY08 -            120700ZMAY08</p> 
<b>Center of Main Effort</b>  Symbol Set Code: 25 Code: 130400		<u>Anchor Points.</u> This symbol requires one anchor point. The center point defines the center of the symbol. <u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol is typically centered over the desired location. <u>Note:</u> For the Center of Main effort, the symbol can be rotated so that the lines at the top of the	
<b>Contact Point</b>  In land warfare, a point on the terrain, easily identifiable, where two or more units are required to make contact.  Symbol Set Code: 25 Code: 130500			

TABLE H-VI. Command and Control points - Continued.

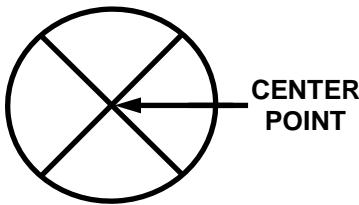
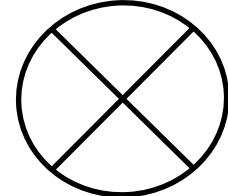
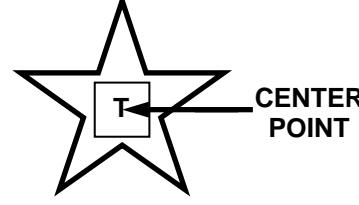
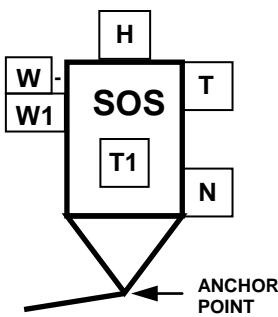
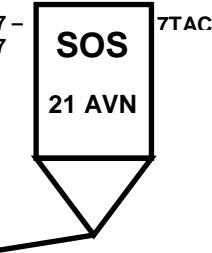
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Coordinating Point</b>  Designated point at which, in all types of combat, adjacent units/formations must make contact for purposes of control and coordination.  Symbol Set Code: 25 Code: 130600		symbol are oriented toward the point of main effort.  Static/Dynamic: S	
<b>Decision Point</b>  A point in space and time, identified during the planning process, where it is anticipated that the commander must make a decision concerning a specific course of action.  Symbol Set Code: 25 Code: 130700			
<b>Distress Call</b>  Symbol Set Code: 25 Code: 130800  Static/Dynamic: S		<u>Anchor Points.</u> This symbol requires one anchor point. The point defines the tip of the inverted cone. <u>Size/Shape.</u> Static.	

TABLE H-VI. Command and Control points - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Entry Control Point</b>  Symbol Set Code: 25 Code: 130900		<u>Orientation.</u> The symbol will typically be oriented upright, as shown in the example to the right.  Static/Dynamic: S	<b>PERSONNEL</b>  080700ZJUN08 - 110600ZJUN08 
<b>Fly-To-Point</b>  Symbol Set Code: 25 Code: 131000	N/A		N/A
<b>Fly-To-Point (Sonobuoy)</b>  Symbol Set Code: 25 Code: 131001			2  060900ZFEB08 - 100300ZFEB08 
<b>Fly-To-Point (Weapon)</b>  Symbol Set Code: 25 Code: 131002			3  060900ZFEB08 - 100300ZFEB08 

TABLE H-VI. Command and Control points - Continued.

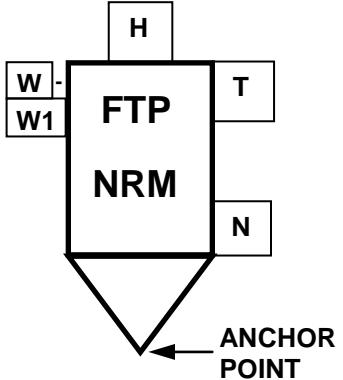
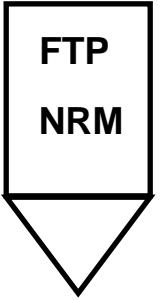
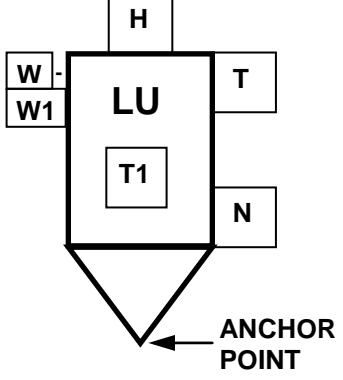
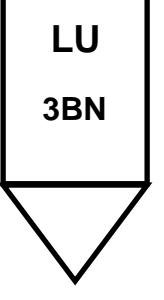
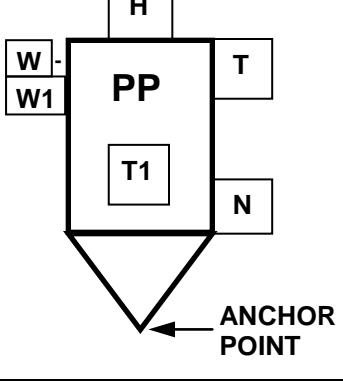
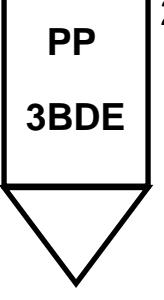
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Fly-To-Point (Normal)</b>  Symbol Set Code: 25 Code: 131003			<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> <p>6 060900ZFEB08 - 100300ZFEB08</p> 
<b>Linkup Point</b>  A point where two infiltrating elements in the same or different infiltration lanes are scheduled to meet to consolidate before proceeding with their missions.  Symbol Set Code: 25 Code: 131100			<p>NIGHT 060900ZFEB08 - 100300ZFEB08</p> 
<b>Passage Point</b>  A specifically designated place where the passing units will pass through the stationary unit.  Symbol Set Code: 25 Code: 131200			<p>GOLD 120700ZMAY08 - 120900ZMAY08</p> 

TABLE H-VI. Command and Control points - Continued.

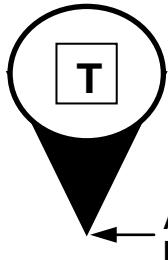
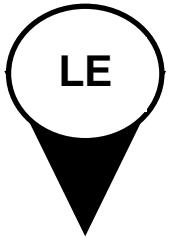
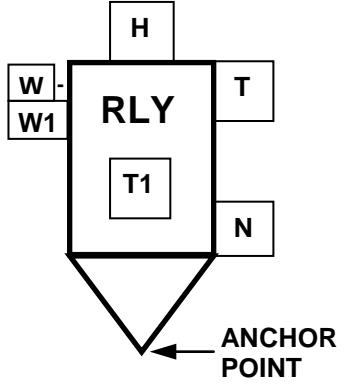
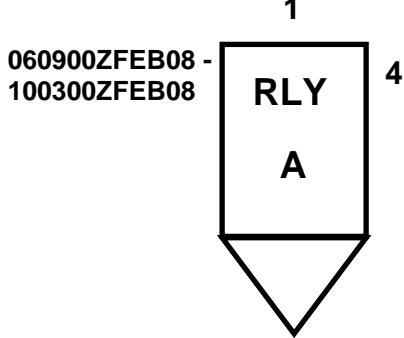
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Point of Interest</b>  Symbol Set Code: 25 Code: 131300			
<b>Point of Interest – Launch Event</b>  Symbol Set Code: 25 Code: 131301			
<b>Rally Point</b>  An easily identifiable point on the ground at which units can reassemble and reorganize if they become dispersed.  Symbol Set Code: 25 Code: 131400			 060900ZFEB08 - 100300ZFEB08

TABLE H-VI. Command and Control points - Continued.

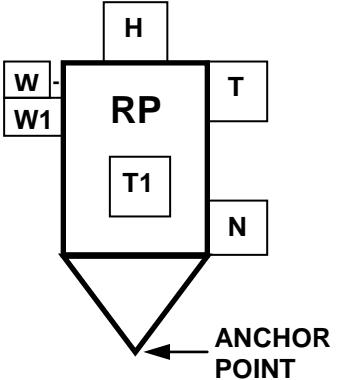
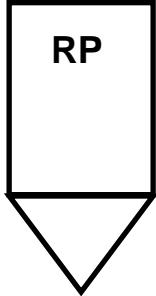
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Release Point</b>  In road movements, a well defined point on a route at which the elements composing a column return under the authority of their respective commanders, each one of these elements continuing its movement towards its own appropriate destination.  Symbol Set Code: 25 Code: 131500			<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> <p><b>BDE</b>  060900ZFEB08 -  100300ZFEB08      5</p> 

TABLE H-VI. Command and Control points - Continued.

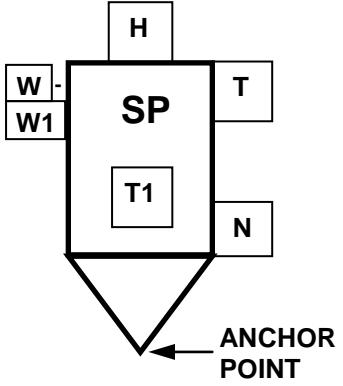
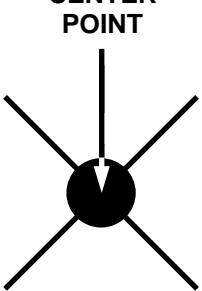
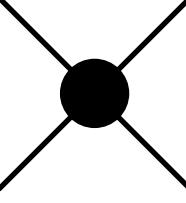
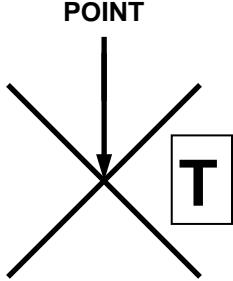
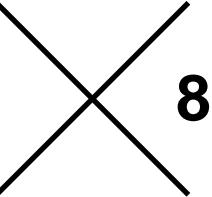
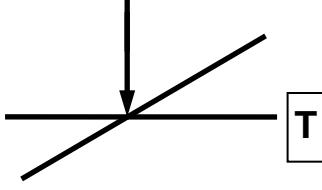
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<p><b>Start Point</b></p> <p>A well defined point on a route at which a movement of vehicles begins to be under the control of the commander of this movement. It is at this point that the column is formed by the successive passing, at an appointed time, of each of the elements composing the column. In addition to the principal start point of a column there may be secondary start points for its different elements.</p> <p>Symbol Set Code: 25 Code: 131600</p>			<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> <p>3 080400Z OCT 08 - 120300Z OCT 08 5 SP 2BN</p>
<p><b>Special Point</b></p> <p>Symbol Set Code: 25 Code: 131700</p>		<p><u>Anchor Points.</u> This symbol requires one anchor point. The center point defines the center of the symbol. <u>Size/Shape.</u> Static. <u>Orientation.</u> The</p>	

TABLE H-VI. Command and Control points - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Waypoint</b> Designated point or series of points loaded and stored in a global positioning system or other electronic navigational aid system to facilitate movement.  Symbol Set Code: 25 Code: 131800	<b>CENTER POINT</b> 	symbol is typically centered over the desired location.  Static/Dynamic: S	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 
<b>Airfield (AEGIS Only)</b>  Symbol Set Code: 25 Code: 131900	<b>CENTER POINT</b> 		

**H.5.11 Maneuver Control Measure Symbols.** Maneuver is the employment of forces on the battlefield through movement in combination with fire, or fire potential, to achieve a position of advantage in respect to the enemy in order to accomplish the mission.

TABLE H-VII. Maneuver control measure symbols.

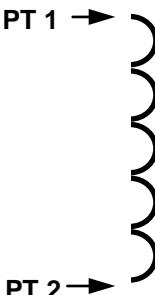
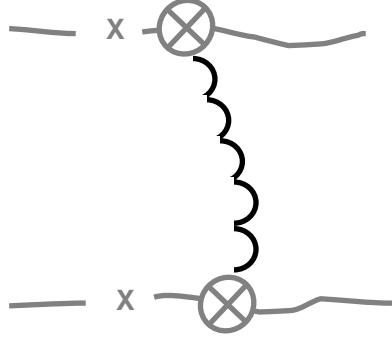
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Maneuver Lines</b>  Symbol Set Code: 25 Code: <b>140000</b>	N/A		N/A
<b>Forward Line of Troops</b>  A line which indicates the most forward positions of forces in any kind of military operation at a specific time.  Symbol Set Code: 25 Code: <b>140100</b>	N/A		N/A
<b>Friendly Present</b>  Symbol Set Code: 25 Code: <b>140101</b>		<u>Anchor Points.</u> This symbol requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line. <u>Size/Shape.</u> The first and last	

TABLE H-VII. Maneuver control measure symbols - Continued.

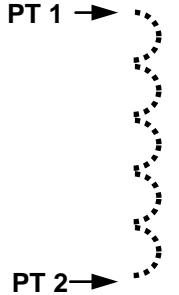
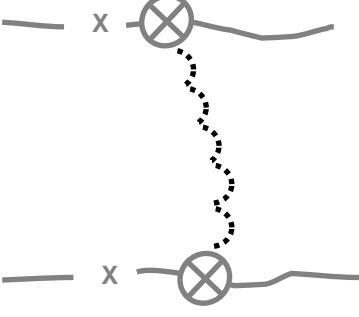
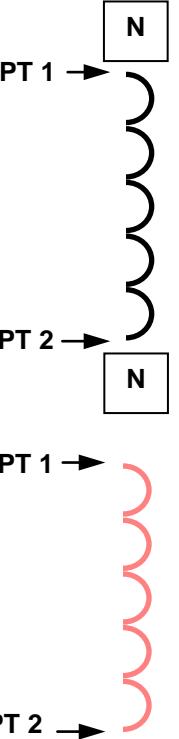
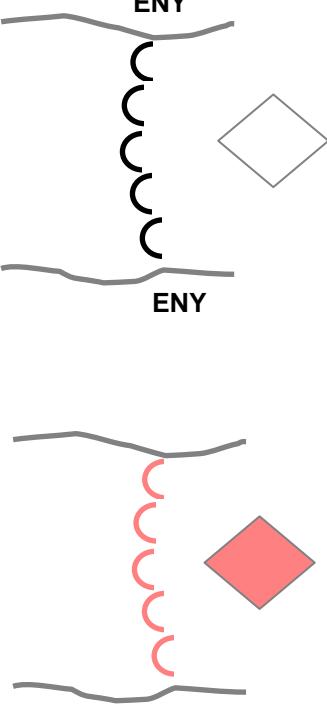
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Friendly Planned or On Order</b>  Symbol Set Code: 25 Code: 140102		<p>anchor points determine the length of the line.</p> <p><b>Orientation.</b> Orientation is determined by the order in which the anchor points are entered.</p> <p><b>Note:</b> The open side of the arc reflects the reported unit.</p>	
<b>Enemy Known</b>  Symbol Set Code: 25 Code: 140103		<p>Static/Dynamic: D</p>	

TABLE H-VII. Maneuver control measure symbols - Continued.

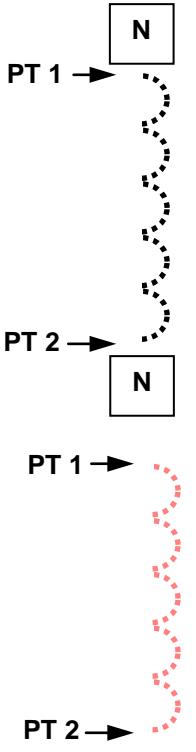
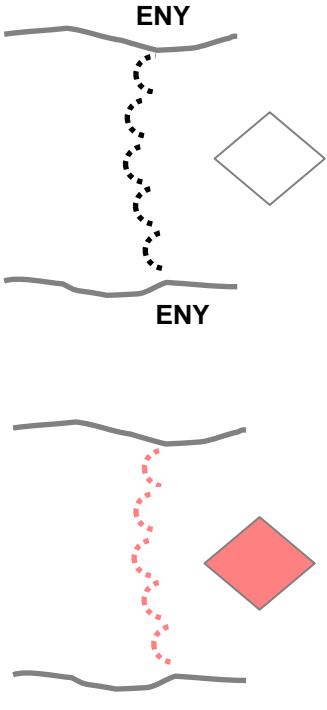
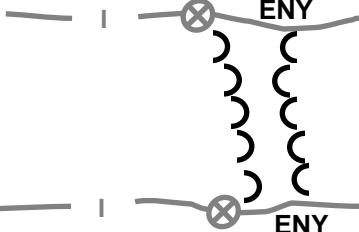
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE <small>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</small>
<b>Enemy Suspected or Templated</b>  Symbol Set Code: 25 Code: 140104			
<b>Line of Contact</b>  A general trace delineating the locations where two opposing forces are engaged.  Symbol Set Code: 25 Code: 140200	The line of contact symbol is created when both the friendly and enemy forward line of troops symbols are displayed.		

TABLE H-VII. Maneuver control measure symbols - Continued.

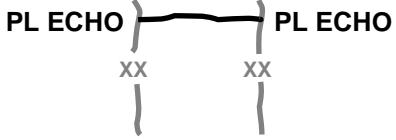
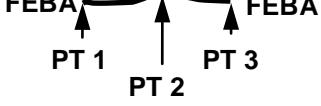
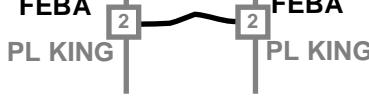
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Phase Line</b> A line utilized for control and coordination of military operations, usually a terrain feature extending across the zone of action.  Symbol Set Code: 25 Code: 140300		<u>Anchor Points.</u> This symbol requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line. <u>Size/Shape.</u> The first and last anchor points determine the length of the line. <u>Orientation.</u> Orientation is determined by the order in which the anchor points are entered. <u>Static/Dynamic:</u> D	Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure. 
<b>Forward Edge of the Battle Area</b> The foremost limits of a series of areas in which ground combat units are deployed, excluding the areas in which the covering or screening forces are operating, designated to coordinate fire support, the positioning of forces or the maneuver of units.  Symbol Set Code: 25 Code: 140400		<u>Anchor Points.</u> This symbol requires at least three points, points 1, 2, and 3, to define the line. The end-of-line information will typically be posted at the ends of the line as it is displayed on the screen. <u>Size/Shape.</u> The first and last anchor points determine the length of the line. <u>Orientation.</u> Orientation is determined by the order in which the anchor points are entered. <u>Static/Dynamic:</u> D	
<b>Proposed or On Order Forward Edge of the Battle Area</b> Symbol Set Code: 25 Code: 140401		<u>Anchor Points.</u> This symbol requires at least two points, points 1 and 2, to define the line. <u>Size/Shape.</u> The first and last anchor points determine the length of the line. <u>Orientation.</u> Orientation is determined by the order in which the anchor points are entered. <u>Static/Dynamic:</u> D	

TABLE H-VII. Maneuver control measure symbols - Continued.

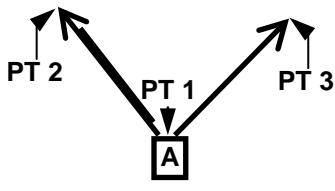
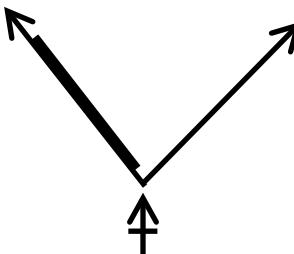
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Principal Direction of Fire</b> Symbol Set Code: 25 Code: 140500		<u>Anchor Points.</u> This symbol requires three anchor points. Point 1 defines the vertex of the symbol. Points 2 and 3 define the tips of the arrowheads. <u>Size/Shape.</u> The length and orientation of the arrows can vary independently. <u>Orientation.</u> Orientation is determined by the anchor points. The arrowheads may touch other symbols that define the limits of the task. The top of the tactical symbol indicator may touch point 1.	<small>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</small> 
<i>Areas</i>			
<b>Maneuver Areas</b> Symbol Set Code: 25 Code: 150000	N/A		N/A
<b>Area</b> Symbol Set Code: 25 Code: 150100	N/A		N/A
<b>Friendly Area</b> Symbol Set Code: 25 Code: 150101		<u>Anchor Points.</u> This symbol requires at least three anchor points to define the boundary of the area. Add as	

TABLE H-VII. Maneuver control measure symbols - Continued.

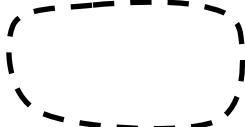
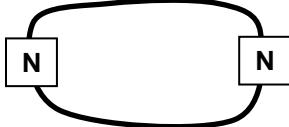
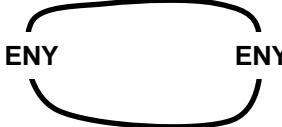
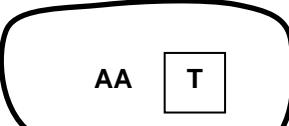
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Friendly Planned or On Order Area</b> Symbol Set Code: 25 Code: 150102		many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape</u> . Determined by the anchor points. The information field should be moveable within the area. <u>Orientation</u> . Not applicable.	
<b>Enemy Known or Confirmed Area</b> Symbol Set Code: 25 Code: 150103		Static/Dynamic: D	 
<b>Enemy Suspected Area</b> Symbol Set Code: 25 Code: 150104			 
<b>Assembly Area (AA)</b> An area in which a command is assembled preparatory to further action. Symbol Set Code: 25 Code: 150200			

TABLE H-VII. Maneuver control measure symbols - Continued.

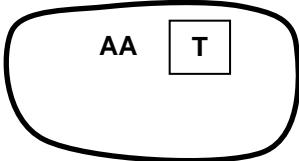
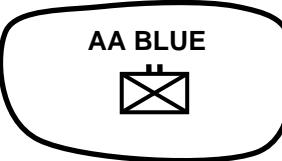
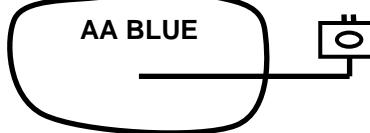
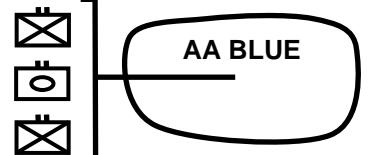
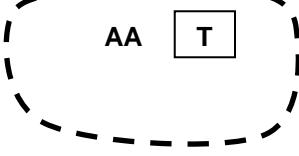
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Occupied Assembly Area</b>  Symbol Set Code: 25 Code: 150300		<u>Anchor Points.</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape.</u> Determined by the anchor points. The information field should be moveable within the area. <u>Orientation.</u> Not applicable.	
<b>Occupied Assembly Area with Offset Unit</b>  Symbol Set Code: 25 Code: 150301			
<b>Occupied Assembly Area with Offset Units</b>  Symbol Set Code: 25 Code: 150302			
<b>Proposed or On Order Assembly Area</b>  Symbol Set Code: 25 Code: 150400		<b>Note:</b> Although unit symbols are not part of this control measure symbol area, numerous unit symbols can be included in the area for presentation.  Static/Dynamic: D	
<b>Action Area</b>  Symbol Set Code: 25 Code: 150500	N/A		N/A

TABLE H-VII. Maneuver control measure symbols - Continued.

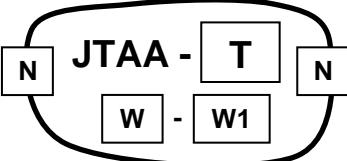
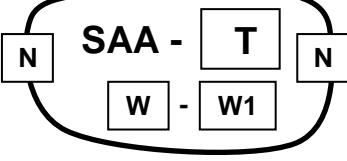
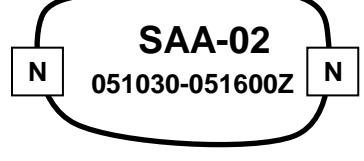
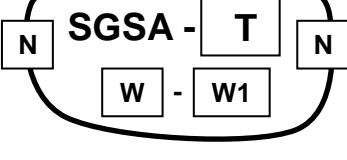
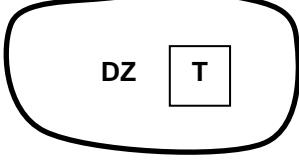
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Joint Tactical Action Area (JTAA)</b>  Symbol Set Code: 25 Code: 150501		<u>Anchor Points.</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.	
<b>Submarine Action Area (SAA)</b>  Symbol Set Code: 25 Code: 150502		<u>Size/Shape.</u> Determined by the anchor points. The information field should be moveable within the area.	
<b>Submarine-Generated Action Area (SGAA)</b>  Symbol Set Code: 25 Code: 150503		<u>Orientation.</u> Not applicable.	
<b>Drop Zone (DZ)</b>  A specified area upon which airborne troops, equipment, or supplies are airdropped.  Symbol Set Code: 25 Code: 150600		Static/Dynamic: D	

TABLE H-VII. Maneuver control measure symbols - Continued.

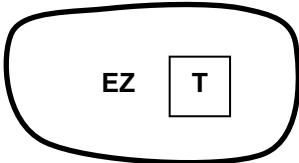
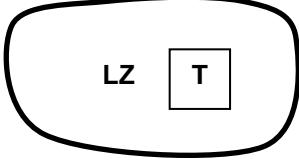
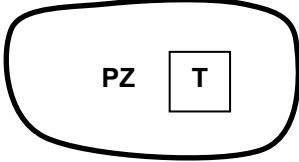
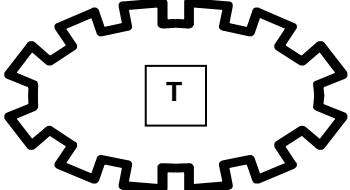
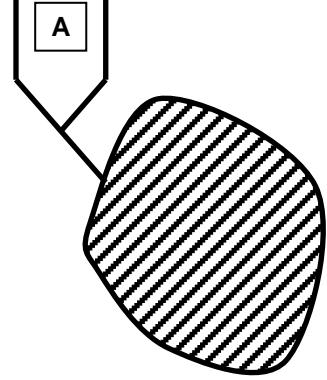
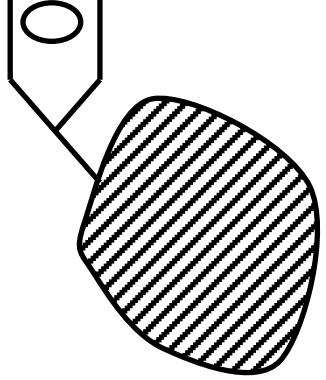
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE <small>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</small>
<b>Extraction Zone (EZ)</b> A specified drop zone used for the delivery of supplies and/or equipment by means of an extraction technique from an aircraft flying very close to the ground. Symbol Set Code: 25 Code: 150700			
<b>Landing Zone (LZ)</b> A specified zone used for the landing of aircraft on land, water or deck. Symbol Set Code: 25 Code: 150800			
<b>Pickup Zone (PZ)</b> A geographic area used to pick up troops or equipment by helicopter. Symbol Set Code: 25 Code: 150900			

TABLE H-VII. Maneuver control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE <small>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</small>
<b>Fortified Area.</b> Symbol Set Code: 25 Code: 151000			
<b>Limited Access Area</b>  Symbol Set Code: 25 Code: 151100  Static/Dynamic: D		<u>Anchor Points.</u> The area symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. The LAA point symbol requires one anchor point and is connected to the area symbol with a straight line. <u>Size/Shape.</u> Determined by the anchor points. The information field should be moveable within the area. <u>Orientation.</u> The LAA point symbol will be oriented upright, as shown in the example to the right.	

**H.5.12 Defensive maneuver.** Defensive operations defeat an enemy attack, buy time, economize forces, or develop conditions favorable for offensive operations.

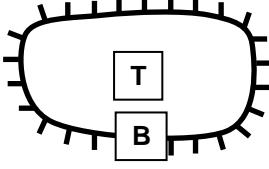
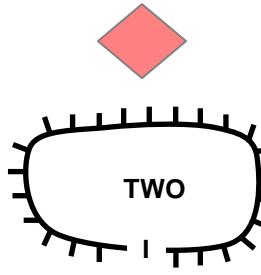
#### H.5.12.1 Areas.

TABLE H-VIII. Defensive control measure symbols.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Battle Position</b>  A defensive location oriented on a likely enemy avenue of approach.  Symbol Set Code: 25 Code: 151200		<u>Anchor Points.</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape.</u> Determined by the anchor points. The information field should be moveable and scalable within the area.  <u>Orientation.</u> The side opposite Field B (Echelon) faces toward the hostile force.	
<b>Battle Position Planned</b>  Symbol Set Code: 25 Code: 151201		  <u>Size/Shape.</u> Determined by the anchor points. The information field should be moveable and scalable within the area.  <u>Orientation.</u> The side opposite Field B (Echelon) faces toward the hostile force.	
<b>Battle Position Prepared (P) but not Occupied</b>  Symbol Set Code: 25 Code: 151202		  <u>Static/Dynamic:</u> D	

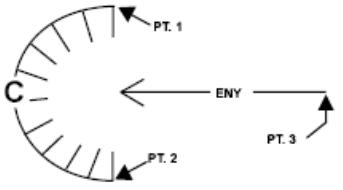
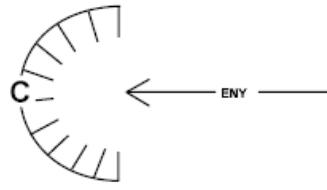
MIL-STD-2525D - APPENDIX H

TABLE H-VIII. Defensive control measure symbols – Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<p><b>Strong Point</b>  A key point in a defensive position usually strongly fortified and heavily armed with automatic weapons, around which other positions are grouped for its protection.</p> <p>Symbol Set  Code: 25  Code: 151203</p> <p>Static/Dynamic:  D</p>		<p><u>Anchor Points.</u>  This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.</p> <p><u>Size/Shape.</u>  Determined by the anchor points.  The information field should be moveable within the area. The default tic length should be the same as the text height of the echelon field (B). Spacing between the tics should also be the height of B. Users should be provided a facility to allow them to manually alter the height of B, which in turn should affect the tic length and spacing accordingly.</p> <p><u>Orientation.</u> Not applicable.</p>	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 

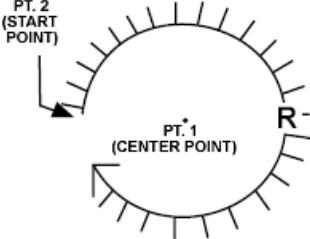
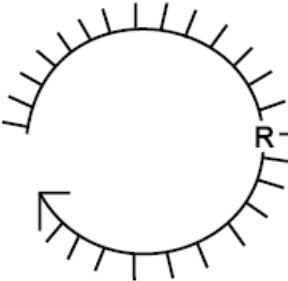
MIL-STD-2525D - APPENDIX H

TABLE H-VIII. Defensive control measure symbols – Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Contain</b> Symbol Set Code: 25 Code: 151204 Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires three anchor points. Points 1 and 2 define the endpoints of the semicircle's opening. Point 3 defines the end of the arrow. <u>Size/Shape.</u> Points 1 and 2 determine the diameter of the semicircle and point 3 determines the length of the arrow. The tip of the arrowhead will be at the center point of the semicircle's diameter and will project perpendicularly from the line between points 1 and 2. The default tic length should be the same as the text height of the echelon field (B). Spacing between the tics should also be the height of B. Users should be provided a facility to allow them to manually alter the height of B, which in turn should affect the tic length and spacing accordingly. <u>Orientation.</u> The opening typically faces enemy forces.	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 

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TABLE H-VIII. Defensive control measure symbols – Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Retain</b>  Symbol Set Code: 25 Code: 151205  Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires two anchor points. Point 1 defines the center point of the graphic and point 2 defines the graphic's start point and radius. <u>Size/Shape.</u> Points 1 and 2 will determine a radius that is long enough for the graphic to encompass the feature(s) being retained. The opening will be a 30-degree arc of the circle. The default tic length should be the same as the text height of the echelon field (R). Spacing between the tics should also be the height of R. Users should be provided a facility to allow them to manually alter the height of R, which in turn should affect the tic length and spacing accordingly. <u>Orientation.</u> The opening will be on the friendly side of the symbol.	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 

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TABLE H-VIII. Defensive control measure symbols – Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Engagement Area (EA)</b>  An area where the commander intends to contain and destroy an enemy force with the massed effects of all available weapons and supporting systems.  Symbol Set Code: 25 Code: 151300  Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape.</u> Determined by the anchor points. The information field should be moveable as a block within the area. <u>Orientation.</u> Not applicable.	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 

H.5.12.2 Observation post. A position from which military observations are made, or fire directed and adjusted and which possesses appropriate communications; may be airborne.

TABLE H-IX. Observation post.

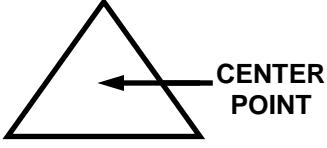
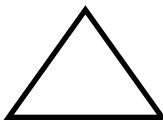
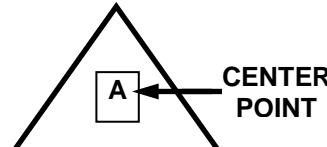
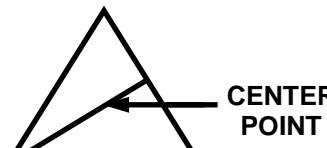
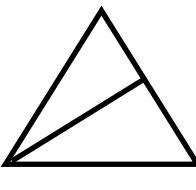
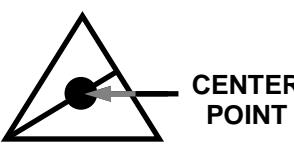
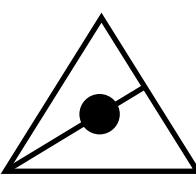
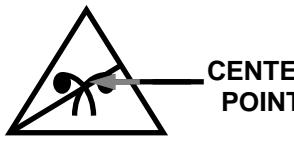
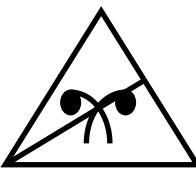
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Maneuver Points</b>  Symbol Set Code: 25 Code: 160000	N/A		N/A
<b>Observation Post /Outpost (Unspecified)</b>  Symbol Set Code: 25 Code: 160100		<u>Anchor Points</u> . This symbol requires one anchor point. The center point defines the center of the symbol. <u>Size/Shape</u> . Static. <u>Orientation</u> . The symbol is typically centered over the desired location.	
<b>Observation Post /Outpost (Specified)</b>  Symbol Set Code: 25 Code: 160200		<u>Anchor Points</u> . This symbol requires one anchor point. The center point defines the center of the symbol. <u>Size/Shape</u> . Static. <u>Orientation</u> . The symbol is typically centered over the desired location. <u>Static/Dynamic</u> : S	Examples follow.
<b>Reconnaissance Outpost</b>  Symbol Set Code: 25 Code: 160201			
<b>Forward Observer Outpost/Position</b>  Symbol Set Code: 25 Code: 160202			
<b>CBRN Observation Outpost</b>  Symbol Set Code: 25 Code: 160203			

TABLE H-IX. Observation post - Continued.

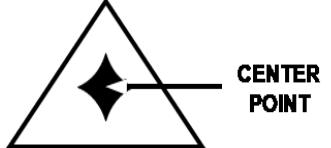
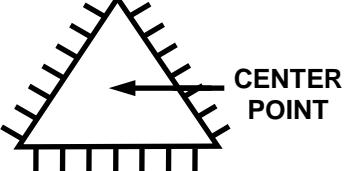
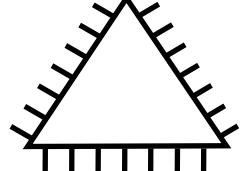
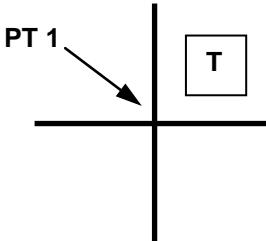
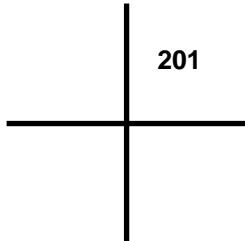
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Sensor Outpost/Listening Post</b>  Symbol Set Code: 25 Code: 160204	 <p><b>CENTER POINT</b></p>		<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 
<b>Combat Outpost</b>  Symbol Set Code: 25 Code: 160205	 <p><b>CENTER POINT</b></p>		

TABLE H-IX. Observation post - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<p><b>Target Reference Point</b></p> <p>An easily recognizable point on the ground (either natural or manmade) used to initiate, distribute and control fires. Target reference points (TRPs) can also designate the center of an area where the commander plans to distribute or converge the fires of all his weapons rapidly. They are used by task force and below and can further delineate sectors of fire within an engagement area. TRPs are designated using the standard target symbol and numbers issued by the fire support officer. Once designated, TRPs also constitute indirect fire targets.</p> <p>Symbol Set Code: 25 Code: 160300</p>			<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 

H.5.13 Offensive maneuver. Offensive operations aim at destroying or defeating an enemy.

H.5.13.1 Axis of advance. A line of advance assigned for purposes of control; often a road or a group of roads, or a designated series of locations, extending in the direction of the enemy.

TABLE H-X. Offensive Control Measure Symbols.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Axis of Advance</b>  Symbol Set Code: 25 Code: 151400	N/A		N/A
<b>Friendly Airborne/ Aviation</b>  Symbol Set Code: 25 Code: 151401	<p><u>Anchor Points.</u> The symbol requires N anchor points, where N is between 3 and 50. Point 1 defines the tip of the arrowhead. Point N-1 defines the rear of the symbol. Point N defines the back of the arrowhead. Anchor points are numbered sequentially beginning with point number one (1), in increments of one (1).</p> <p><u>Size/Shape.</u> Points 1 through N-1 and 2 determine the graphic's centerline and</p>	<u>Anchor Points.</u> The symbol requires N anchor points, where N is between 3 and 50. Point 1 defines the tip of the arrowhead. Point N-1 defines the rear of the symbol. Point N defines the back of the arrowhead. Anchor points are numbered sequentially beginning with point number one (1), in increments of one (1). <p><u>Size/Shape.</u> Points 1 through N-1 and 2 determine the graphic's centerline and</p>	<p>Airborne</p> <p>080400Z OCT 08 - 120300Z OCT 08</p> <p>SWORD</p> <p>Aviation</p> <p>080400Z OCT 08 - 120300Z OCT 08</p> <p>SNOW</p>

TABLE H-X. Offensive Control Measure Symbols - Continued.

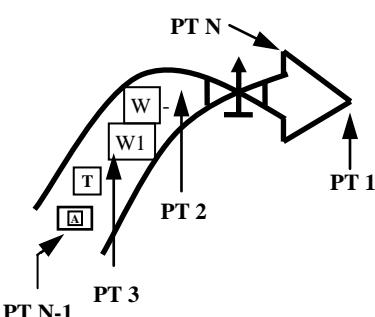
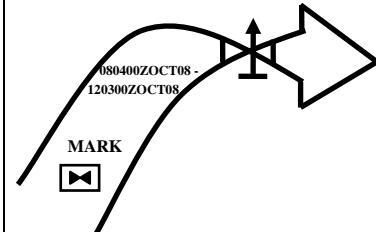
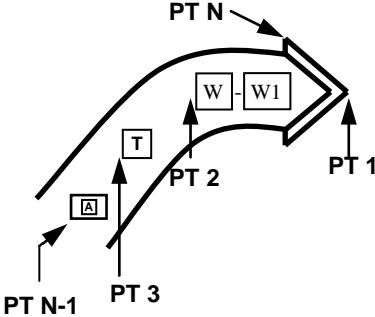
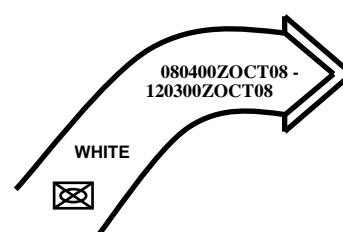
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Attack Helicopter</b> Symbol Set Code: 25 Code: 151402		<p>Point N determines the width. The crossover point on the symbol shall occur between Points 1 and 2.</p> <p><u>Orientation.</u> The arrowhead typically points toward enemy forces.</p> <p>Static/Dynamic: D</p>	 <p>080400Z OCT08 - 120300Z OCT08</p>
<b>Main Attack</b> The principal attack or effort into which the commander throws the full weight of the offensive power at his disposal.  Symbol Set Code: 25 Code: 151403		<p><u>Anchor Points.</u> The symbol requires N anchor points, where N is between 3 and 50. Point 1 defines the tip of the arrowhead. Point N-1 defines the rear of the symbol. Point N defines the back of the</p>	 <p>080400Z OCT08 - 120300Z OCT08</p>

TABLE H-X. Offensive Control Measure Symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<p><b>Supporting Attack</b></p> <p>An offensive operation carried out in conjunction with a main attack and designed to achieve one or more of the following:</p> <ul style="list-style-type: none"> <li>a. deceive the enemy;</li> <li>b. destroy or pin down enemy forces which could interfere with the main attack;</li> <li>c. control ground whose occupation by the enemy will hinder the main attack; or</li> <li>d. force the enemy to commit reserves prematurely or in an indecisive area.</li> </ul> <p>Symbol Set Code: 25 Code: 151404</p>		<p>arrowhead. Anchor points are numbered sequentially beginning with point number one (1), in increments of one (1).</p> <p><u>Size/Shape.</u> Points 1 through N-1 and 2 determine the symbol's centerline and Point N determines the width.</p> <p><u>Orientation.</u> The arrowhead typically points toward enemy forces.</p> <p>Static/Dynamic: D</p>	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p>

TABLE H-X. Offensive Control Measure Symbols - Continued.

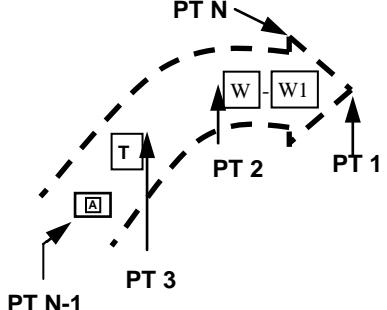
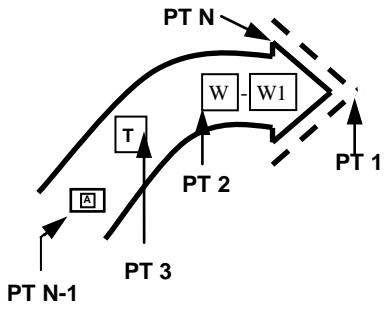
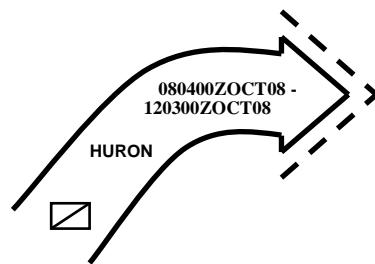
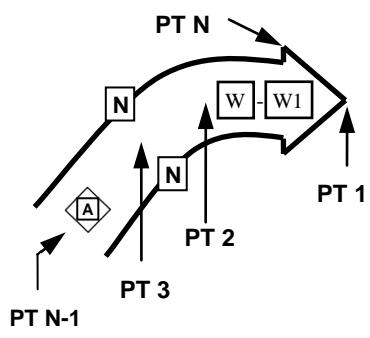
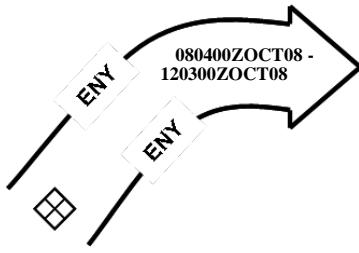
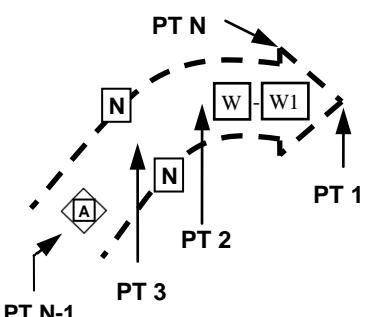
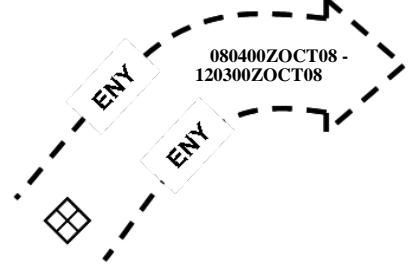
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Supporting Attack Planned or On Order</b>  Symbol Set Code: 25 Code: 151405			
<b>Axis of Advance for a Feint</b>  Symbol Set Code: 25 Code: 151406			
<b>Enemy Confirmed</b>  Symbol Set Code: 25 Code: 151407			

TABLE H-X. Offensive Control Measure Symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Enemy Tempted or Suspected</b> Symbol Set Code: 25 Code: 151408			 <p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p>

H.5.13.2 Direction of attack. A specific direction or route that the main attack or center of mass of the unit will follow.

TABLE H-XI. Direction of attack.

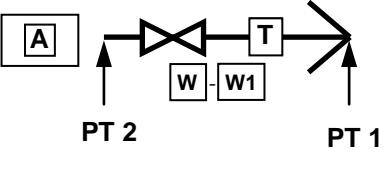
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Direction of Attack</b> Symbol Set Code: 25 Code: 140600	N/A		N/A
<b>Friendly Aviation</b> Symbol Set Code: 25 Code: 140601		<p><u>Anchor Points</u>. This symbol requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line.</p> <p><u>Size/Shape</u>. The first and last anchor points</p>	 <p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p>

TABLE H-XI. Direction of attack - Continued.

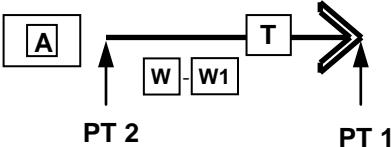
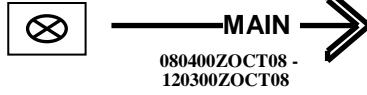
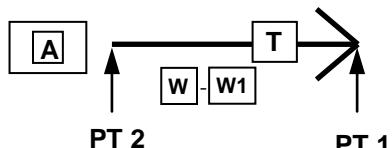
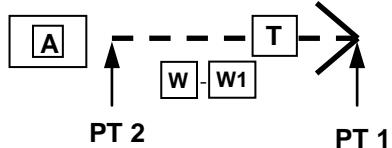
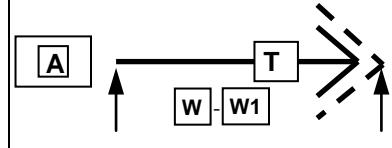
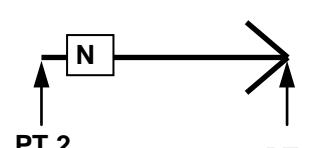
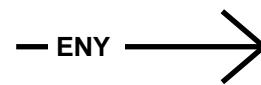
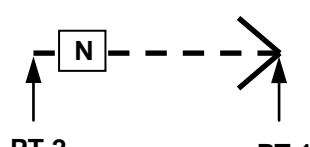
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Friendly Direction of Main Attack</b>  Symbol Set Code: 25 Code: 140602		determine the length of the line. <u>Orientation.</u> Orientation is determined by the anchor points.	Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.  
<b>Friendly Direction of Supporting Attack</b>  Symbol Set Code: 25 Code: 140603		Static/Dynamic: D	
<b>Friendly Ground Axis Planned or On Order with Effective Date and Time (if known)</b>  Symbol Set Code: 25 Code: 140604			
<b>Direction of Attack for a Feint</b>  Symbol Set Code: 25 Code: 140605			
<b>Enemy Confirmed</b>  Symbol Set Code: 25 Code: 140606			
<b>Enemy Templated or Suspected</b>  Symbol Set Code: 25 Code: 140607			

TABLE H-XI. Direction of attack - Continued.

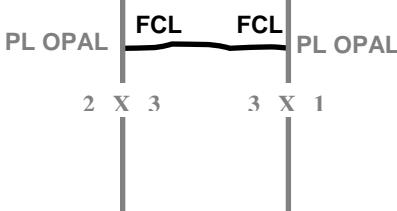
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<i>Lines</i>			
<b>Final Coordination Line</b> A line close to the enemy position used to coordinate the lifting or shifting of supporting fires with the final deployment of maneuver elements.  Symbol Set Code: 25 Code: 140700  Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line. <u>Size/Shape.</u> The first and last anchor points determine the length of the line. The end-of-line information will typically be posted at the ends of the line as it is displayed on the screen. <u>Orientation.</u> Orientation is determined by the order in which the anchor points are entered.	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 

TABLE H-XI. Direction of attack - Continued.

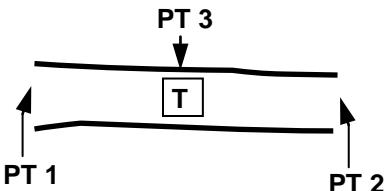
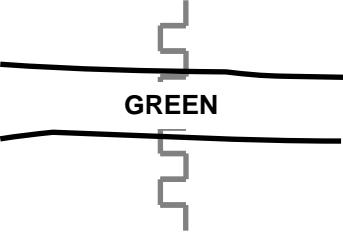
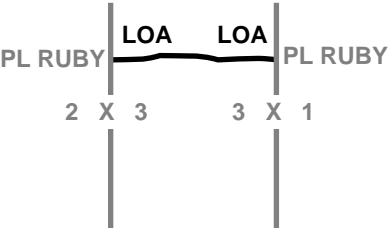
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Infiltration Lane</b> A control measure that coordinates forward and lateral movement of infiltrating units and fixes fire planning responsibilities. Symbol Set Code: 25 Code: 140800 Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires three anchor points. Points 1 and 2 define the endpoints of the infiltration lane and point 3 defines one side of the lane. <u>Size/Shape.</u> Points 1 and 2 determine the centerline of the symbol and point 3 determines the width of the infiltration lane. The rest of the symbol stays proportional to the length of the centerline. <u>Orientation.</u> Orientation is determined by points 1 and 2.	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 
<b>Limit of Advance</b> An easily recognized terrain feature beyond which attacking elements will not advance. Symbol Set Code: 25 Code: 140900		<u>Anchor Points.</u> This symbol requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line. <u>Size/Shape.</u> The first and last anchor points determine the length of the line.	

TABLE H-XI. Direction of attack - Continued.

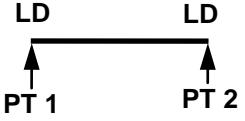
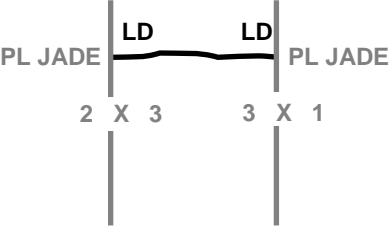
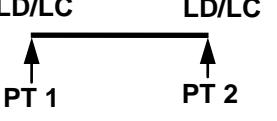
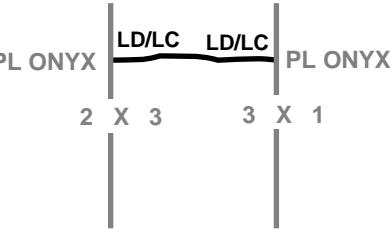
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Line of Departure</b> In land warfare, a line designated to coordinate the departure of attack elements. In amphibious warfare, a suitably marked offshore coordinating line to assist assault craft to land on designated beaches at scheduled times. Symbol Set Code: 25 Code: 141000		line information will typically be posted at the ends of the line as it is displayed on the screen. <u>Orientation</u> . Orientation is determined by the order in which the anchor points are entered. Static/Dynamic: D	 <p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p>
<b>Line of Departure / Line of Contact</b> The designation of forward friendly positions as the line of departure when opposing forces are in contact. Symbol Set Code: 25 Code: 141100			

TABLE H-XI. Direction of attack - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<p><b>Probable Line of Deployment.</b></p> <p>A line selected on the ground, usually the last covered and concealed position prior to the objective and forward of the line of departure, where attacking units deploy prior to beginning an assault; it is generally used under conditions of limited visibility.</p> <p><b>Note:</b> The dashed lines in this graphic shall be displayed in present and anticipated status.</p> <p>Symbol Set Code: 25 Code: 141200</p>			<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p>

TABLE H-XI. Direction of attack - Continued.

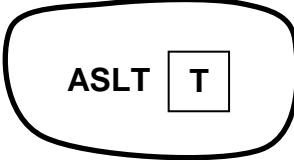
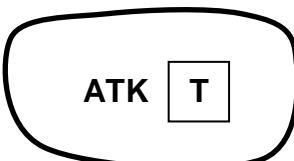
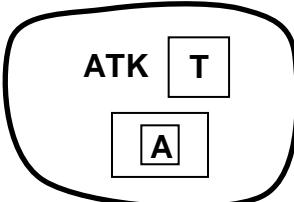
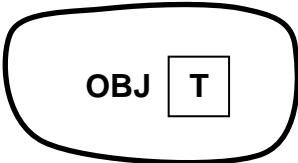
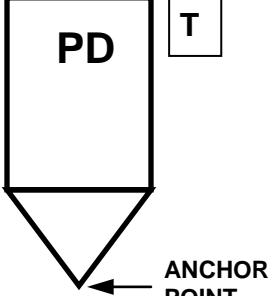
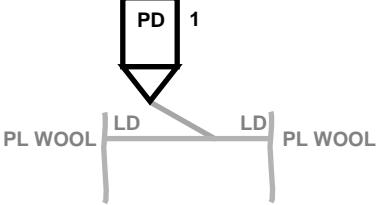
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<i>Areas</i>			
<b>Assault Position.</b>  That position between the line of departure and the objective in an attack from which forces assault the objective. Ideally, it is the last covered and concealed position before reaching the objective.  Symbol Set Code: 25 Code: 151500		<u>Anchor Points.</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape.</u> Determined by the anchor points. The information field should be moveable and scalable as a block within the area. <u>Orientation.</u> Not applicable. <u>Static/Dynamic:</u> D	
<b>Attack Position</b>  The last position occupied by the assault echelon before crossing the start line/line of departure.  <u>Note:</u> The 'A' modifier is used only used if a unit must stop in the attack position. Offset indicator may also be used.  Symbol Set Code: 25 Code: 151600	  		  

TABLE H-XI. Direction of attack - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
<b>Objective Area</b>  A defined geographical area within which is located an objective to be captured or reached by the military forces. This area is defined by competent authority for purposes of command and control.  Symbol Set Code: 25 Code: 151700			
<i>Points</i>			
<b>Point of Departure</b>  A specific place where a unit will cross the line of departure.  Symbol Set Code: 25 Code: 160400  Static/Dynamic: S		<u>Anchor Points.</u> This symbol requires one anchor point. The point defines the tip of the inverted cone. <u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol will typically be oriented upright.	 <b>Note:</b> The offset indicator is used in the example to allow the viewer to better see the LD. It is not required

**H.5.14 Maneuver control measure symbols.**

**H.5.14.1 Maneuver control measure symbols.** The employment of forces on the battlefield through movement in combination with fire, or fire potential, to achieve a position of advantage in respect to the enemy in order to accomplish the mission.

**TABLE H-XII. Maneuver control measure symbols.**

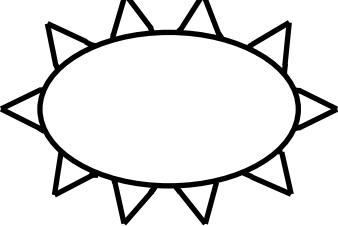
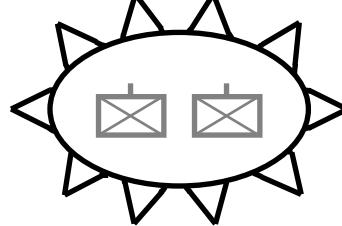
<b>CONTROL MEASURE</b>	<b>TEMPLATE</b>	<b>DRAW RULES</b>	<b>EXAMPLE</b> Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
<i>Areas</i>			
<b>Encirclement</b>  The loss of freedom of maneuver resulting from enemy control of all ground routes of evacuation and reinforcement.  Symbol Set Code: 25 Code: 151800	N/A		N/A
<b>Friendly</b>  Symbol Set Code: 25 Code: 151801		<u>Anchor Points.</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately	

TABLE H-XII. Maneuver control measure symbols - Continued.

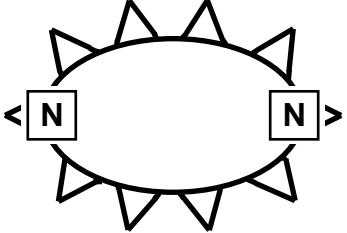
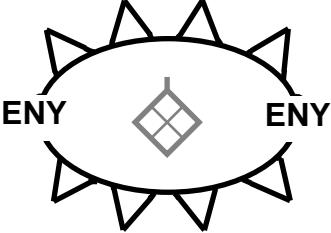
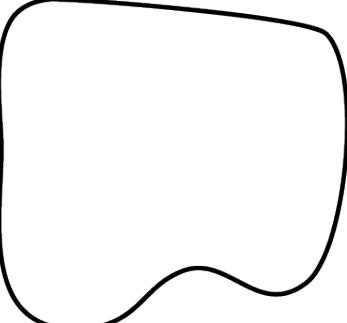
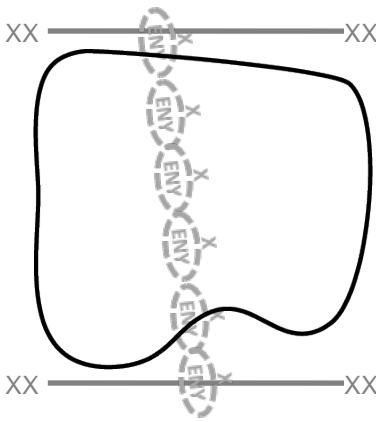
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE <small>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</small>
<b>Enemy</b> Symbol Set Code: 25 Code: 151802		<p>reflect the area's size and shape.</p> <p><u>Size/Shape</u>. Determined by the anchor points.</p> <p><u>Orientation</u>. Not applicable.</p> <p><b>Note:</b> Although unit symbols are not part of a control measure symbol area, numerous unit symbols can be included in the area for presentation.</p> <p>Static/Dynamic: D</p>	
<b>Penetration Box</b> Symbol Set Code: 25 Code: 151900 Static/Dynamic: D		<p><u>Anchor Points</u>. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.</p> <p><u>Size/Shape</u>. Determined by the anchor points.</p> <p><u>Orientation</u>. Not applicable.</p>	

TABLE H-XII. Maneuver control measure symbols - Continued.

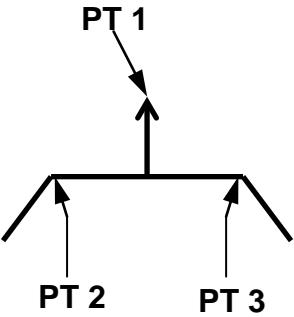
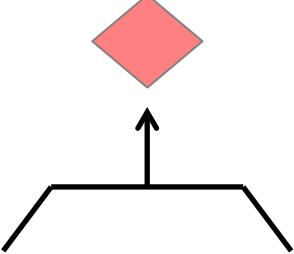
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Attack By Fire Position</b> Symbol Set Code: 25 Code: 152000 Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires three anchor points. Point 1 is the tip of the arrowhead. Points 2 and 3 define the endpoints of the straight line on the back side of the symbol. <u>Size/Shape.</u> Points 2 and 3 determine the length of the straight line on the back side of the symbol. The rear of the arrow should connect to the midpoint of the line between points 2 and 3. <u>Orientation.</u> Orientation is determined by the anchor points. The back side of the symbol encompasses the firing position, while the arrowhead typically points at the target.	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 

TABLE H-XII. Maneuver control measure symbols - Continued.

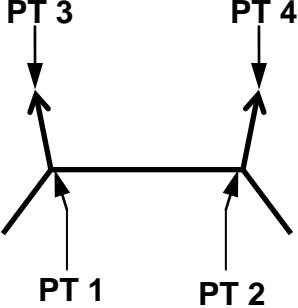
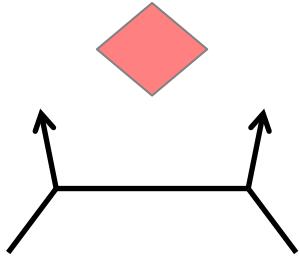
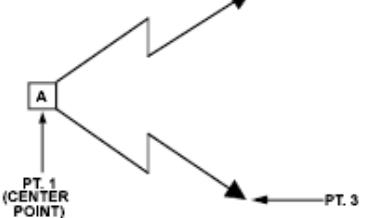
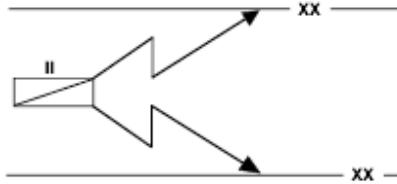
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<p><b>Support by Fire Position</b></p> <p>Symbol Set Code: 25 Code: 152100</p> <p>Static/Dynamic: D</p>		<p><u>Anchor Points.</u> This symbol requires four anchor points. Points 1 and 2 define the endpoints of the straight line on the back side of the symbol. Points 3 and 4 define the tips of the arrowheads.</p> <p><u>Size/Shape.</u> Points 1 and 2 determine the length of the straight line on the back side of the symbol. The rear of the arrows should connect to points 1 and 2.</p> <p><u>Orientation.</u> Orientation is determined by the anchor points. The back side of the symbol encompasses the firing position, while the arrowheads typically indicate the left and right limits of coverage that the firing position is meant to support.</p>	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 

TABLE H-XII. Maneuver control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Search Area/Reconnaissance Area</b> Symbol Set Code: 25 Code: 152200 Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires three anchor points. Point 1 defines the vertex of the graphic. Points 2 and 3 define the tips of the arrowheads. <u>Size/Shape.</u> Points 1 and 2 and points 1 and 3 determine the length of the arrows. The length and orientation of the arrows can vary independently. <u>Orientation.</u> Orientation is determined by the anchor points. The arrowheads may touch other graphics that define the limits of the task. The tactical symbol indicator is centered over point 1.	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 
<i>Lines</i>			

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TABLE H-XII. Maneuver control measure symbols - Continued.

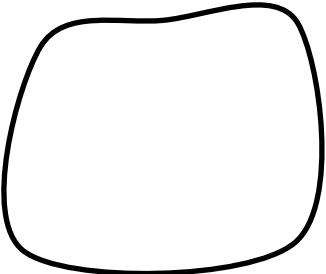
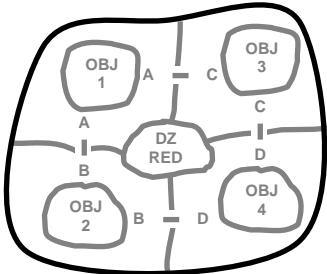
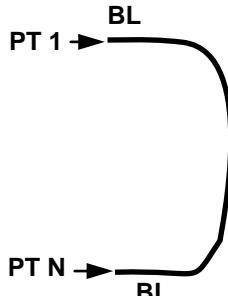
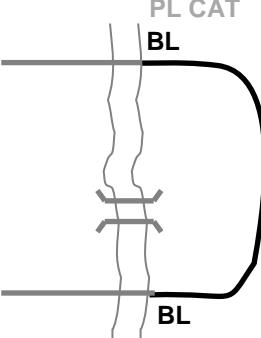
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Airhead Line</b> <p>A line denoting the limits of the objective area for an airborne assault.          Airhead: A designated area in a hostile or threatened territory which, when seized and held, ensures the continuous air landing of troops and materiel and provides the maneuver space necessary for projected operations.          Normally it is the area seized in the assault phase of an airborne operation.</p> <p>Symbol Set          Code: 25          Code: 141300</p>	 <p style="text-align: center;">AIRHEAD LINE</p>	<u>Anchor Points.</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape.</u> Determined by the anchor points. <u>Orientation.</u> Not applicable. <u>Static/Dynamic:</u> D	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p>  <p style="text-align: center;">AIRHEAD LINE</p>
<b>Bridgehead Line (BL)</b> <p>The limit of the objective area in the development of the bridgehead.</p> <p>Symbol Set          Code: 25          Code: 141400</p>	 <p style="text-align: center;">BL</p> <p style="text-align: center;">PT 1 → BL</p> <p style="text-align: center;">PT N → BL</p>	<u>Anchor Points.</u> This symbol requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line. <u>Size/Shape.</u> The first and last anchor points	 <p style="text-align: center;">PL CAT</p> <p style="text-align: center;">BL</p> <p style="text-align: center;">BL</p> <p style="text-align: center;">PL CAT</p>

TABLE H-XII. Maneuver control measure symbols - Continued.

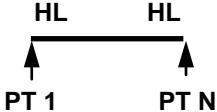
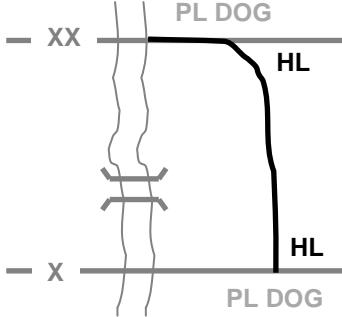
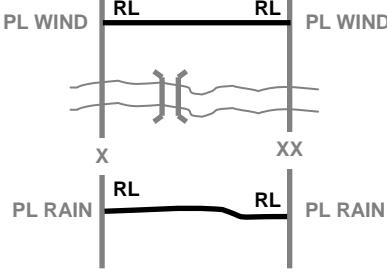
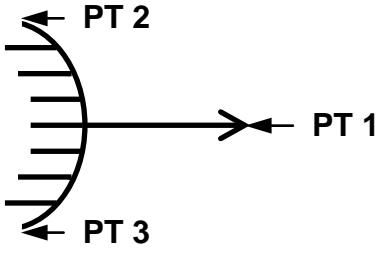
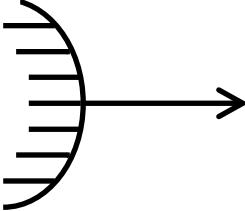
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Holding Line (HL)</b>  In retrograde river crossing operations, the outer limit of the area established between the enemy and the water obstacle to preclude direct and observed indirect fires into the crossings.  Symbol Set Code: 25 Code: 141500		<p>determine the length of the line. The end-of-line information will typically be posted as it is displayed on the screen.</p> <p><u>Orientation.</u> Orientation is determined by the order in which the anchor points are entered.</p> <p>Static/Dynamic: D</p>	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 
<b>Release Line</b>  Phase line used in river crossing operations that delineates a change in the headquarters controlling movement.  Symbol Set Code: 25 Code: 141600			

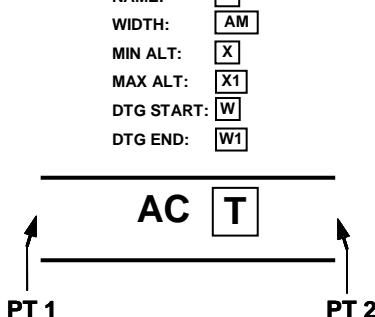
TABLE H-XII. Maneuver control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Ambush</b> A surprise attack by fire from concealed positions on a moving or temporarily halted enemy.  Symbol Set Code: 25 Code: 141700  Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires three anchor points. Point 1 is the tip of the arrowhead. Points 2 and 3 define the endpoints of the curved line on the back side of the symbol. <u>Size/Shape.</u> Points 2 and 3 determine the length of the curved line on the back side of the symbol. The rear of the arrow should connect to the midpoint of the line between points 2 and 3. <u>Orientation.</u> Orientation is determined by the anchor points. The back side of the symbol encompasses the ambush position with the airhead shaft positioned at the center of mass, while the arrowhead points in the direction of fire.	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 

### H.5.15 Airspace Control Measures (Means).

H.5.15.1 Airspace control measures (means). Are control measures used by NATO to segregate, control and/or reserve airspace for allied operations. Airspace control means are used to enhance the effectiveness of accomplishing the joint force commander's objectives; to prevent mutual interference; to facilitate air defense identification; to prevent fratricide; and to help in safely accommodating the flow of all air traffic in the area of operations. In general terms, airspace control means can be broken down into the following groups: points, lines, air corridors and routes and areas.

TABLE H-XIII. Airspace control means.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<i>Corridors (Areas)</i>			
<b>Airspace Control (Corridors) Areas</b>  Symbol Set Code: 25 Code: 170000	N/A		N/A
<b>Air Corridor</b>  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.  Symbol Set Code: 25 Code: 170100  Static/Dynamic: D	<p>NAME: <b>T</b>          WIDTH: <b>AM</b>          MIN ALT: <b>X</b>          MAX ALT: <b>X1</b>          DTG START: <b>W</b>          DTG END: <b>W1</b></p> 	<p><u>Anchor Points</u>. This symbol may contain multiple segments. Each segment requires 2 anchor points. Point numbers that define the trace of the segment are sequential beginning with point 1, in increments of 1, up to a max of 99 points. Each anchor point defines the endpoint of a segment's centerline. The anchor points are Air Control Points (ACP), Communication Checkpoints</p>	<p><b>NAME: GOLD</b>  <b>WIDTH: 1200FT</b>  <b>MIN ALT: 1500FT AGL</b>  <b>MAX ALT: 20000FT AGL</b>  <b>DTG START: 270600ZMAY08</b>  <b>DTG END: 271845ZMAY08</b></p> 

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TABLE H-XIII. Airspace control means - Continued.

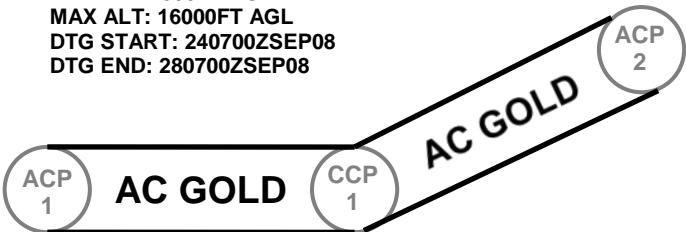
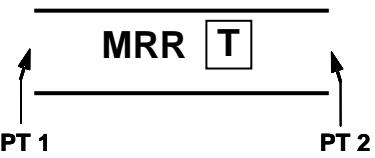
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
		<p>(CCP) or both.  <u>Size/Shape</u>.  Points 1 and 2 determine the length of a segment. The information field inside each segment should be moveable and scalable within each segment. The information box outside the symbol should be placed between points 1 and 2 in such a way it does not obscure the symbol.  <u>Orientation</u>. The anchor points determine orientation.</p>	
<b>Air Corridor with Multiple Segments</b>		<p>NAME: GOLD  WIDTH: 1200FT  MIN ALT: 1500FT AGL  MAX ALT: 16000FT AGL  DTG START: 240700ZSEP08  DTG END: 280700ZSEP08</p>	

TABLE H-XIII. Airspace control means - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Low-Level Transit Route</b> 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. Symbol Set Code: 25 Code: 170200	<p>NAME: <b>T</b>  WIDTH: <b>AM</b>  MIN ALT: <b>X</b>  MAX ALT: <b>X1</b>  DTG START: <b>W</b>  DTG END: <b>W1</b></p> 	<u>Anchor Points.</u> This symbol may contain multiple segments. Each segment requires 2 anchor points. Point numbers that define the trace of the segment are sequential beginning with point 1, in increments of 1, up to a max of 99 points. Each anchor point defines the endpoint of a segment's centerline. The anchor points are Air Control Points (ACP), Communications Checkpoints (CCP) or both. <u>Size/Shape.</u> Points 1 and 2 determine the length of a segment. The information field inside each segment should be moveable	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> <p>NAME: COBRA  WIDTH: 300FT  MIN ALT: 150FT AGL  MAX ALT: 3000FT AGL  DTG START: 240500Z OCT 08  DTG END: 241845Z OCT 08</p> 
<b>Minimum-Risk Route</b> A temporary route of defined dimensions recommended for use by fixed-wing platforms to route them between transit routes and the rear of the forward area and their operations areas. (AJP-3.3.5) Symbol Set Code: 25 Code: 170300	<p>NAME: <b>T</b>  WIDTH: <b>AM</b>  MIN ALT: <b>X</b>  MAX ALT: <b>X1</b>  DTG START: <b>W</b>  DTG END: <b>W1</b></p> 		<p>NAME: RED  WIDTH: 1500FT  MIN ALT: 3000FT AGL  MAX ALT: 21000FT AGL  DTG START: 110200Z SEP 08  DTG END: 140300Z SEP 08</p> 

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TABLE H-XIII. Airspace control means - Continued.

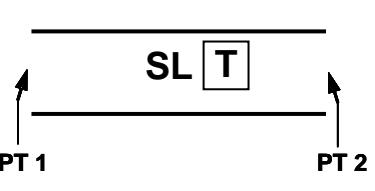
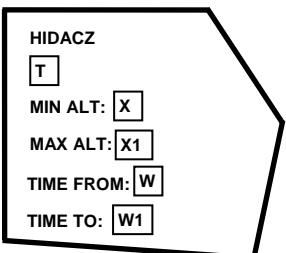
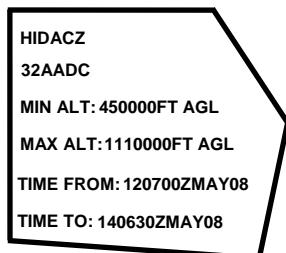
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Safe Lane</b> A bi-directional lane connecting an airbase, landing site and/or base defense zone to adjacent routes/corridors. Safe lanes may also be used to connect adjacent activated routes/corridors. (AJP-3.3.5)  Symbol Set Code: 25 Code: 170400	<p>NAME: <b>T</b>  WIDTH: <b>AM</b>  MIN ALT: <b>X</b>  MAX ALT: <b>X1</b>  DTG START: <b>W</b>  DTG END: <b>W1</b></p> 	and scalable within each segment. The information box outside the symbol should be placed between points 1 and 2 in such a way it does not obscure the symbol. <u>Orientation.</u> The anchor points determine orientation. Static/Dynamic: D	Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.  NAME: LION WIDTH: 600FT MIN ALT: 600FT AGL MAX ALT: 3000FT AGL DTG START: 240730ZFEB08 DTG END: 280900ZFEB08 
<b>Standard Use Army Aircraft Flight Route (SAAFR)</b> Route established below the coordination level to facilitate movement of army aviation assets in the forward area in direct support of ground operations. (AJP-3.3.5)  Symbol Set Code: 25 Code: 170500	<p>NAME: <b>T</b>  WIDTH: <b>AM</b>  MIN ALT: <b>X</b>  MAX ALT: <b>X1</b>  DTG START: <b>W</b>  DTG END: <b>W1</b></p> 		NAME: BLUE WIDTH: 600FT MIN ALT: 150FT AGL MAX ALT: 3000FT AGL DTG START: 260930ZMAY08 DTG END: 280700ZMAY08 

TABLE H-XIII. Airspace control means - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Transit Corridors</b>  Bi-directional and established to route aircraft through air defenses, in the rear area where appropriate, with minimum risk.  Symbol Set Code: 25 Code: 170600	<p>NAME: <b>T</b> WIDTH: <b>AM</b> MIN ALT: <b>X</b> MAX ALT: <b>X1</b> DTG START: <b>W</b> DTG END: <b>W1</b></p>		<p>NAME: KING WIDTH: 900FT MIN ALT: 2100FT AGL MAX ALT: 6000FT AGL DTG START: 260700ZMAR08 DTG END: 280700ZMAR08</p>
<b>Unmanned Aircraft (UA) Route</b>  Airspace created specifically for unmanned aerial vehicle operations. (AJP-3.3.5)  Symbol Set Code: 25 Code: 170700	<p>NAME: <b>T</b> WIDTH: <b>AM</b> MIN ALT: <b>X</b> MAX ALT: <b>X1</b> DTG START: <b>W</b> DTG END: <b>W1</b></p>		<p>NAME: DRAGON WIDTH: 1200FT MIN ALT: 1500FT AGL MAX ALT: 12000FT AGL DTG START: 200700ZMAY08 DTG END: 210700ZMAY08</p>
<i>Areas (Zones)</i>			
<b>Base Defense Zone.</b>  A zone established around airbases to enhance the effectiveness of local ground based air defense systems. (AJP 3.3.5)  Symbol Set Code: 25 Code: 170800		<u>Anchor Points.</u> This symbol requires one anchor point. The center point defines the center of the symbol. <u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol is typically centered over the desired location.	

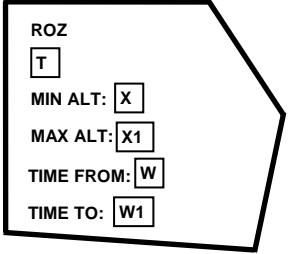
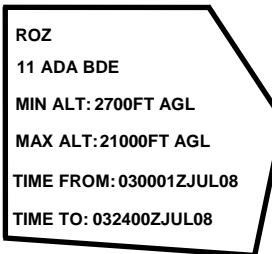
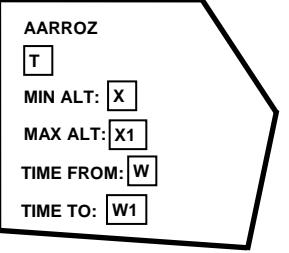
MIL-STD-2525D - APPENDIX H

TABLE H-XIII. Airspace control means - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<p><b>High-Density Airspace Control Zone</b></p> <p>Airspace of defined dimensions, designated by the airspace control authority, in which there is a concentrated employment of numerous and varied weapons/airspace users.</p> <p>Symbol Set Code: 25 Code: 170900</p>		<p><u>Anchor Points.</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.</p> <p><u>Size/Shape.</u> Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.</p> <p><u>Orientation.</u> Not applicable.</p> <p>Static/Dynamic: D</p>	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 

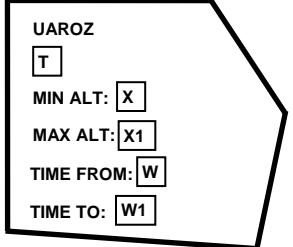
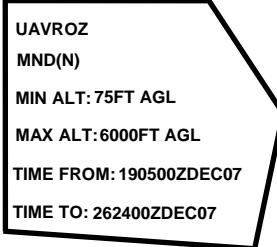
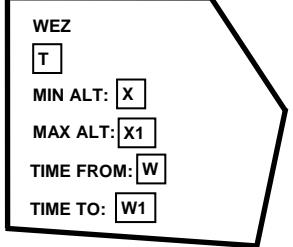
MIL-STD-2525D - APPENDIX H

TABLE H-XIII. Airspace control means - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<i>Restricted Operations Zones</i>			
<b>Restricted Operations Zone (ROZ)</b>  Airspace of defined dimensions, designated by the airspace control authority, in response to specific operational situations/requirements within which the operation of one or more airspace users is restricted. <i>Note:</i> This is the definition for restricted operations area.  Symbol Set Code: 25 Code: 171000		<u>Anchor Points.</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape.</u> Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. <u>Orientation.</u> Not applicable.  <u>Static/Dynamic:</u> D	
<b>Air-to-Air Restricted Operations Zone (AARROZ)</b>  Symbol Set Code: 25 Code: 171100			

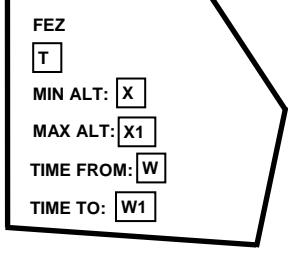
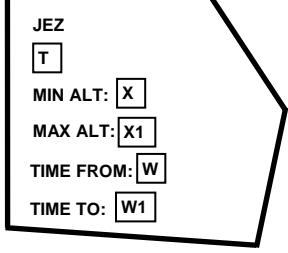
MIL-STD-2525D - APPENDIX H

TABLE H-XIII. Airspace control means - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Unmanned Aircraft Restricted Operations Zone (UA-ROZ)</b> Symbol Set Code: 25 Code: 171200			
<b>Weapons Engagement Zones</b>			
<b>Weapon Engagement Zone</b> In air defense, airspace of defined dimensions within which the responsibility for engagement normally rests with a particular weapon system. <i>Note:</i> Includes FEZ, JEZ, MEZ (LOMEZ and HIMEZ), SHORADEZ. Symbol Set Code: 25 Code: 171300		<b>Anchor Points.</b> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <b>Size/Shape.</b> Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.	

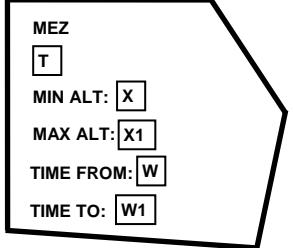
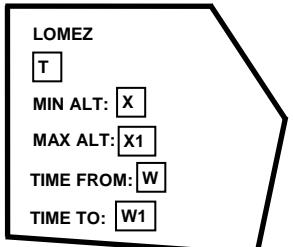
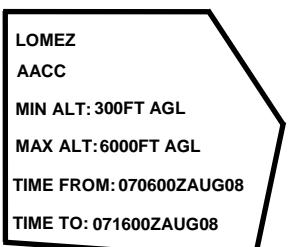
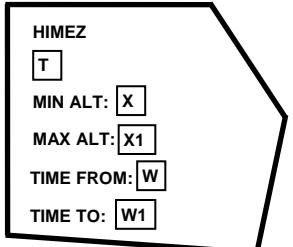
MIL-STD-2525D - APPENDIX H

TABLE H-XIII. Airspace control means - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Fighter Engagement Zone (FEZ)</b>  In air defense, airspace of defined dimensions within which the responsibility for engagement normally rests with a particular weapon system.  Symbol Set Code: 25 Code: 171400		<u>Orientation</u> . Not applicable.  Static/Dynamic: D	 <p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p>
<b>Joint Engagement Zone (JEZ)</b>  Symbol Set Code: 25 Code: 171500  In air 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.			

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TABLE H-XIII. Airspace control means - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Missile Engagement Zone (MEZ)</b>  In air defense, airspace of defined dimensions within which the responsibility for engagement normally rests with a particular weapon system.  Symbol Set Code: 25 Code: 171600			
<b>Low (Altitude) Missile Engagement Zone (LOMEZ)</b>  Symbol Set Code: 25 Code: 171700			
<b>High (Altitude) Missile Engagement Zone (HIMEZ)</b>  Symbol Set Code: 25 Code: 171800			

MIL-STD-2525D - APPENDIX H

TABLE H-XIII. Airspace control means - Continued.

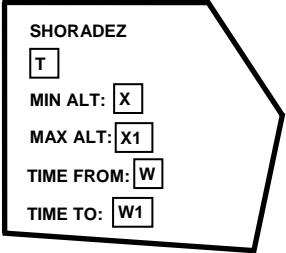
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<p><b>Short Range Air Defense Engagement Zone (SHORADEZ)</b></p> <p>In air defense, airspace of defined dimensions within which the responsibility for engagement normally rests with a particular weapon system.</p> <p><b>Note:</b> Replaces Forward Area Air Defense Engagement Zone (FAADEZ)</p> <p>Symbol Set Code: 25 Code: 171900</p>			<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 

TABLE H-XIII. Airspace control means - Continued.

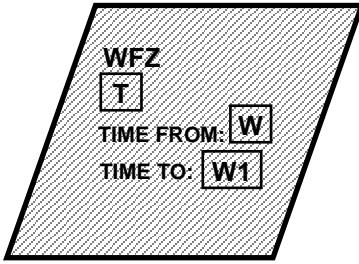
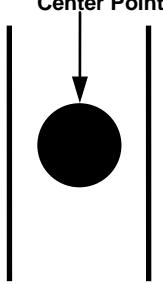
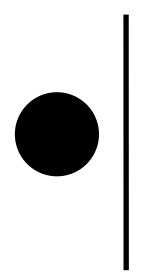
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<p><b>Weapons Free Zone</b></p> <p>An air defense zone established around key assets or facilities other than airbases which merit special protection by ground based air defense assets where weapons may be fired at any target not positively identified as friendly. (AJP-3.3.5)</p> <p><b>Note:</b> Upward diagonal lines are part of the fill.</p> <p>Symbol Set Code: 25 Code: 172000</p>			
<i>Points</i>			
<p><b>Airspace Control Points</b></p> <p>Symbol Set Code: 25 Code: 180000</p>		<p><u>Anchor Points.</u> This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape.</u> Static.</p>	

TABLE H-XIII. Airspace control means - Continued.

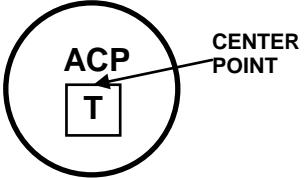
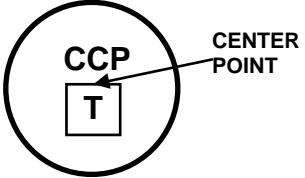
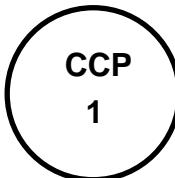
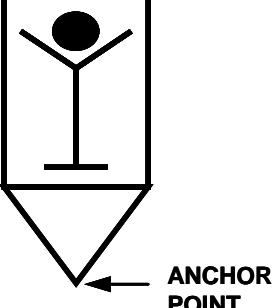
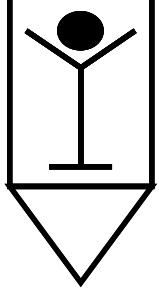
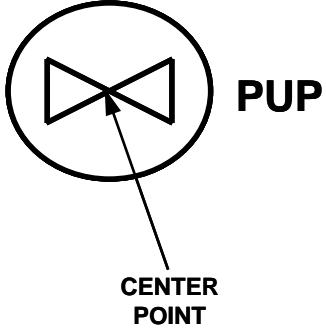
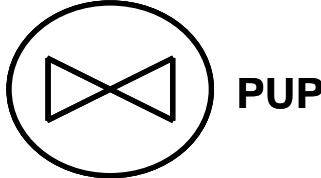
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Air Control Point</b>  Symbol Set Code: 25 Code: 180100		<u>Orientation.</u> The graphic is typically centered over the desired location.  <u>Static/Dynamic:</u> S	
<b>Communications Check Point</b>  Symbol Set Code: 25 Code: 180200			
<b>Downed Aircrew Pick-Up Point</b>  Symbol Set Code: 25 Code: 180300  Static/Dynamic: S		<u>Anchor Points.</u> This symbol requires one anchor point. The point defines the tip of the inverted cone. <u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol will typically be oriented upright.	
<b>Pop-Up Point (PUP)</b>  The location at which aircraft quickly gain altitude for target acquisition and engagement.  Symbol Set Code: 25 Code: 180400		<u>Anchor Points.</u> This symbol requires one anchor point. The center point defines the center of the symbol. <u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol is typically centered over	

TABLE H-XIII. Airspace control means - Continued.

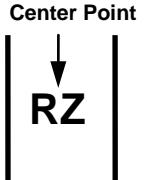
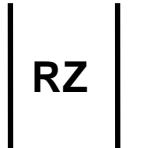
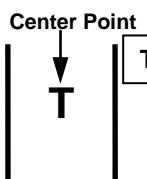
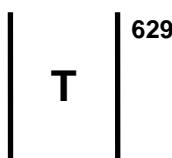
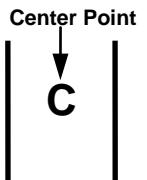
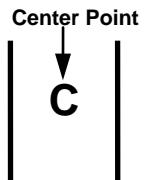
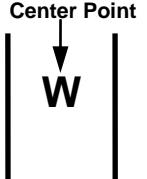
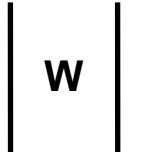
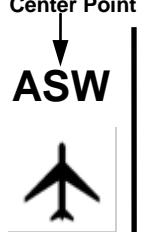
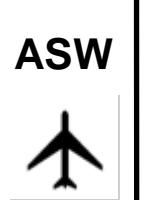
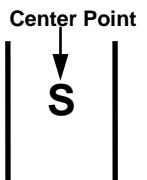
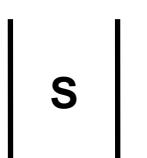
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Air Control Rendezvous</b>  Symbol Set Code: 25 Code: 180500	<b>Center Point</b> 	the desired location.  Static/Dynamic: S	
<b>TACAN</b>  Symbol Set Code: 25 Code: 180600	<b>Center Point</b> 		
<b>CAP Station</b>  Symbol Set Code: 25 Code: 180700	<b>Center Point</b> 		
<b>AEW Station</b>  Symbol Set Code: 25 Code: 180800	<b>Center Point</b> 		
<b>ASW (Helo and F/W) Station</b>  Symbol Set Code: 25 Code: 180900	<b>Center Point</b> 		
<b>Strike Initial Point</b>  Symbol Set Code: 25 Code: 181000	<b>Center Point</b> 		

TABLE H-XIII. Airspace control means - Continued.

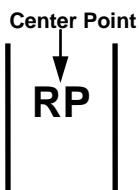
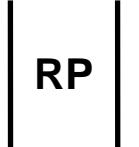
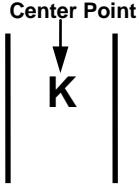
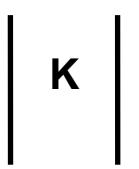
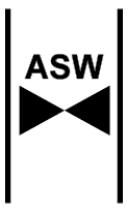
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Replenishment Station</b>  Symbol Set Code: 25 Code: 181100			
<b>Tanking</b>  Symbol Set Code: 25 Code: 181200			
<b>Antisubmarine Warfare, Rotary Wing</b>  Symbol Set Code: 25 Code: 181300			
<b>SUCAP – Fixed Wing</b>  Symbol Set Code: 25 Code: 181400			
<b>SUCAP – Rotary Wing</b>  Symbol Set Code: 25 Code: 181500			

TABLE H-XIII. Airspace control means - Continued.

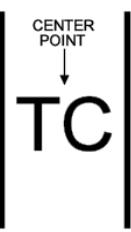
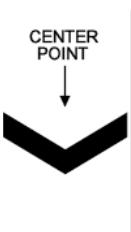
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>MIW – Fixed Wing</b>  Symbol Set Code: 25 Code: 181600			
<b>MIW – Rotary Wing</b>  Symbol Set Code: 25 Code: 181700			
<b>Tomcat</b>  Symbol Set Code: 25 Code: 181800			
<b>Rescue</b>  Symbol Set Code: 25 Code: 181900			
<b>Unmanned Aerial System (UAS/UA)</b>  Symbol Set Code: 25 Code: 182000			

TABLE H-XIII. Airspace control means - Continued.

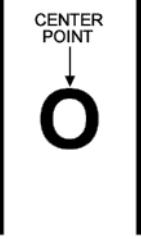
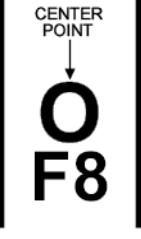
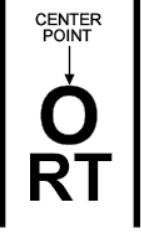
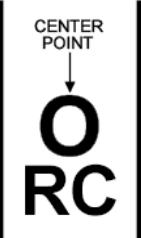
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>VTUA</b>  Symbol Set Code: 25 Code: 182100			
<b>Orbit</b>  Symbol Set Code: 25 Code: 182200			
<b>Orbit – Figure Eight</b>  Symbol Set Code: 25 Code: 182300			
<b>Orbit – Race Track</b>  Symbol Set Code: 25 Code: 182400			
<b>Orbit – Random Closed</b>  Symbol Set Code: 25 Code: 182500			

TABLE H-XIII. Airspace control means - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<i>Lines</i>			
<b>Airspace Control Lines</b>  Symbol Set Code: 25 Code: 190000	N/A		N/A
<b>Identification, Friend-or-Foe (IFF) Off Line</b>  Line demarking where friendly aircraft en-route to targets stop emitting an IFF signal.(AJP-3.5.5)		<u>Anchor Points.</u> This symbol requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line. <u>Size/Shape.</u> The first and last anchor points determine the length of the line. <u>Orientation.</u> Orientation will typically be posted at the ends of the line as it is displayed on the screen. <u>Static/Dynamic:</u> D	<b>IFF OFF</b> <b>IFF OFF</b> 
<b>Identification, Friend-or-Foe (IFF) On Line</b>  Line demarking where friendly aircraft returning to friendly territory start emitting an IFF signal. (AJP-3.5.5)			<b>IFF ON</b> <b>IFF ON</b> 

### H.5.16 Maritime control measures.

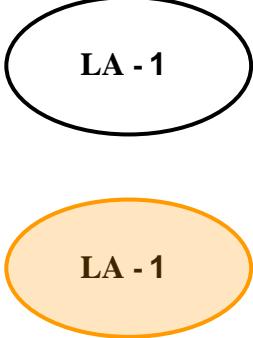
H.5.16.1 Maritime control measures. Are used by NATO to help the maritime component commander and his subordinate commanders to direct action by establishing responsibilities and to prevent ships, units, or aircraft from impeding one another and to impose necessary coordination. They aide the cooperation among forces without imposing needless restrictions on their freedom of action. In general terms, maritime control measures can be broken down into the following groups: points, lines and areas.

TABLE H-XIV. Maritime control measures.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Maritime Control Area</b>  Symbol Set Code: 25 Code: <b>200000</b>	N/A		<b>Note:</b> The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
<b>Launch Area</b>  Symbol Set Code: 25 Code: <b>200100</b>	N/A		N/A

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TABLE H-XIV. Maritime control measures - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Launch Area, Ellipse/Circle (AEGIS only)</b>  Symbol Set Code: 25 Code: 200101  Static/Dynamic: D  <b>Note:</b> Launch Area may be depicted as orange (RGB: 255,155,0) where, the area fill is 75% transparent.		<u>Anchor Points.</u> This symbol requires one anchor point. This anchor point represents the center of an ellipse and, therefore, the geographic location of that ellipse. <u>Size/Shape.</u> The size and shape of this symbol is determined by three additional numeric values; A major axis radius, a minor axis radius, and a rotation angle. The radii should be expressed in the appropriate map distance units. <u>Orientation.</u> The orientation of this symbol is determined by the rotation angle provided, where 0 degrees is east/west and a positive rotation angle rotates the ellipse in a counter-clockwise direction.	
<b>Defended Area</b>  Symbol Set Code: 25 Code: 200200	N/A		N/A

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TABLE H-XIV. Maritime control measures - Continued.

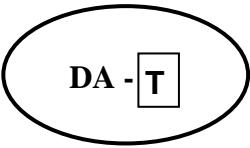
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Defended Area, Ellipse/Circle (AEGIS only)</b>  Symbol Set Code: 25 Code: 200201  Static/Dynamic: D  <b>Note:</b> Defended Area may be depicted as grey (RGB:85,119,136) where the grey area fill is 75% transparent.		<u>Anchor Points.</u> This symbol requires one anchor point. This anchor point represents the center of an ellipse and, therefore, the geographic location of that ellipse. <u>Size/Shape.</u> The size and shape of this symbol is determined by three additional numeric values; A major axis radius, a minor axis radius, and a rotation angle. The radii should be expressed in the appropriate map distance units. <u>Orientation.</u> The orientation of this symbol is determined by the rotation angle provided, where 0 degrees is east/west and a positive rotation angle rotates the ellipse in a counter-clockwise direction.	<p><b>Note:</b> The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p>  

TABLE H-XIV. Maritime control measures - Continued.

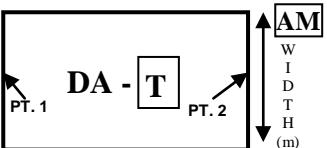
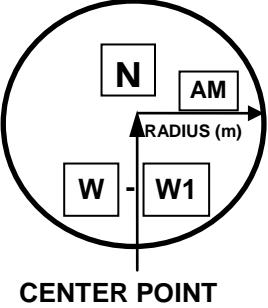
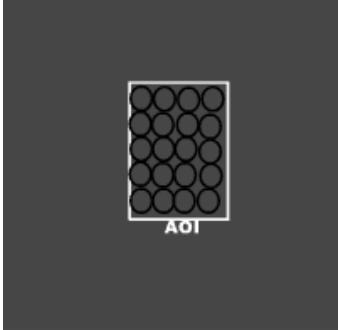
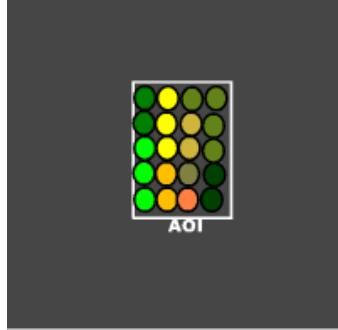
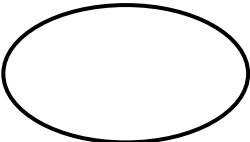
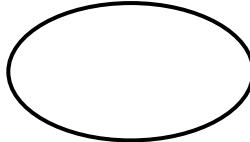
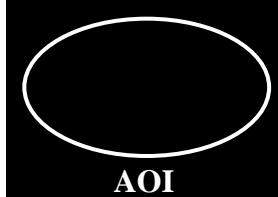
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Defended Area, Rectangle</b> (AEGIS only)  Symbol Set Code: 25 Code: 200202  Static/Dynamic: D  <u>Note:</u> Defended Area may be depicted as grey (RGB:85,119,136) where the grey area fill is 75% transparent.		<u>Anchor Points.</u> This symbol requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle. <u>Size/Shape.</u> Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. <u>Shape:</u> Rectangle. The information fields should be moveable and scalable. <u>Orientation.</u> As determined by the anchor points.	<p><b>Note:</b> The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> <div style="display: flex; align-items: center; justify-content: space-between;"> <div style="border: 1px solid black; padding: 10px; margin-right: 20px;"> <b>DA - 1</b> </div> <div style="background-color: #e0e0e0; border: 1px solid black; padding: 10px;"> <b>DA - 1</b> </div> </div>

TABLE H-XIV. Maritime control measures - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>No Attack (NOTACK) Zone</b> (AEGIS only)  Symbol Set Code: 25 Code: 200300  Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires one anchor point and a radius. Point 1 defines the center point of the symbol. <u>Size/Shape.</u> Size: The radius defines the size. Shape: Circle. The information fields should be scalable within the circle. <u>Orientation.</u> Not applicable	<p><b>Note:</b> The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 
<b>Ship Area of Interest</b> (AEGIS only)  Symbol Set Code: 25 Code: 200400  Static/Dynamic: S  <b>Note:</b> Maneuver areas can only occur within a Ship AOI graphic.		<u>Anchor Points.</u> This symbol requires one anchor point. The center point defines the center of the symbol. <u>Size/Shape.</u> Static. Maneuver area graphic shall be drawn with a black border. Maneuver areas may be either unfilled or filled with performance-contoured color options. <u>Orientation.</u> The symbol is typically centered over the desired location.	

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TABLE H-XIV. Maritime control measures - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Ship Area of Interest, Eclipse/Circle (AEGIS only)</b>  Symbol Set Code: 25 Code: 200401  Static/Dynamic: D	 <b>AOI</b>	<u>Anchor Points.</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape.</u> Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. <u>Orientation.</u> Not applicable.	 <b>AOI</b> <small>White-Colored Option</small>  <b>AOI</b>

MIL-STD-2525D - APPENDIX H

TABLE H-XIV. Maritime control measures - Continued.

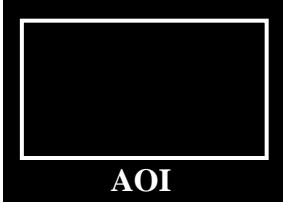
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Ship Area of Interest, Rectangle</b> (AEGIS only)  Symbol Set Code: 25 Code: 200402  Static/Dynamic: D	 <b>AOI</b>	<u>Anchor Points.</u> This symbol requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle. <u>Size/Shape.</u> Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. <u>Shape:</u> Rectangle. The information fields should be moveable and scalable. <u>Orientation.</u> As determined by the anchor points.	<p><b>Note:</b> The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p>  <b>AOI</b>   <b>AOI</b> <small>White-Colored Option</small>

TABLE H-XIV. Maritime control measures - Continued.

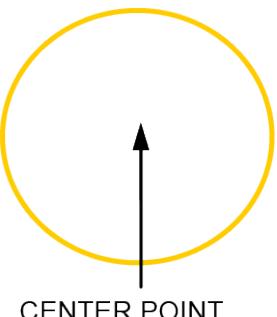
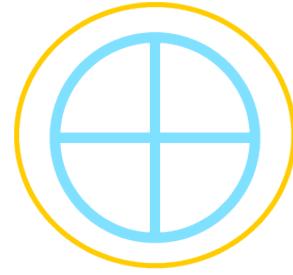
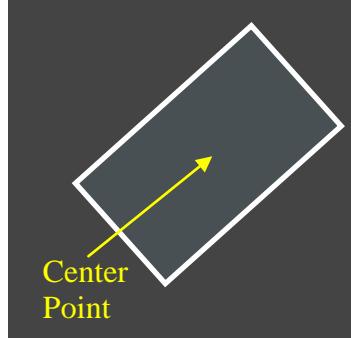
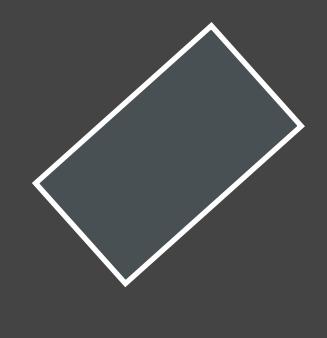
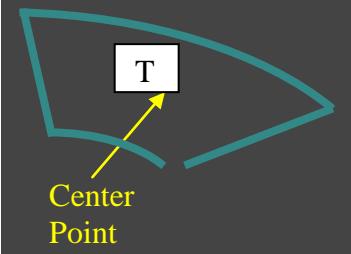
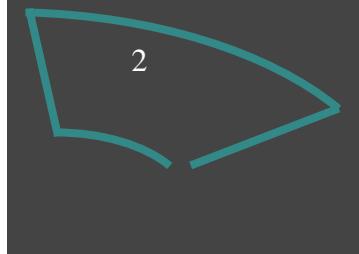
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Active Maneuver Area</b> (AEGIS only)  Symbol Set Code: 25 Code: 200500		<u>Anchor Points:</u> This symbol requires one anchor point. The center point defines/is the center of the symbol. <u>Size/Shape:</u> Static. <u>Orientation:</u> The symbol is typically centered over the desired location.	
<b>Cued Acquisition Doctrine</b> (AEGIS only)  Symbol Set Code: 25 Code: 200600  <b>Note:</b> Cued Acquisition Doctrine symbol has a white border (RGB: 255,255,255) with a 75% transparent Grey fill (RGB: 85,119,136)		  <u>Static/Dynamic:</u> S	
<b>Radar Search Doctrine</b> (AEGIS only)  Symbol Set Code: 25 Code: 200700  <b>Note:</b> RSD Graphic has a dark cyan border (RGB: 51,136,136) with a 75% transparent dark cyan fill (RGB: 51,136,136)			

TABLE H-XIV. Maritime control measures - Continued.

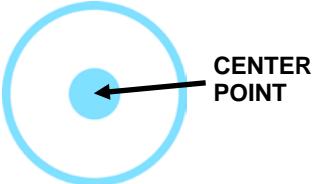
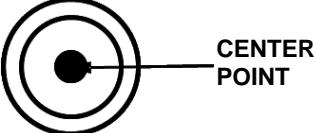
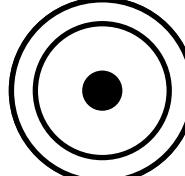
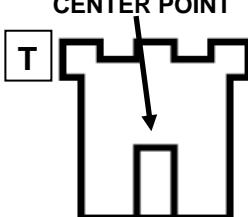
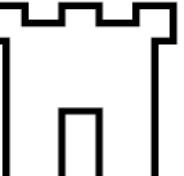
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Maritime Control Points</b>  Symbol Set Code: 25 Code: 210000	N/A		N/A
<b>Plan Ship</b>  Symbol Set Code: 25 Code: 210100		<u>Anchor Points:</u> This symbol requires one anchor point. The center point defines/is the center of the symbol. <u>Size/Shape:</u> Static. <u>Orientation:</u> The symbol is typically centered over the desired location.	
<b>Aim Point</b>  Symbol Set Code: 25 Code: 210200			
<b>Defended Asset</b>  Symbol Set Code: 25 Code: 210300		Static/Dynamic: S	<b>3FLT</b> 

TABLE H-XIV. Maritime control measures - Continued.

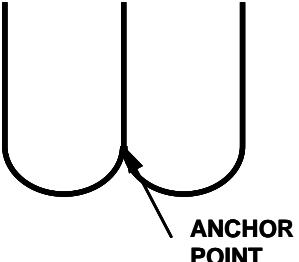
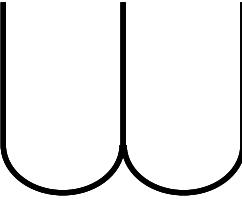
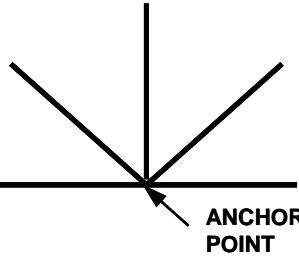
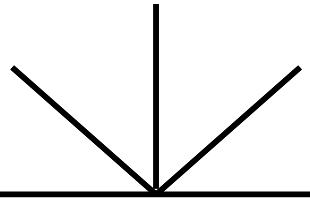
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Drop Point</b> Symbol Set Code: 25 Code: 210400 Static/Dynamic: S		<u>Anchor Points.</u> This symbol requires one anchor point. The point defines the bottom of the central vertical line in the symbol where the curved and vertical lines meet. <u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol will typically be oriented upright.	
<b>Entry Point</b> Symbol Set Code: 25 Code: 210500 Static/Dynamic: S		<u>Anchor Points.</u> This symbol requires one anchor point. The point defines the point where all the lines meet. <u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol will typically be oriented upright.	

TABLE H-XIV. Maritime control measures - Continued.

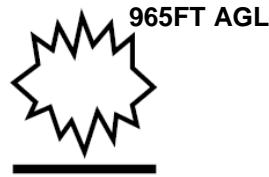
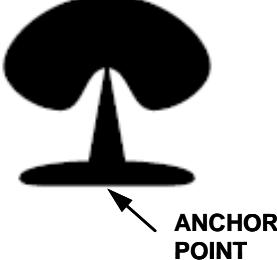
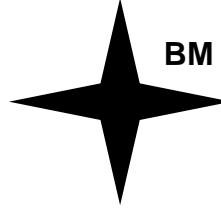
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Air Detonation</b>  Symbol Set Code: 25 Code: 210600  Static/Dynamic: S		<u>Anchor Points:</u> This symbol requires one anchor point. The center point defines/is the center of the symbol. <u>Size/Shape:</u> Static. <u>Orientation:</u> The symbol is typically centered over the desired location.	
<b>Ground Zero</b>  Symbol Set Code: 25 Code: 210700  Static/Dynamic: S		<u>Anchor Points.</u> This symbol requires one anchor point. The anchor point defines/is the center of the bottom of the control measure symbol. <u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol will typically be oriented upright.	
<b>Impact Point</b>  Symbol Set Code: 25 Code: 210800		<u>Anchor Points:</u> This symbol requires one anchor point. The center point defines/is the center of the symbol. <u>Size/Shape:</u>	

TABLE H-XIV. Maritime control measures - Continued.

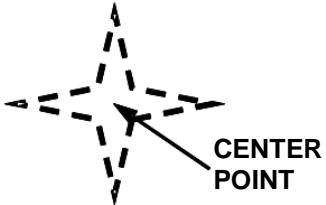
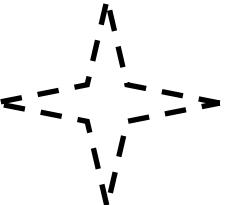
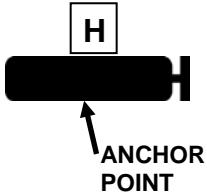
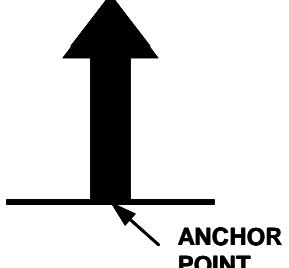
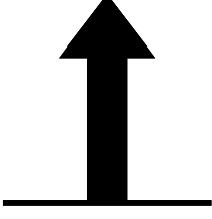
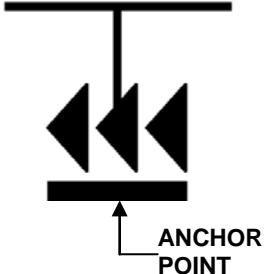
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Predicted Impact Point</b>  Symbol Set Code: 25 Code: 210900		Static. <u>Orientation:</u> The symbol is typically centered over the desired location.  Static/Dynamic: S	
<b>Launched Torpedo</b> (AEGIS only)  Symbol Set Code: 25 Code: 211000		<u>Anchor Points.</u> This symbol requires one anchor point. The anchor point defines the midpoint of the symbol's base.  <u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol will typically be oriented upright.	
<b>Missile Detection Point</b>  Symbol Set Code: 25 Code: 211100		  <u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol will typically be oriented upright.  Static/Dynamic: S	
<i>Sub-Surface Warfare</i>			
<b>Acoustic Countermeasure (Decoy)</b> (AEGIS only)  Symbol Set Code: 25 Code: 211200  Static/Dynamic: S		<u>Anchor Points.</u> This symbol requires one anchor point. The anchor point defines the midpoint of the symbol's base.  <u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol will typically be oriented upright.	

TABLE H-XIV. Maritime control measures - Continued.

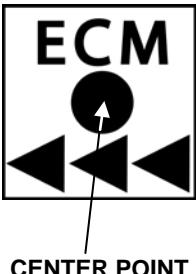
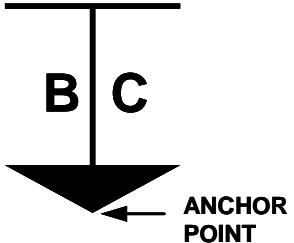
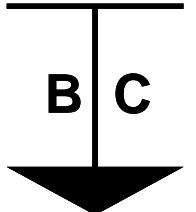
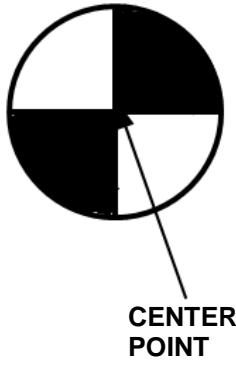
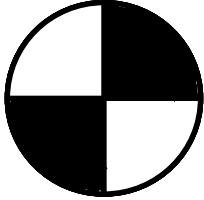
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Electronic Countermeasures (ECM) Decoy (AEGIS only)</b>  Symbol Set Code: 25 Code: 211300  Static/Dynamic: S		<u>Anchor Points:</u> This symbol requires one anchor point. The center point defines/is the center of the symbol. <u>Size/Shape:</u> Static. <u>Orientation:</u> The symbol is typically centered over the desired location.	
<b>Brief Contact</b>  Symbol Set Code: 25 Code: 211400  Static/Dynamic: S		<u>Anchor Points.</u> This symbol requires one anchor point. The anchor point defines the midpoint of the symbol's base. <u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol will typically be oriented upright.	
<b>Datum Lost Contact</b>  Symbol Set Code: 25 Code: 211500  <b>Note:</b> The symbol will be oriented as shown in the example to the right and will be centered over the datum.  Static/Dynamic: S		<u>Anchor Points:</u> This symbol requires one anchor point. The center point defines/is the center of the symbol. <u>Size/Shape:</u> Static. <u>Orientation:</u> The symbol is typically centered over the desired location.	

TABLE H-XIV. Maritime control measures - Continued.

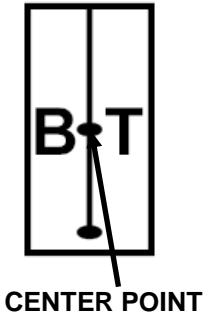
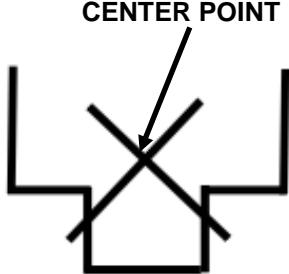
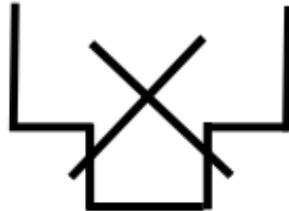
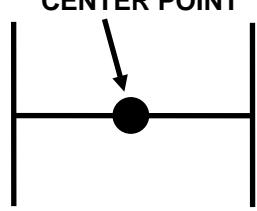
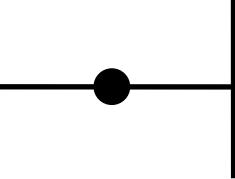
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>BT Buoy Drop</b> Symbol Set Code: 25 Code: 211600 Static/Dynamic: S	 <b>CENTER POINT</b>	<u>Anchor Points.</u> This symbol requires one anchor (center) point. The point defines the center of the symbol. <u>Size/Shape.</u> Static. The symbol's height should be 2x the symbol's width. <u>Orientation.</u> The symbol's center point is typically centered over the desired location. The symbol shall be oriented upright.	
<b>Reported Bottomed Sub</b> Symbol Set Code: 25 Code: 211700	 <b>CENTER POINT</b>	<u>Anchor Points:</u> This symbol requires one anchor point. The center point defines/is the center of the symbol. <u>Size/Shape:</u> Static. <u>Orientation:</u> The symbol is typically centered over the desired location.	
<b>Moving Haven</b> Symbol Set Code: 25 Code: 211800	 <b>CENTER POINT</b>	<u>Anchor Points:</u> This symbol requires one anchor point. The center point defines the center of the symbol. <u>Size/Shape:</u> Static. <u>Orientation:</u> The symbol is typically centered over the desired location. Static/Dynamic: S	

TABLE H-XIV. Maritime control measures - Continued.

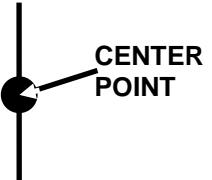
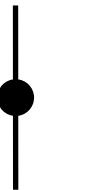
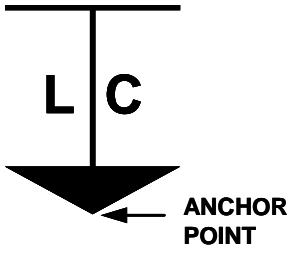
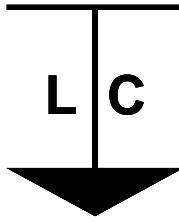
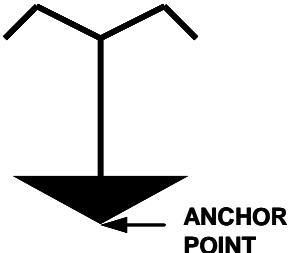
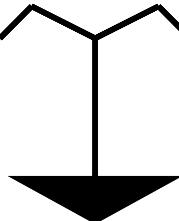
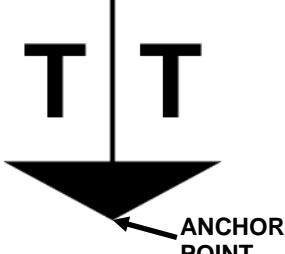
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Screen Center</b>  Symbol Set Code: 25 Code: 211900			
<b>Lost Contact</b>  Symbol Set Code: 25 Code: 212000		<u>Anchor Points.</u> This symbol requires one anchor point. The anchor point defines the midpoint of the symbol's base. <u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol will typically be oriented upright.  Static/Dynamic: S	
<b>Sinker</b>  Symbol Set Code: 25 Code: 212100			
<b>Trial Track</b>  Symbol Set Code: 25 Code: 212200			

TABLE H-XIV. Maritime control measures - Continued.

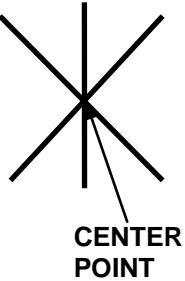
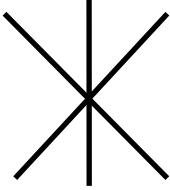
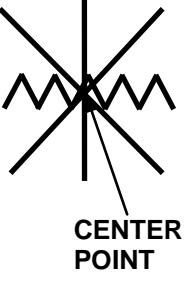
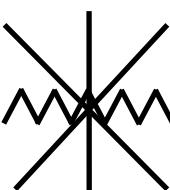
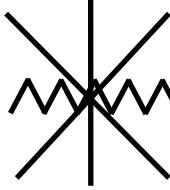
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Fix</b>			
<b>Acoustic Fix</b>  Symbol Set Code: 25 Code: 212300		<u>Anchor Points:</u> This symbol requires one anchor point. The center point defines/is the center of the symbol. <u>Size/Shape:</u> Static. <u>Orientation:</u> The symbol is typically centered over the desired location.  Static/Dynamic: S	
<b>Electromagnetic Fix</b>  Symbol Set Code: 25 Code: 212400			
<b>Electromagnetic - Magnetic Anomaly Detection (MAD)</b>  Symbol Set Code: 25 Code: 212500			

TABLE H-XIV. Maritime control measures - Continued.

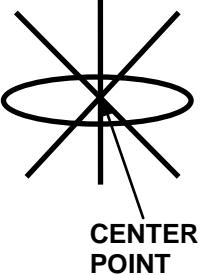
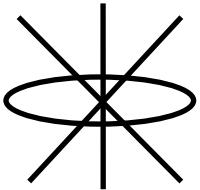
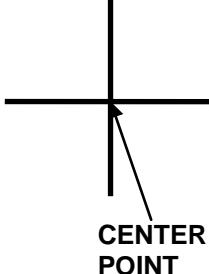
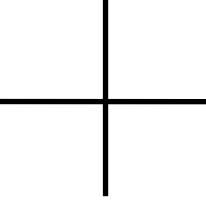
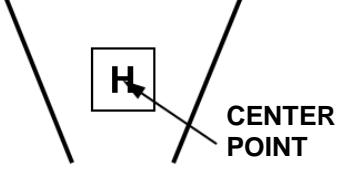
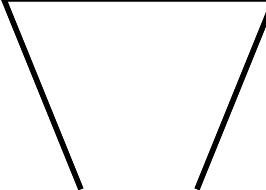
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Optical Fix</b>  Symbol Set Code: 25 Code: 212600			
<b>Formation</b>  Symbol Set Code: 25 Code: 212700			
<b>Harbor</b>  Symbol Set Code: 25 Code: 212800	  <b>Note:</b> Normally, the H field has four possible entries as shown in the harbor entrance point entry below. However, a user can use this symbol to define a new type of point if the preceding selections are not sufficient.	<u>Anchor Points.</u> This symbol requires one anchor point. The center point defines the center of the symbol. <u>Size/Shape.</u> Static. The symbol's corners form a 70-degree angle. <u>Orientation.</u> The symbol is typically centered over the desired location.  Static/Dynamic: S	
<b>Harbor Entrance Point</b>  Symbol Set Code: 25 Code: 212900	A  Code: 212901	Q  Code: 212902	Must be used in conjunction with the harbor control measure symbol.

TABLE H-XIV. Maritime control measures - Continued.

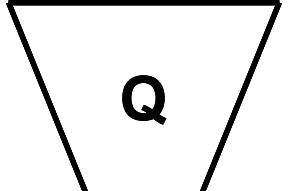
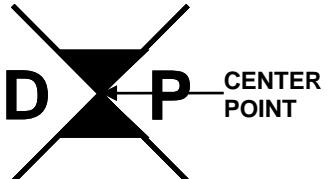
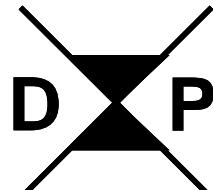
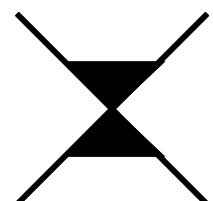
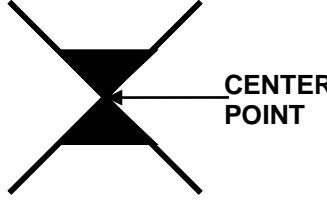
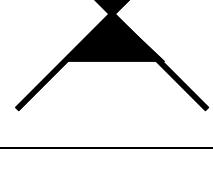
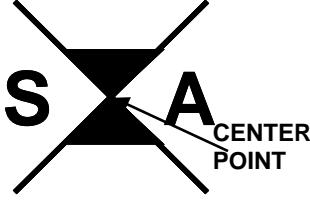
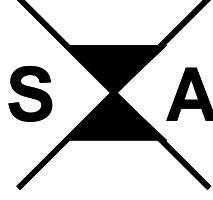
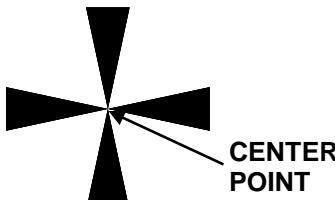
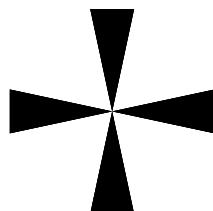
CONTROL MEASURE	TEMPLATE		DRAW RULES	EXAMPLE
	X Code: 212903	Y Code: 212904		
<i>Search</i>				
<b>Dip Position</b>  Symbol Set Code: 25 Code: 213000		<u>Anchor Points.</u> This symbol requires one anchor point. The center point defines/is the center of the symbol. <u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol is typically centered over the desired location.  Static/Dynamic: S		
<b>Search</b>  Symbol Set Code: 25 Code: 213100				
<b>Search Area</b>  Symbol Set Code: 25 Code: 213200				
<b>Search Center</b>  Symbol Set Code: 25 Code: 213300				

TABLE H-XIV. Maritime control measures - Continued.

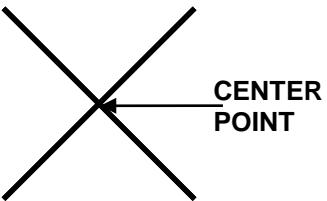
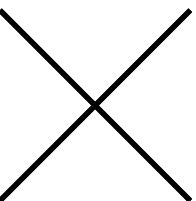
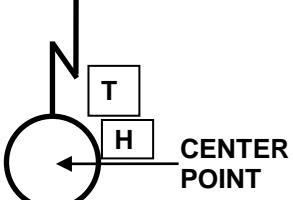
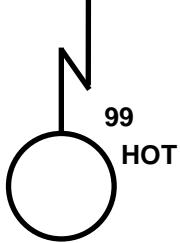
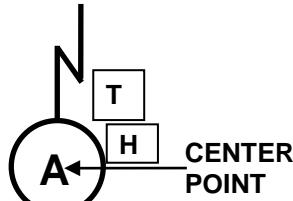
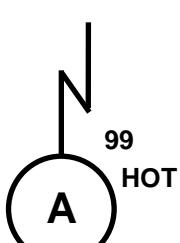
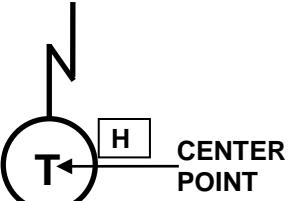
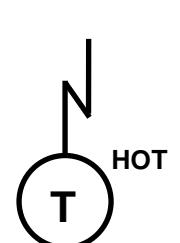
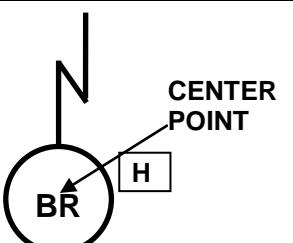
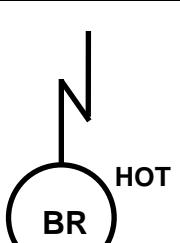
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Navigational Reference Point</b>  Symbol Set Code: 25 Code: 213400			
<i>Sonobuoys</i>			
<b>Sonobuoy</b>  Symbol Set Code: 25 Code: 213500		<u>Anchor Points.</u> This symbol requires one anchor point. The point defines the center of the circle. <u>Size/Shape.</u> Static. The diameter of the circle should be 1/2 the height of the symbol. <u>Orientation.</u> The symbol's center point is typically centered over the desired location. The symbol shall be oriented upright. <u>Static/Dynamic:</u> S	
<b>Ambient Noise Sonobuoy</b>  Symbol Set Code: 25 Code: 213501			
<b>Air Transportable Communication (ATAC)</b>  Symbol Set Code: 25 Code: 213502			
<b>Barra</b>  Symbol Set Code: 25 Code: 213503			

TABLE H-XIV. Maritime control measures - Continued.

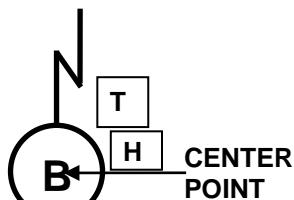
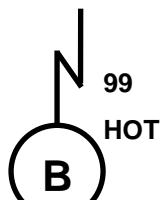
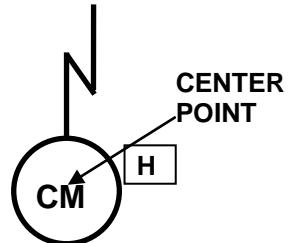
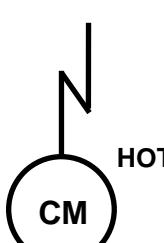
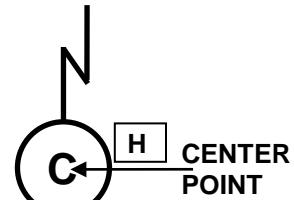
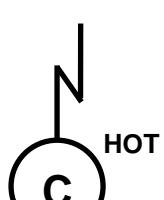
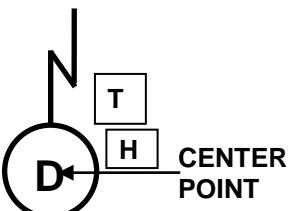
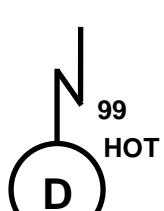
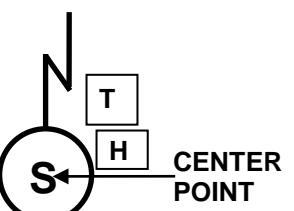
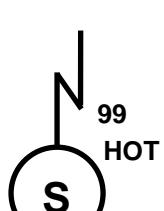
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Bathythermograph Transmitting Sonobuoy (BT)</b>  Symbol Set Code: 25 Code: 213504			
<b>Command Active Multi-Beam Sonobuoy (CAMBS)</b>  Symbol Set Code: 25 Code: 213505			
<b>Command Active Sonobuoy Directional Command Active Sonobuoy System (CASS)</b>  Symbol Set Code: 25 Code: 213506			
<b>Directional Frequency Analyzing and Recording (DIFAR)</b>  Symbol Set Code: 25 Code: 213507			
<b>Directional Command Active Sonobuoy System (DICASS)</b>  Symbol Set Code: 25 Code: 213508			

TABLE H-XIV. Maritime control measures - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Expendable Reliable Acoustic Path Sonobuoy (ERAPS)</b>  Symbol Set Code: 25 Code: 213509			
<b>Expired Sonobuoy</b>  Symbol Set Code: 25 Code: 213510			
<b>Kingpin Sonobuoy</b>  Symbol Set Code: 25 Code: 213511			
<b>Low Frequency Analyzing and Recording Sonobuoy (LOFAR)</b>  Symbol Set Code: 25 Code: 213512			
<b>Pattern Center Sonobuoy</b>  Symbol Set Code: 25 Code: 213513			

TABLE H-XIV. Maritime control measures - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Range Only Sonobuoy</b>  Symbol Set Code: 25 Code: 213514			
<b>Vertical Line Array Directional Frequency Analysis and Recording (DIFAR) Sonobuoy</b>  Symbol Set Code: 25 Code: 213515			
<i>Reference Points</i>			
<b>Reference Point</b>  Symbol Set Code: 25 Code: 213600		<u>Anchor Points.</u> This symbol requires one anchor point. The center point defines/is the center of the symbol. <u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol is typically centered over the desired location.	
<b>Special Point</b>  Symbol Set Code: 25 Code: 213700		<u>Anchor Points.</u> This symbol requires one anchor point. The center point defines/is the center of the symbol. <u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol is typically centered over the desired location.	

TABLE H-XIV. Maritime control measures - Continued.

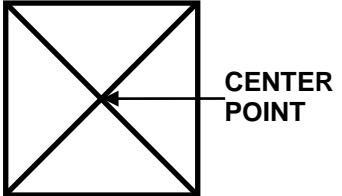
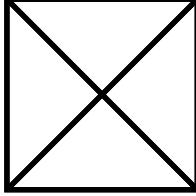
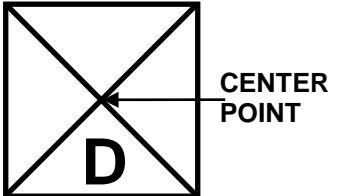
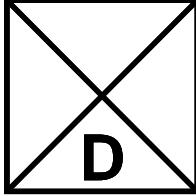
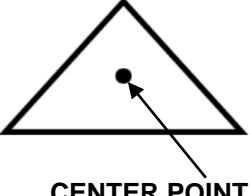
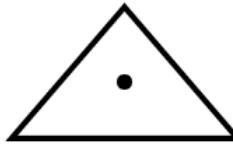
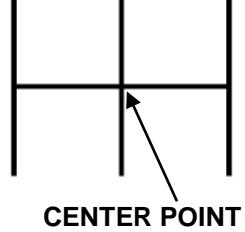
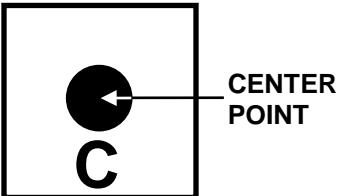
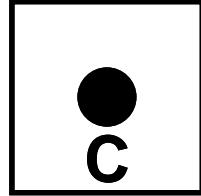
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Navigational Reference Point</b>  Symbol Set Code: 25 Code: 213800	 <b>CENTER POINT</b>	Static/Dynamic: S	
<b>Data Link Reference Point</b>  Symbol Set Code: 25 Code: 213900	 <b>CENTER POINT</b> <b>D</b>		
<b>Forward Observer / Spotter Position</b>  Symbol Set Code: 25 Code: 214000	 <b>CENTER POINT</b>		
<b>Vital Area Center</b>  Symbol Set Code: 25 Code: 214100	 <b>CENTER POINT</b>		
<b>Corridor Tab Point</b>  Symbol Set Code: 25 Code: 214200	 <b>CENTER POINT</b> <b>C</b>		

TABLE H-XIV. Maritime control measures - Continued.

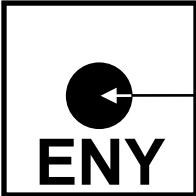
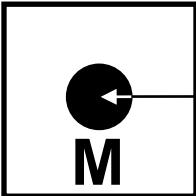
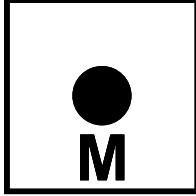
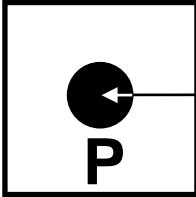
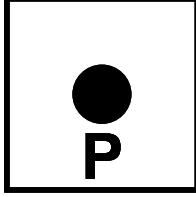
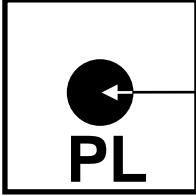
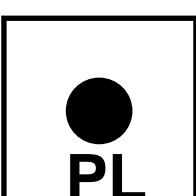
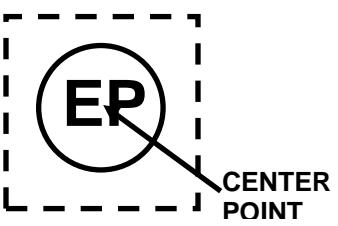
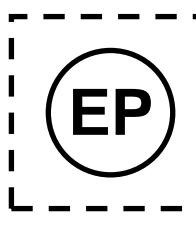
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Enemy Point</b>  Symbol Set Code: 25 Code: 214300	  CENTER POINT		
<b>Marshall Point</b>  Symbol Set Code: 25 Code: 214400	  CENTER POINT		
<b>Position and Intended Movement (PIM)</b>  Symbol Set Code: 25 Code: 214500	  CENTER POINT		
<b>Pre-Landfall Waypoint</b>  Symbol Set Code: 25 Code: 214600	  CENTER POINT		
<b>Estimated Position (EP)</b>  Symbol Set Code: 25 Code: 214700	  CENTER POINT		

TABLE H-XIV. Maritime control measures - Continued.

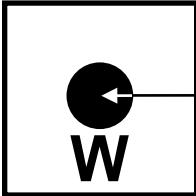
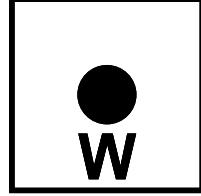
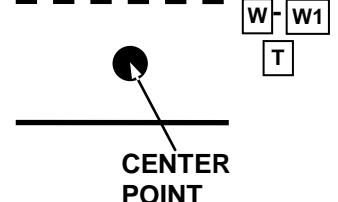
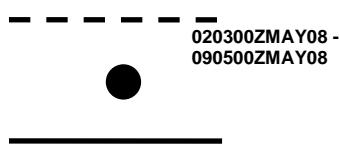
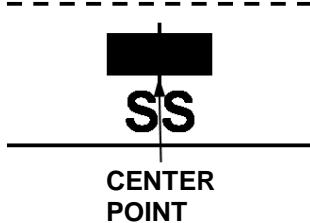
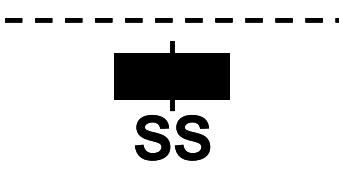
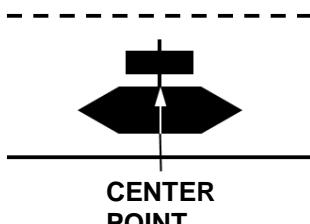
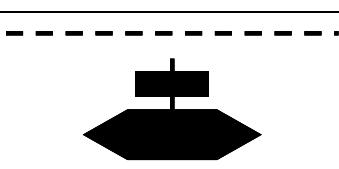
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Waypoint</b>  Symbol Set Code: 25 Code: 214800			
<i>Subsurface Stations</i>			
<b>General Subsurface Station</b>  Symbol Set Code: 25 Code: 214900		<u>Anchor Points.</u> This symbol requires one anchor point. The center point defines/is the center of the symbol. <u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol is typically centered over the desired location.  Static/Dynamic: S	
<b>Submarine Subsurface Station</b>  Symbol Set Code: 25 Code: 215000			
<b>Submarine Antisubmarine Warfare Subsurface Station</b>  Symbol Set Code: 25 Code: 215100			

TABLE H-XIV. Maritime control measures - Continued.

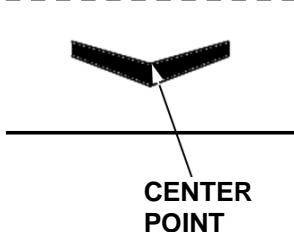
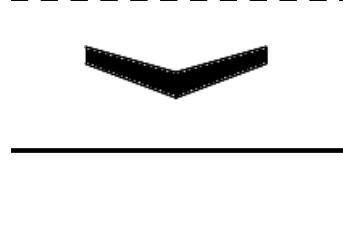
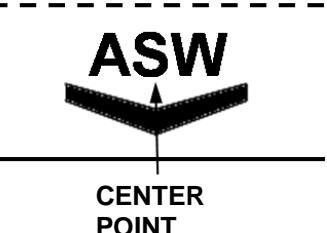
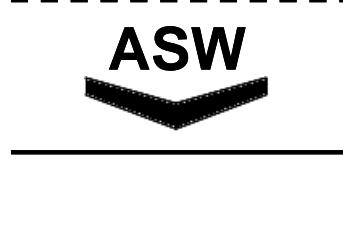
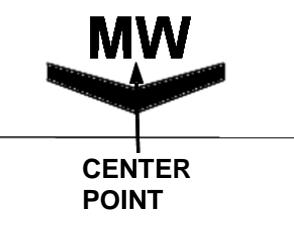
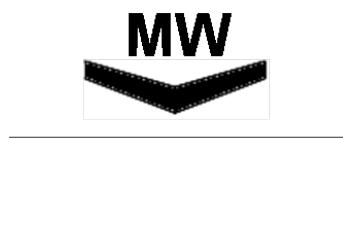
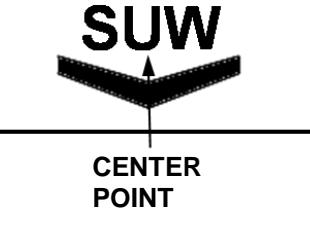
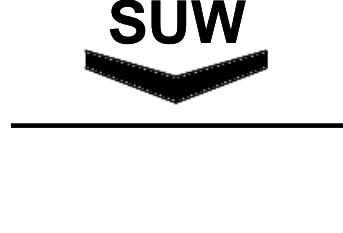
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
Unmanned Underwater Vehicle Subsurface Station  Symbol Set Code: 25 Code: 215200	 <p>CENTER POINT</p>		
Antisubmarine Warfare (ASW) Unmanned Underwater Vehicle Subsurface Station  Symbol Set Code: 25 Code: 215300	 <p>CENTER POINT</p>		
Mine Warfare Unmanned Underwater Vehicle Subsurface Station  Symbol Set Code: 25 Code: 215400	 <p>CENTER POINT</p>		
Surface Warfare Unmanned Underwater Vehicle Subsurface Station  Symbol Set Code: 25 Code: 215500	 <p>CENTER POINT</p>		

TABLE H-XIV. Maritime control measures - Continued.

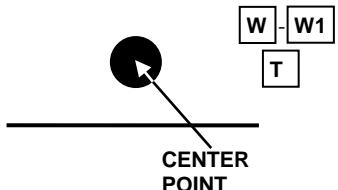
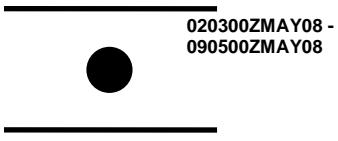
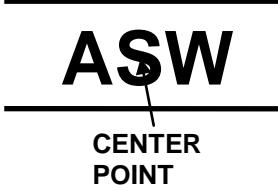
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<i>Surface Stations</i>			
<b>General Surface Station</b>  Symbol Set Code: 25 Code: 215600		<u>Anchor Points.</u> This symbol requires one anchor point. The center point defines/is the center of the symbol. <u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol is typically centered over the desired location.	
<b>Antisubmarine Warfare (ASW) Surface Station</b>  Symbol Set Code: 25 Code: 215700			
<b>Mine Warfare Surface Station</b>  Symbol Set Code: 25 Code: 215800		Static/Dynamic: S	
<b>Non-Combatant Surface Station</b>  Symbol Set Code: 25 Code: 215900			
<b>Picket Surface Station</b>  Symbol Set Code: 25 Code: 216000			
<b>Rendezvous Surface Station</b>  Symbol Set Code: 25 Code: 216100			

TABLE H-XIV. Maritime control measures - Continued.

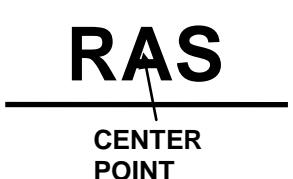
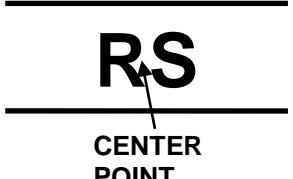
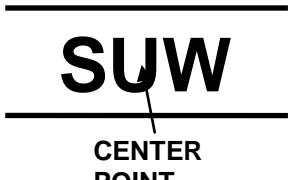
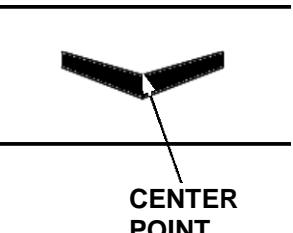
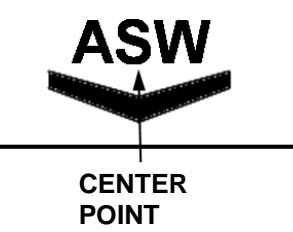
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Replenishment at Sea Surface Station</b>  Symbol Set Code: 25 Code: 216200			
<b>Rescue Surface Station</b>  Symbol Set Code: 25 Code: 216300			
<b>Surface Warfare Surface Station</b>  Symbol Set Code: 25 Code: 216400			
<b>Unmanned Underwater Vehicle Surface Station</b>  Symbol Set Code: 25 Code: 216500			
<b>Antisubmarine Warfare (ASW) Unmanned Underwater Vehicle Surface Station</b>  Symbol Set Code: 25 Code: 216600			

TABLE H-XIV. Maritime control measures - Continued.

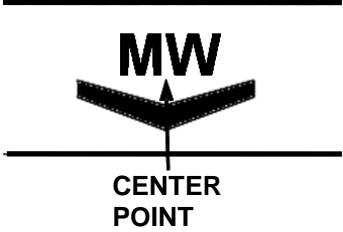
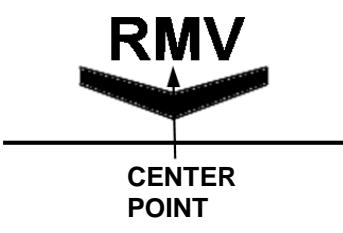
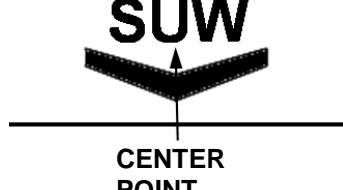
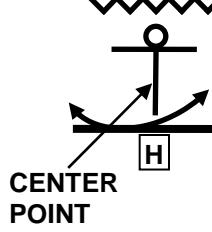
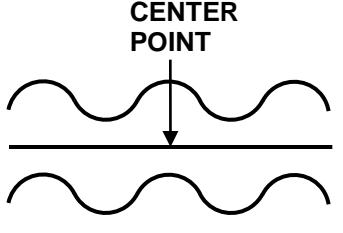
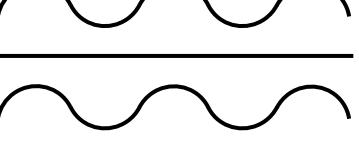
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Mine Warfare Unmanned Underwater Vehicle Surface Station</b>  Symbol Set Code: 25 Code: 216700			
<b>Remote Multi-Mission Vehicle Unmanned Underwater Vehicle Surface Station</b>  Symbol Set Code: 25 Code: 216800			
<b>Surface Warfare Unmanned Underwater Vehicle Surface Station</b>  Symbol Set Code: 25 Code: 216900			
<b>Shore Control Station</b>  Symbol Set Code: 25 Code: 217000			
<i>Routes</i>			
<b>General Route</b>  Symbol Set Code: 25 Code: 217100		<u>Anchor Points.</u> This symbol requires one anchor point. The center point defines/is the center of the symbol.	

TABLE H-XIV. Maritime control measures - Continued.

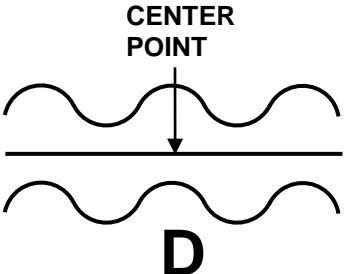
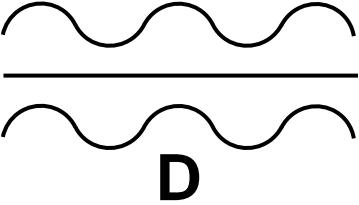
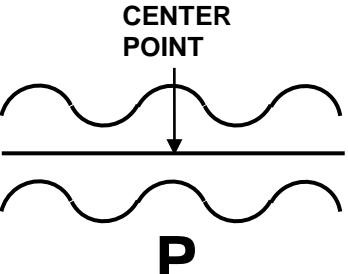
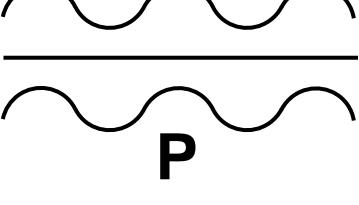
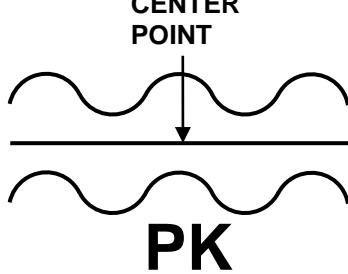
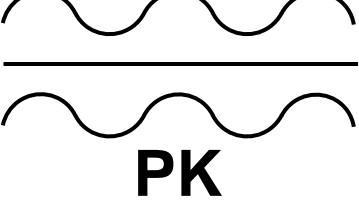
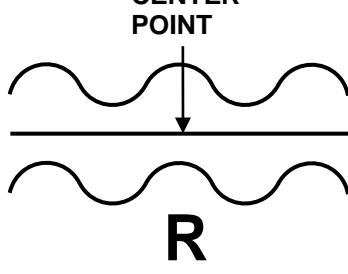
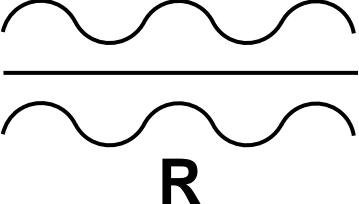
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Diversion Route</b>  Symbol Set Code: 25 Code: 217200	 <b>CENTER POINT</b> 	<u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol is typically centered over the desired location.  Static/Dynamic: S	<b>Note:</b> The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
<b>Position and Intended Movement (PIM) Route</b>  Symbol Set Code: 25 Code: 217300	 <b>CENTER POINT</b> 		
<b>Picket Route</b>  Symbol Set Code: 25 Code: 217400	 <b>CENTER POINT</b> 		
<b>Point R Route</b>  Symbol Set Code: 25 Code: 217500	 <b>CENTER POINT</b> 		

TABLE H-XIV. Maritime control measures - Continued.

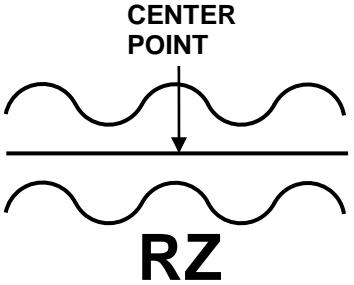
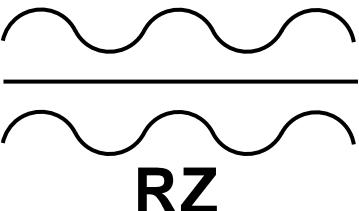
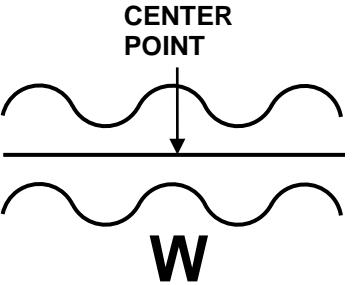
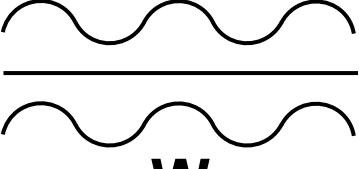
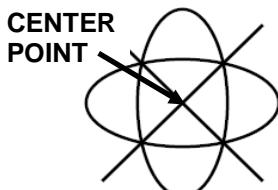
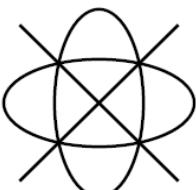
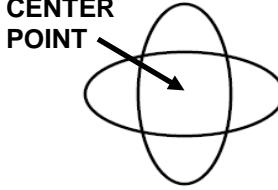
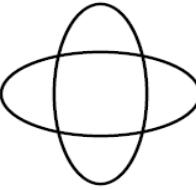
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
Rendezvous Route  Symbol Set Code: 25 Code: 217600	 <p>CENTER POINT</p> <p>RZ</p>		
Waypoint Route  Symbol Set Code: 25 Code: 217700	 <p>CENTER POINT</p> <p>W</p>		
Clutter, Stationary or Cease Reporting  Symbol Set Code: 25 Code: 217800	 <p>CENTER POINT</p>		
Tentative or Provisional Track  Symbol Set Code: 25 Code: 217900	 <p>CENTER POINT</p>		

TABLE H-XIV. Maritime control measures - Continued.

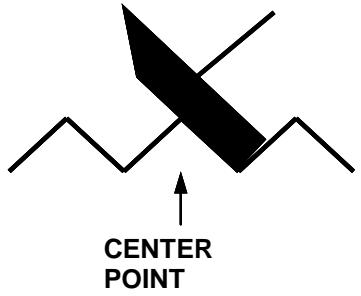
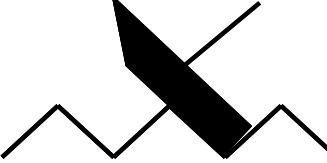
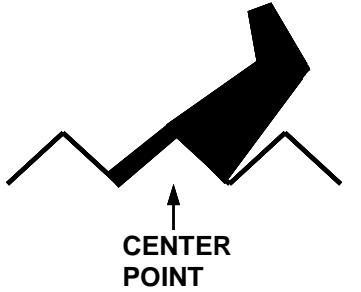
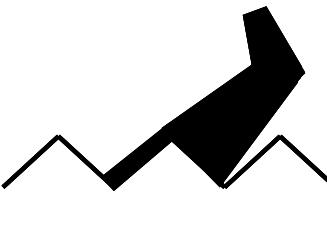
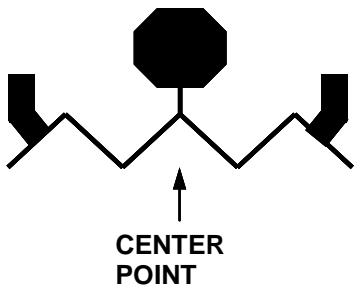
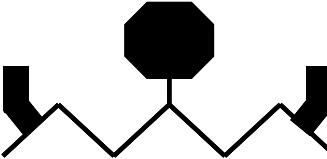
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<i>Emergency</i>			
<b>Distressed Vessel</b>  Symbol Set Code: 25 Code: 218000		<u>Anchor Points.</u> This symbol requires one anchor point. The anchor point defines the midpoint of the symbol's base. <u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol will typically be oriented upright. Static/Dynamic: S	
<b>Ditched Aircraft/Downed Aircraft</b>  Symbol Set Code: 25 Code: 218100			
<b>Person In Water/Bailout</b>  Symbol Set Code: 25 Code: 218200			

TABLE H-XIV. Maritime control measures - Continued.

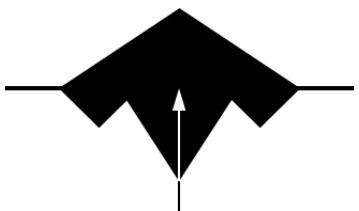
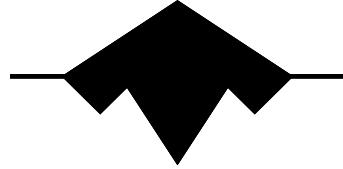
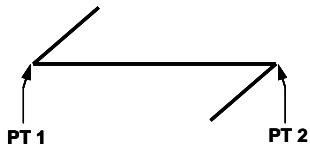
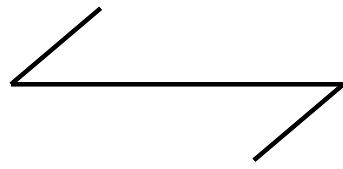
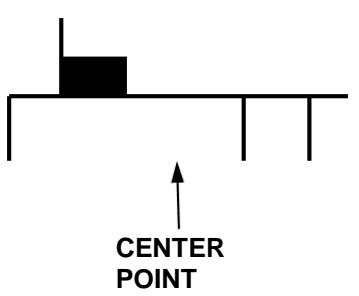
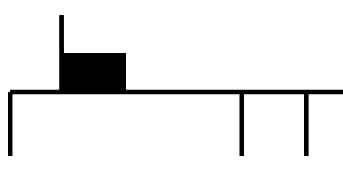
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Hazard</b>			
<b>Iceberg</b> Symbol Set Code: 25 Code: 218300 Static/Dynamic: S	 <b>CENTER POINT</b>	<u>Anchor Points.</u> This symbol requires one anchor point. The center point defines/is the center of the symbol. <u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol is typically centered over the desired location.	
<b>Navigational</b> Symbol Set Code: 25 Code: 218400 Static/Dynamic: D	 <b>PT 1</b> <b>PT 2</b>	<u>Anchor Points.</u> This symbol requires two anchor points. Points 1 and 2 define the corner points of the symbol. <u>Size/Shape.</u> The symbol varies only in length. <u>Orientation.</u> Orientation is determined by the anchor points.	
<b>Oil Rig</b> Symbol Set Code: 25 Code: 218500	 <b>CENTER POINT</b>	<u>Anchor Points.</u> This symbol requires one anchor point. The center point defines/is the center of the symbol. <u>Size/Shape.</u> Static. <u>Orientation.</u>	

TABLE H-XIV. Maritime control measures - Continued.

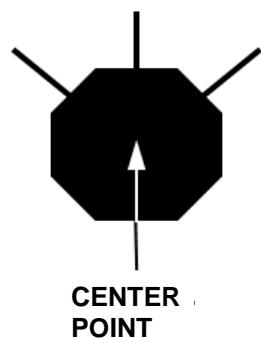
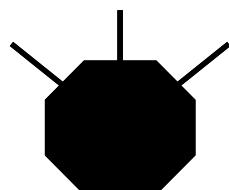
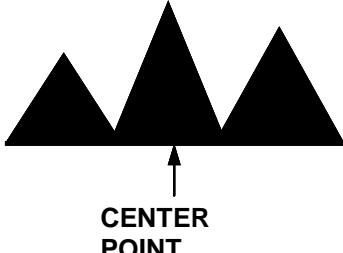
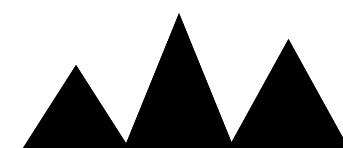
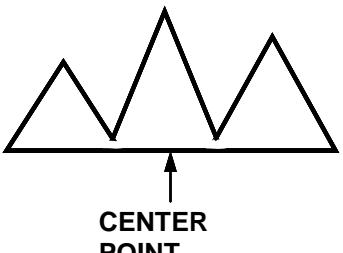
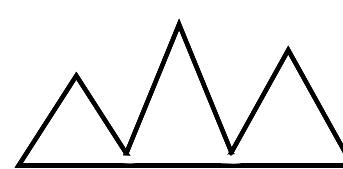
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Sea Mine-Like</b> Symbol Set Code: 25 Code: 218600  <b>Note:</b> The orientation of symbol can be rotated in 90 degree increments.	 <p style="text-align: center;">CENTER POINT</p>	The symbol is typically centered over the desired location.  Static/Dynamic: S	
<i>Sea Subsurface Returns</i>			
<b>Bottom Return/Non-Mine, Mine-Like Bottom Object (NOMBO)</b>  Symbol Set Code: 25 Code: 218700	 <p style="text-align: center;">CENTER POINT</p>	<u>Anchor Points.</u> This symbol requires one anchor point. The anchor point defines the midpoint of the symbol's base. <u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol will typically be oriented upright.	
<b>Bottom Return/Non-Mine, Mine-Like Bottom Object (NOMBO)/Installation/Manmade</b>  Symbol Set Code: 25 Code: 218800	 <p style="text-align: center;">CENTER POINT</p>	<u>Size/Shape.</u> Static/Dynamic: S	

TABLE H-XIV. Maritime control measures - Continued.

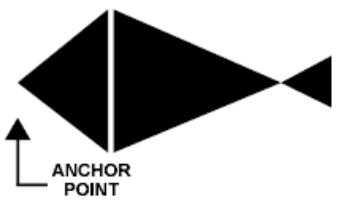
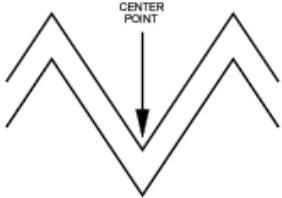
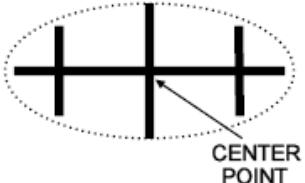
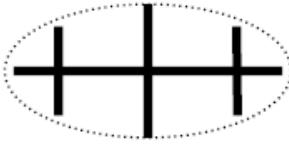
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Marine Life</b>  Symbol Set Code: 25 Code: 218900  Static/Dynamic: S		<u>Anchor Points.</u> This graphic requires one anchor point. The anchor point defines "nose" of the graphic. <u>Size/Shape.</u> Static. <u>Orientation.</u> The graphic is typically centered over the desired location	
<b>Sea Anomaly (Wake, Current, Knuckle)</b>  Symbol Set Code: 25 Code: 219000		<u>Anchor Points.</u> This graphic requires one anchor point. The center point defines/is the center of the graphic. <u>Size/Shape.</u> Static. <u>Orientation.</u> The graphic's center point is typically centered over the desired location.	
<b>Bottom Return/Non-MILCO, Wreck, Dangerous</b>  Symbol Set Code: 25 Code: 219100		<u>Anchor Points.</u> This graphic requires one anchor point. The center point defines/is the center of the graphic. <u>Size/Shape.</u> Static. <u>Orientation.</u> The graphic's center point is typically centered over the desired location.  Static/Dynamic: S	

TABLE H-XIV. Maritime control measures - Continued.

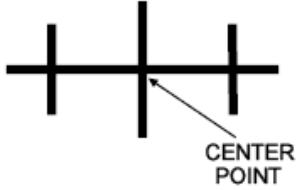
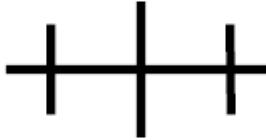
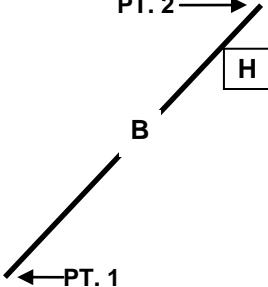
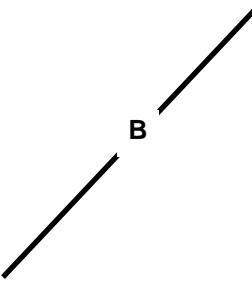
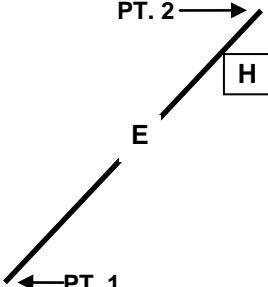
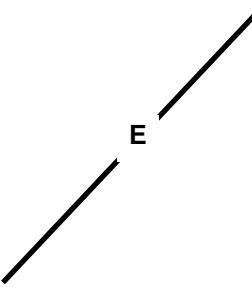
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Bottom Return/Non-MILCO, Wreck, Non Dangerous</b>  Symbol Set Code: 25 Code: 219200			
<b>Maritime Control Lines</b>  Symbol Set Code: 25 Code: 220000	N/A		N/A
<b>Bearing Line</b>  Symbol Set Code: 25 Code: 220100		<u>Anchor Points.</u> This graphic requires two anchor points. Points 1 and 2 define the endpoints of the symbol. <u>Size/Shape.</u> The symbol varies only in length. <u>Orientation.</u> One point defines the origin from which the bearing is being taken and the other point defines the location or	
<b>Bearing Line, Electronic</b>  Symbol Set Code: 25 Code: 220101			

TABLE H-XIV. Maritime control measures - Continued.

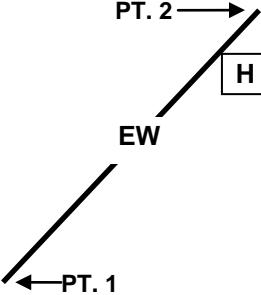
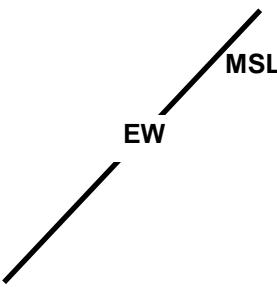
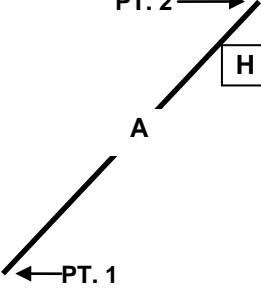
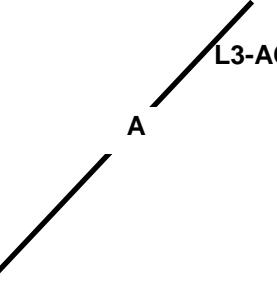
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Bearing Line, Electronic Warfare</b>  Symbol Set Code: 25 Code: 220102		direction from which a contact is made.  Static/Dynamic: D	 <p><b>Note:</b> "H" field may contain the following identifiers:        • "MSL" – missile        • "MCU" – missile control unit        • "TENT" - tentative     </p>
<b>Bearing Line, Acoustic</b>  Symbol Set Code: 25 Code: 220103			 <p><b>Note:</b> "H" field may contain the following identifiers:        • "L3-ACT" – LAMPS, active        • "L3-pHELO" – LAMPS, Helicopter, passive        • "L3-pSHIP" – LAMPS, Ship, passive        • "L3-OSC" – LAMPS, Operator Specified Contact, passive        • "L3-ATT" – LAMPS, Acoustic Target Track, passive     </p>

TABLE H-XIV. Maritime control measures - Continued.

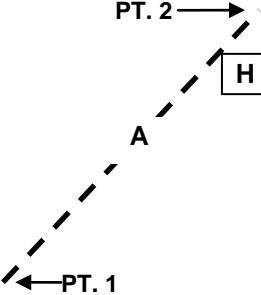
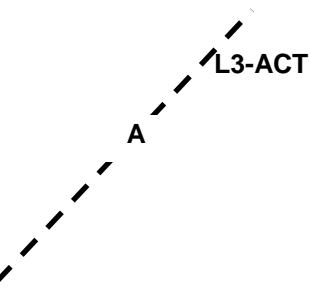
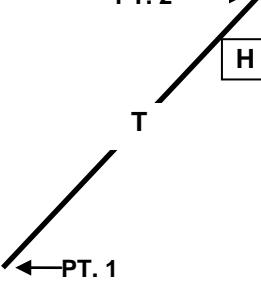
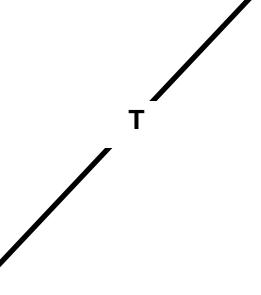
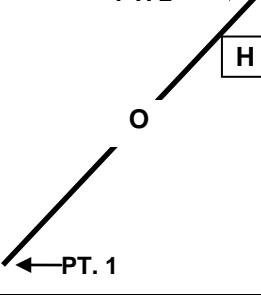
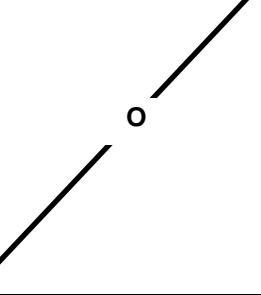
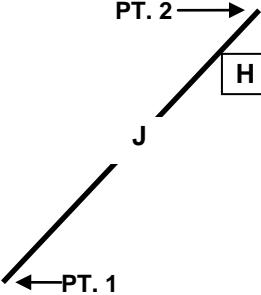
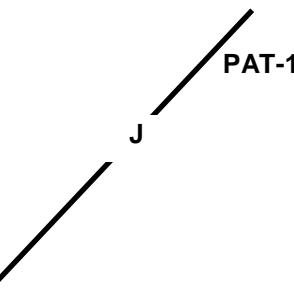
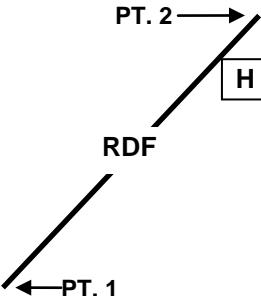
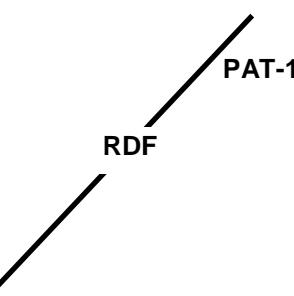
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Bearing Line, Acoustic (Ambiguous)</b>  Symbol Set Code: 25 Code: 220104			<p><b>Note:</b> The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p>  <p><b>Note:</b> "H" field may contain the following identifiers:            •"L3-ACT" – LAMPS, active            •"L3-pHELO" – LAMPS, Helicopter, passive            •"L3-pSHIP" – LAMPS, Ship, passive            •"L3-OSC" – LAMPS, Operator Specified Contact, passive            •"L3-ATT" – LAMPS, Acoustic Target Track, passive         </p>
<b>Bearing Line, Torpedo</b>  Symbol Set Code: 25 Code: 220105			
<b>Bearing Line, Electro-Optical Intercept</b>  Symbol Set Code: 25 Code: 220106			

TABLE H-XIV. Maritime control measures - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Bearing Line, Jammer</b> Symbol Set Code: 25 Code: 220107  <b>Note:</b> "H" field may contain the following: •“PAT-1” – PAT-1 Jammer			<b>Note:</b> The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.  <b>Note:</b> "H" field may only contain the “PAT-1” – PAT-1 Jammer
<b>Bearing Line, Radio Detention Finder (RDF)</b> Symbol Set Code: 25 Code: 220108 Static/Dynamic: D			

## H.5.17 Deception control measures.

H.5.17.1 Deception control measures. Are designed to mislead the enemy by manipulation, distortion, or falsification of evidence to induce him to react in a manner prejudicial to his interests.

TABLE H-XV. Deception control measure symbols.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Deception</b> Symbol Set Code: 25 Code: 230000	N/A		N/A

TABLE H-XV. Deception control measure symbols - Continued.

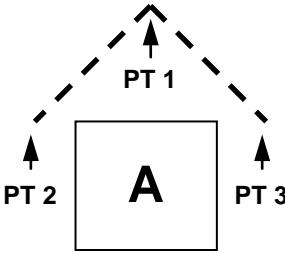
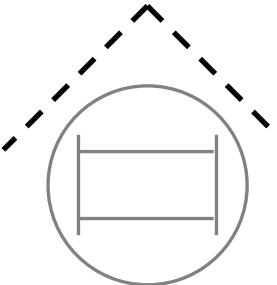
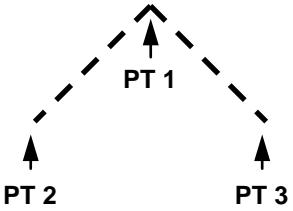
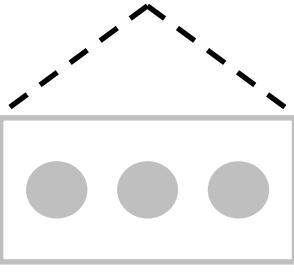
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Decoy/Dummy</b> An imitation of a person, object or phenomenon, which is intended to deceive hostile surveillance or detection systems or mislead the adversary.  Symbol Set Code: 25 Code: 230100		<u>Anchor Points.</u> This symbol requires 3 anchor points. Point 1 defines the vertex of the symbol and points 2 and 3 define its endpoints. <u>Size/Shape.</u> Points 1, 2 and 3 determine the length of the lines connecting them. The line defined by points 1 and 2 is typically the same length as the line between points 2 and 3. <u>Orientation.</u> Orientation is determined by the anchor points.	Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure. 

TABLE H-XV. Deception control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Decoy/Dummy and Feint</b>  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.  Symbol Set Code: 25 Code: 230200		<p><u>Note:</u> Anchor points are determined by the relationship between the control measure symbol being modified and the decoy/dummy or feint control measure symbol modifying it. See the specific control measure being modified for anchor points.</p> <p>Static/Dynamic: D</p>	
<b>Axis of Advance for a Feint</b>	<u><a href="#">See Axis of Advance under Maneuver Control Measures</a></u>		
<b>Direction of Attack for a Feint</b>	<u><a href="#">See Direction of Attack under Maneuver Control Measures</a></u>		
<b>Decoy Mined Area</b>	<u><a href="#">See Decoy Mined Area under Obstacles</a></u>		
<b>Dummy Minefield</b>	<u><a href="#">See Decoy Mined Area under Obstacles</a></u>		

### H.5.18 Fire Support Coordination Measures.

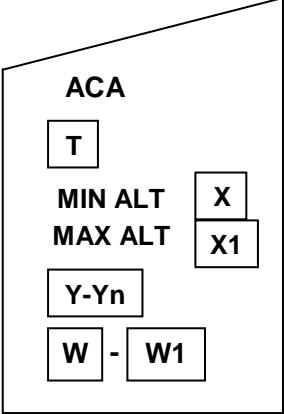
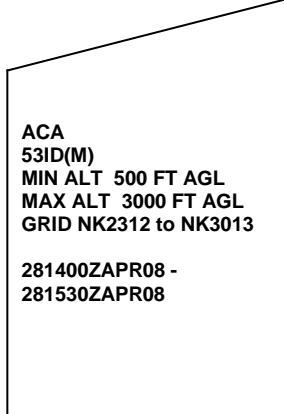
H.5.18.1 Fire Support Coordination Measures. Measures employed by land or amphibious commanders to facilitate the rapid engagement of targets and simultaneously provide safeguards for friendly forces. Fire support control measures should be labeled with the abbreviation of the control measure, the controlling headquarters (Field T) and the effective times (Field W/W1). For lines this labeling should be on both ends of the line and repeated as often as necessary for clarity along any line that passes through many boundaries.

TABLE H-XVI. Fire Support Coordination Measures.

<b>CONTROL MEASURE</b>	<b>TEMPLATE</b>	<b>DRAW RULES</b>	<b>EXAMPLE</b>
<b>Fire Areas</b>  Symbol Set Code: 25 Code: 240000	N/A		Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.  N/A
<b>Airspace Coordination Area (ACA)</b>  Symbol Set Code: 25 Code: 240100	N/A		N/A

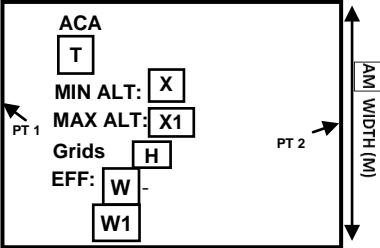
MIL-STD-2525D - APPENDIX H

TABLE H-XVI. Fire Support Coordination Measures - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Airspace Coordination Area (ACA) - Irregular</b> 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. (AArtyP-5) Symbol Set Code: 25 Code: 240101 Static/Dynamic: D		<u>Anchor Points.</u> This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape.</u> Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. <u>Orientation.</u> Not applicable.	Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure. 

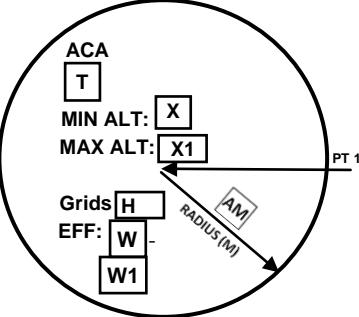
MIL-STD-2525D - APPENDIX H

TABLE H-XVI. Fire Support Coordination Measures - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Airspace Coordination Area (ACA) - Rectangle</b> Symbol Set Code: 25 Code: 240102 Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle. <u>Size/Shape.</u> Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. <u>Shape:</u> Rectangle. The information fields should be moveable and scalable. <u>Orientation.</u> As determined by the anchor points.	<b>ACA</b> <b>53ID (M)</b> <b>MIN ALT: 500 FT AGL</b> <b>MAX ALT: 3000 FT AGL</b> <b>Grids NK2313 to NK3013</b> <b>EFF: 281400ZAPR08 – 281530ZAPR08</b>

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TABLE H-XVI. Fire Support Coordination Measures - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Airspace Coordination Area (ACA) – Circular</b> Symbol Set Code: 25 Code: 240103 Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires one (1) anchor point and a radius. Point 1 defines the center point of the symbol. <u>Size/Shape.</u> Size: The radius defines the size. Shape: Circle. The information fields should be scalable within the circle. <u>Orientation.</u> Not applicable.	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 
<b>Free Fire Area (FFA)</b> Symbol Set Code: 25 Code: 240200	N/A		N/A

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TABLE H-XVI. Fire Support Coordination Measures - Continued.

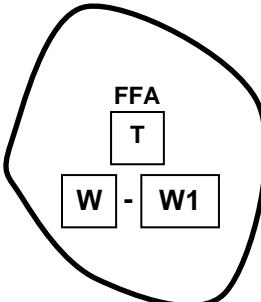
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Free Fire Area (FFA) - Irregular</b>  A specific designated area into which any weapon system may fire without additional coordination with the establishing headquarters.  Symbol Set Code: 25 Code: 240201  Static/Dynamic: D		<u>Anchor Points.</u> This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape.</u> Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. <u>Orientation.</u> Not applicable.	Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure. 

TABLE H-XVI. Fire Support Coordination Measures - Continued.

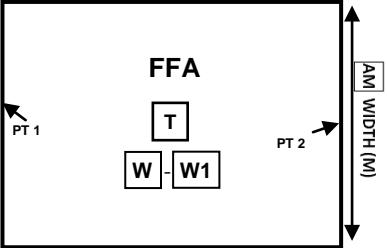
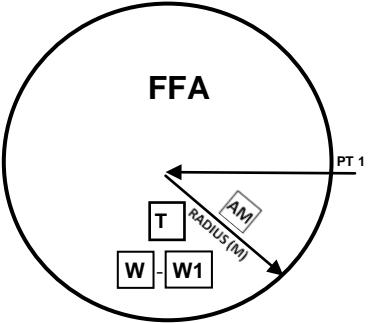
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Free Fire Area (FFA) – Rectangle</b>  Symbol Set Code: 25 Code: 240202  Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle. <u>Size/Shape.</u> Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. <u>Shape:</u> Rectangle. The information fields should be moveable and scalable. <u>Orientation.</u> As determined by the anchor points.	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> <div style="border: 1px solid black; padding: 10px; text-align: center;"> <b>FFA</b>  <b>X CORPS</b>            051030ZAPR08 –            051600ZAPR08         </div>

TABLE H-XVI. Fire Support Coordination Measures - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Free Fire Area (FFA) – Circular</b>  Symbol Set Code: 25 Code: 240203  Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires one (1) anchor point and a radius. Point 1 defines the center point of the symbol. <u>Size/Shape.</u> Size: The radius defines the size. Shape: Circle. The information fields should be scalable within the circle. <u>Orientation.</u> Not applicable.	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 
<b>No Fire Area (NFA)</b>  Symbol Set Code: 25 Code: 240300	N/A		N/A

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TABLE H-XVI. Fire Support Coordination Measures - Continued.

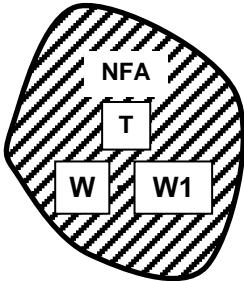
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<p><b>No Fire Area (NFA) - Irregular</b></p> <p>A area into which no fires or the effects of fires are allowed.</p> <p>Symbol Set Code: 25 Code: 240301</p> <p>Static/Dynamic: D</p>		<p><u>Anchor Points.</u> This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.</p> <p><u>Size/Shape.</u> Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.</p> <p><u>Orientation.</u> Not applicable.</p>	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 

TABLE H-XVI. Fire Support Coordination Measures - Continued.

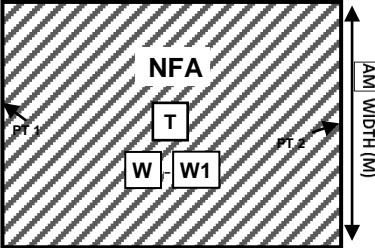
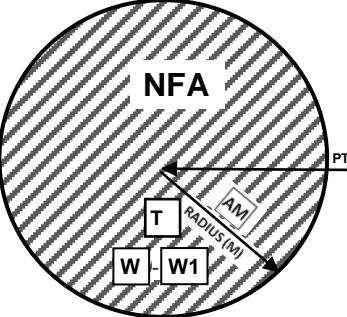
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>No Fire Area (NFA) – Rectangular</b>  Symbol Set Code: 25 Code: 240302  Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle. <u>Size/Shape.</u> Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. <u>Shape:</u> Rectangle. The information fields should be moveable and scalable. <u>Orientation.</u> As determined by the anchor points.	

TABLE H-XVI. Fire Support Coordination Measures - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>No Fire Area (NFA) – Circular</b> Symbol Set Code: 25 Code: 240303 Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires one (1) anchor point and a radius. Point 1 defines the center point of the symbol. <u>Size/Shape.</u> Size: The radius defines the size. Shape: Circle. The information fields should be scalable within the circle. <u>Orientation.</u> Not applicable.	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 
<b>Restricted Fire Area (RFA)</b> Symbol Set Code: 25 Code: 240400	N/A		N/A

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TABLE H-XVI. Fire Support Coordination Measures - Continued.

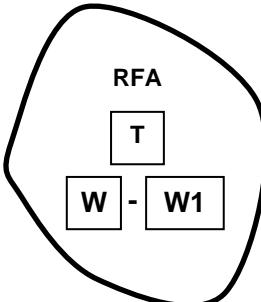
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Restricted Fire Area (RFA) - Irregular</b>  An area in which specific restrictions are imposed and in which fires that exceed those restrictions are not delivered without coordination with the establishing headquarters. (AartyP-5).  Symbol Set Code: 25 Code: 240401  Static/Dynamic: D		<u>Anchor Points.</u> This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape.</u> Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. <u>Orientation.</u> Not applicable.	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 

TABLE H-XVI. Fire Support Coordination Measures - Continued.

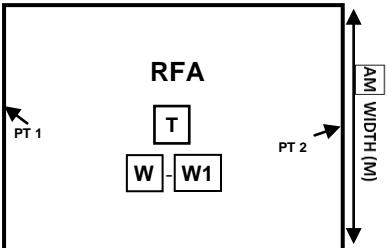
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Restricted Fire Area (RFA) – Rectangular</b>  Symbol Set Code: 25 Code: 240402  Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle. <u>Size/Shape.</u> Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. <u>Shape:</u> Rectangle. The information fields should be moveable and scalable. <u>Orientation.</u> As determined by the anchor points.	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 

TABLE H-XVI. Fire Support Coordination Measures - Continued.

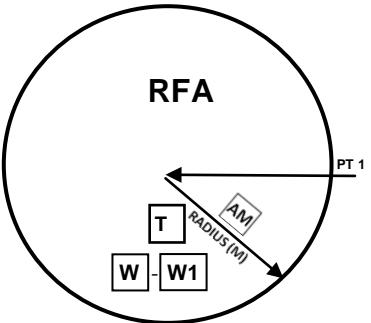
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Restricted Fire Area (RFA) – Circular</b> Symbol Set Code: 25 Code: 240403 Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires one (1) anchor point and a radius. Point 1 defines the center point of the symbol. <u>Size/Shape.</u> Size: The radius defines the size. Shape: Circle. The information fields should be scalable within the circle. <u>Orientation.</u> Not applicable.	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 
<b>Position Area For Artillery (PAA)</b> Symbol Set Code: 25 Code: 240500	N/A		N/A

TABLE H-XVI. Fire Support Coordination Measures - Continued.

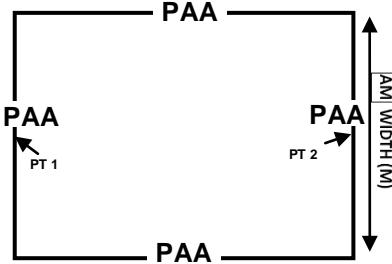
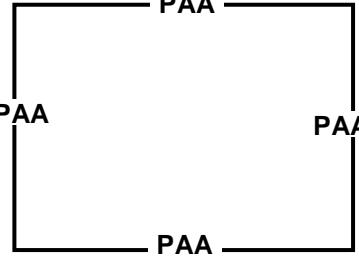
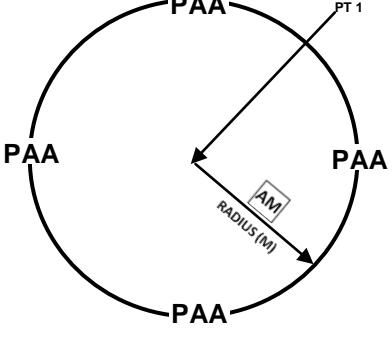
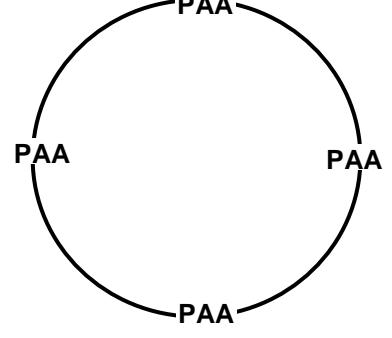
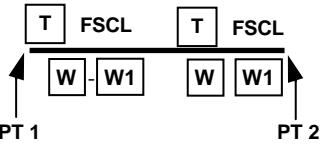
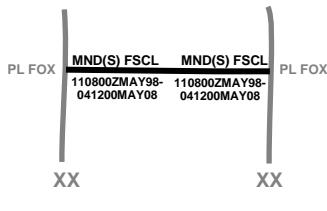
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Position Area For Artillery (PAA) - Rectangular</b>  Symbol Set Code: 25 Code: 240501  Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle. <u>Size/Shape.</u> Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. <u>Shape:</u> Rectangle. The information fields should be moveable and scalable. <u>Orientation.</u> As determined by the anchor points.	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 

TABLE H-XVI. Fire Support Coordination Measures - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Position Area For Artillery (PAA) - Circular</b>  Symbol Set Code: 25 Code: 240502  Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires one (1) anchor point and a radius. Point 1 defines the center point of the symbol. <u>Size/Shape.</u> Size: The radius defines the size. Shape: Circle. The information fields should be scalable within the circle. <u>Orientation.</u> Not applicable.	
<b>Fire Lines</b>  Symbol Set Code: 25 Code: 260000	N/A		N/A
<b>Fire Support Coordination Line (FSCL)</b>  <i>Note:</i> Because of the length of the FSCL definition it is included in the glossary.  Symbol Set Code: 25 Code: 260100  Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line. <u>Size/Shape.</u> The first and last anchor points determine the length of the line. <u>Orientation.</u> Orientation is determined by the anchor points.	 <p>The end-of-line information will typically be posted at the ends of the line as it is shown in the example.</p>

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TABLE H-XVI. Fire Support Coordination Measures - Continued.

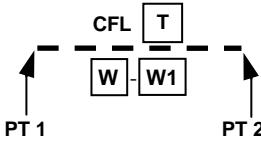
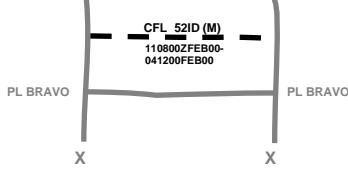
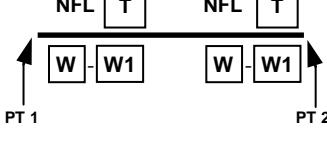
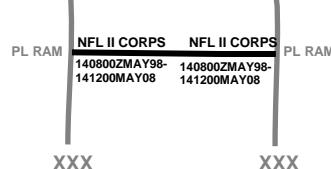
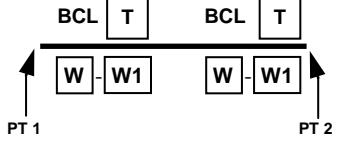
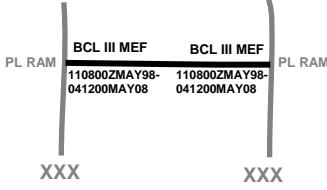
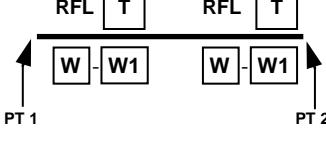
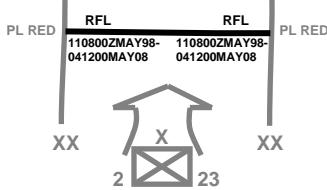
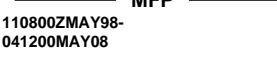
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Coordinated Fire Line (CFL)</b> Symbol Set Code: 25 Code: 260200 Static/Dynamic: D		<u>Anchor Points:</u> This symbol requires at least two anchor points, points 1 and 2, to define the line. <u>Size/Shape:</u> The first and last anchor points determine the length of the line. The line information will be posted once at the center of the line as it is displayed on the screen. <u>Orientation:</u> Orientation is determined by the order in which the anchor points are entered.	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 
<b>No Fire Line (NFL)</b> Symbol Set Code: 25 Code: 260300		<u>Anchor Points:</u> This symbol requires at least two points, points 1 and 2, to define the line. Additional points can be defined to	

TABLE H-XVI. Fire Support Coordination Measures - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Battlefield Coordination Line</b> Symbol Set Code: 25 Code: 260400		extend the line. <u>Size/Shape</u> . The first and last anchor points determine the length of the line. <u>Orientation</u> . Orientation is determined by the anchor points. Static/Dynamic: D	
<b>Restrictive Fire Line</b> A line established between converging friendly forces (one or both may be moving) that prohibits all fire or effects from fires across the line without coordination with the affected force. (AartyP-5)  Symbol Set Code: 25 Code: 260500			
<b>Munition Flight Path</b> Symbol Set Code: 25 Code: 260600  <b>Note 1.</b> "MFP" shall be displayed once at the approximate center of the overall length of the Munition Flight Path.		<u>Anchor Points</u> . This graphic requires a minimum of two (2) anchor points. Up to 298 additional points can be added to extend the line. The first point (point 1) defines the start point. The last point defines the endpoint.	

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TABLE H-XVI. Fire Support Coordination Measures - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<p><b>Note 2.</b> The MFP begins at a weapon system/surface-to-surface fires unit and terminates at a target.</p> <p><b>Note 3.</b> The effective DTG of the MFP is the shot/launch time of the projectile. The expiration DTG of the MFP is the splash/time of impact of the projectile. DTGs are not required to be displayed. If the DTG is displayed, it shall be displayed one time mid way between Point 1 and midpoint of the graphic.</p> <p><b>Note 4.</b> The 3D display of a MFP requires a height value for each anchor point.</p>		<p>The points are numbered sequentially beginning with point one (1), in increments of one.</p> <p><u>Size/Shape</u>. The anchor points define the size and shape.</p> <p><u>Orientation</u>. The orientation is determined by the anchor points.</p> <p>Static/Dynamic: D</p>	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p>

## H.5.19 Targets.

H.5.19.1 Targets. Are the objects 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 H-XVII. Target control measure symbols.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<i>Point Targets</i>			
<b>Point Targets</b>  Symbol Set Code: 25 Code: 240600	N/A		N/A
<b>Point or Single Target</b>  A target which requires the accurate placement of bombs or fire. Note: Guidance on building target numbers is found in AArtyP-1.  Symbol Set Code: 25 Code: 240601		<u>Anchor Points</u> . This symbol requires one anchor point. The center point defines/is the center of the symbol. <u>Size/Shape</u> . Static. <u>Orientation</u> . The symbol is typically centered over the desired location.	
<b>Nuclear Target</b>  <b>Note:</b> The point at the center of the target represents the desired ground zero.  Symbol Set Code: 25 Code: 240602		Static/ Dynamic: S	

TABLE H-XVII. Target control measure symbols – Continued.

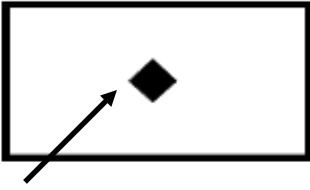
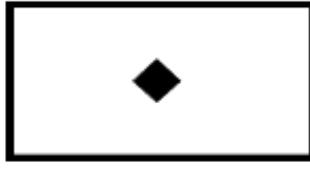
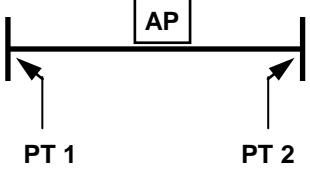
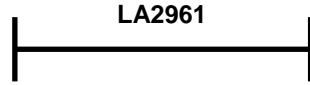
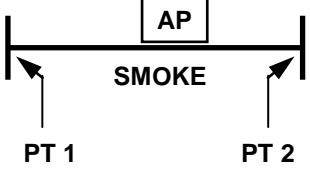
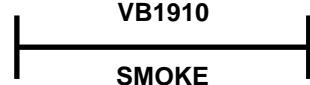
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Target- Recorded</b>  (AEGIS Only)  Symbol Set Code: 25 Code: 240603  Static/Dynamic: S	 <b>Center Point</b>	<u>Anchor Points.</u> This symbol requires one center point. The point defines the center of the symbol. <u>Size/Shape:</u> Static. Length is 2x the size of height. <u>Orientation:</u> The symbol is centered over the desired location. The symbol shall be oriented upright.	
<b>Linear Targets</b>  Symbol Set Code: 25 Code: 240700	N/A		N/A
<b>Linear Target</b>  Symbol Set Code: 25 Code: 240701		<u>Anchor Points.</u> This symbol requires two anchor points. Points 1 and 2 define the endpoints of the symbol. <u>Size/Shape.</u> The symbol varies only in length. <u>Orientation.</u> One point defines the	
<b>Linear Smoke Target</b>  Symbol Set Code: 25 Code: 240702		<u>Anchor Points.</u> This symbol requires two anchor points. Points 1 and 2 define the endpoints of the symbol. <u>Size/Shape.</u> The symbol varies only in length. <u>Orientation.</u> One point defines the	

TABLE H-XVII. Target control measure symbols – Continued.

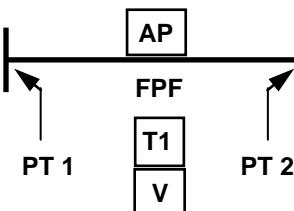
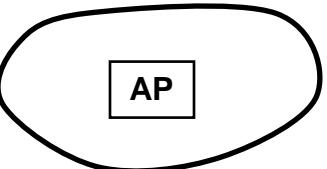
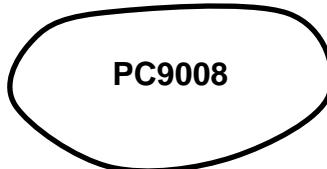
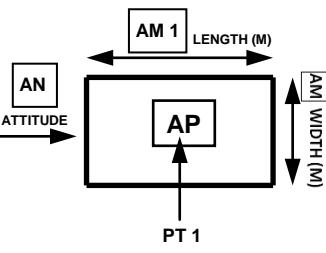
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Final Protective Fire (FPF)</b> An immediately available prearranged barrier of fire designed to impede enemy movement across defensive lines or areas. Symbol Set Code: 25 Code: 240703		origin from which the bearing is being taken and the other point defines the location or direction from which a contact is made. Static/ Dynamic: D	QC1968 FPF 12 IN BN MORTAR
<b>Area Targets</b> Symbol Set Code: 25 Code: 240800	N/A		N/A
<b>Area Target</b> Symbol Set Code: 25 Code: 240801 Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape.</u> Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. <u>Orientation.</u> Not applicable.	

TABLE H-XVII. Target control measure symbols – Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Rectangular Target</b> Symbol Set Code: 25 Code: 240802 Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires one (1) anchor point to define the center of the area. <u>Size/Shape.</u> Size is determined by the anchor point, the target length (in meters) and target width (in meters). A rectangular target is wider and longer than 200 meters. The information fields should be moveable and scaleable within the area. Shape: Rectangle. <u>Orientation.</u> As determined by the Target Attitude (in mils).	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> <div style="border: 1px solid black; padding: 10px; text-align: center;"> <b>DM0065</b> </div>

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TABLE H-XVII. Target control measure symbols – Continued.

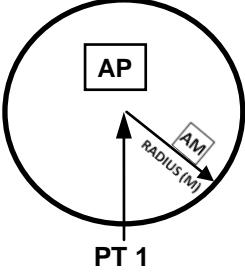
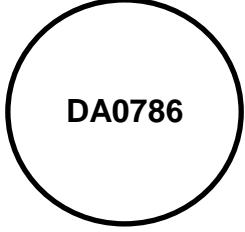
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Circular Target</b>  Symbol Set Code: 25 Code: 240803  Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires one (1) anchor point. Point 1 defines the center point of the symbol. <u>Size/Shape.</u> Size: The radius defines the size. Shape: Circle. The information fields should be scalable within the circle. <u>Orientation.</u> Not applicable.	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 

TABLE H-XVII. Target control measure symbols – Continued.

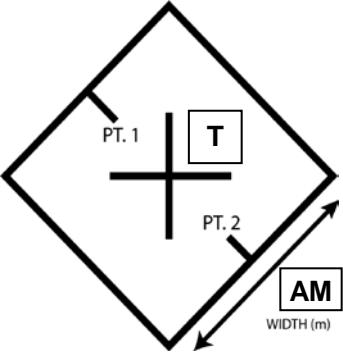
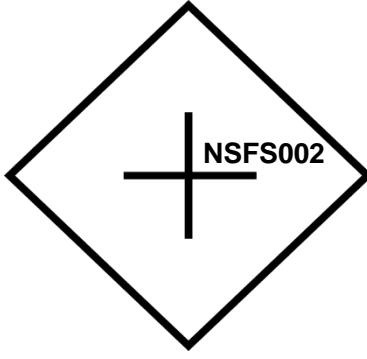
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Rectangular Target – Single Target</b> <b>(AEGIS Only)</b> Symbol Set Code: 25 Code: 240804 Static/Dynamic: D	 <p>Area: This symbol requires two anchor points and a width (defined in meters) to define the boundary of the area. Points 1 and 2 will be located on the opposite sides of the area.</p>	<u>Anchor Points.</u> This symbol requires one anchor (center) point to define the center of the symbol. The target tactical symbol shall be centered upon the center of the area. The size and the orientation of the target symbol are fixed within the area. <u>Size/Shape.</u> As determined by the anchor points. The anchor points determine the area's length. Width, determined in meters, will define the width of the rectangle. <u>Orientation.</u> As determined by the anchor points. The center point of the area, shall always have the target symbol with the same upright orientation.	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 

TABLE H-XVII. Target control measure symbols – Continued.

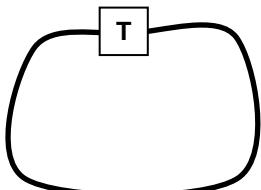
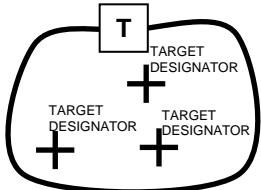
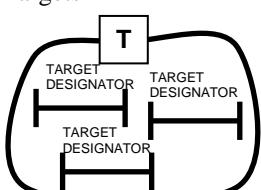
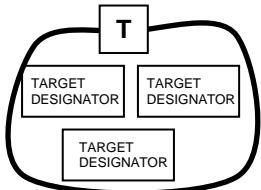
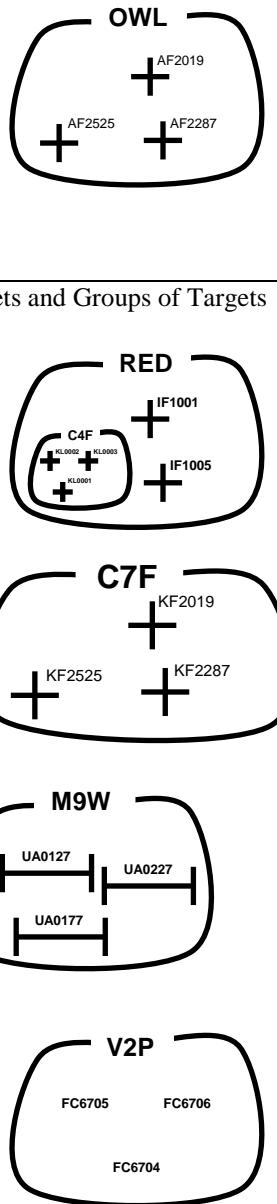
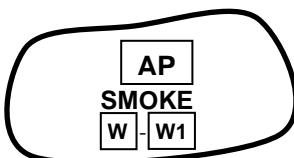
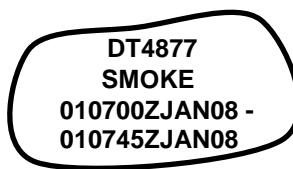
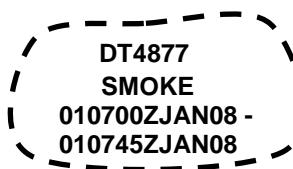
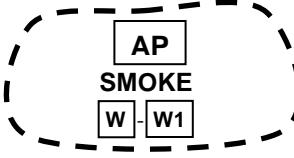
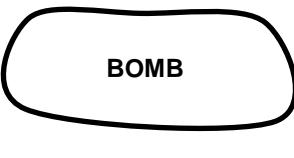
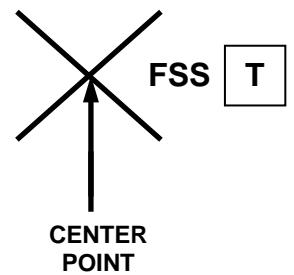
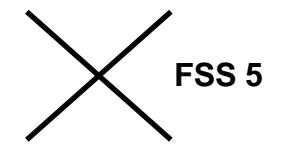
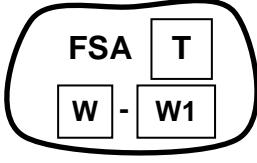
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Series or Group of Targets</b>  In artillery and naval fire support, a number of targets and/or group(s) of targets planned to support a maneuver phase.  A series of targets may be indicated by a nickname.  A group of targets is designated by a letter/number combination or a nickname.  Symbol Set Code: 25 Code: 240805	Point Targets    Point Targets    Linear Targets    Area Targets  	<u>Anchor Points.</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape.</u> Determined by the anchor points. <u>Orientation.</u> Not applicable. The area will encompass two or more fire support symbols (point/single target, nuclear target, circular target, rectangular target, or area target). The naming convention determines whether the area describes a series or group of targets. <u>Static/ Dynamic:</u> D	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> <p>Targets and Groups of Targets</p> 

TABLE H-XVII. Target control measure symbols – Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Smoke</b>  Symbol Set Code: 25 Code: 240806		<u>Anchor Points.</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape.</u> Determined by the anchor points. The information field should be moveable and scalable as a block within the area. <u>Orientation.</u> Not applicable.  Static/ Dynamic: D	  
<b>Smoke Planned or On Order</b>  Symbol Set Code: 25 Code: 240807			
<b>Bomb Area</b>  Symbol Set Code: 25 Code: 240808			
<i>Naval Gunfire</i>			
<b>Fire Support Station</b>  An exact location at sea within a fire support area from which a fire support ship delivers fire.  Symbol Set Code: 25 Code: 240900  Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires one anchor point. The center point defines/is the center of the symbol. <u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol is typically centered over the desired location.	

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TABLE H-XVII. Target control measure symbols – Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Fire Support Area</b>  Symbol Set Code: 25 Code: 241000	N/A		N/A
<b>Fire Support Area - Irregular</b>  An appropriate maneuver area assigned to fire support ships from which to deliver gun-fire support of an amphibious operation.  Symbol Set Code: 25 Code: 241001  Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape.</u> Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. <u>Orientation.</u> Not applicable.	  <b>010700ZJAN08 - 010745ZJAN08</b>

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TABLE H-XVII. Target control measure symbols – Continued.

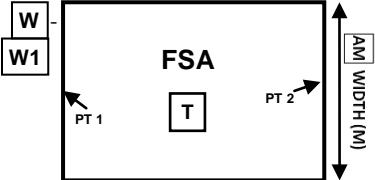
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Fire Support Area - Rectangular</b> Symbol Set Code: 25 Code: 241002 Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle. <u>Size/Shape.</u> Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. <u>Shape:</u> Rectangle. The information fields should be moveable and scalable. <u>Orientation.</u> As determined by the anchor points.	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> <p>010700ZJAN08 - 010745ZJAN08</p> 

TABLE H-XVII. Target control measure symbols – Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Fire Support Area - Circular</b>  Symbol Set Code: 25 Code: 241003  Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires one (1) anchor point and a radius. Point 1 defines the center point of the symbol. <u>Size/Shape.</u> Size: The radius defines the size. Shape: Circle. The information fields should be scalable within the circle. <u>Orientation.</u> Not applicable.	Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.  010700ZJAN08 - 010745ZJAN08 
<i>Field Artillery</i>			
<b>Fires Points</b>  Symbol Set Code: 25 Code: 250000	N/A		N/A
<b>Firing Point</b>  Symbol Set Code: 25 Code: 250100		<u>Anchor Points.</u> This symbol requires one anchor point. The point defines/is the tip of the inverted cone. <u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol will typically	060900ZFEB08 - 100300ZFEB08 

TABLE H-XVII. Target control measure symbols – Continued.

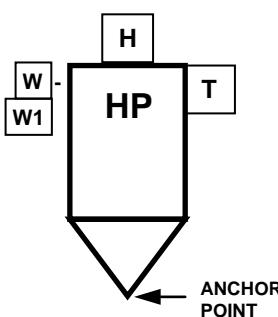
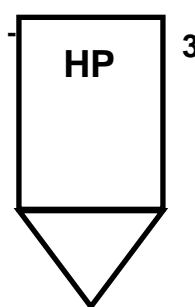
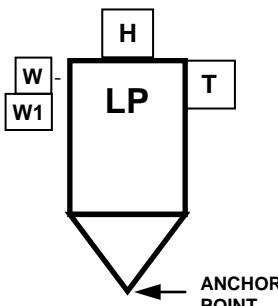
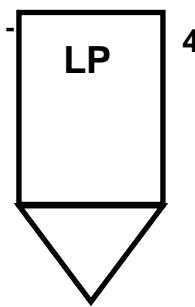
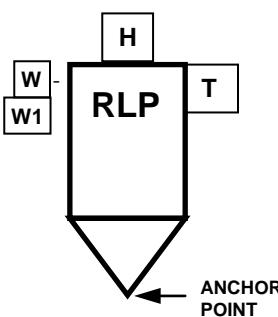
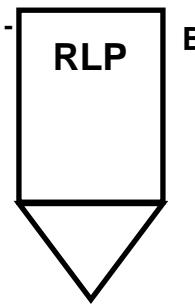
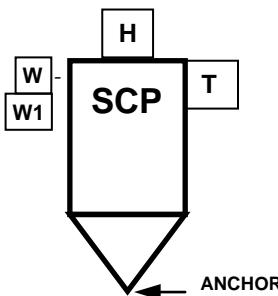
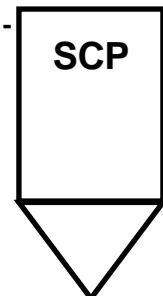
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Hide Point</b>  Symbol Set Code: 25 Code: 250200		be oriented upright.  Static/ Dynamic: S	<p>070700ZMAR08 - 110500ZMAR08</p> <p>2                                   3</p> 
<b>Launch Point</b>  Symbol Set Code: 25 Code: 250300			<p>100200ZAUG08 - 110800ZAUG08</p> <p>6                                   4</p> 
<b>Reload Point</b>  Symbol Set Code: 25 Code: 250400			<p>061000ZNOV08 - 120800ZNOV08</p> <p>6                                   B</p> 

TABLE H-XVII. Target control measure symbols – Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<p><b>Survey Control Point</b></p> <p>Symbol Set Code: 25 Code: 250500</p>			<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> <p>030300ZDEC08 - 050400ZDEC08</p> <p>2</p> 

#### H.5.20 Target acquisition.

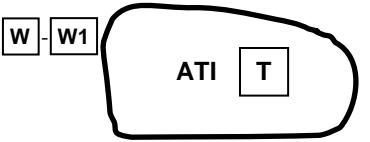
H.5.20.1 Target acquisition. The detection, identification and location of a target in sufficient detail to permit the effective employment of weapons.

TABLE H-XVIII. Target acquisition control measure symbols.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<p><b>Artillery Target Intelligence Zone (ATI)</b></p> <p>Symbol Set Code: 25 Code: 241100</p>	N/A		N/A

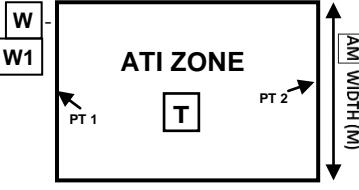
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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Artillery Target Intelligence Zone (ATI), Irregular</b>  An area in enemy territory that the commander wishes to monitor closely.  Symbol Set Code: 25 Code: 241101  Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires a minimum of three (3) and a maximum of six (6) anchor points to define the boundary of the area. The anchor points shall be sequentially numbered, in increments of one (1), beginning with point one (1). <u>Size/Shape.</u> Determined by the anchor points. The information fields should be moveable and scalable within the area. <u>Orientation.</u> Not applicable.	Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.  

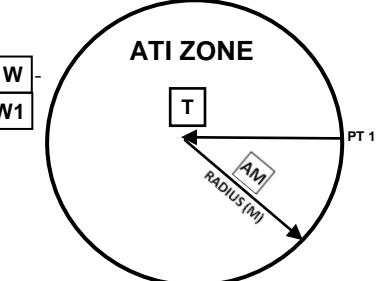
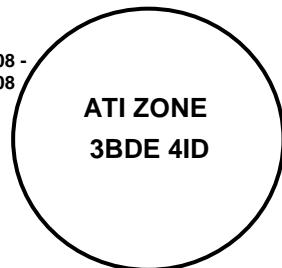
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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<p><b>Artillery Target Intelligence Zone (ATI), Rectangular</b></p> <p>Symbol Set Code: 25 Code: 241102</p> <p>Static/Dynamic: D</p>		<p><u>Anchor Points.</u> This symbol requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle.</p> <p><u>Size/Shape.</u> Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle.</p> <p>Shape: Rectangle. The information fields should be moveable and scalable.</p> <p><u>Orientation.</u> As determined by the anchor points.</p>	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> <p>020300ZDEC08 - 090500ZDEC08</p> 

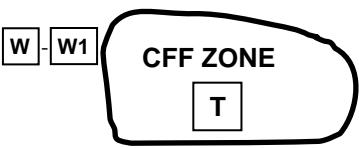
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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Artillery Target Intelligence Zone (ATI), Circular</b>  Symbol Set Code: 25 Code: 241103  Static/Dynamic: D	 <p>The template shows a circle with a center point labeled 'T'. A horizontal line segment extends from the center to the left, labeled 'PT 1'. Another line segment extends from the center to the right, labeled 'AM'. The text 'ATI ZONE' is written above the circle.</p>	<u>Anchor Points.</u> This symbol requires one (1) anchor point and a radius. Point 1 defines the center point of the symbol. <u>Size/Shape.</u> Size: The radius defines the size. Shape: Circle. The information fields should be scalable within the circle. <u>Orientation.</u> Not applicable.	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> <p>020300ZDEC08 - 090500ZDEC08</p>  <p>The example shows a circle containing the text 'ATI ZONE' on top and '3BDE 4ID' below it. The text is black and appears to be a different style or color than the original template diagram.</p>
<b>Call For Fire Zone (CFFZ)</b>  Symbol Set Code: 25 Code: 241200	N/A		N/A

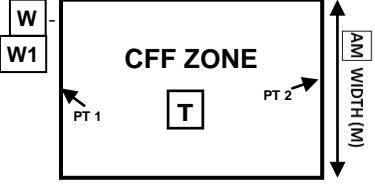
MIL-STD-2525D - APPENDIX H

TABLE H-XVIII. Target acquisition control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<p><b>Call For Fire Zone (CFFZ), Irregular</b></p> <p>A search area from which the commander wants to attack hostile firing systems.</p> <p>Symbol Set Code: 25 Code: 2412<b>01</b></p> <p>Static/Dynamic: D</p>		<p><u>Anchor Points.</u> This symbol requires a minimum of three (3) and a maximum of six (6) anchor points to define the boundary of the area. The anchor points shall be sequentially numbered, in increments of one (1), beginning with point one (1).</p> <p><u>Size/Shape.</u> Determined by the anchor points. The information fields should be moveable and scalable within the area.</p> <p><u>Orientation.</u> Not applicable.</p>	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> <p>020300ZDEC08 - 090500ZDEC08</p> 

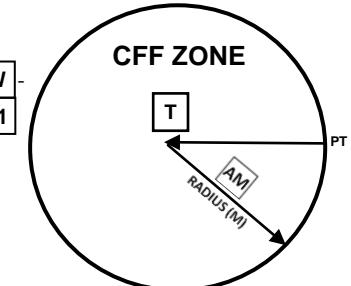
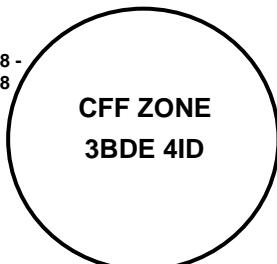
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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Call For Fire Zone (CFFZ), Rectangular</b>  Symbol Set Code: 25 Code: 241202  Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle. <u>Size/Shape.</u> Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. <u>Shape:</u> Rectangle. The information fields should be moveable and scalable. <u>Orientation.</u> As determined by the anchor points.	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> <p>020300ZDEC08 -            090500ZDEC08</p> <div style="border: 1px solid black; padding: 10px; text-align: center;"> <b>CFF ZONE</b>  <b>3BDE 4ID</b> </div>

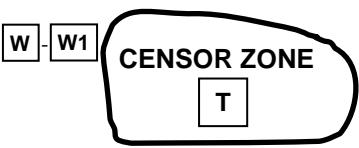
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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Call For Fire Zone (CFFZ), Circular</b>  Symbol Set Code: 25 Code: 241203  Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires one (1) anchor point and a radius. Point 1 defines the center point of the symbol. <u>Size/Shape.</u> Size: The radius defines the size. Shape: Circle. The information fields should be scalable within the circle. <u>Orientation.</u> Not applicable.	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> <p>020300ZDEC08 - 090500ZDEC08</p> 
<b>Censor Zone</b>  Symbol Set Code: 25 Code: 241300	N/A		N/A

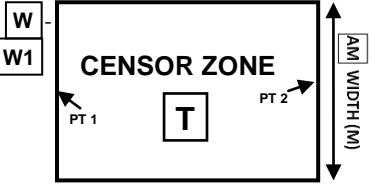
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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Censor Zone, Irregular</b>  An area from which radar is prohibited from reporting acquisitions. (Normally placed around friendly weapons systems and is most often used in non-linear or cross forward line of own troop activities.)  Symbol Set Code: 25 Code: 241301  Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires a minimum of three (3) and a maximum of six (6) anchor points to define the boundary of the area. The anchor points shall be sequentially numbered, in increments of one (1), beginning with point one (1). <u>Size/Shape.</u> Determined by the anchor points. The information fields should be moveable and scalable within the area. <u>Orientation.</u> Not applicable.	Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.  020300ZDEC08 - 090500ZDEC08  

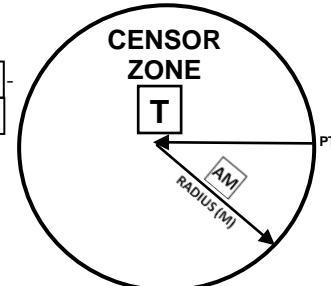
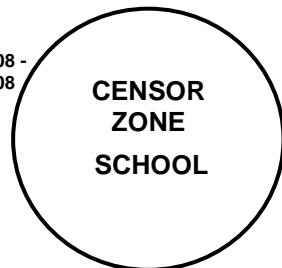
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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<p><b>Censor Zone, Rectangular</b></p> <p>Symbol Set Code: 25 Code: 241302</p> <p>Static/Dynamic: D</p>		<p><u>Anchor Points.</u> This symbol requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle.</p> <p><u>Size/Shape.</u> Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle.</p> <p>Shape: Rectangle. The information fields should be moveable and scalable.</p> <p><u>Orientation.</u> As determined by the anchor points.</p>	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> <p>020300ZDEC08 - 090500ZDEC08</p> 

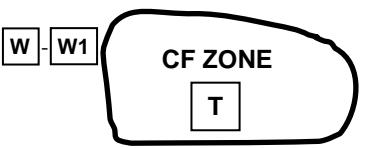
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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Censor Zone, Circular</b>  Symbol Set Code: 25 Code: 241303  Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires one (1) anchor point and a radius. Point 1 defines the center point of the symbol. <u>Size/Shape.</u> Size: The radius defines the size. Shape: Circle. The information fields should be scalable within the circle. <u>Orientation.</u> Not applicable.	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> <p>020300ZDEC08 - 090500ZDEC08</p> 
<b>Critical Friendly Zone (CFZ)</b>  Symbol Set Code: 25 Code: 241400	N/A		N/A

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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<p><b>Critical Friendly Zone (CFZ), Irregular</b></p> <p>An area, usually a friendly unit or location that the maneuver commander designates as critical to the protection of an asset whose loss would seriously jeopardize the mission.</p> <p>Symbol Set Code: 25 Code: 241401</p> <p>Static/Dynamic: D</p>		<p><u>Anchor Points.</u> This symbol requires a minimum of three (3) and a maximum of six (6) anchor points to define the boundary of the area. The anchor points shall be sequentially numbered, in increments of one (1), beginning with point one (1).</p> <p><u>Size/Shape.</u> Determined by the anchor points. The information fields should be moveable and scalable within the area.</p> <p><u>Orientation.</u> Not applicable.</p>	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> <p>020300ZDEC08 - 090500ZDEC08</p> 

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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

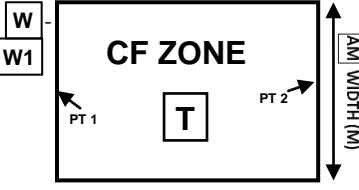
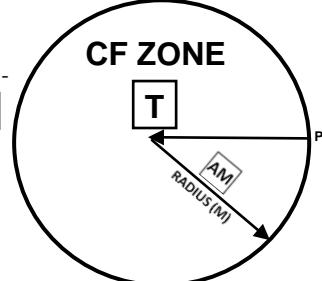
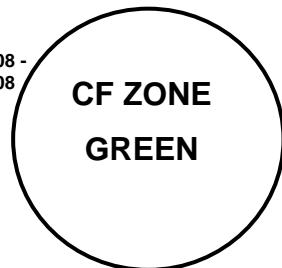
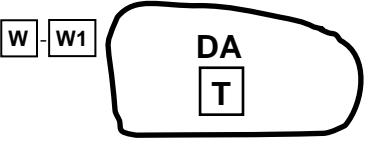
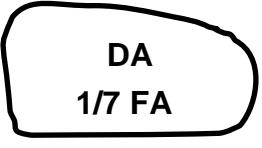
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<p><b>Critical Friendly Zone (CFZ), Rectangular</b></p> <p>Symbol Set Code: 25 Code: 241402</p> <p>Static/Dynamic: D</p>		<p><u>Anchor Points.</u> This symbol requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle.</p> <p><u>Size/Shape.</u> Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle.</p> <p>Shape: Rectangle. The information fields should be moveable and scalable.</p> <p><u>Orientation.</u> As determined by the anchor points.</p>	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> <p>020300ZDEC08 - 090500ZDEC08</p> 

TABLE H-XVIII. Target acquisition control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Critical Friendly Zone (CFZ), Circular</b> Symbol Set Code: 25 Code: 241403 Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires one (1) anchor point and a radius. Point 1 defines the center point of the symbol. <u>Size/Shape.</u> Size: The radius defines the size. Shape: Circle. The information fields should be scalable within the circle. <u>Orientation.</u> Not applicable.	Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure. 020300ZDEC08 - 090500ZDEC08 
<b>Dead Space Area</b> Symbol Set Code: 25 Code: 241500	N/A		N/A

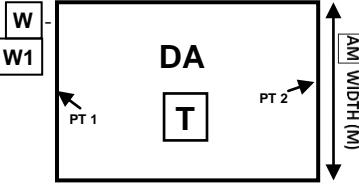
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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Dead Space Area, Irregular</b>  An area where hostile weapons cannot be detected.  Symbol Set Code: 25 Code: 241501  Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires a minimum of three (3) and a maximum of six (6) anchor points to define the boundary of the area. The anchor points shall be sequentially numbered, in increments of one (1), beginning with point one (1). <u>Size/Shape.</u> Determined by the anchor points. The information fields should be moveable and scalable within the area. <u>Orientation.</u> Not applicable.	Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.  060300ZNOV07 - 090500ZNOV07 

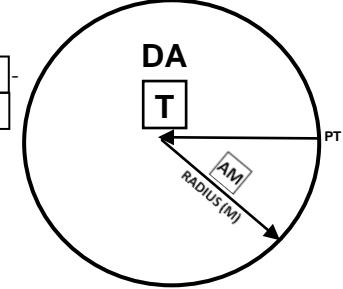
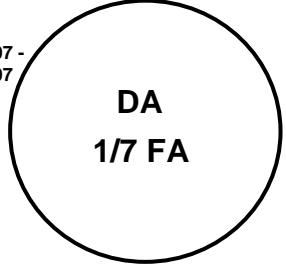
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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Dead Space Area, Rectangular</b>  Symbol Set Code: 25 Code: 241502  Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle. <u>Size/Shape.</u> Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. <u>Shape:</u> Rectangle. The information fields should be moveable and scalable. <u>Orientation.</u> As determined by the anchor points.	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> <p>060300ZNOV07 - 090500ZNOV07</p> 

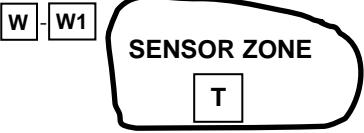
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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Dead Space Area, Circular</b> Symbol Set Code: 25 Code: 241503 Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires one (1) anchor point and a radius. Point 1 defines the center point of the symbol. <u>Size/Shape.</u> Size: The radius defines the size. Shape: Circle. The information fields should be scalable within the circle. <u>Orientation.</u> Not applicable.	Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure. 060300ZNOV07 - 090500ZNOV07 
<b>Sensor Zone</b> Symbol Set Code: 25 Code: 241600	N/A		N/A

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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Sensor Zone, Irregular</b>  Symbol Set Code: 25 Code: 241601  Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires a minimum of three (3) and a maximum of six (6) anchor points to define the boundary of the area. The anchor points shall be sequentially numbered, in increments of one (1), beginning with point one (1). <u>Size/Shape.</u> Determined by the anchor points. The information fields should be moveable and scalable within the area. <u>Orientation.</u> Not applicable.	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> <p>020300ZDEC08 -            090500ZDEC08</p> 

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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

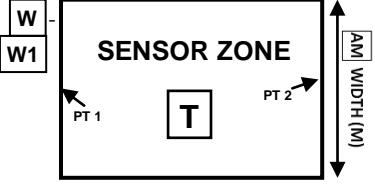
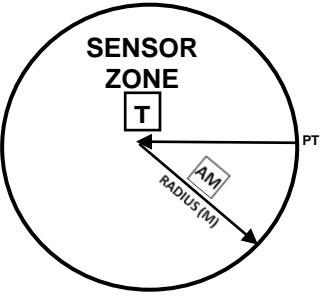
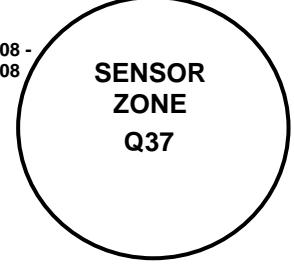
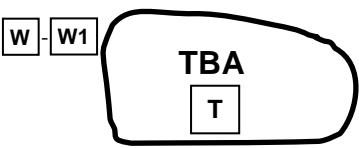
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Sensor Zone, Rectangular</b> Symbol Set Code: 25 Code: 241602 Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle. <u>Size/Shape.</u> Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. <u>Shape:</u> Rectangle. The information fields should be moveable and scalable. <u>Orientation.</u> As determined by the anchor points.	Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure. 020300ZDEC08 - 090500ZDEC08 

TABLE H-XVIII. Target acquisition control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Sensor Zone, Circular</b> Symbol Set Code: 25 Code: 241603 Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires one (1) anchor point and a radius. Point 1 defines the center point of the symbol. <u>Size/Shape.</u> Size: The radius defines the size. Shape: Circle. The information fields should be scalable within the circle. <u>Orientation.</u> Not applicable.	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> <p>020300ZDEC08 -            090500ZDEC08</p> 
<b>Target Build-up Area</b> Symbol Set Code: 25 Code: 241700	N/A		N/A

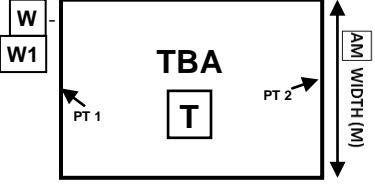
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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Target Build-up Area, Irregular</b>  Symbol Set Code: 25 Code: 241701  Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires a minimum of three (3) and a maximum of six (6) anchor points to define the boundary of the area. The anchor points shall be sequentially numbered, in increments of one (1), beginning with point one (1). <u>Size/Shape.</u> Determined by the anchor points. The information fields should be moveable and scalable within the area. <u>Orientation.</u> Not applicable.	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> <p>020300ZJUL08 -            090500ZJUL08</p> 

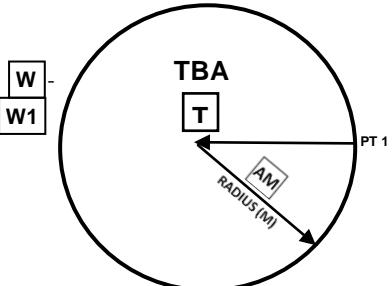
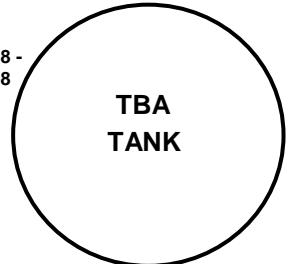
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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Target Build-up Area, Rectangular</b>  Symbol Set Code: 25 Code: 241702  Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle. <u>Size/Shape.</u> Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. <u>Shape:</u> Rectangle. The information fields should be moveable and scalable. <u>Orientation.</u> As determined by the anchor points.	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> <p>020300ZJUL08 - 090500ZJUL08</p> 

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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Target Build-up Area, Circular</b>  Symbol Set Code: 25 Code: 241703  Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires one (1) anchor point and a radius. Point 1 defines the center point of the symbol. <u>Size/Shape.</u> Size: The radius defines the size. Shape: Circle. The information fields should be scalable within the circle. <u>Orientation.</u> Not applicable.	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> <p>020300ZJUL08 - 090500ZJUL08</p> 
<b>Target Value Area</b>  Symbol Set Code: 25 Code: 241800	N/A		N/A

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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Target Value Area, Irregular</b> Symbol Set Code: 25 Code: 241801 Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires a minimum of three (3) and a maximum of six (6) anchor points to define the boundary of the area. The anchor points shall be sequentially numbered, in increments of one (1), beginning with point one (1). <u>Size/Shape.</u> Determined by the anchor points. The information fields should be moveable and scalable within the area. <u>Orientation.</u> Not applicable.	<u>Note:</u> The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure. 

TABLE H-XVIII. Target acquisition control measure symbols - Continued.

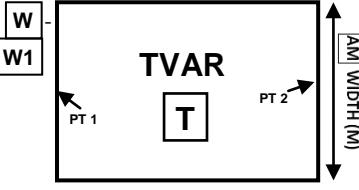
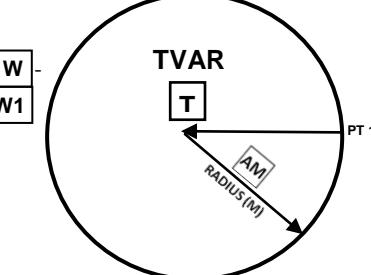
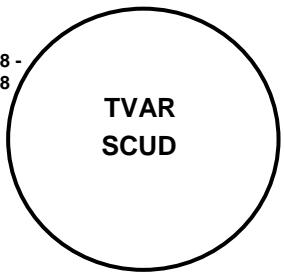
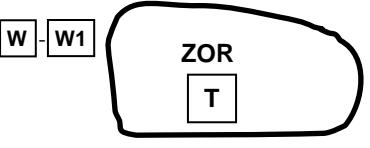
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<p><b>Target Value Area, Rectangular</b></p> <p>Symbol Set Code: 25 Code: 241802</p> <p>Static/Dynamic: D</p>		<p><u>Anchor Points.</u> This symbol requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle.</p> <p><u>Size/Shape.</u> Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle.</p> <p>Shape: Rectangle. The information fields should be moveable and scalable.</p> <p><u>Orientation.</u> As determined by the anchor points.</p>	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> <p>020300ZAPR08 - 090500ZAPR08</p> 

TABLE H-XVIII. Target acquisition control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Target Value Area, Circular</b> Symbol Set Code: 25 Code: 241803 Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires one (1) anchor point and a radius. Point 1 defines the center point of the symbol. <u>Size/Shape.</u> Size: The radius defines the size. Shape: Circle. The information fields should be scalable within the circle. <u>Orientation.</u> Not applicable.	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> <p>020300ZAPR08 -            090500ZAPR08</p> 
<b>Zone of Responsibility</b> Symbol Set Code: 25 Code: 241900	N/A		N/A

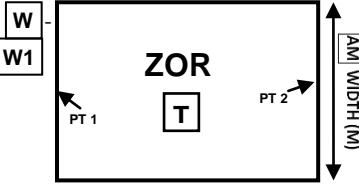
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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Zone of Responsibility, Irregular</b> Symbol Set Code: 25 Code: 241901 Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires a minimum of three (3) and a maximum of six (6) anchor points to define the boundary of the area. The anchor points shall be sequentially numbered, in increments of one (1), beginning with point one (1). <u>Size/Shape.</u> Determined by the anchor points. The information fields should be moveable and scalable within the area. <u>Orientation.</u> Not applicable.	Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure. 

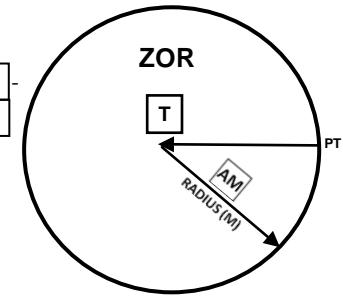
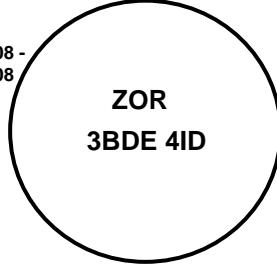
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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Zone of Responsibility, Rectangular</b>  Symbol Set Code: 25 Code: 241902  Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle. <u>Size/Shape.</u> Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. <u>Shape:</u> Rectangle. The information fields should be moveable and scalable. <u>Orientation.</u> As determined by the anchor points.	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> <p>020300ZMAY08 - 090500ZMAY08</p> 

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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Zone of Responsibility, Circular</b> Symbol Set Code: 25 Code: 241903 Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires one (1) anchor point and a radius. Point 1 defines the center point of the symbol. <u>Size/Shape.</u> Size: The radius defines the size. Shape: Circle. The information fields should be scalable within the circle. <u>Orientation.</u> Not applicable.	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> <p>020300ZMAY08 - 090500ZMAY08</p> 

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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

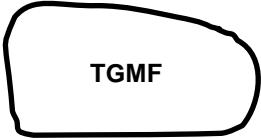
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Terminally Guided Munition Footprint (TGMF)</b>  Symbol Set Code: 25 Code: 242000  Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires a minimum of three (3) and a maximum of six (6) anchor points to define the boundary of the area. The anchor points shall be sequentially numbered, in increments of one (1), beginning with point one (1). <u>Size/Shape.</u> Determined by the anchor points. The information fields should be moveable and scalable within the area. <u>Orientation.</u> Not applicable.	

TABLE H-XVIII. Target acquisition control measure symbols - Continued.

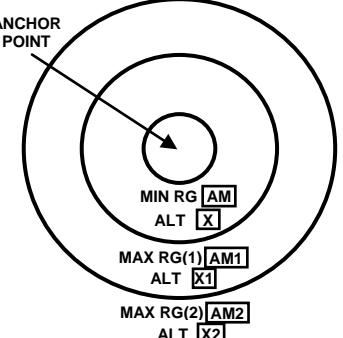
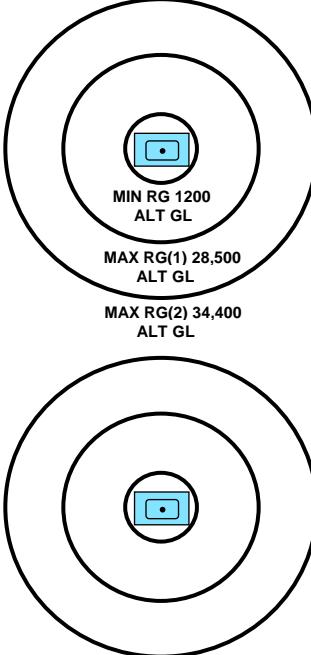
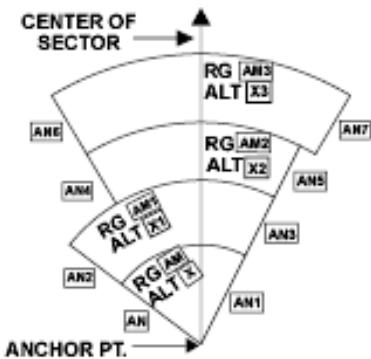
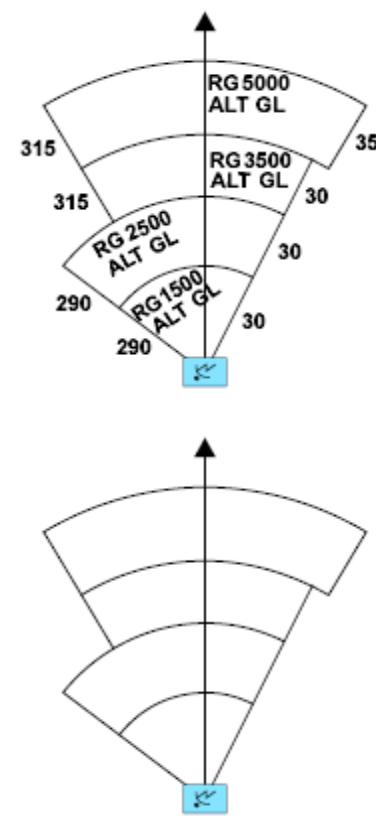
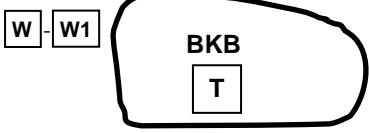
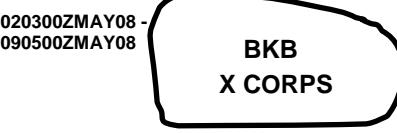
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<p><b>Weapon/Sensor Range fan, Circular</b></p> <p>Symbol Set Code: 25 Code: 242100</p> <p>Static/Dynamic: D</p>	 <p>The coordinate, which pinpoints the current physical location of a specific unit, weapon or acquisition system, may change with the movement of the object. The symbol for that object is located at the anchor point.</p>	<p><u>Anchor Points.</u> This symbol requires one anchor point that defines an object at a dynamic grid location.</p> <p><u>Size/Shape.</u> Shapes are concentric circles. Size is defined by the minimum and maximum ranges (as many as required) measured from the anchor point. All units in meters.</p> <p><u>Orientation.</u> The center point is typically centered over the known location of a weapon or target acquisition system. The orientation of the Circular Range Fan is the direction of engagement. The orientation may change as the object moves or changes.</p>	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 

TABLE H-XVIII. Target acquisition control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<p><b>Weapon/Sensor Range fan, Sector</b></p> <p>Symbol Set Code: 25 Code: 242200</p> <p>Static/Dynamic: D</p>	 <p>This coordinate, which pinpoints the current physical location of a specific unit, weapon or acquisition system, may change with the movement of the object. The symbol for that object is located at the anchor point.</p>	<p><u>Anchor Points.</u> This symbol requires one anchor point that defines an object at a dynamic grid location.</p> <p><u>Size/Shape.</u> Determined from the anchor point with a single azimuth that denotes Sector Center. The maximum left and right limits of the sector are measured from the sector centerline.</p> <p>Multiple ranges and/or maximum left and right limits of the sector, as well as height, may be entered, as required, to define the sector. All ranges in meters.</p> <p><u>Orientation.</u> Center point is typically centered over the known location of a weapon or target acquisition system. The orientation may change as the object moves or changes.</p>	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 

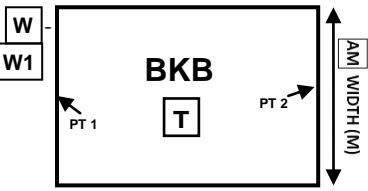
MIL-STD-2525D - APPENDIX H

TABLE H-XVIII. Target acquisition control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Kill Box</b>  Symbol Set Code: 25 Code: 242300  Static/Dynamic: D	N/A		N/A
<b>Blue Kill Box, Irregular</b>  Symbol Set Code: 25 Code: 242301  Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires a minimum of three (3) and a maximum of six (6) anchor points to define the boundary of the area. The anchor points shall be sequentially numbered, in increments of one (1), beginning with point one (1). <u>Size/Shape.</u> Determined by the anchor points. The information fields should be moveable and scalable within the area. <u>Orientation.</u> Not applicable.	

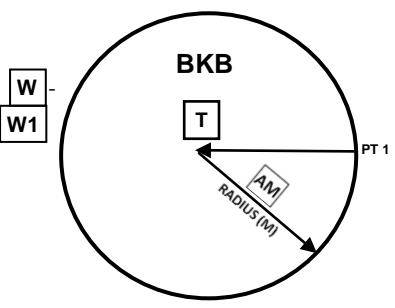
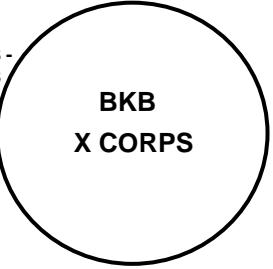
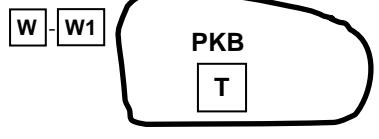
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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Blue Kill Box, Rectangular</b>  Symbol Set Code: 25 Code: 242302  Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle. <u>Size/Shape.</u> Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. <u>Shape:</u> Rectangle. The information fields should be moveable and scalable. <u>Orientation.</u> As determined by the anchor points.	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> <p>020300ZMAY08 - 090500ZMAY08</p> 

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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Blue Kill Box, Circular</b>  Symbol Set Code: 25 Code: 242303  Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires one(1) anchor point and a radius. Point 1 defines the center point of the symbol. <u>Size/Shape.</u> Size: The radius defines the size. Shape: Circle. The information fields should be scalable within the circle. <u>Orientation.</u> Not applicable.	Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.  020300ZMAY08 - 090500ZMAY08 
<b>Purple Kill Box, Irregular</b>  Symbol Set Code: 25 Code: 242304  Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires a minimum of three (3) and a maximum of six (6) anchor points to define the boundary of the area. The anchor points shall be sequentially numbered, in increments of one (1), beginning with point one (1). <u>Size/Shape.</u> Determined by the anchor points. The information fields should be moveable and scalable within the area. <u>Orientation.</u> Not applicable.	020300ZMAY08 - 090500ZMAY08 

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TABLE H-XVIII. Target acquisition control measure symbols - Continued.

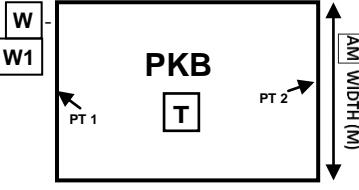
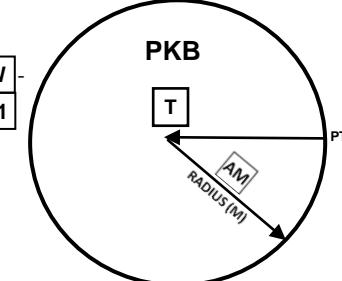
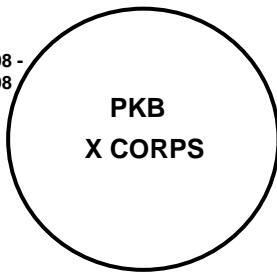
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Purple Kill Box, Rectangular</b>  Symbol Set Code: 25 Code: 242305  Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle. <u>Size/Shape.</u> Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. <u>Shape:</u> Rectangle. The information fields should be moveable and scalable. <u>Orientation.</u> As determined by the anchor points.	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> <p>020300ZMAY08 - 090500ZMAY08</p> 

TABLE H-XVIII. Target acquisition control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Purple Kill Box, Circular</b> Symbol Set Code: 25 Code: 242306 Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires one (1) anchor point and a radius. Point 1 defines the center point of the symbol. <u>Size/Shape.</u> Size: The radius defines the size. Shape: Circle. The information fields should be scalable within the circle. <u>Orientation.</u> Not applicable.	Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure. 020300ZMAY08 - 090500ZMAY08 

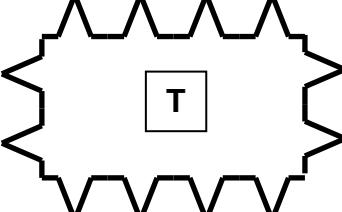
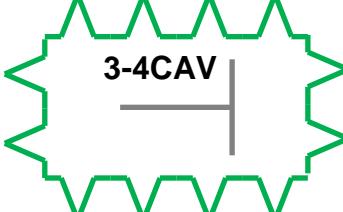
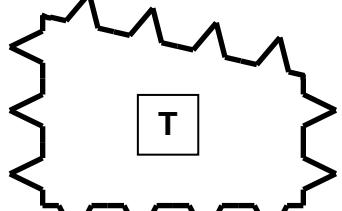
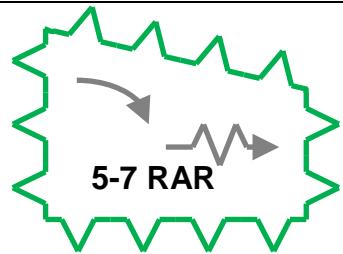
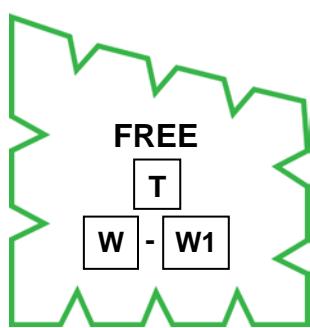
### H.5.21 Obstacles.

H.5.21.1 Obstacles. Natural or man-made restrictions to movement which will impose delay and which will normally require specific equipment or munitions to overcome. (AAP-19). Obstacles are normally shown in green. If color is not available, they are to be shown in black. Regardless of whether green or black is used for color, ENY must be used. If red is used, the ENY may be omitted.

TABLE H-XIX. Obstacle control measure symbols.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Protection Areas</b> Symbol Set Code: 25 Code: 270000	N/A		N/A

TABLE H-XIX. Obstacle control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Obstacle Belt</b> An area designated at brigade level in which barrier operations are focused. (AAP-19)  Symbol Set Code: 25 Code: 270100		<u>Anchor Points:</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape:</u> Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. <u>Orientation:</u> Not applicable.  Static/ Dynamic: D	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 
<b>Obstacle Zone</b> An area designated at corps or division level in which barrier operations are focused. It may be subdivided, below division, into a number of obstacle belts. (AAP-19)  Symbol Set Code: 25 Code: 270200			
<b>Obstacle Free Zone</b>  Symbol Set Code: 25 Code: 270300			

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TABLE H-XIX. Obstacle control measure symbols - Continued.

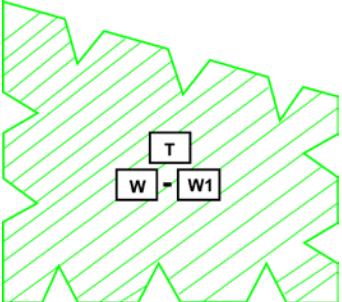
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Obstacle Restricted Zone</b> Symbol Set Code: 25 Code: 270400			
<b>Obstacle Effects</b> Symbol Set Code: 25 Code: 270500	N/A		N/A

TABLE H-XIX. Obstacle control measure symbols - Continued.

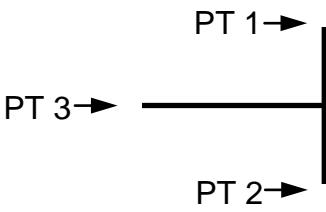
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Block</b> An obstacle effect that integrates fire planning and obstacle effort to stop an attacker along a specific avenue of approach or to prevent him from passing through an engagement area.  Symbol Set Code: 25 Code: 270501  Static/ Dynamic: D	 The horizontal line is the limit of the enemy advance. The vertical line indicates where obstacles tie in to terrain that is untrafficable.	<u>Anchor Points.</u> This symbol requires three anchor points. Points 1 and 2 define the endpoints of the symbol's vertical line. Point 3 defines the endpoint of the symbol's horizontal line. <u>Size/Shape.</u> Points 1 and 2 determine the length of the vertical line. The length of the horizontal line is determined by plotting point 3 on a plane extending perpendicularl y from the midpoint of the vertical line. <u>Orientation.</u> The head of the "T" typically faces enemy forces.	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 

TABLE H-XIX. Obstacle control measure symbols - Continued.

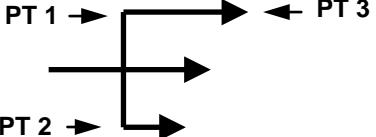
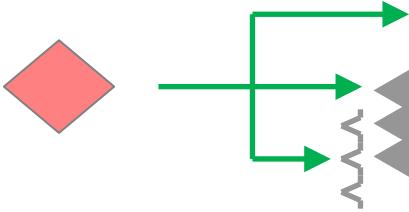
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<p><b>Disrupt</b></p> <p>An obstacle effect that focuses fire planning and obstacle effort to cause the enemy to break up his formation and tempo, interrupt his timetable, commit breaching assets prematurely and attack in a piecemeal effort.</p> <p>Symbol Set Code: 25 Code: 270502</p> <p>Static/ Dynamic: D</p>	 <p>Short arrow indicates where enemy is disrupted by obstacles. Longer arrows indicate where movement is allowed and enemy is attacked by fires.</p>	<p><u>Anchor Points:</u> This symbol requires three anchor points. Points 1 and 2 define the end points of the symbol's vertical line. Point 3 defines the tip of the longest arrow.</p> <p><u>Size/Shape:</u> Points 1 and 2 determine the height of the symbol and point 3 determines its length. The spacing between the symbol's arrows will stay proportional to the symbol's vertical line. The length of the short arrows will remain in proportion to the length of the longest arrow.</p> <p><u>Orientation:</u> The arrows point away from enemy forces.</p>	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 

TABLE H-XIX. Obstacle control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Fix</b> An obstacle effect that focuses fire planning and obstacle effort to slow an attacker's movement within a specified area, normally an engagement area.  Symbol Set Code: 25 Code: 270503  Static/ Dynamic: D	<p><b>PT 2</b>      <b>PT 1</b></p> <p><b>Note:</b> From the tip of the arrow to the back of the irregular part of the symbol indicates where enemy advance is slowed by obstacles.</p>	<u>Anchor Points:</u> This symbol requires 2 anchor points. Point 1 defines the tip of the arrowhead and point 2 defines the rear of the symbol. <u>Size/Shape:</u> Points 1 and 2 determine the length of the symbol, which varies only in length. <u>Orientation:</u> The orientation is determined by the anchor points.	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p>

TABLE H-XIX. Obstacle control measure symbols - Continued.

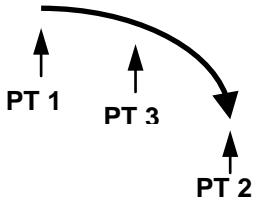
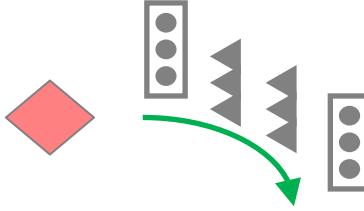
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Turn</b> An obstacle effect that integrates fire planning and obstacle effort to drive an enemy formation from one avenue of approach to an adjacent avenue of approach or into an engagement area.  Symbol Set Code: 25 Code: 270504  Static/ Dynamic: D	 <b>Note:</b> Direction of the arrow indicates the desired direction of turn.	<u>Anchor Points:</u> This symbol requires two anchor points. Point 1 defines the rear of the symbol. Point 2 defines the tip of the arrowhead. Point 3 defines the 90 degree arc. <u>Size/Shape:</u> Points 1 and 2 are connected by a 90 degree arc. Point 3 indicates on which side of the line the arc is placed. <u>Orientation:</u> The rear of the symbol identifies the enemy's location and the arrow points in the direction the obstacle should force the enemy to turn.	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 
<b>Obstacle Bypass</b>  Symbol Set Code: 25 Code: 270600	N/A		N/A

TABLE H-XIX. Obstacle control measure symbols - Continued.

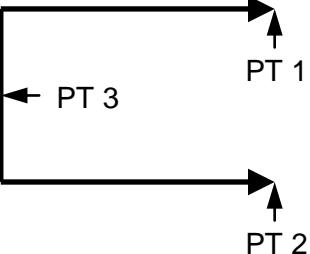
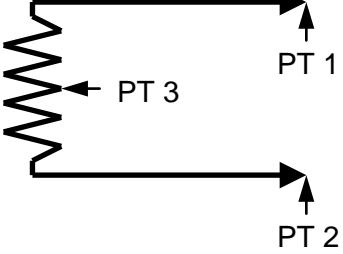
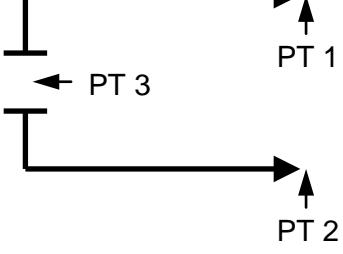
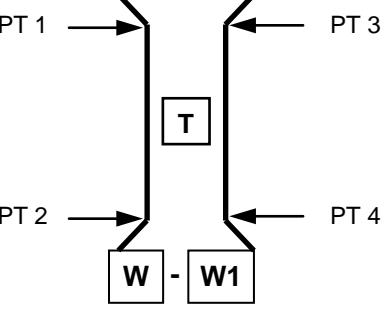
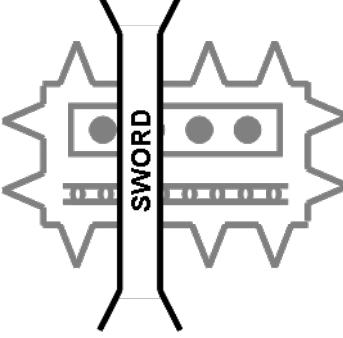
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Obstacle Bypass Easy</b>  Symbol Set Code: 25 Code: 270601  Static/ Dynamic: D		<u>Anchor Points.</u> This symbol requires three anchor points. Points 1 and 2 define the tips of the arrowheads and point 3 defines the rear of the symbol. <u>Size/Shape.</u> Points 1 and 2 determine the symbol's height and point 3 determines its length. The vertical line at the rear of the symbol will be the same length as the opening. <u>Orientation.</u> The opening typically faces enemy forces.	
<b>Obstacle Bypass Difficult</b>  Symbol Set Code: 25 Code: 270602  Static/ Dynamic: D		<u>Anchor Points.</u> This symbol requires three anchor points. Points 1 and 2 define the tips of the arrowheads and point 3 defines the rear of the symbol. <u>Size/Shape.</u> Points 1 and 2 determine the symbol's height and point 3 determines its length. The vertical line at the rear of the symbol will be the same length as the opening. <u>Orientation.</u> The opening typically faces enemy forces.	
<b>Obstacle Bypass Impossible</b>  Symbol Set Code: 25 Code: 270603  Static/ Dynamic: D		<u>Anchor Points.</u> This symbol requires three anchor points. Points 1 and 2 define the tips of the arrowheads and point 3 defines the rear of the symbol. <u>Size/Shape.</u> Points 1 and 2 determine the symbol's height and point 3 determines its length. The vertical line at the rear of the symbol will be the same length as the opening. <u>Orientation.</u> The opening typically faces enemy forces.	
<b>Bridge or Gap</b>  An area within a minefield or obstacle belt, free of live mines or obstacles, whose width and direction will allow a friendly force to pass through in tactical formation.  Symbol Set Code: 25 Code: 271100		<u>Anchor Points.</u> This symbol requires four points. Points 1 and 2 define one side of the gap and points 3 and 4 define the opposite side of the gap. <u>Size/Shape.</u> Determined by the anchor points. <u>Orientation.</u> Not applicable. Static/ Dynamic: D	

TABLE H-XIX. Obstacle control measure symbols - Continued.

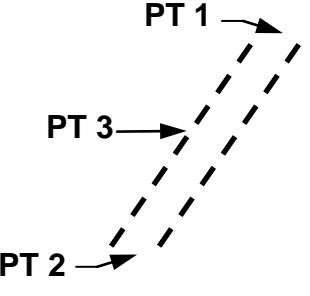
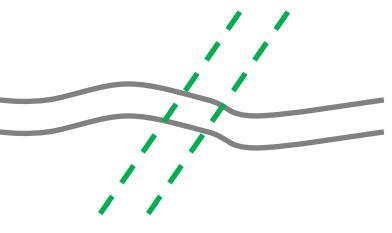
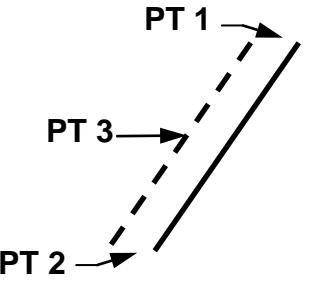
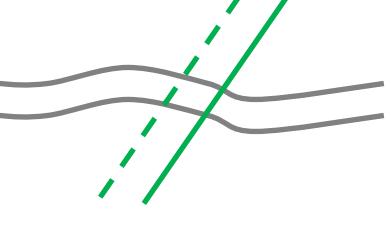
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Roadblocks, Craters and Blown Bridges</b>  Crater obstacle – An obstacle consisting of one or more craters, created normally in a roadway using demolitions.  Symbol Set Code: 25 Code: 271200	N/A		N/A
<b>Planned</b>  Symbol Set Code: 25 Code: 271201		<u>Anchor Points.</u> This symbol requires three anchor points. Points 1 and 2 define the endpoints of the symbol and point 3 defines the location of one side of the symbol.  <u>Size/Shape.</u> Points 1 and 2 determine the centerline of the symbol and point 3 determines its width.  <u>Orientation.</u> Orientation is determined by the anchor points.	
<b>Explosives, State of Readiness 1 (Safe)</b>  Symbol Set Code: 25 Code: 271202			

TABLE H-XIX. Obstacle control measure symbols - Continued.

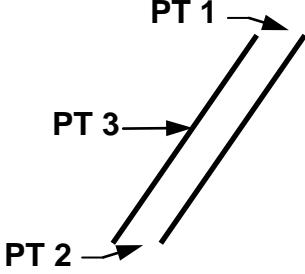
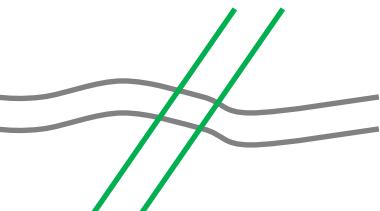
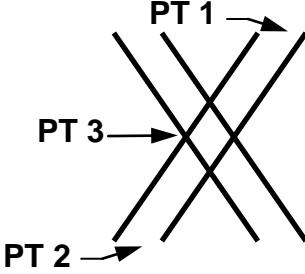
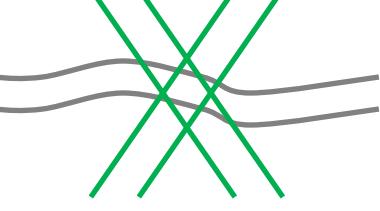
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Explosives, State of Readiness 2 (armed but passable)</b>  Symbol Set Code: 25 Code: 271203		Static/ Dynamic: D	
<b>Roadblock Complete (Executed)</b>  Symbol Set Code: 25 Code: 271204			
<b>Protection Points</b>  Symbol Set Code: 25 Code: 280000	N/A		N/A

TABLE H-XIX. Obstacle control measure symbols - Continued.

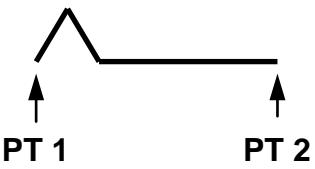
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Abatis</b> An obstacle constructed by the felling and interlacing of trees across a route. (AAP-19)  Symbol Set Code: 25 Code: 280100  Static/ Dynamic: D		<u>Anchor Points.</u> This symbol requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. <u>Size/Shape.</u> The first and last anchor points determine the length of the line. The size of the tooth does not change. <u>Orientation.</u> Orientation is determined by the anchor points.	Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure. 
<b>Protection Lines</b>  Symbol Set Code: 25 Code: 290000	N/A		N/A

TABLE H-XIX. Obstacle control measure symbols - Continued.

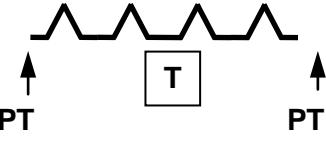
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Obstacle Line</b> A conceptual control measure used at battalion or brigade level to show placement intent without specifying a particular type of linear obstacle. Symbol Set Code: 25 Code: 290100 Static/ Dynamic: D		<u>Anchor Points.</u> This symbol requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. <u>Size/Shape.</u> The first and last anchor points determine the length of the line. <u>Orientation.</u> Orientation is determined by the order in which the anchor points are entered.	Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure. 
<b>Antitank Obstacles</b> A ditch which is impassable to vehicles unaided. It may be prepared using machinery or explosives. Symbol Set Code: 25 Code: 290200	N/A		N/A

TABLE H-XIX. Obstacle control measure symbols - Continued.

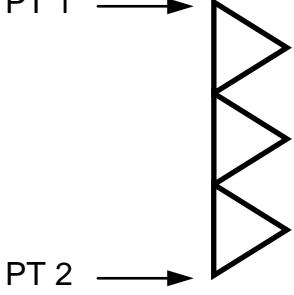
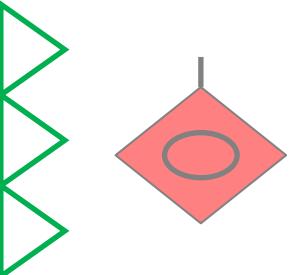
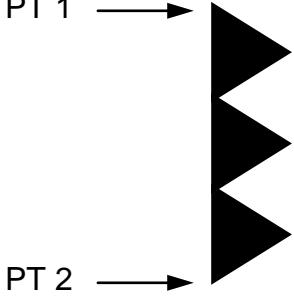
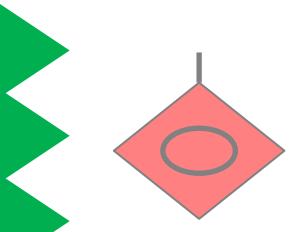
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Antitank Ditch – Under Construction</b>  Symbol Set Code: 25 Code: 290201  Static/ Dynamic: D		<u>Anchor Points</u> . This symbol requires at least two anchor points, points 1 and 2, to define the line. <u>Size/Shape</u> . Additional points can be defined to extend the line. <u>Orientation</u> . The first and last anchor points determine the length of the line.	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 
<b>Antitank Ditch – Completed</b>  Symbol Set Code: 25 Code: 290202  Static/ Dynamic: D		<u>Anchor Points</u> . The first and last anchor points determine the length of the line. <u>Orientation</u> . Orientation is determined by the order in which the anchor points are entered. <b>Note:</b> The teeth point toward enemy forces.	

TABLE H-XIX. Obstacle control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Antitank Ditch Reinforced, with Antitank Mines</b>  Symbol Set Code: 25 Code: 290203  Static/ Dynamic: D		<u>Anchor Points.</u> This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. <u>Size/Shape.</u> The first and last anchor points determine the length of the line. <u>Orientation.</u> Orientation is determined by the anchor points. The teeth typically point toward enemy forces.	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 

TABLE H-XIX. Obstacle control measure symbols - Continued.

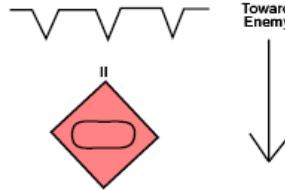
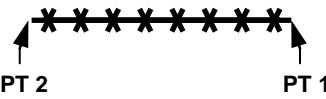
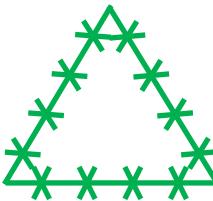
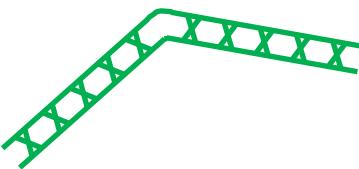
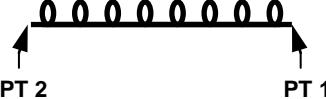
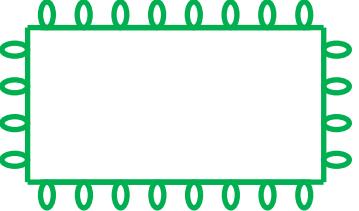
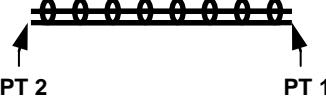
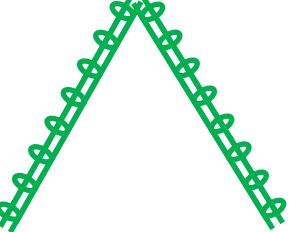
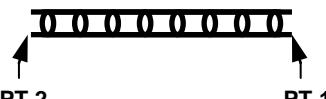
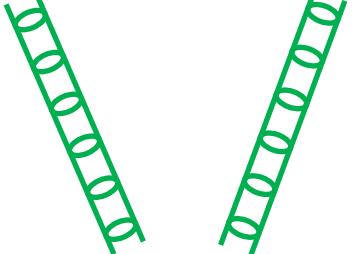
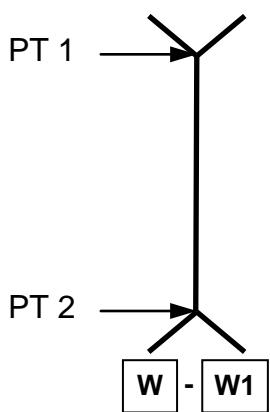
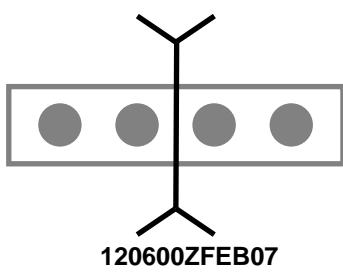
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Antitank Wall</b>  Symbol Set Code: 25 Code: 290204  Static/ Dynamic: D		<u>Anchor Points.</u> This graphic requires at least two anchor points, points 1 and 2, to define the line.  <u>Size/Shape.</u> The first and last anchor points determine the length of the line.  <u>Orientation.</u> Orientation is determined by the anchor points. The teeth typically point toward enemy forces.	
<b>Wire Obstacles</b>  Symbol Set Code: 25 Code: 290300	N/A		N/A
<b>Unspecified</b>  Symbol Set Code: 25 Code: 290301		<u>Anchor Points.</u> This symbol requires at least two anchor points, points 1 and 2, to define the line.	
<b>Single Fence</b>  Symbol Set Code: 25 Code: 290302		<u>Anchor Points.</u> This symbol requires at least two anchor points, points 1 and 2, to define the line.  <u>Additional Points.</u> Additional points can be defined to extend the line.	
<b>Double Fence</b>  Symbol Set Code: 25 Code: 290303		<u>Anchor Points.</u> This symbol requires at least two anchor points, points 1 and 2, to define the line.  <u>Size/Shape.</u> The first and last anchor points determine the length of the line.  <u>Orientation.</u> Orientation is determined by the anchor points. The teeth typically point toward enemy forces.	

TABLE H-XIX. Obstacle control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Double Apron Fence</b>  Symbol Set Code: 25 Code: 290304		determine the length of the line. <u>Orientation.</u> Orientation is determined by the order in which the anchor points are entered.	
<b>Low Wire Fence</b>  Symbol Set Code: 25 Code: 290305		Static/ Dynamic: D	
<b>High Wire Fence</b>  Symbol Set Code: 25 Code: 290306			
<b>Single Concertina</b>  Symbol Set Code: 25 Code: 290307			
<b>Double Strand Concertina</b>  Symbol Set Code: 25 Code: 290308			
<b>Triple Strand Concertina</b>  Symbol Set Code: 25 Code: 290309			

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TABLE H-XIX. Obstacle control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Lane</b> A route through an enemy or friendly obstacle that provides a passing force safe passage. Symbol Set Code: 25 Code: 290600 Static/ Dynamic: D		<u>Anchor Points.</u> This symbol requires two anchor points. Points 1 and 2 define the tips of the arrowheads. <u>Size/Shape.</u> Points 1 and 2 determine the length of the symbol, which varies only in length. The lines of the arrowhead will form an acute angle. <u>Orientation.</u> Orientation is determined by the anchor points.	Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure. 
<b>Land Mines</b>			
In land mine warfare, a defined area in which mines have been emplaced. Symbol Set Code: 25 Code: 270700	N/A		N/A

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TABLE H-XIX. Obstacle control measure symbols - Continued.

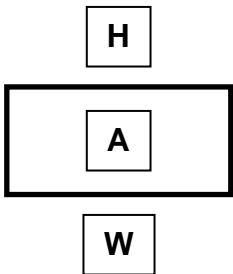
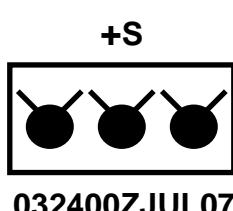
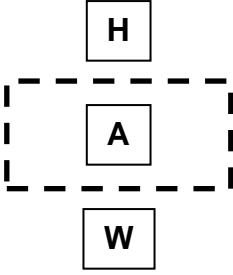
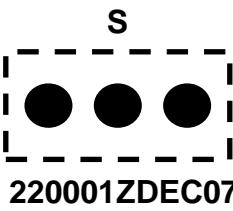
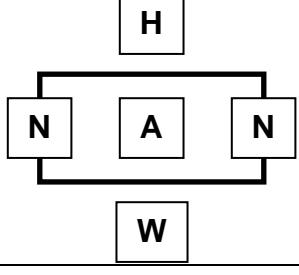
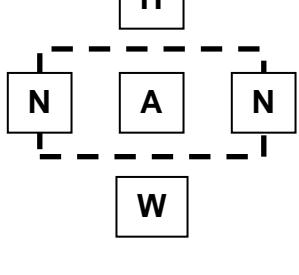
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Completed Minefield</b>  Symbol Set Code: 25 Code: 270701		<u>Anchor Points:</u> This symbol requires one anchor point. The center point defines/is the center of the symbol. <u>Size/Shape:</u> Static. <u>Orientation:</u> The symbol is typically centered over the desired location.	  <b>+S</b>  <b>032400ZJUL07</b>
<b>Planned Minefield</b>  Symbol Set Code: 25 Code: 270702		<u>Note:</u> The A field (graphics) will be filled with the type of mine(s) contained in the minefield (see mine types listed in this appendix). If only scatterable mines are within the minefield, the H field will be filled with an "S"; a "+S" will be used if there is a mix of scatterable and other mines as appropriate and	  <b>S</b>  <b>220001ZDEC07</b>
<b>Known Enemy Minefield</b>  Symbol Set Code: 25 Code: 270703		<u>Note:</u> The A field (graphics) will be filled with the type of mine(s) contained in the minefield (see mine types listed in this appendix). If only scatterable mines are within the minefield, the H field will be filled with an "S"; a "+S" will be used if there is a mix of scatterable and other mines as appropriate and	  <b>ENY</b>  <b>ENY</b>
<b>Suspected or Tempted Enemy Minefield</b>  Symbol Set Code: 25 Code: 270704		<u>Note:</u> The A field (graphics) will be filled with the type of mine(s) contained in the minefield (see mine types listed in this appendix). If only scatterable mines are within the minefield, the H field will be filled with an "S"; a "+S" will be used if there is a mix of scatterable and other mines as appropriate and	  <b>ENY</b>  <b>ENY</b>

TABLE H-XIX. Obstacle control measure symbols - Continued.

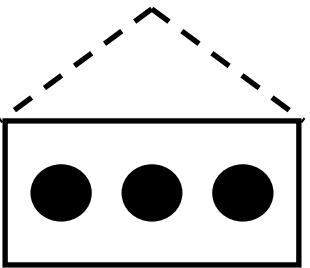
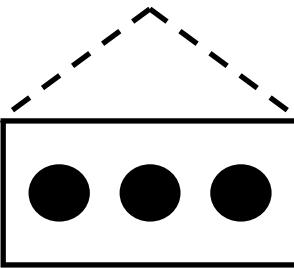
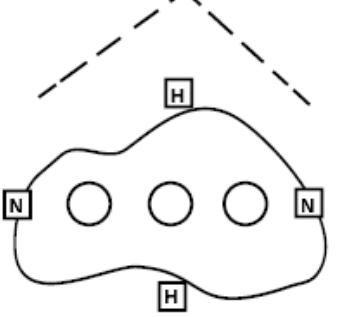
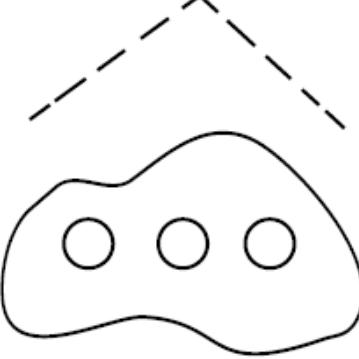
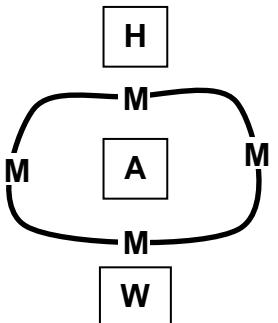
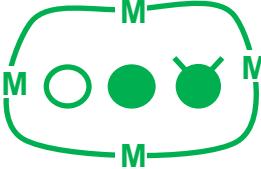
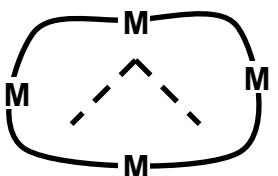
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE <small>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</small>
<b>Dummy Minefield</b>  Symbol Set Code: 25 Code: 270705		a self-destruct time will be posted in the W field for the scatterable mines. If an offset location indicator is used with this symbol, the indicator will point to the center of mass of the minefield.  Static/ Dynamic: S	
<b>Dummy Minefield, Dynamic</b>  Symbol Set Code: 25 Code: 270706			

TABLE H-XIX. Obstacle control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Dynamic Depiction</b> Symbol Set Code: 25 Code: 270707 Static/ Dynamic: D		<u>Anchor Points.</u> This symbol requires at least three anchor points to define the boundary of the area. <u>Size/Shape.</u> Determined by the anchor points. The symbol will be filled with the type of mine(s) contained in the minefield (see mine types listed in this appendix). If scatterable mines are within the minefield, the H field will be filled with an "S" or a "+S" as appropriate, and a self-destruct time will be posted in the W field. <u>Orientation.</u> Not applicable.	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p>

TABLE H-XIX. Obstacle control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Mined Area</b> An area which is dangerous because of the presence or suspected presence of mines.  Symbol Set Code: 25 Code: 270800	 <p><b>Note:</b> The A field (graphics) will be filled with the type of mine(s) contained in the minefield (see mine types listed in this appendix). If only scatterable mines are within the minefield, the H field will be filled with an "S"; a "+S" will be used if there is a mix of scatterable and other mines as appropriate and a self-destruct time will be posted in the W field for the scatterable mines. If an offset location indicator is used with this symbol, the indicator will point to the center of mass of the minefield.</p>	<u>Anchor Points:</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape:</u> Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. <u>Orientation:</u> Not applicable.	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 
<b>Decoy Mined Area</b>  Symbol Set Code: 25 Code: 270900	 <p><b>Note:</b> The A field (graphics) will be filled with the type of mine(s) contained in the minefield (see mine types listed in this appendix). If only scatterable mines are within the minefield, the H field will be filled with an "S"; a "+S" will be used if there is a mix of scatterable and other mines as appropriate and a self-destruct time will be posted in the W field for the scatterable mines. If an offset location indicator is used with this symbol, the indicator will point to the center of mass of the minefield.</p>	Static/ Dynamic: D	

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TABLE H-XIX. Obstacle control measure symbols - Continued.

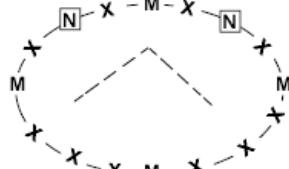
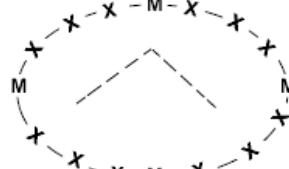
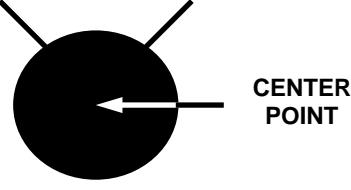
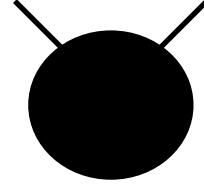
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Decoy Mined Area, Fenced</b> Symbol Set Code: 25 Code: 270901			
<b>Unexploded Explosive Ordnance (UXO) Area</b> Symbol Set Code: 25 Code: 271000			
<b>Antipersonnel Mine</b> In land mine warfare, a mine designed to be exploded by the presence, proximity or contact of a person and that will incapacitate, wound or kill one or more persons. (AAP-19) Symbol Set Code: 25 Code: 280200		<u>Anchor Points.</u> This symbol requires one anchor point. The center point defines/is the center of the symbol. <u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol is typically centered over the desired location. <u>Static/ Dynamic:</u> S	

TABLE H-XIX. Obstacle control measure symbols - Continued.

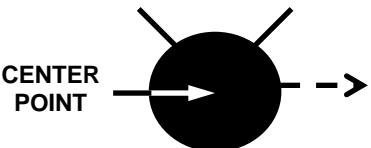
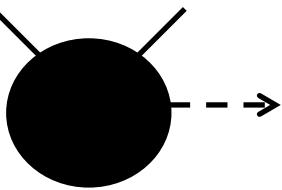
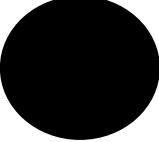
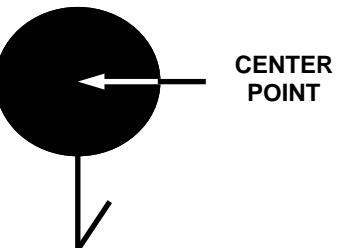
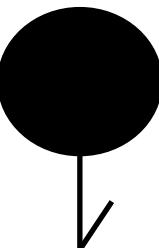
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Antipersonnel Mine with Directional Effects</b>  Symbol Set Code: 25 Code: 280201	 <b>CENTER POINT</b>		
<b>Antitank Mine</b>  A mine designed to immobilize or destroy a tank. (AAP-19)  Symbol Set Code: 25 Code: 280300	 <b>CENTER POINT</b>		
<b>Antitank Mine with Anti-handling Device</b>  A device intended to protect a mine and which is part of, linked to, attached to or placed under the mine and which activates when an attempt is made to tamper with or otherwise intentionally disturb the mine. (AAP-19)  Symbol Set Code: 25 Code: 280400	 <b>CENTER POINT</b>		

TABLE H-XIX. Obstacle control measure symbols - Continued.

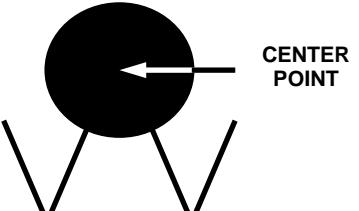
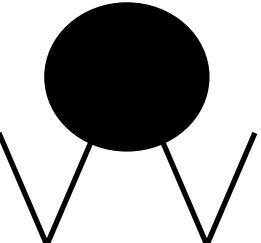
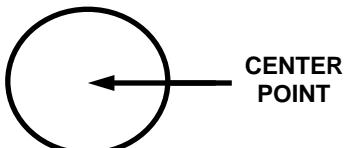
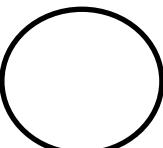
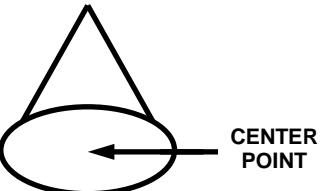
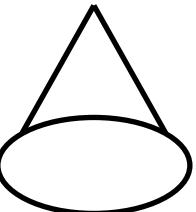
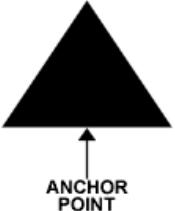
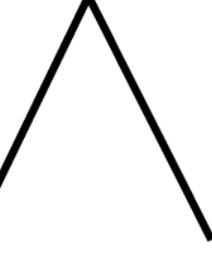
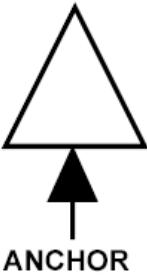
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Wide Area Antitank Mine</b> An antitank mine that detects and acquires targets then launches subammunition that attacks the top of the targets. Symbol Set Code: 25 Code: 280500	 <b>CENTER POINT</b>		
<b>Unspecified Mine</b> Symbol Set Code: 25 Code: 280600	 <b>CENTER POINT</b>		
<b>Booby Trap</b> 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. Symbol Set Code: 25 Code: 280700	 <b>CENTER POINT</b>	<u>Anchor Points.</u> This symbol requires one anchor point. The center point defines the center of the oval. <u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol is typically centered over the desired location.  Static/ Dynamic: S	

TABLE H-XIX. Obstacle control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Tetrahedrons, Dragons Teeth, and Other Similar Obstacles</b>  Symbol Set Code: 25 Code: 281900	N/A	<u>Anchor Points.</u> This symbol requires one anchor point. The anchor point defines the midpoint of the symbol's base. <u>Size/Shape.</u> Static.	N/A
<b>Fixed and Prefabricated</b>  Symbol Set Code: 25 Code: 281901		<u>Orientation.</u> The symbol will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.	
<b>Movable</b>  Symbol Set Code: 25 Code: 281902		Static/ Dynamic: S	
<b>Movable and Prefabricated</b>  Symbol Set Code: 25 Code: 281903			

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TABLE H-XIX. Obstacle control measure symbols - Continued.

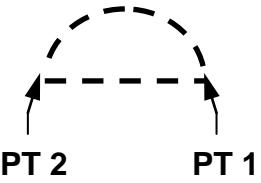
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Mine Cluster</b>  Symbol Set Code: 25 Code: 290400	 <p>PT 2      PT 1</p>	<u>Anchor Points.</u> This symbol requires at least two anchor points. Points 1 and 2 define the corners of the symbol. <u>Size/Shape.</u> Points 1 and 2 determine the length of the straight line. The radius of the semicircle is $\frac{1}{2}$ the length of the straight line. <u>Orientation.</u> Not applicable.  <b>Note:</b> The dashed lines in this symbol shall be displayed in present and anticipated status.	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 

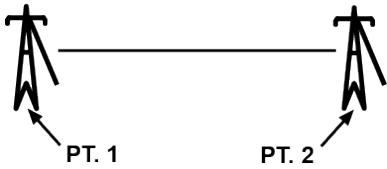
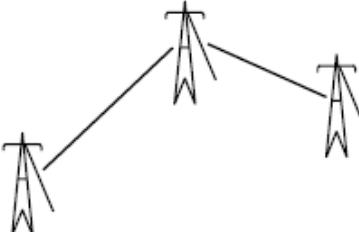
TABLE H-XIX. Obstacle control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Trip Wire</b> Symbol Set Code: 25 Code: 290500  Static/ Dynamic: D		<u>Anchor Points.</u> This symbol requires three anchor points. Points 1 and 2 define the vertical straight line portion of the symbol. Point 3 defines an end of the horizontal line. <u>Size/Shape.</u> Points 1 and 2 determine the length of the vertical, straight-line portion of the symbol and point 3 determines its width. The distance between the line connecting points 1 and 2 and point 3 is the radius of the 90 degree arc at the bottom of the symbol. <u>Orientation.</u> Orientation is determined by the anchor points.	
<b>Vertical Obstructions</b> Symbol Set Code: 25 Code: 282000	N/A		N/A

TABLE H-XIX. Obstacle control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Tower, Low</b> Symbol Set Code: 25 Code: 282001 Static/ Dynamic: D <b>Note:</b> Towers less than 1000 Ft AGL		<u>Anchor Points.</u> This symbol requires one anchor point; the point defines the circle at the base of the tower. <u>Size/Shape.</u> The symbol is a high-angle cone. <u>Orientation.</u> The symbol will remain upright.	
<b>Tower, High</b> Symbol Set Code: 25 Code: 282002 Static/ Dynamic: D <b>Note:</b> Towers 1000 Ft and Higher AGL			

TABLE H-XIX. Obstacle control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Overhead Wire</b> Symbol Set Code: 25 Code: 282003 Static/ Dynamic: D	<p><b>For use on maps of all scales</b></p> 	<u>Anchor Points.</u> This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. <u>Size/Shape.</u> The first and last anchor points determine the length of the line. <u>Orientation.</u> Orientation is determined by the anchor points.	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 

**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.

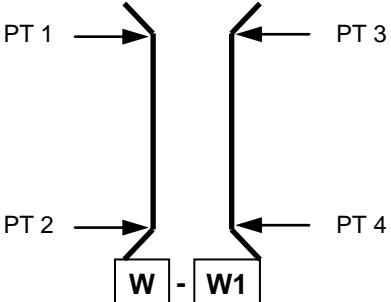
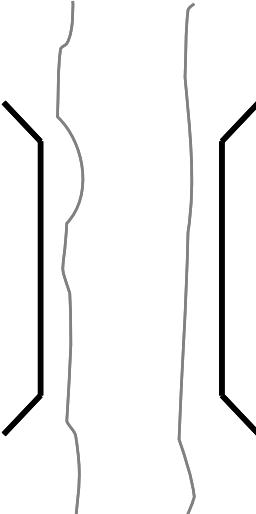
<b>Assault Crossing</b> Symbol Set Code: 25 Code: 271300 Static/ Dynamic: D		<u>Anchor Points.</u> This symbol requires four points. Points 1 and 2 define one side of the assault crossing site and points 3 and 4 define the opposite side of the assault crossing site. <u>Size/Shape.</u> Determined by the anchor points. <u>Orientation.</u> Not applicable.	
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TABLE H-XIX. Obstacle control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Bridge</b>  Symbol Set Code: 25 Code: 271400		<u>Anchor Points.</u> This symbol requires three anchor points. Points 1 and 2 define the endpoints of the first line. Point 3 defines the location of the parallel line. <u>Size/Shape.</u> Points 1 and 2 determine the length of the symbol. Point 3 determines its width. <u>Orientation.</u> Orientation is determined by the anchor points.	
<b>Ford Easy</b>  Symbol Set Code: 25 Code: 271500		Static/ Dynamic: D	
<b>Ford Difficult</b>  Symbol Set Code: 25 Code: 271600			

TABLE H-XIX. Obstacle control measure symbols - Continued.

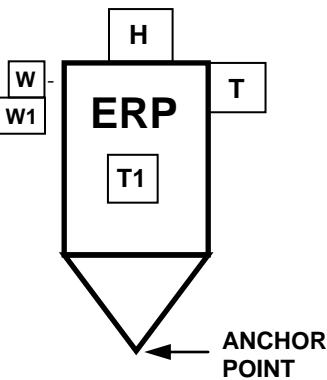
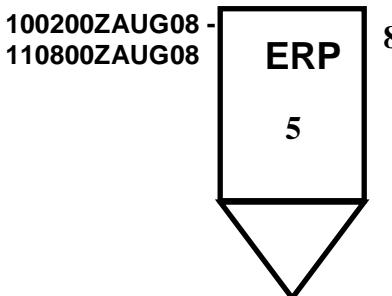
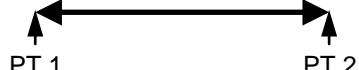
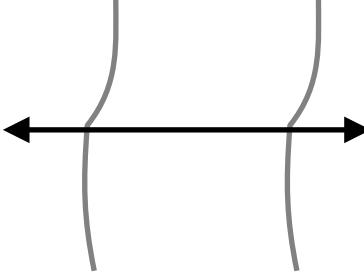
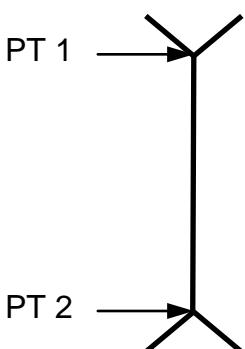
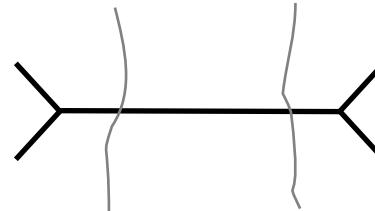
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Engineer Regulating Point</b> Checkpoint to ensure that vehicles do not exceed the capacity of the crossing means and to give drivers final instructions on site-specific procedures and information, such as speed and vehicle interval.  Symbol Set Code: 25 Code: 280800		<u>Anchor Points.</u> This symbol requires one anchor point. The point defines/is the tip of the inverted cone. <u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol will typically be oriented upright. Static/ Dynamic: S	Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure. 
<b>Ferry</b> Symbol Set Code: 25 Code: 290700  Static/ Dynamic: D		<u>Anchor Points.</u> This symbol requires two anchor points. Points 1 and 2 define the tips of the arrowheads. <u>Size/Shape.</u> Points 1 and 2 determine the length of the symbol, which varies only in length. The arrowheads will be filled-in versions of a common arrowhead. <u>Orientation.</u> Orientation is determined by the anchor points.	

TABLE H-XIX. Obstacle control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Raft Site</b>  Symbol Set Code: 25 Code: 290800  Static/ Dynamic: D		<u>Anchor Points.</u> This symbol requires two anchor points. Points 1 and 2 define the tips of the arrowheads. <u>Size/Shape.</u> Points 1 and 2 determine the length of the symbol, which varies only in length. The lines of the arrowhead will form an acute angle. <u>Orientation.</u> Orientation is determined by the anchor points.	

#### H.5.22 Field fortification control measures.

**H.5.22.1 Field fortification.** Is an emplacement or shelter of a temporary nature which can be constructed with reasonable facility by units requiring no more than minor engineer supervisory and equipment participation.

TABLE H-XX. Field fortification control measure symbols.

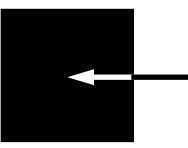
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Shelter</b>  Symbol Set Code: 25 Code: 280900		<u>Anchor Points.</u> This symbol requires one anchor point. The center point defines	

TABLE H-XX. Field fortification control measure symbols - Continued.

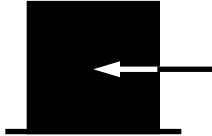
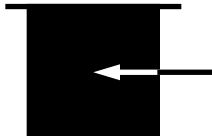
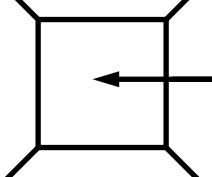
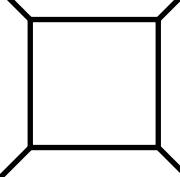
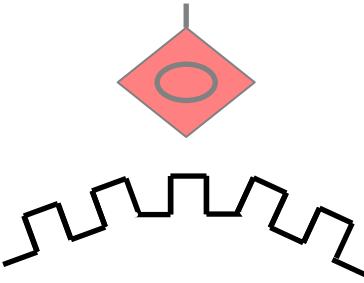
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Above Ground Shelter</b> Symbol Set Code: 25 Code: 281000	 <b>CENTER POINT</b>	the center of the symbol. <u>Size/Shape</u> . Static. <u>Orientation</u> . The symbol is typically centered over the desired location.	
<b>Below Ground Shelter</b> Symbol Set Code: 25 Code: 281100	 <b>CENTER POINT</b>	Static/ Dynamic: S	
<b>Fort</b> Symbol Set Code: 25 Code: 281200	 <b>CENTER POINT</b>		

TABLE H-XX. Field fortification control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Fortified Line</b>  Symbol Set Code: 25 Code: 290900  Static/ Dynamic: D	 <p><b>Note:</b> The ramparts typically point toward enemy forces.</p>	<u>Anchor Points.</u> This symbol requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. <u>Size/Shape.</u> The first and last anchor points determine the length of the line. <u>Orientation.</u> Orientation is determined by the anchor points.	
<b>Fortified Position</b>  Symbol Set Code: 25 Code: 291000  Static/ Dynamic: D	 <p><b>Note:</b> The symbol typically faces enemy forces.</p>	<u>Anchor Points.</u> This symbol requires two anchor points. Points 1 and 2 define the corners on the front of the symbol. <u>Size/Shape.</u> Points 1 and 2 determine the length of the symbol, which varies only in length. <u>Orientation.</u> Orientation is determined by the anchor points.	

**H.5.23 CBRN defense control measure symbols.**

**H.5.23.1 CBRN defense.** These control measure symbols depict those conditions found in an area resulting from immediate or persisting effects of chemical, biological, radiological or nuclear attacks or events (release other than attack).

**TABLE H-XXI. CBRN defense control measure symbols.**

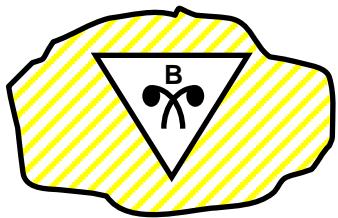
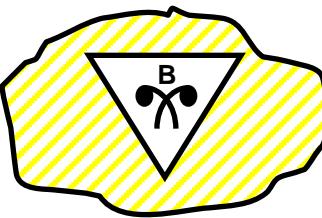
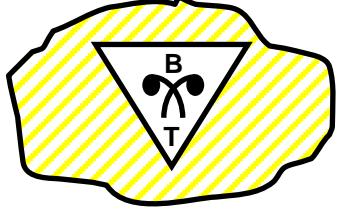
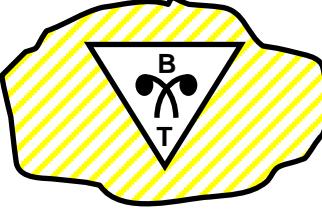
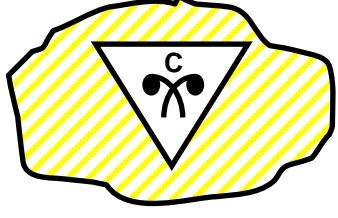
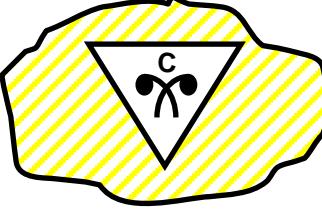
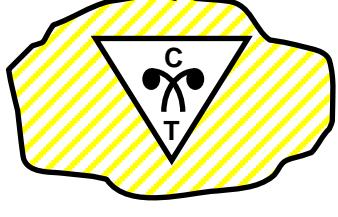
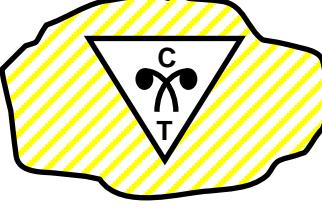
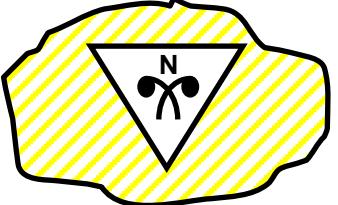
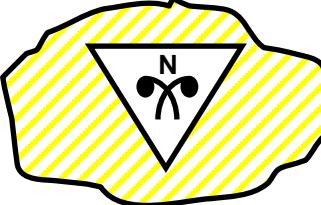
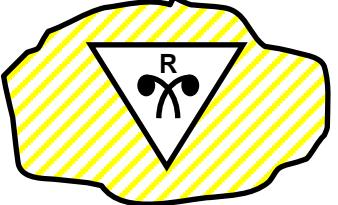
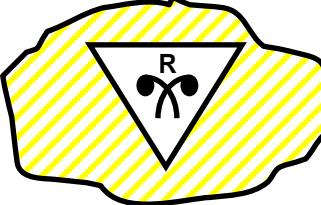
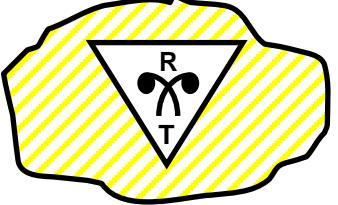
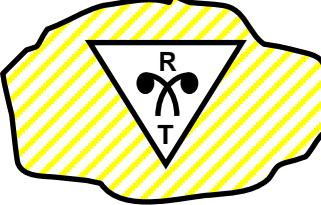
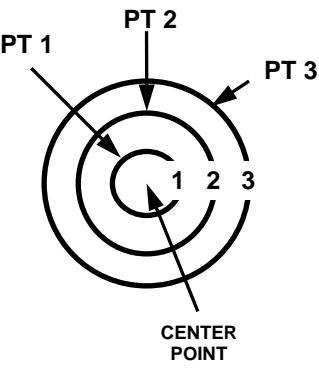
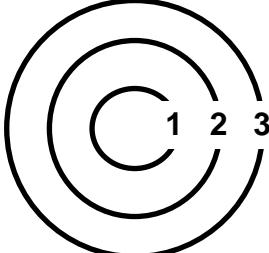
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<i>Contaminated Areas</i>			
<b>Biological Contaminated Area</b>  Symbol Set Code: 25 Code: 271700		<u>Anchor Points.</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape.</u> Determined by the anchor points. The symbol should be moveable and scalable as a block within the area. <u>Orientation.</u> Not applicable.	
<b>Biological Contaminated Area – Toxic Industrial Material</b>  Symbol Set Code: 25 Code: 271701		<u>Anchor Points.</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape.</u> Determined by the anchor points. The symbol should be moveable and scalable as a block within the area. <u>Orientation.</u> Not applicable.	
<b>Chemical Contaminated Area</b>  Symbol Set Code: 25 Code: 271800		<u>Anchor Points.</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape.</u> Determined by the anchor points. The symbol should be moveable and scalable as a block within the area. <u>Orientation.</u> Not applicable. <u>Static/ Dynamic:</u> D	
<b>Chemically Contaminated Area – Toxic Industrial Material</b>  Symbol Set Code: 25 Code: 271801		<u>Anchor Points.</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape.</u> Determined by the anchor points. The symbol should be moveable and scalable as a block within the area. <u>Orientation.</u> Not applicable. <u>Static/ Dynamic:</u> D	

TABLE H-XXI. CBRN defense control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
Nuclear Contaminated Area  Symbol Set Code: 25 Code: 271900			
Radiological Contaminated Area  Symbol Set Code: 25 Code: 272000			
Radiological Contaminated Area – Toxic Industrial Material  Symbol Set Code: 25 Code: 272001			

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TABLE H-XXI. CBRN defense control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Minimum Safe Distance Zone</b>  Symbol Set Code: 25 Code: 272100  Static/ Dynamic: D		<u>Anchor Points.</u> This symbol requires four anchor points. The center point defines the center of the symbol. Points 1, 2 and 3 define the radii of circles 1, 2 and 3. <u>Size/Shape.</u> As defined by the operator. <u>Orientation.</u> The center point is typically centered over the known/suspected source location of an NBC event.  <b>Note:</b> This symbol is used in fielded and deployed systems for collateral damage assessments/predictions for indirect fire and air to ground engagements.	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 

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TABLE H-XXI. CBRN defense control measure symbols - Continued.

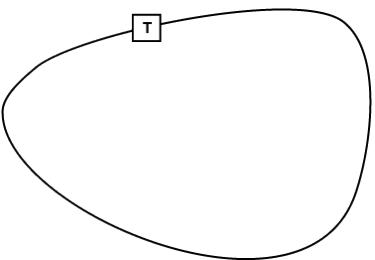
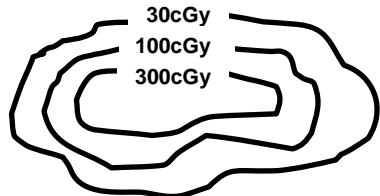
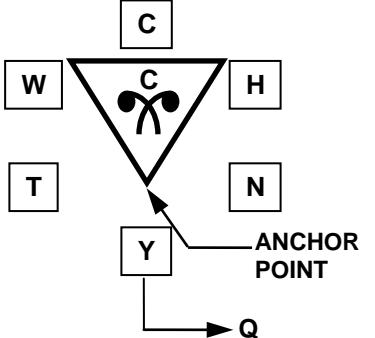
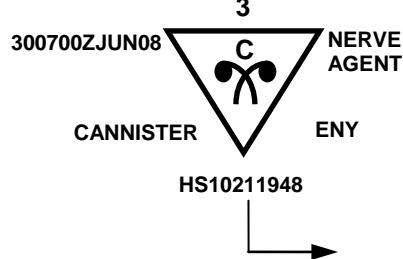
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Radiation Dose Rate Contour Line</b>  A line on a map, diagram or overlay joining all points at which the radiation dose rate at a given time is the same.  Symbol Set Code: 25 Code: 272200  Static/ Dynamic: D		<u>Anchor Points:</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape:</u> Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. <u>Orientation:</u> Not applicable.	
<b>Chemical Event</b>  Symbol Set Code: 25 Code: 281300		<u>Anchor Points:</u> This symbol requires one anchor point. The anchor point defines the midpoint of the symbol's base. <u>Size/Shape:</u> Static. <u>Orientation:</u> The	

TABLE H-XXI. CBRN defense control measure symbols - Continued.

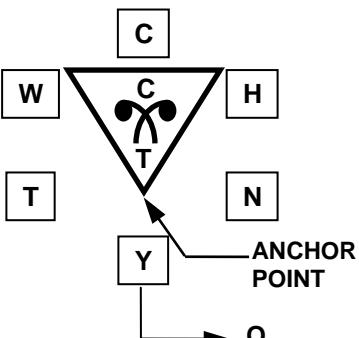
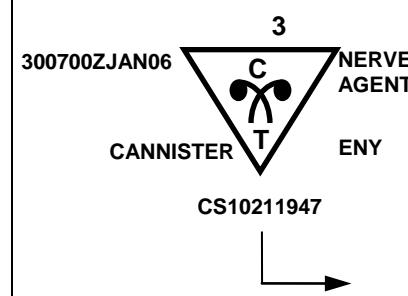
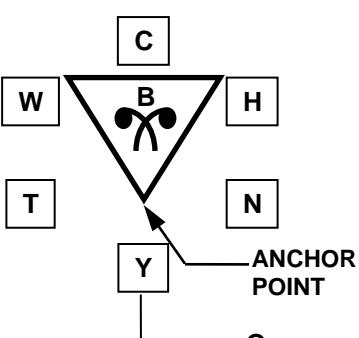
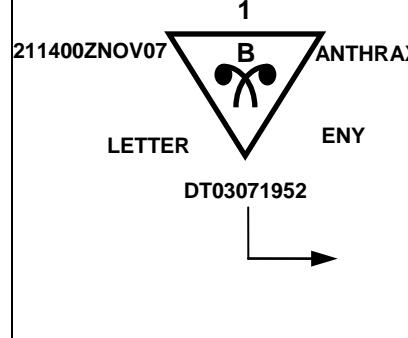
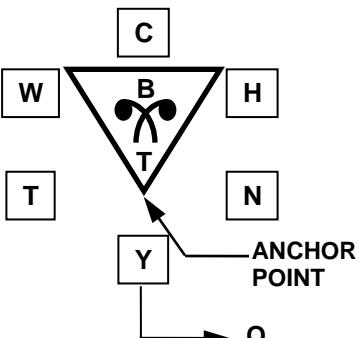
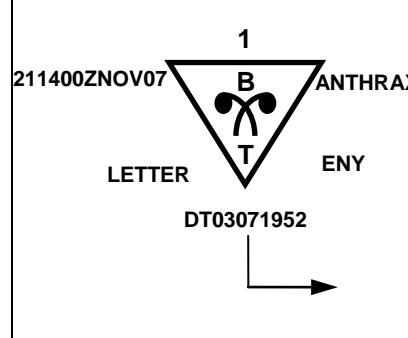
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Chemical – Toxic Industrial Material</b> Symbol Set Code: 25 Code: 281301		symbol will typically be oriented upright.  Note: This symbol can be rotated in 90 degree increments.  Static/ Dynamic: S	
<b>Biological Event</b> Symbol Set Code: 25 Code: 281400			
<b>Biological – Toxic Industrial Material</b> Symbol Set Code: 25 Code: 281401			

TABLE H-XXI. CBRN defense control measure symbols - Continued.

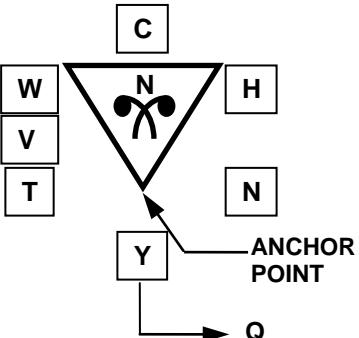
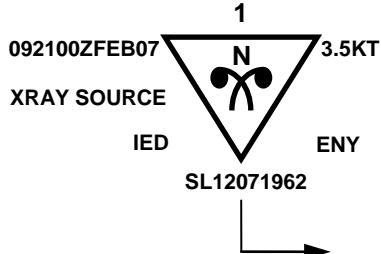
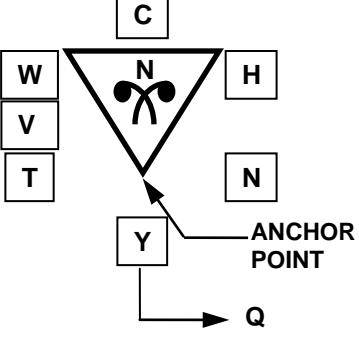
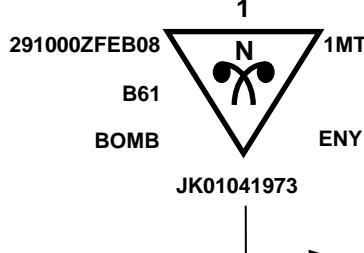
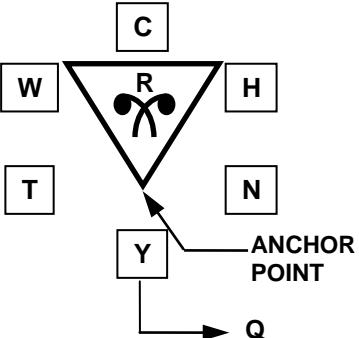
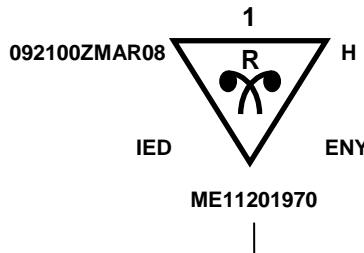
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Nuclear Event</b>  Symbol Set Code: 25 Code: 281500			<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 
<b>Nuclear Fallout Producing Event</b>  Symbol Set Code: 25 Code: 281600			
<b>Radiological Event</b>  Symbol Set Code: 25 Code: 281700			

TABLE H-XXI. CBRN defense control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Radiological – Toxic Industrial Material</b>  Symbol Set Code: 25 Code: 281701			<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> <p>092100ZAPR09 1 IED R T H ENY AE01231974</p>
<i>Decontamination Points/Sites</i>			
<b>General De-contamination Point/Site</b>  Symbol Set Code: 25 Code: 281800		<p><u>Anchor Points.</u> This symbol requires one anchor point. The point defines the tip of the inverted cone. <u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol will typically be oriented upright.  Static/ Dynamic: S</p>	<p>5 030200ZOCT08 - 050700ZOCT08 DCN 2BDE 8</p>
<b>Alternate De-contamination Point/Site</b>  Symbol Set Code: 25 Code: 281801			<p>5 030200ZSEP08 - 050700ZSEP08 DCN ALT 6ABB 8A</p>

TABLE H-XXI. CBRN defense control measure symbols - Continued.

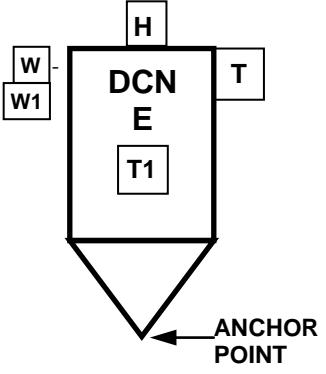
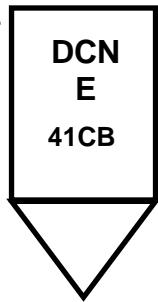
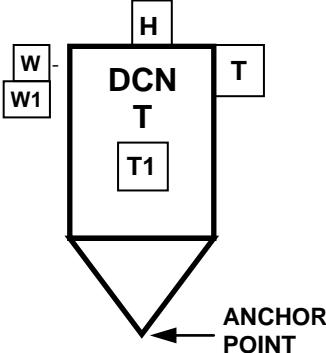
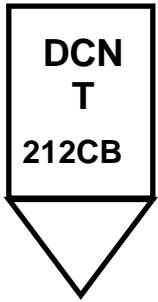
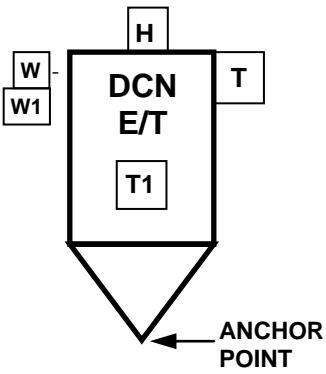
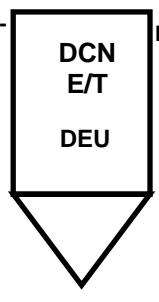
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Equipment De-contamination Point/Site</b>  Symbol Set Code: 25 Code: 281802			<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> <p><b>WHEELED</b>            030200ZMAY08 - 050700ZMAY08   </p>
<b>Troop De-contamination Point/Site</b>  Symbol Set Code: 25 Code: 281803			<p>3            030200ZSEP08 - 050700ZSEP08   </p>
<b>Equipment / Troop De-contamination Point/Site</b>  Symbol Set Code: 25 Code: 281804			<p>CONTRACTOR OPERATED            210700ZAPR08 - 071800ZMAY08   </p>

TABLE H-XXI. CBRN defense control measure symbols - Continued.

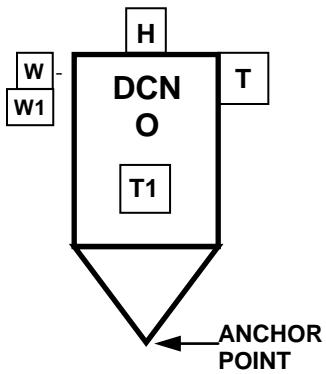
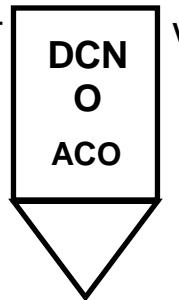
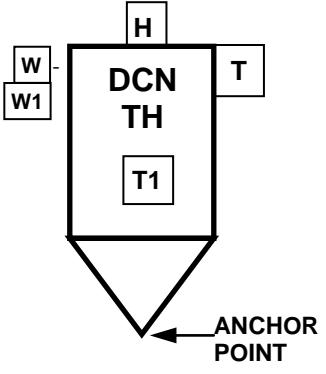
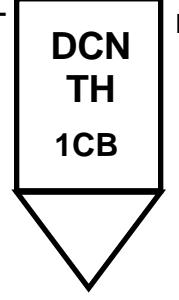
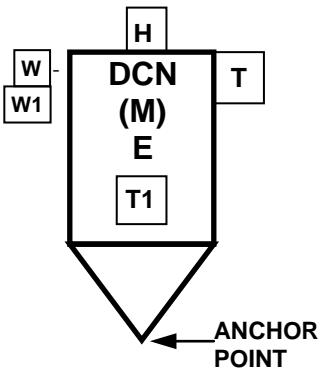
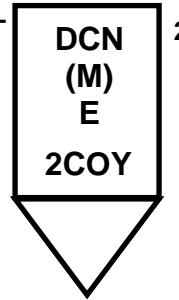
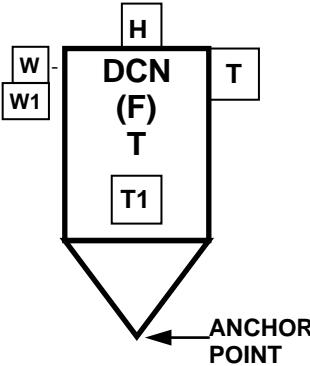
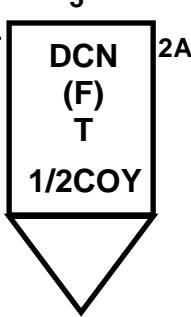
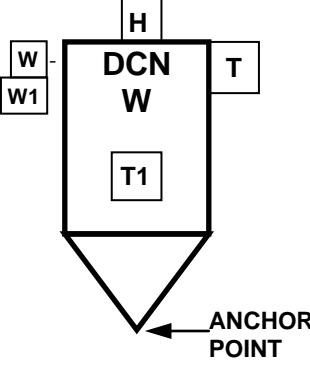
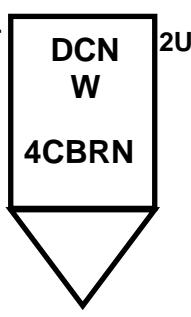
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Operational De-contamination Point/Site</b>  Symbol Set Code: 25 Code: 281805			<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> <p style="text-align: center;">6</p> <p>030200ZMAY08 - 050700ZMAY08</p> 
<b>Thorough De-contamination Point/Site</b>  Symbol Set Code: 25 Code: 281806			<p style="text-align: center;">MEDICAL</p> <p>030200ZMAY08 - 050700ZMAY08</p> 
<b>Main Equipment De-contamination Point/Site</b>  Symbol Set Code: 25 Code: 281807			<p style="text-align: center;">8</p> <p>030200ZMAY08 - 050700ZMAY08</p> 

TABLE H-XXI. CBRN defense control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Forward Troop De-contamination Point/Site</b> Symbol Set Code: 25 Code: 281808			Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.  <b>3</b> 030200ZMAY08 - 050700ZMAY08 
<b>Wounded Personnel De-contamination Site</b> Symbol Set Code: 25 Code: 281809			<b>7</b> 030200ZMAY08 - 050700ZMAY08 

#### H.5.24 Sustainment control measures.

H.5.24.1 Sustainment control measures. The provision of logistics and personnel services required to maintain and prolong operations until successful mission accomplishment.

TABLE H-XXII. Sustainment point control measure symbols.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Sustainment Points</b> Symbol Set Code: 25 Code: 320000	N/A		N/A

TABLE H-XXII. Sustainment point control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Ambulance Exchange Point</b>  A location where a patient is transferred from one ambulance to another en route to a medical treatment facility. This may be an established point in an ambulance shuttle system or it may be designated independently.  Symbol Set Code: 25 Code: 320100		<u>Anchor Points.</u> This symbol requires one anchor point. The point defines the tip of the inverted cone. <u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol will typically be oriented upright.  Static/ Dynamic: S	Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.  <b>3</b> 030200ZMAY08 - 050700ZMAY08 
<b>Ammunition Supply Point</b>  An area designated to receive, store, reconfigure and issue Class V material.  Symbol Set Code: 25 Code: 320200			<b>AVIATION</b> 030200ZMAY08 - 050700ZMAY08 

TABLE H-XXII. Sustainment point control measure symbols - Continued.

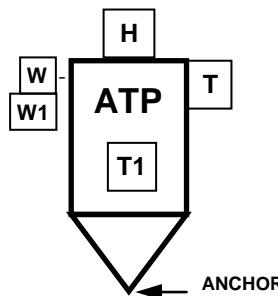
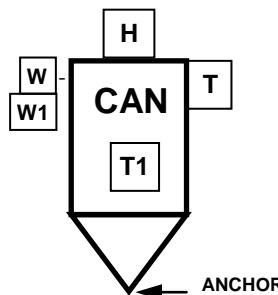
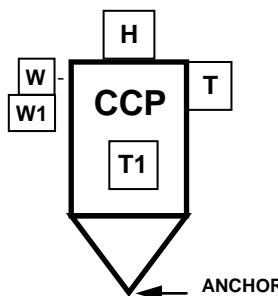
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Ammunition Transfer Point</b>  A designated temporary site from which Class V material is transferred to unit vehicles.  Symbol Set Code: 25 Code: 320300			<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> <p><b>SMALL ARMS</b> 030200ZMAY08 - 050700ZMAY08 <b>ATP</b> <b>RC(C)</b></p>
<b>Cannibalization Point</b>  Symbol Set Code: 25 Code: 320400			<p>9 030200ZMAY08 - 050700ZMAY08 <b>CAN</b> 12</p>
<b>Casualty Collection Point</b>  A specific location where casualties are assembled to be transported to a medical treatment facility, for example, a company aid post.  Symbol Set Code: 25 Code: 320500			<p>5 030200ZMAY08 - 050700ZMAY08 <b>CCP</b> 3BDE</p>

TABLE H-XXII. Sustainment point control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Civilian Collection Point</b>  A specific location where civilians are assembled to be transported to another location.  Symbol Set Code: 25 Code: 320600			Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.  030200ZMAY08 - 050700ZMAY08 <b>3</b> <b>CIV</b> <b>UN</b> <b>5B</b>
<b>Detainee Collection Point</b>  A specific location where detainees are assembled to be transported to another location.  Symbol Set Code: 25 Code: 320700			120700ZMAR08 - 211800ZMAR08 <b>3</b> <b>DET</b> <b>2MP</b> <b>3</b>
<b>Enemy Prisoner of War (EPW) Collection Point</b>  A specific location where enemy prisoners of war are assembled to be transported to another location.  Symbol Set Code: 25 Code: 320800			030200ZMAY08 - 050700ZMAY08 <b>2</b> <b>EPW</b> <b>ISAF</b> <b>T</b>

TABLE H-XXII. Sustainment point control measure symbols - Continued.

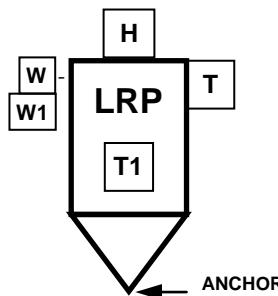
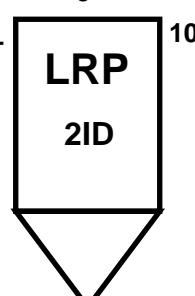
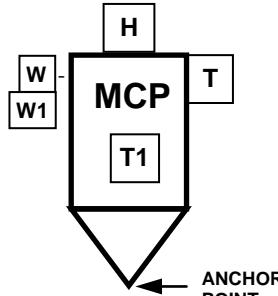
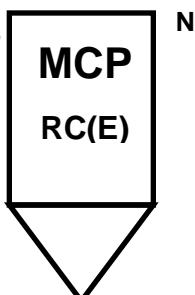
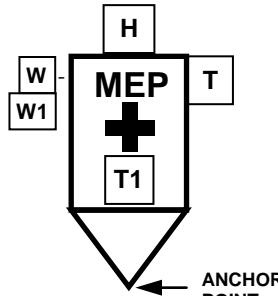
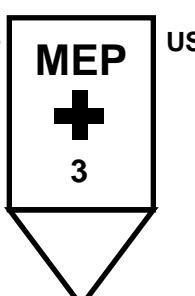
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Logistics Release Point (LRP)</b> Symbol Set Code: 25 Code: 320900			Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure. <p style="text-align: center;">5</p> <p>030200ZMAY08 - 050700ZMAY08</p> 
<b>Maintenance Collection Point (MCP)</b> A point established to collect equipment awaiting repair, controlled exchange, cannibalization, or evacuation. It may be operated by the user or by the direct support maintenance units. Symbol Set Code: 25 Code: 321000			<p style="text-align: center;">1</p> <p>030200ZMAY08 - 050700ZMAY08</p> 
<b>Medical Evacuation (MEDEVAC) Pick-up Point</b> Symbol Set Code: 25 Code: 321100			<p style="text-align: center;">2</p> <p>030200ZMAY08 - 050700ZMAY08</p> 

TABLE H-XXII. Sustainment point control measure symbols - Continued.

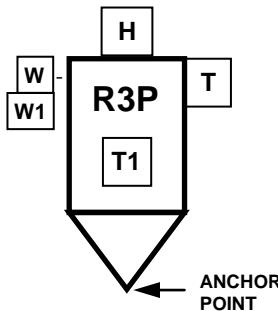
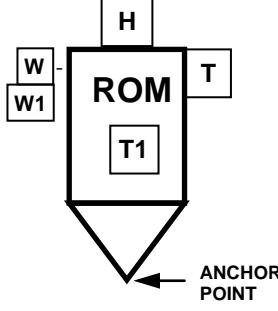
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Rearm, Refuel and Resupply Point (R3P)</b>  A designated point through which a unit passes where it receives fuel, ammunition and other necessary supplies to continue operations.  Symbol Set Code: 25 Code: 321200			Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure. <p style="text-align: center;">8</p> <p>030200ZMAY08 - 050700ZMAY08</p> <p style="text-align: center;">C</p> <p style="text-align: center;">R3P</p> <p style="text-align: center;">1</p>
<b>Refuel On the Move (ROM) Point</b>  An area established to ensure that fuel tanks on combat and fuel servicing vehicles are full before they arrive in the unit's tactical assembly area.  Symbol Set Code: 25 Code: 321300			<p style="text-align: center;">2</p> <p>030200ZMAY08 - 050700ZMAY08</p> <p style="text-align: center;">8MAR</p> <p style="text-align: center;">ROM</p> <p style="text-align: center;">7</p>

TABLE H-XXII. Sustainment point control measure symbols - Continued.

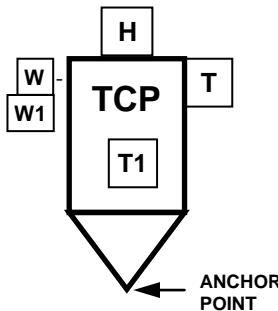
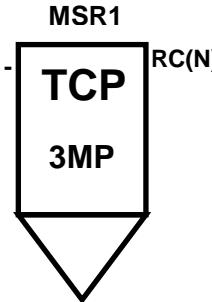
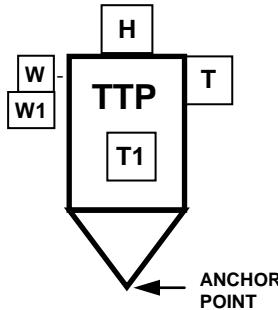
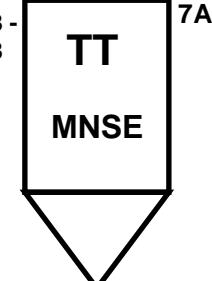
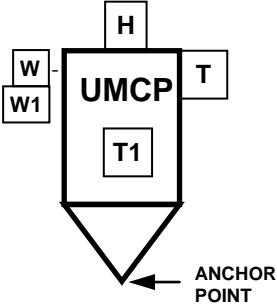
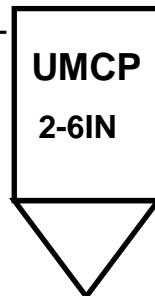
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Traffic Control Post (TCP)</b>  Manned post used to preclude interruption of traffic flow or movement along designated routes.  Symbol Set Code: 25 Code: 321400			<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> <p>MSR1            030200ZMAY08 - 050700ZMAY08  </p>
<b>Trailer Transfer Point (TTP)</b>  A location where trailers are transferred from one carrier to another while en route.  Symbol Set Code: 25 Code: 321500			<p>4            030200ZMAY08 - 050700ZMAY08  </p>

TABLE H-XXII. Sustainment point control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Unit Maintenance Collection Point (UMCP)</b> A location or series of locations, operated by a battalion maintenance platoon, that is the nearest point to the combat unit to which equipment can be recovered and where limited parts are available and some repairs can be performed.  Symbol Set Code: 25 Code: 321600			<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> <p style="text-align: center;">9</p> <p>030200ZMAY08 - 050700ZMAY08</p> <p style="text-align: right;">1</p> 

### H.5.25 Supply points.

H.5.25.1 Supply point. Any point where supplies are issued in detail. Supply points follow the format as shown above with a modification to the symbol. As with the symbol for supply units, there is an additional line placed toward the bottom of the box. In building points, the name/type of the point is abbreviated and positioned inside the top part of the point symbol in field "A". For some supply symbols this may be a symbol icon. [STANAG 2961](#) provides comparison charts for NATO and NATO nation classes of supply.

TABLE H-XXIII. Supply point control measure symbols.

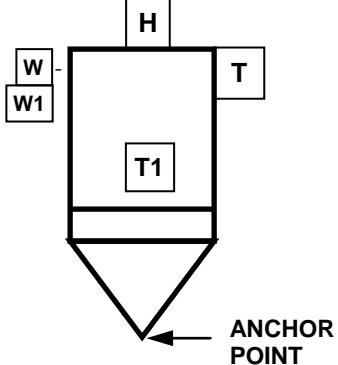
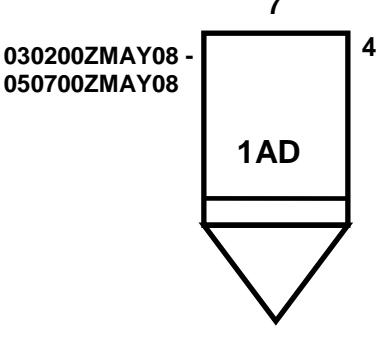
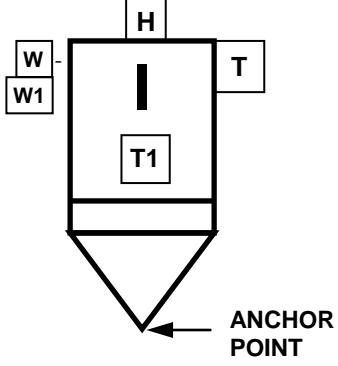
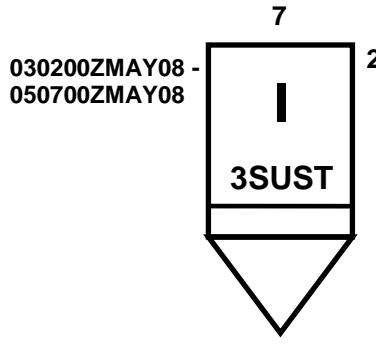
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>General Supply Point</b>  Symbol Set Code: 25 Code: 321700		<u>Anchor Points.</u> This symbol requires one anchor point. The point defines the tip of the inverted cone. <u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol will typically be oriented upright.	Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.  
<b>NATO Class I</b>  Those items which are consumed by personnel or animals at the approximately uniform rate, irrespective of local changes in combat or terrain conditions. <a href="#">(STANAG 2961)</a>  Symbol Set Code: 25 Code: 321701		Static/ Dynamic: S	

TABLE H-XXIII. Supply point control measure symbols - Continued.

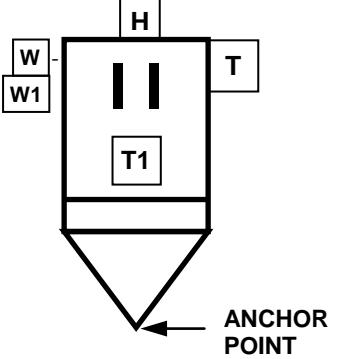
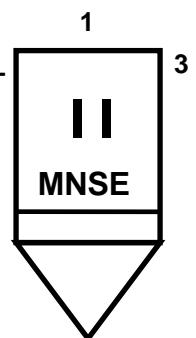
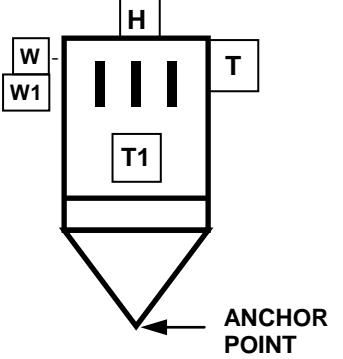
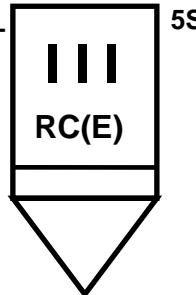
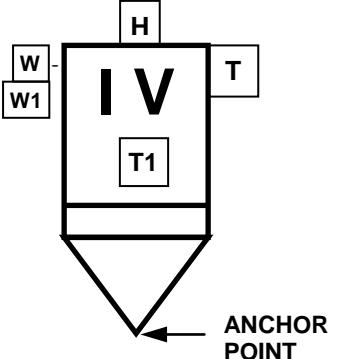
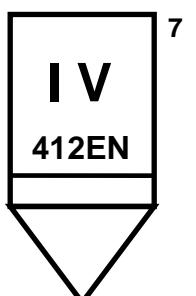
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>NATO Class II</b> Supplies for which allowances are established by tables of organization and equipment. <a href="#">(STANAG 2961)</a> Symbol Set Code: 25 Code: 321702			<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> <p>030200ZMAY08 - 050700ZMAY08</p> 
<b>NATO Class III</b> Fuels and lubricants for all purposes, except for operating aircraft or for use in weapons such as flame throwers. <a href="#">(STANAG 2961)</a> Symbol Set Code: 25 Code: 321703			<p>030200ZMAY08 - 050700ZMAY08</p> 
<b>NATO Class IV</b> Supplies for which initial issue allowances are not prescribed by approved issue tables. <a href="#">(STANAG 2961)</a> Symbol Set Code: 25 Code: 321704			<p>030200ZMAY08 - 050700ZMAY08</p> 

TABLE H-XXIII. Supply point control measure symbols - Continued.

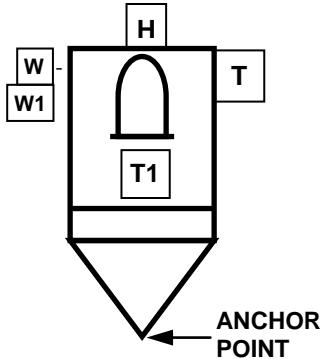
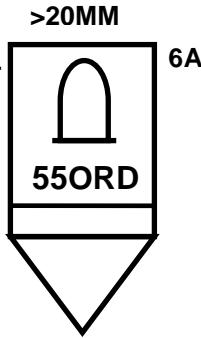
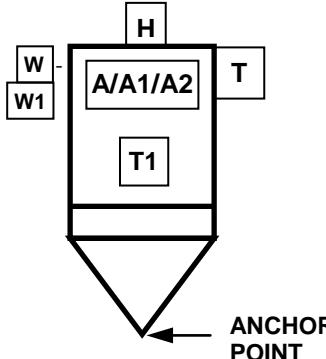
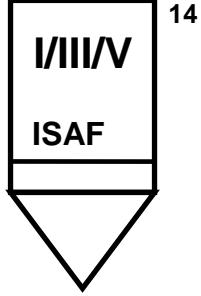
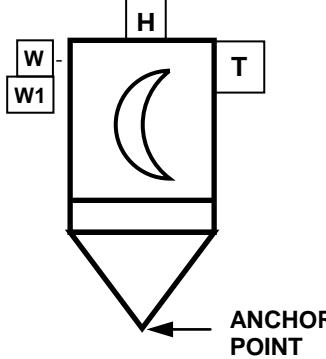
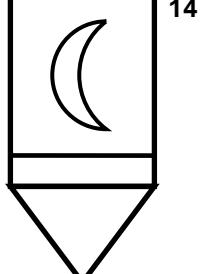
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>NATO Class V</b>  Ammunition, explosives and chemical agents of all types. <a href="#">(STANAG 2961)</a>  Symbol Set Code: 25 Code: 321705			<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> <p>&gt;20MM 030200ZMAY08 - 050700ZMAY08</p> 
<b>NATO Multiple Supply Class Point.</b>  Note: Use supply class numbers (I, II, III, IV and V) for A field or ALL for all classes of supply.  Symbol Set Code: 25 Code: 321706			<p>6 030200ZAPR08 - 050700ZAPR08</p> 
<b>US Class I</b>  Symbol Set Code: 25 Code: 321707			<p>6 030200ZAPR08 - 050700ZAPR08</p> 

TABLE H-XXIII. Supply point control measure symbols - Continued.

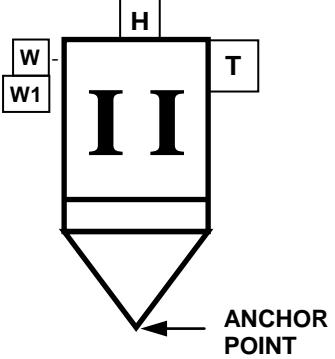
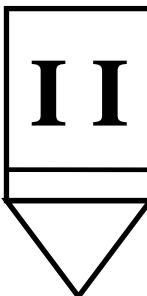
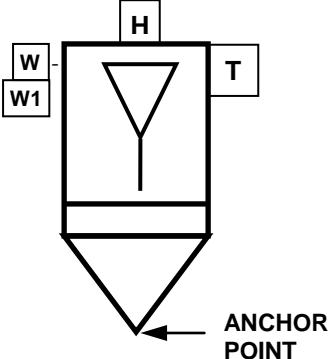
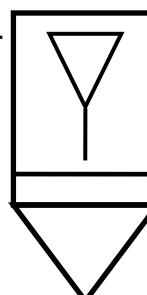
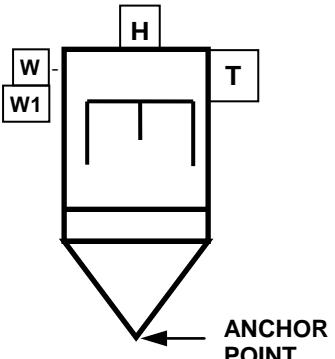
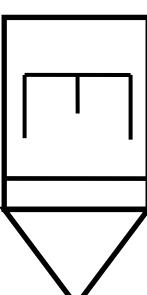
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>US Class II</b>  Symbol Set Code: 25 Code: 321708			<p>030200ZAPR08 - 050700ZAPR08</p> <p>6 14</p> 
<b>US Class III</b>  Symbol Set Code: 25 Code: 321709			<p>030200ZAPR08 - 050700ZAPR08</p> <p>6 14</p> 
<b>US Class IV</b>  Symbol Set Code: 25 Code: 321710			<p>030200ZAPR08 - 050700ZAPR08</p> <p>6 14</p> 

TABLE H-XXIII. Supply point control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>US Class V</b>  Symbol Set Code: 25 Code: 321711			Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.  030200ZAPR08 - 050700ZAPR08 
<b>US Class VI</b>  Symbol Set Code: 25 Code: 321712			030200ZAPR08 - 050700ZAPR08 
<b>US Class VII</b>  Symbol Set Code: 25 Code: 321713			030200ZAPR08 - 050700ZAPR08 

TABLE H-XXIII. Supply point control measure symbols - Continued.

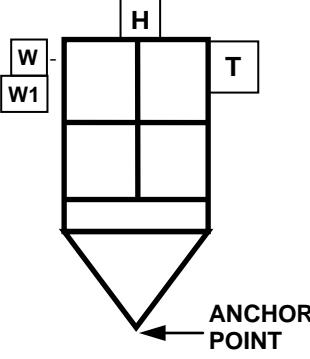
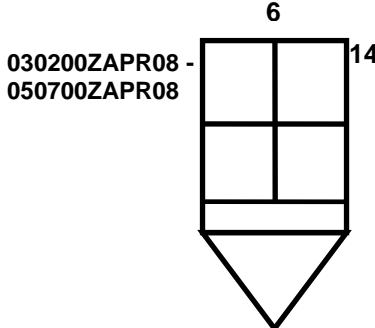
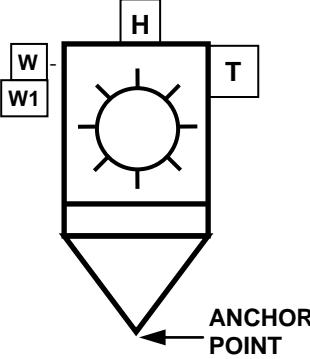
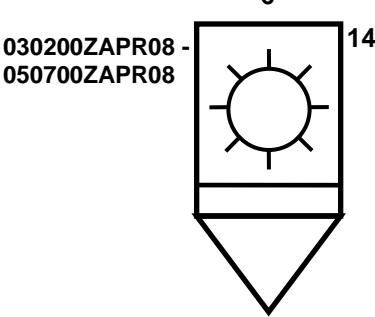
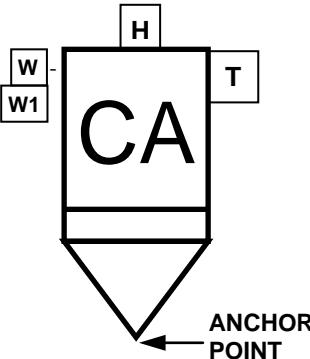
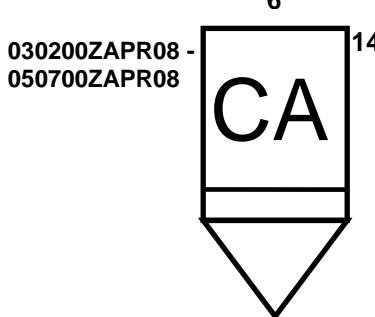
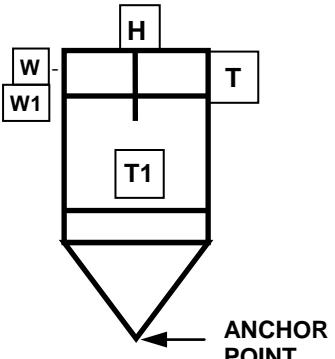
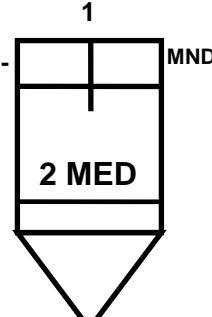
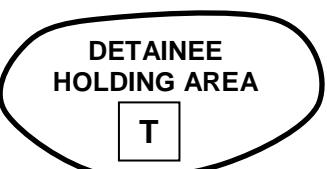
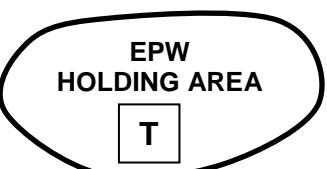
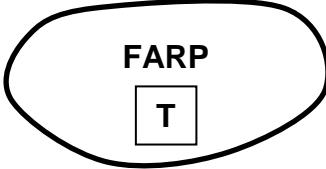
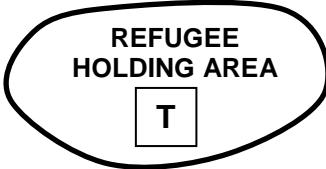
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>US Class VIII</b>  Symbol Set Code: 25 Code: 321714			<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> <p>030200ZAPR08 - 050700ZAPR08</p> 
<b>US Class IX</b>  Symbol Set Code: 25 Code: 321715			<p>030200ZAPR08 - 050700ZAPR08</p> 
<b>US Class X</b>  Symbol Set Code: 25 Code: 321716			<p>030200ZAPR08 - 050700ZAPR08</p> 

TABLE H-XXIII. Supply point control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Medical Supply Point</b>  Symbol Set Code: 25 Code: 321800			<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> <p>030200ZAPR08 - 050700ZAPR08</p> 
<i>Convoy</i> A group of vehicles organized for the purpose of control and orderly movement with or without escort protection.			
<b>Sustainment Areas</b>  Symbol Set Code: 25 Code: 310000	N/A		N/A
<b>Detainee Holding Area</b>  Symbol Set Code: 25 Code: 310100		<u>Anchor Points.</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape.</u>	
<b>Enemy Prisoner of War Holding Area</b>  Symbol Set Code: 25 Code: 310200			

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TABLE H-XXIII. Supply point control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Forward Arming and Refueling Point (FARP)</b>  A temporary facility — organized, equipped and deployed by an aviation commander and normally located in the main battle area closer to the area where operations are being conducted than the aviation unit's combat service area — to provide fuel and ammunition necessary for the employment of aviation maneuver units in combat. The forward arming and refueling point permits combat aircraft to rapidly refuel and rearm simultaneously.  Symbol Set Code: 25 Code: 310300		Determined by the anchor points. Orientation. Not applicable.  Static/ Dynamic: D	
<b>Refugee Holding Area</b>  Symbol Set Code: 25 Code: 310400			

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TABLE H-XXIII. Supply point control measure symbols - Continued.

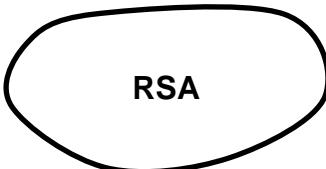
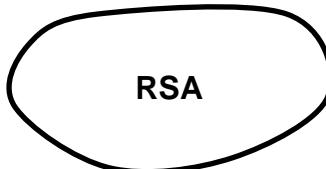
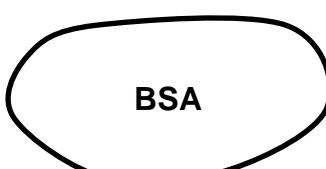
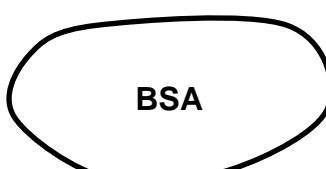
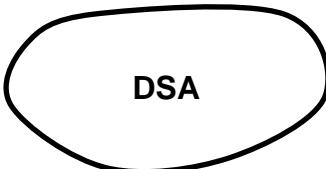
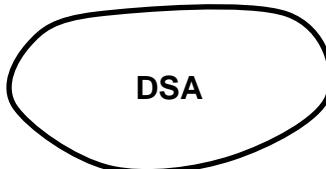
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<i>Support Area</i>			
<b>Regimental Support Area</b> Symbol Set Code: 25 Code: 310500		<u>Anchor Points.</u> This symbol requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape.</u> Determined by the anchor points. <u>Orientation.</u> Not applicable. Static/ Dynamic: D	
<b>Brigade Support Area (BSA)</b> A designated area in which combat service support elements from division support command and corps support command provide logistic support to a brigade.  Symbol Set Code: 25 Code: 310600			
<b>Division Support Area</b> An area normally located in the division rear and often positioned near air-landing facilities along the main supply route.  Symbol Set Code: 25 Code: 310700			

TABLE H-XXIII. Supply point control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Sustainment Lines</b>  Symbol Set Code: 25 Code: 330000	N/A		N/A
<b>Moving Convoy</b>  Symbol Set Code: 25 Code: 330100  Static/ Dynamic: D	<p><b>Note:</b> The arrow points in the direction the convoy is moving.</p>	<p><b>Anchor Points.</b> This symbol requires two anchor points. Point 1 defines the tip of the arrowhead and point 2 defines the rear of the symbol.</p> <p><b>Size/Shape.</b> Points 1 and 2 determine the length of the symbol, which varies only in length.</p> <p><b>Orientation.</b> Not applicable.</p>	<p><b>M1A2</b>  5</p> <p>060500ZJUN07 - 060800ZJUN07</p>

TABLE H-XXIII. Supply point control measure symbols - Continued.

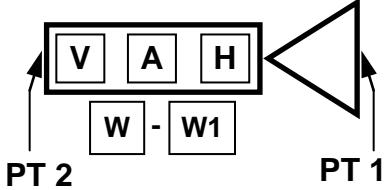
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Halted Convoy</b> Symbol Set Code: 25 Code: 330200 Static/ Dynamic: D		<u>Anchor Points.</u> This symbol requires at least two anchor points to define the line. Additional points can be defined to extend and shape the line. <u>Size/Shape.</u> The first and last anchor points determine the length of the line. The line segment between each pair of anchor points will repeat all information associated with the line segment. <u>Orientation.</u> Orientation is determined by the anchor points.	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p>  <p>M915  12            251400ZJUN07 –            061600ZJUN07</p>

TABLE H-XXIII. Supply point control measure symbols - Continued.

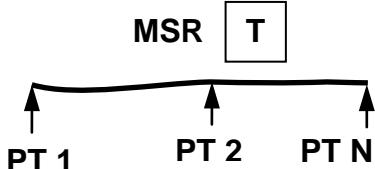
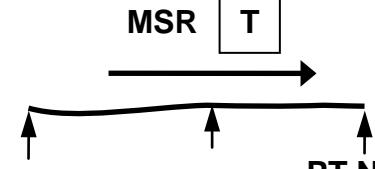
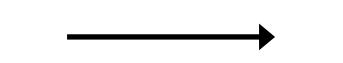
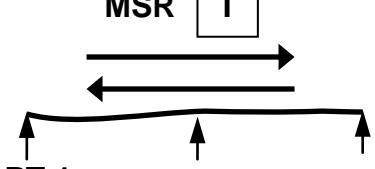
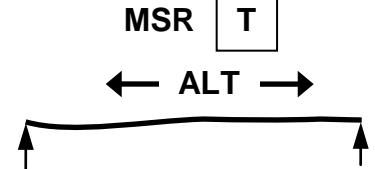
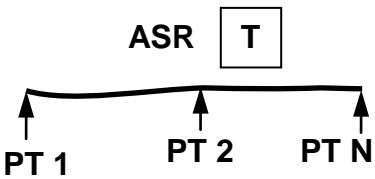
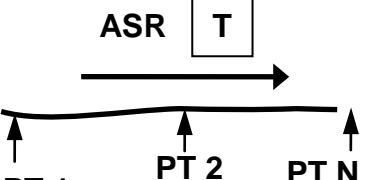
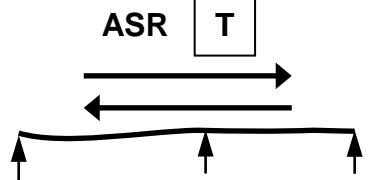
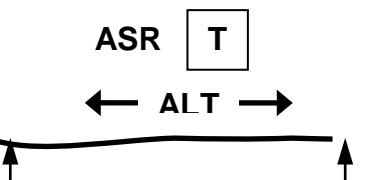
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Supply Route</b>			
<b>Main Supply Route (MSR)</b>  The route or routes designated within an area of operations upon which the bulk of traffic flows in support of military operations.  Symbol Set Code: 25 Code: 330300		<u>Anchor Points.</u> This symbol requires at least two anchor points to define the line. Additional points can be defined to extend and shape the line. <u>Size/Shape.</u> The first and last anchor points determine the length of the line. The line segment between each pair of anchor points will repeat all information associated with the line segment. <u>Orientation.</u> Orientation is determined by the anchor points. Supply routes normally follow established roads. Therefore, anchor points normally follow the shape of the road. <u>Static/Dynamic:</u> D	<b>MSR CAMEL</b> 
<b>One Way Traffic</b>  Symbol Set Code: 25 Code: 330301			<b>MSR 3</b> 
<b>Two Way Traffic</b>  Symbol Set Code: 25 Code: 330302			<b>MSR SUMMER</b> 
<b>Alternating Traffic</b>  Symbol Set Code: 25 Code: 330303			<b>MSR 1 ALT</b> 

TABLE H-XXIII. Supply point control measure symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Alternate Supply Route (ASR)</b>  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.  Symbol Set Code: 25 Code: 330400			<b>ASR DONKEY</b> 
<b>One Way Traffic</b>  Symbol Set Code: 25 Code: 330401			<b>MSR 3</b> 
<b>Two Way Traffic</b>  Symbol Set Code: 25 Code: 330402			<b>MSR SUMMER</b> 
<b>Alternating Traffic</b>  Symbol Set Code: 25 Code: 330403			<b>MSR 1</b> 

### H.5.26 Mission Tasks.

**H.5.26.1 Mission Task Symbols.** A specific activity performed by a unit while executing a form of tactical operation or form of maneuver.

TABLE H-XXIV. Mission Task Symbols.

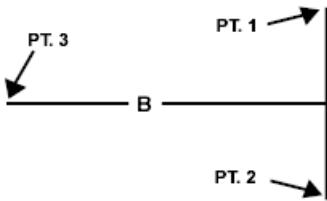
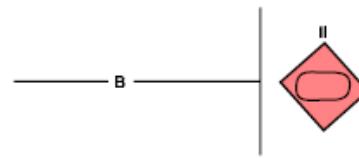
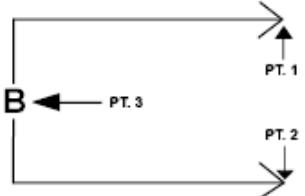
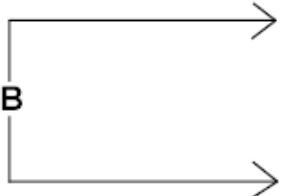
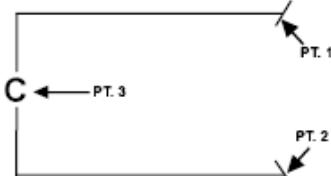
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Mission Tasks</b>  Symbol Set Code: 25 Code: 340000  Static/Dynamic: N/A	N/A		<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> <p>N/A</p>
<b>Block</b>  Symbol Set Code: 25 Code: 340100  Static/Dynamic: <b>D</b>		<p><u>Anchor Points.</u> This graphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic's vertical line. Point 3 defines the endpoint of the graphic's horizontal line.</p> <p><u>Size/Shape.</u> Points 1 and 2 determine the length of the vertical line. Points 2 and 3 determine the length of the horizontal line, which will project perpendicularly from the midpoint of the vertical line.</p> <p><u>Orientation.</u> The head of the "T" typically faces enemy forces.</p>	

TABLE H-XXIV. Mission Task Symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Breach</b> Symbol Set Code: 25 Code: 340200 Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires three anchor points. Points 1 and 2 define the endpoints of the symbol's opening and point 3 defines the rear of the symbol. <u>Size/Shape.</u> Points 1 and 2 determine the symbol's height and point 3 determines its length. The vertical line at the rear of the symbol will be the same height as the opening and parallel to it. <u>Orientation.</u> The opening defines the span of the breach and typically faces enemy forces.	
<b>Bypass</b> Symbol Set Code: 25 Code: 340300 Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires three anchor points. Points 1 and 2 define the tips of the arrowheads and point 3 defines the rear of the symbol. <u>Size/Shape.</u> Points 1 and 2 determine the	

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TABLE H-XXIV. Mission Task Symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Canalize</b>  Symbol Set Code: 25 Code: 340400  Static/Dynamic: D		<p>symbol's height and point 3 determines its length. The vertical line at the rear of the symbol will be the same height as the opening and parallel to it.</p> <p><u>Orientation.</u> The opening typically faces enemy forces.</p>	

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TABLE H-XXIV. Mission Task Symbols - Continued.

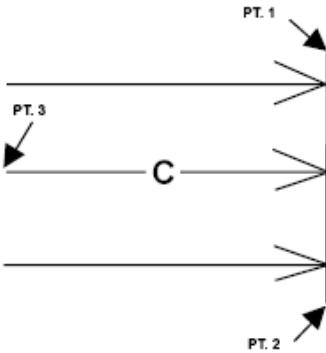
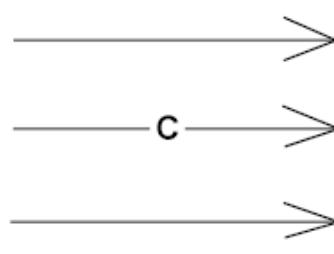
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Clear</b> Symbol Set Code: 25 Code: 340500 Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires three anchor points. Points 1 and 2 define the endpoints of the symbol's vertical line and point 3 defines the rear of the symbol. <u>Size/Shape.</u> Points 1 and 2 determine the symbol's height and point 3 determines its length. The spacing between the symbol's arrows will stay proportional to the symbol's height. The tip of the middle arrowhead will be at the midpoint of the vertical line. The arrows will stay perpendicular to the vertical line, regardless of the rotational orientation of the symbol as a whole. <u>Orientation.</u> The arrows typically point toward enemy forces.	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 

TABLE H-XXIV. Mission Task Symbols - Continued.

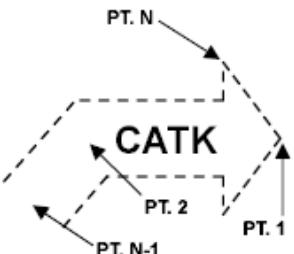
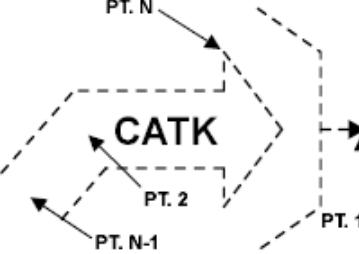
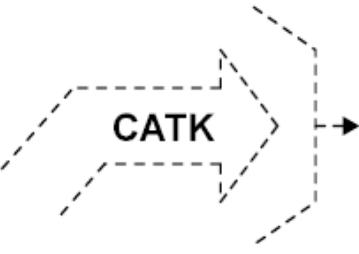
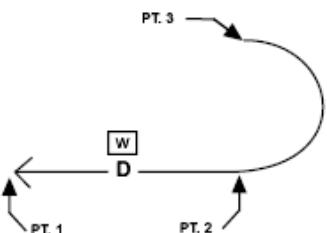
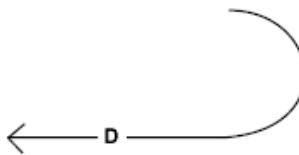
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<p><b>Counterattack</b></p> <p>Symbol Set Code: 25 Code: 340600</p> <p>Static/Dynamic: D</p> <p><b>Note:</b> The dashed lines in this graphic shall be displayed in present and anticipated status.</p>		<p><u>Anchor Points.</u> The symbol requires N anchor points, where N is between 3 and 50. Point 1 defines the tip of the arrowhead. Point N-1 defines the rear of the symbol. Point N defines the back of the arrowhead. Anchor points are numbered sequentially beginning with point number one (1), in increments of one (1).</p> <p><u>Size/Shape.</u> Points 1 through N-1 determine the symbol's centerline and Point N determines the width.</p> <p><u>Orientation.</u> The arrowhead typically points toward enemy forces.</p>	
<p><b>Counterattack by Fire</b></p> <p>Symbol Set Code: 25 Code: 340700</p> <p>Static/Dynamic: D</p> <p><b>Note:</b> The dashed lines in this graphic shall be displayed in present and anticipated status.</p>		<p><u>Anchor Points.</u> The symbol requires N anchor points, where N is between 3 and 50. Point 1 defines the tip of the arrowhead. Point N-1 defines the rear of the symbol. Point N defines the back of the arrowhead. Anchor points are numbered sequentially beginning with point number one (1), in increments of one (1).</p> <p><u>Size/Shape.</u> Points 1 through N-1 determine the symbol's centerline and Point N determines the width.</p> <p><u>Orientation.</u> The arrowhead typically points toward enemy forces.</p>	

TABLE H-XXIV. Mission Task Symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Delay</b>  Symbol Set Code: 25 Code: 340800  Static/Dynamic: D		<p><u>Anchor Points.</u>  This symbol requires three anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the end of the straight line portion of the symbol. Point 3 defines the diameter and orientation of the 180 degree circular arc.</p> <p><u>Size/Shape.</u>  Points 1 and 2 determine the length of the straight line portion of the symbol. Point 3 defines which side of the line the arc is on and the diameter of the arc.</p> <p><u>Orientation.</u> The arrow points in the direction of the action. The tip of the arrowhead may indicate the location where the action is to conclude. The unit's current location is typically represented at the base of the arc. The 180 degree circular arc is always perpendicular to the line.</p>	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 

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TABLE H-XXIV. Mission Task Symbols - Continued.

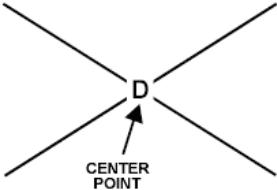
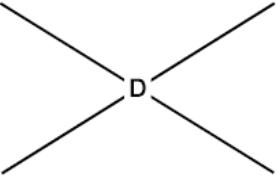
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Destroy</b>  Symbol Set Code: 25 Code: 340900  Static/Dynamic: S		<u>Anchor Points.</u> This symbol requires one anchor point. The center point defines center of the symbol. <u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol is typically centered over the desired location.	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 

TABLE H-XXIV. Mission Task Symbols - Continued.

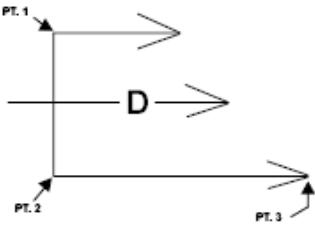
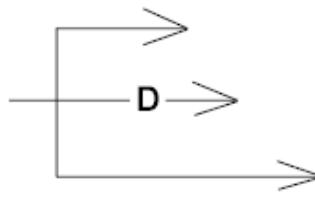
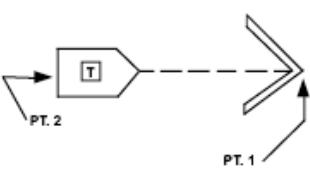
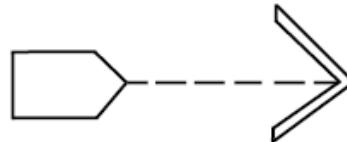
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Disrupt</b>  Symbol Set Code: 25 Code: 341000  Static/Dynamic: D		<u>Anchor Points.</u> This graphic requires three anchor points. Points 1 and 2 define the end points of the graphic's vertical line. Point 3 defines the tip of the longest arrow. <u>Size/Shape.</u> Points 1 and 2 determine the height of the graphic and point 3 determines its length. The spacing between the graphic's arrows will stay proportional to the graphic's vertical line. The length of the short arrows will remain in proportion to the length of the longest arrow. The arrows are perpendicular to the baseline (vertical line) and parallel to each other. <u>Orientation.</u> The arrows typically point toward enemy forces.	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 

TABLE H-XXIV. Mission Task Symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Fix</b>  Symbol Set Code: 25 Code: 341100  Static/Dynamic: D		<u>Anchor Points.</u> This graphic requires 2 anchor points. Point 1 defines the tip of the arrowhead, and point 2 defines the rear of the graphic. <u>Size/Shape.</u> Points 1 and 2 determine the length of the graphic, which varies only in length. <u>Orientation.</u> The arrow typically points toward enemy forces with the tip of the arrowhead indicating the location of the action.	
<b>Follow and Assume</b>  Symbol Set Code: 25 Code: 341200  Static/Dynamic: D  <b>Note:</b> The dashed lines in this graphic shall be displayed in present and anticipated status.		<u>Anchor Points.</u> This symbol requires exactly two anchor points. Point 1 defines the tip of the arrowhead and point 2 defines the rear of the symbol. <u>Size/Shape.</u> Points 1 and 2 determine the length of the symbol, which varies only in	

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TABLE H-XXIV. Mission Task Symbols - Continued.

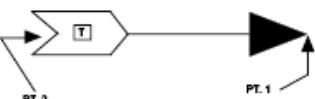
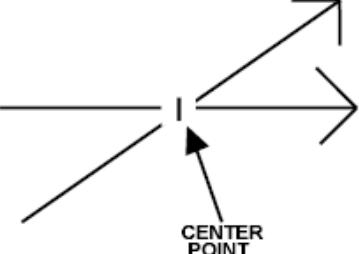
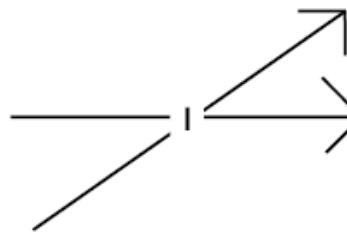
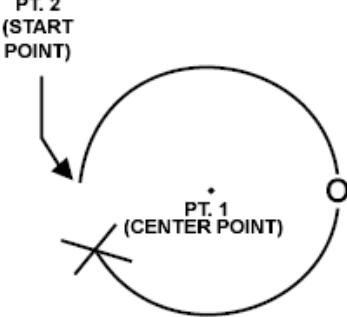
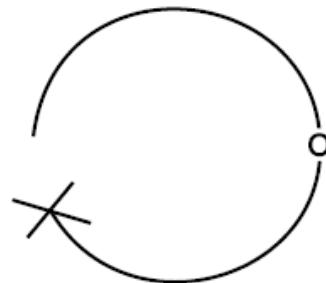
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Follow and Support</b>  Symbol Set Code: 25 Code: 341300  Static/Dynamic: D		<p>length.  <u>Orientation</u>. The arrow typically points in the direction of the action.</p>	
<b>Interdict</b>  Symbol Set Code: 25 Code: 341400  Static/Dynamic: S		<p><u>Anchor Points</u>. This symbol requires one anchor point. The center point defines the center of the symbol.  <u>Size/Shape</u>. There should be 45 degrees of angular separation between the two arrows.  <u>Orientation</u>. The symbol is typically centered over the desired location.</p>	

TABLE H-XXIV. Mission Task Symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Isolate</b> Symbol Set Code: 25 Code: 341500 Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires two anchor points. Point 1 defines the center point of the symbol and point 2 defines the symbol's start point and radius. <u>Size/Shape.</u> The radius will be long enough for the symbol to encompass the UEI(s) or feature(s) being isolated. The opening will be a 30 degree arc of the circle. <u>Orientation.</u> The opening will be on the friendly side of the symbol.	
<b>Neutralize</b> Symbol Set Code: 25 Code: 341600 Static/Dynamic: S <b>Note:</b> The dashed lines in this graphic shall be displayed in present and anticipated status.		<u>Anchor Points.</u> This symbol requires one anchor point. The center point defines the center of the symbol. <u>Size/Shape.</u> Static. <u>Orientation.</u> The symbol is typically centered over the desired location.	

TABLE H-XXIV. Mission Task Symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Occupy</b> Symbol Set Code: 25 Code: 341700 Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires two anchor points. Point 1 defines the center point of the symbol and point 2 defines the symbol's start point and radius. <u>Size/Shape.</u> Points 1 and 2 will determine a radius that is long enough for the symbol to encompass the feature(s) being occupied. The opening will be a 30-degree arc of the circle. <u>Orientation.</u> The opening will be on the friendly side of the control measure	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 

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TABLE H-XXIV. Mission Task Symbols - Continued.

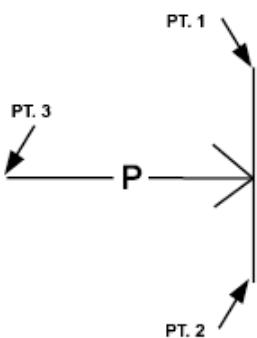
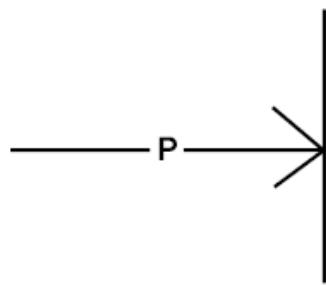
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Penetrate</b>  Symbol Set Code: 25 Code: 341800  Static/Dynamic: D		<u>Anchor Points.</u> This symbol requires three anchor points. Points 1 and 2 define the endpoints of the symbol's vertical line. Point 3 defines the rear of the symbol. <u>Size/Shape.</u> Points 1 and 2 determine the height of the symbol and point 3 determines its length. The arrow will project perpendicularly from the midpoint of the vertical line. <u>Orientation.</u> The arrow points toward enemy forces.	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 

TABLE H-XXIV. Mission Task Symbols - Continued.

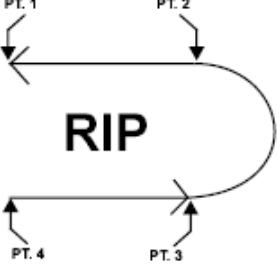
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Relief in Place (RIP)</b>  Symbol Set Code: 25 Code: 341900  Static/Dynamic: D		<p><u>Anchor Points.</u>  This symbol requires four anchor points. Point 1 defines the tip of the first arrowhead. Point 2 defines the end of the straight line portion of the first arrow. Point 3 defines the tip of the second arrowhead. Point 4 defines the end of the second arrow.</p> <p><u>Size/Shape.</u>  Points 1 and 2 and points 3 and 4 determine the length of each arrow. Points 2 and 3 shall be connected by a smooth, curved line.</p> <p><u>Orientation.</u>  Determined by the anchor points. The unit being relieved is typically located at the base of the curve and the unit performing the relief is typically located at the end of the symbol. The arrowhead typically points to the location the relieved unit should move to.</p>	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 

TABLE H-XXIV. Mission Task Symbols - Continued.

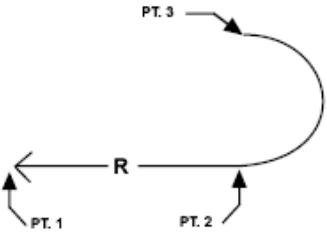
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Retire/ Retirement</b>  Symbol Set Code: 25 Code: 342000  Static/Dynamic: D		<p><u>Anchor Points.</u>            This symbol requires three anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the end of the straight line portion of the symbol. Point 3 defines the diameter and orientation of the 180 degree arc.</p> <p><u>Size/Shape.</u>            Points 1 and 2 determine the length of the straight line portion of the symbol. Point 3 defines which side of the line the arc is on and the diameter of the arc.</p> <p><u>Orientation.</u> The arrow points in the direction of the action. The tip of the arrowhead may indicate the location where the action is to conclude. The unit's current location is typically represented at the base of the arc. The 180 degree circular arc is always perpendicular to the line.</p>	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 

TABLE H-XXIV. Mission Task Symbols - Continued.

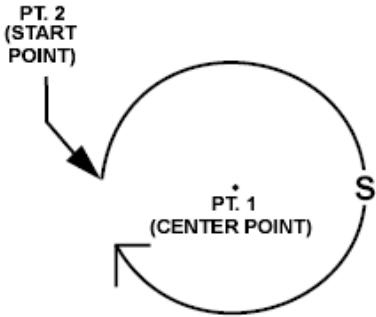
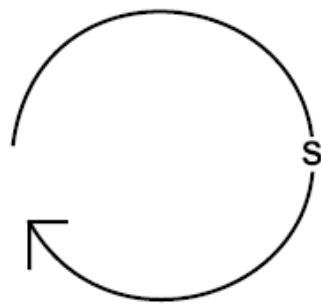
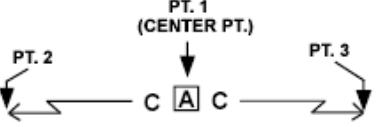
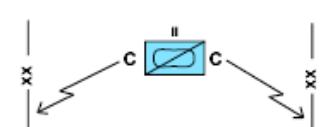
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Secure</b> Symbol Set Code: 25 Code: 342100 Static/Dynamic: D		<u>Anchor Points.</u> This graphic requires two anchor points. Point 1 defines the center point of the graphic and point 2 defines the graphic's start point and radius. <u>Size/Shape.</u> Points 1 and 2 will determine a radius that is long enough for the graphic to encompass the feature(s) being secured. The opening will be a 30-degree arc of the circle. <u>Orientation.</u> The opening will be on the friendly side of the graphic.	
<b>Security</b> Symbol Set Code: 25 Code: 342200	N/A		N/A
<b>Cover</b> Symbol Set Code: 25 Code: 342201 Static/Dynamic: D		<u>Anchor Points.</u> Where four points are available Point 1 and Point 2 define the ends of one arrow and Point 3 and Point 4 define the ends of the other arrow. Point 1 and Point 4 define the ends of	

TABLE H-XXIV. Mission Task Symbols - Continued.

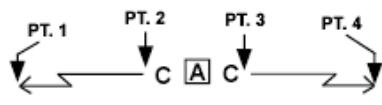
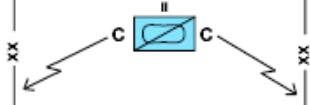
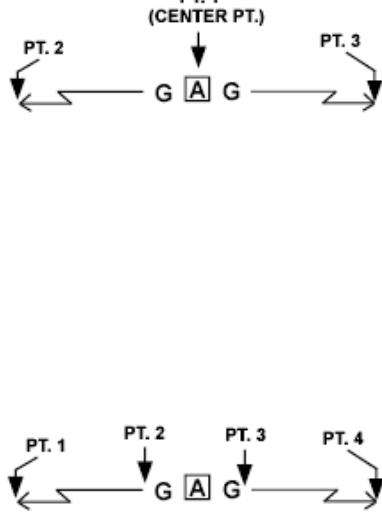
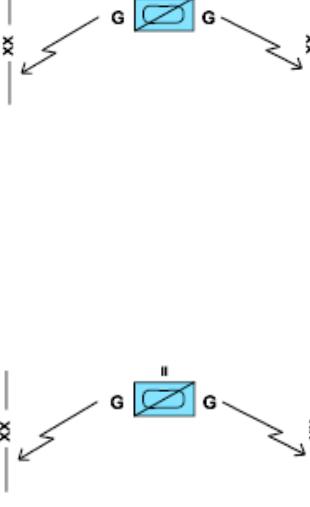
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
		<p>their respective arrowheads. Where three points are available Point 1 defines the vertex of the graphic. Points 2 and 3 define the tips of the arrowheads.</p> <p><u>Size/Shape.</u> Where four points are available Points 1 and 2 and Points 3 and 4 determine the length of the arrows. Where three points are available Points 1 and 2 and points 1 and 3 determine the length of the arrows. The length and orientation of the arrows can vary independently.</p> <p><u>Orientation.</u> Orientation is determined by the anchor points. The arrowheads may touch other graphics that define the limits of the task. The</p>	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 
<b>Guard</b>  Symbol Set Code: 25 Code: 342202  Static/Dynamic: D		<p>points are available Points 1 and 2 and Points 3 and 4 determine the length of the arrows. Where three points are available Points 1 and 2 and points 1 and 3 determine the length of the arrows. The length and orientation of the arrows can vary independently.</p> <p><u>Orientation.</u> Orientation is determined by the anchor points. The arrowheads may touch other graphics that define the limits of the task. The</p>	

TABLE H-XXIV. Mission Task Symbols - Continued.

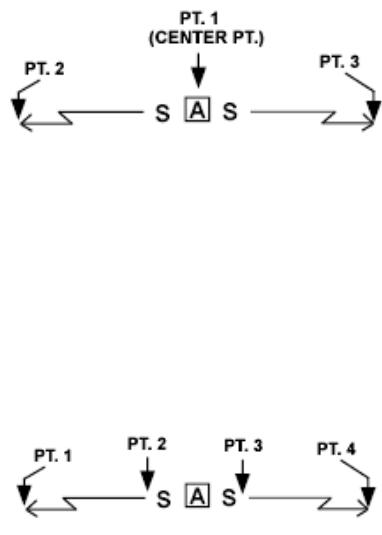
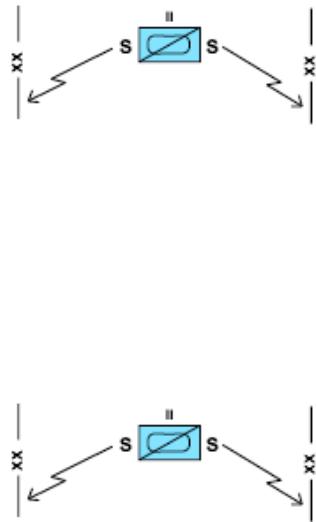
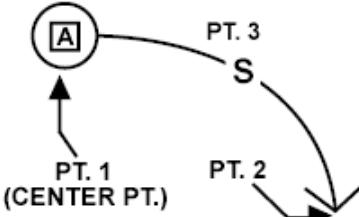
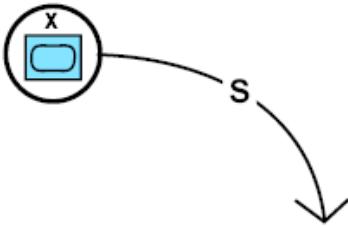
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Screen</b> Symbol Set Code: 25 Code: 342203 Static/Dynamic: D		tactical symbol indicator is centered between point 2 and point 3 when four points are in use or centered on Point 1 when three points are in use.	
<b>Seize</b> Symbol Set Code: 25 Code: 342300 Static/Dynamic: D		<u>Anchor Points.</u> Where four points are available Point 1 defines the center of the circle. Point 2 defines the radius of the circle. Point 3 defines the curvature of the arc. Point 4 defines the end of the arrow. Where three points are available Point 1 defines the center point of the circle. Point 2 defines the tip of the arrowhead. Point 3 defines	

TABLE H-XXIV. Mission Task Symbols - Continued.

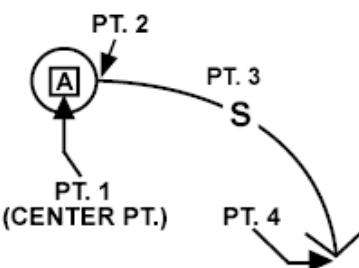
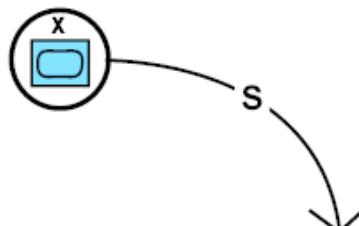
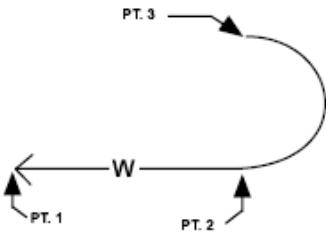
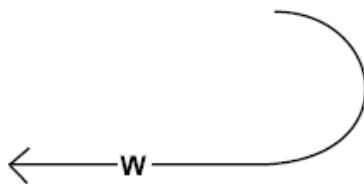
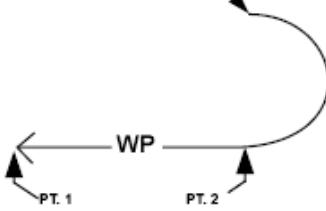
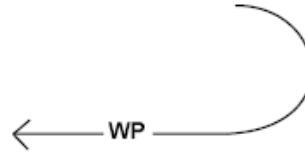
CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
		<p><u>Size/Shape.</u> Where four points are available Points 1 and 2 define the size of the circle, which should be adjusted as needed to contain the unit assigned the task. Point 3 controls the curvature of the arc. Point 4 defines the end of the arrow. Where three points are available Points 1 and 2 are connected by a 90 degree arc. The circle will at least be large enough to accommodate a tactical symbol. Point 3 indicates on which side of the line the arc is placed.</p> <p><u>Orientation.</u> The arrowhead identifies the location/object to be seized and the circle identifies the unit(s) assigned the task. See paragraph <a href="#">5.3.11</a> for options to accommodate multiple units.</p>	<p>Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.</p> 

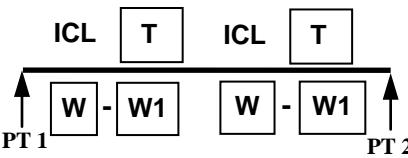
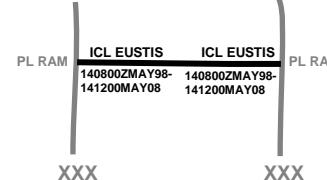
TABLE H-XXIV. Mission Task Symbols - Continued.

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Withdraw</b>  Symbol Set Code: 25 Code: 342400  Static/Dynamic: D		<u>Anchor Points.</u> This graphic requires three anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the end of the straight line portion of the graphic. Point 3 defines the diameter and orientation of the 180 degree circular arc. <u>Size/Shape.</u> Points 1 and 2 determine the length of the straight line portion of the symbol. Point 3 defines which side of the line the arc is on and the diameter of the arc. <u>Orientation.</u> The arrow points in the direction of the action. The tip of the arrowhead may indicate the location where the action is to conclude. The unit's current location is typically represented at the base of the arc. The 180 degree circular arc is always perpendicular to the line.	
<b>Withdraw Under Pressure</b>  Symbol Set Code: 25 Code: 342500  Static/Dynamic: D			

**H.5.27 Intelligence control measures.**

**H.5.27.1 Intelligence control measure symbols.** Support the planning, execution and support the acquisition of timely, tailored and accurate intelligence in relation with the commander's mission.

**TABLE H-XXV. Intelligence control measure symbols.**

CONTROL MEASURE	TEMPLATE	DRAW RULES	EXAMPLE
<b>Intelligence Lines</b> Symbol Set Code: 25 Code: 300000	N/A		Note: The symbols that have been colored grey are used to help explain how the control measure is used, but they are not a part of the control measure.
<b>Intelligence Coordination Line (ICL)</b> Symbol Set Code: 25 Code: 300100 Static/ Dynamic: D		<u>Anchor Points.</u> This symbol requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line. <u>Size/Shape.</u> The first and last anchor points determine the length of the line. The end-of-line information will typically be posted at the ends of the line as it is displayed on the screen. <u>Orientation.</u> Orientation is determined by the order in which the anchor points are entered.	

## H.5.28 Abbreviations and Acronyms for Use with Control Measure Symbols.

H.5.28.1 Boundary abbreviations and acronyms. Table H-XXIII below provides a list of abbreviations and acronyms for echelons and functional organizations to be used with boundaries.

TABLE H-XXVI. Abbreviations and acronyms for use with boundaries.

ECHELON	ABBREVIATION /ACRONYM	EXAMPLES
		Note: Any Unit identification can be followed by a 3 letter country code in parenthesis.
Army Group	AG (AAP-15)	1AG
Army	A (AAP-15)	3A
Corps	Does not require an abbreviation. Corps is the only echelon to use Roman numerals.	II
Marine Expeditionary Force	MEF (AAP-15)	III MEF (Use Roman numerals)
Marine Air-Ground Task Force	MAGTF (AAP-15)	4MAGTF
Division	DIV (AAP-15)	1DIV
Air Assault Division	AAD	101AAD
Airborne Division	ABD (AAP-15)	6ABD
Armored Division	AD (AAP-15)	2AD
Cavalry Division	CD	1CD
Infantry Division	ID (AAP-15)	52ID
Marine Division	MARD	1MARD
Mechanized Division	MD (AAP-15)	4MD
Mountain Division	MTND	10MTND
Multinational Division	MND (AAP-15)	1MND or MND(S).
<b>Note:</b> Multinational divisions may use geographical references in parenthesis		
Brigade	BDE (AAP-15)	2BDE
Air Assault Brigade	AAB (AAP-15)	8AAB
Airborne Brigade	ABB (AAP-15)	3ABB
Marine Expeditionary Brigade	MEB (AAP-15)	6MEB
Multinational Brigade	MNB (AAP-15)	2MNB
Naval Infantry Brigade	NIB (AAP-15)	4NIB
Regiment	REGT (AAP-15)	21REGT
Airborne Regiment	ABR (AAP-15)	901ABR
Marine Expeditionary Unit	MEU (AAP-15)	3MEU
Group	GP	41GP
Battle Group	BG (AAP-15)	5BG
Battalion	BN (AAP-15)	7BN
Company	COY (AAP-15)	ACOY or 2COY
Platoon	PLT	2PLT
Team	TM	BTM

H.5.28.2 Unit functions abbreviation and acronyms. [Table H-XXIV](#) provides a list of abbreviations and acronyms for unit functions to be used with control measures. The asterisk behind the abbreviation indicates that it is in AAP-15.

TABLE H-XXVII. Abbreviation and acronyms used in control measure symbols for unit functions.

Function	Abbreviation /Acronyms
Air Defense	<b>ADA*</b>
Antitank/Anti armor	<b>AT*</b>
Armor	<b>AR*</b>
Aviation	<b>AVN*</b>
Chemical Biological Radiological Nuclear (CBRN)	<b>CB</b>
Civil Affairs	<b>CA*</b>
Combined Arms	<b>CAR</b>
Counterintelligence	<b>CI*</b>
Electronic Warfare	<b>EW*</b>
Engineer	<b>EN</b>
Explosive Ordnance Disposal	<b>EOD*</b>
Field Artillery	<b>FA*</b>
Infantry	<b>IN</b>
Logistics	<b>LOG*</b>
Maintenance	<b>MNT</b>
Medical	<b>MED*</b>
Military Intelligence	<b>MI*</b>
Military Police	<b>MP*</b>
Naval	<b>NAV</b>
Ordnance	<b>ORD</b>
Quartermaster	<b>QM</b>
Reconnaissance	<b>REC</b>
Signal	<b>SIG</b>
Special Forces/	<b>SF</b>
Special Operations Force	<b>SOF</b>
Surveillance	<b>SUR</b>
Sustainment	<b>SUST</b>
Transportation	<b>TPT</b>

## APPENDIX I - METEOROLOGICAL AND OCEANOGRAPHIC SYMOLOGY

## I.1 SCOPE

I.1.1 Scope. This appendix addresses control measure symbols in the meteorological and oceanographic (METOC) domain. Although the symbology in this domain is outside the configuration management of the Symbology Standards Management Committee (SSMC), it is beneficial to present the information to users of this standard as a separate appendix. This appendix has been coordinated and approved by the joint METOC community and is a mandatory part of this standard. The information contained herein is intended for compliance.

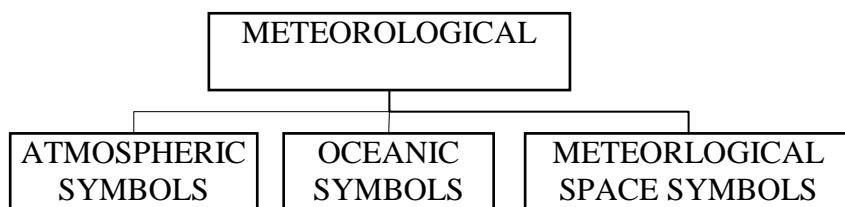


FIGURE I-1. Meteorological and oceanographic appendix sections

## I.2 APPLICABLE DOCUMENTS

Specific documents in [2.2](#) of this standard apply to this appendix.

## I.3 DEFINITIONS

The definitions in [section 3](#) of this standard apply to this appendix.

## I.4 GENERAL REQUIREMENTS

I.4.1 Organization. This appendix contains technical specifications, a symbol coding scheme, a symbology hierarchy and METOC symbology.

## I.5 DETAILED REQUIREMENTS

I.5.1 Technical specifications. Composition, construction and display of symbols are explained in the detailed requirements section of the standard.

I.5.2 Symbology identification coding scheme. A symbol identification code (SIDC) is a numeric string that may be used to provide the unique identifier necessary to display or exchange symbol information between MIL-STD-2525 compliant systems. Refer to [Appendix A](#) for SIDC positions and descriptions.

I.5.3 Symbology set. The following graphics are some of those more commonly used to depict weather and should only be used on weather-related displays. These graphics must be implemented as a separate layer or classification since they may conflict with other symbols or icons used in the warrior icon set. These graphics are based on approved symbols and icons from the World Meteorological Organization (WMO).

TABLE I-I. Atmospheric icons.

DESCRIPTION	ICON	DRAW RULES
<b>PRESSURE SYSTEMS</b>  Static/Dynamic: N/A Symbol Set Code: 45 Code: <b>110000</b>	N/A	N/A
<b>PRESSURE SYSTEMS LOW PRESSURE CENTER</b>  Static/Dynamic: D Symbol Set Code: 45 Code: <b>110100</b>  Color: Red (RGB 255,0,0)		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is typically centered over the represented pressure center.</p> <p><b>Note:</b> The graphic is a letter 'L' with a dynamic tag 'P' below it that represents the lowest atmospheric pressure of the system. The value is three or 4 digits and represents the pressure in hectoPascals (millibars). The value below, 998, represents 998 hectoPascals. A value above 1000 HectoPascals would be reflected in 4 digits like 1008 hectoPascals.</p>
<b>PRESSURE SYSTEMS LOW PRESSURE CENTER CYCLONE CENTER</b>  Static/Dynamic: S Symbol Set Code: 45 Code: <b>110101</b>  Color: Red (RGB 255,0,0)		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is typically centered over the represented pressure center.</p> <p><b>Note:</b> The graphic is a letter 'C' that represents the atmospheric circulation center of the system.</p>

TABLE I-I. Atmospheric icons - Continued.

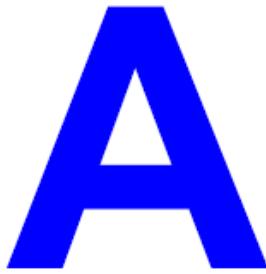
DESCRIPTION	ICON	DRAW RULES
PRESSURE SYSTEMS <b>LOW PRESSURE CENTER</b> <b>TROPOPAUSE LOW</b>  Static/Dynamic: D Symbol Set Code: 45 Code: 110102  Color: Black		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is typically centered over the represented pressure center. <b>Note:</b> The center of the graphic is the pressure center. The low point of the tropopause topography is indicated by the letter 'L' and the height (H in 3 digits) above mean sea level in hundreds of feet (or meters) is included within the graphic
PRESSURE SYSTEMS <b>HIGH PRESSURE CENTER</b>  Static/Dynamic: D Symbol Set Code: 45 Code: 110200  Color: Blue (RGB 0,0,255)		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is typically centered over the represented pressure center. <b>Note:</b> The graphic is a letter 'H' with a dynamic tag 'P' below it that represents the highest atmospheric pressure of the system. The value is three or four digits and represents the pressure in hectoPascals (millibars). The value below, 1016, represents 1016 hectoPascals. A value below 1000 HectoPascals would be reflected in three digits like 998 hectoPascals.
PRESSURE SYSTEMS <b>HIGH PRESSURE CENTER</b> <b>ANTICYCLONE CENTER</b>  Static/Dynamic: S Symbol Set Code: 45 Code: 110201  Color: Blue (RGB 0,0,255)		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is typically centered over the represented pressure center. <b>Note:</b> The graphic is a letter 'A' that represents the atmospheric circulation center of the system. .

TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
PRESSURE SYSTEMS HIGH PRESSURE CENTER <b>TROPOPAUSE HIGH</b>  Static/Dynamic: D Symbol Set Code: 45 Code: 110202  Color: Black		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is typically centered over the represented pressure center. <b>Note:</b> The center of the graphic is the pressure center. The high point of the tropopause topography is indicated by the letter 'H' and the height (X in 3 digits) above mean sea level in hundreds of feet (or meters) is included within the graphic.
PRESSURE SYSTEMS <b>FRONTAL SYSTEMS</b>  Static/Dynamic: N/A Symbol Set Code: 45 Code: 110300	N/A	<b>Note:</b> For special lines that are not symmetrical, such as Fronts, the sequence of anchor points determines the proper alignment of the line. For two anchor points that describe the position of the front or a section of the front, with L (for left point) and R (for right point): (1) If R comes before L in sequence, the front is rendered in the way shown, (2) If L comes before R in sequence, the front is rendered in the reverse with pips shown facing the opposite direction.).
PRESSURE SYSTEMS FRONTAL SYSTEMS <b>COLD FRONT</b>  Static/Dynamic: D Symbol Set Code: 45 Code: 110301  Color: Blue (RGB 0,0,255)		<u>Anchor Points</u> . This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.  <u>Size/Shape</u> . Scalable/Curve. The points are typically connected with a curved line with solid, triangular pips spaced evenly along the line. The curvature of the line is operator defined.  <u>Orientation</u> . The first and last anchor points determine the length of the line. The line should be drawn from the pressure center to the extent of the front. The pips will be evenly spaced.

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TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
PRESSURE SYSTEMS FRONTAL SYSTEMS COLD FRONT <b>UPPER COLD FRONT</b>  Static/Dynamic: D Symbol Set Code: 45 Code: 110302  Color: Blue (RGB 0,0,255)		<p><u>Anchor Points</u>. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.</p> <p><u>Size/Shape</u>. Scalable/Curve. The points are typically connected with a curved line with solid, triangular pips spaced evenly along the line. The curvature of the line is operator defined.</p> <p><u>Orientation</u>. The first and last anchor points determine the length of the line. The line should be drawn from the pressure center to the extent of the front. The pips will be evenly spaced.</p>
PRESSURE SYSTEMS FRONTAL SYSTEMS COLD FRONT <b>COLD FRONTOGENESIS</b>  Static/Dynamic: D Symbol Set Code: 45 Code: 110303  Color: Blue (RGB 0,0,255)		<p><u>Anchor Points</u>. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.</p> <p><u>Size/Shape</u>. Scalable/Curve. The points are typically connected with a curved line with solid, triangular pips spaced evenly along the line. The curvature of the line is operator defined.</p> <p><u>Orientation</u>. The first and last anchor points determine the length of the line. The line should be drawn from the pressure center to the extent of the front. The pips will be evenly spaced along the line. Pips point in the direction the front is moving.</p>

TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
PRESSURE SYSTEMS FRONTAL SYSTEMS COLD FRONT <b>COLD FRONTOLYSIS</b>  Static/Dynamic: D Symbol Set Code: 45 Code: 1103 <b>04</b>  Color: Blue (RGB 0,0,255)		<p><u>Anchor Points</u>. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.</p> <p><u>Size/Shape</u>. Scalable/Curve. The points are typically connected with a curved line with solid, triangular pips spaced evenly along the line separated by a crossed line. The curvature of the line is operator defined.</p> <p><u>Orientation</u>. The first and last anchor points determine the length of the line. The line should be drawn from the pressure center to the extent of the front. The pips will be evenly spaced along the line. Pips point in the direction the front is moving. Note: Frontolysis is the process where a frontal system is dissipating/weakening</p>
PRESSURE SYSTEMS FRONTAL SYSTEMS <b>WARM FRONT</b>  Static/Dynamic: D Symbol Set Code: 45 Code: 1103 <b>05</b>  Color: Red (RGB 255,0,0)		<p><u>Anchor Points</u>. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.</p> <p><u>Size/Shape</u>. Scalable/Curve. The points are typically connected with a curved line with solid, half-circle pips spaced evenly along the line. The curvature of the line is operator defined.</p> <p><u>Orientation</u>. The first and last anchor points determine the length of the line. The line should be drawn from the pressure center to the extent of the front. The pips will be evenly spaced along the line. Pips point in the direction the front is moving.</p>

TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<p>PRESSURE SYSTEMS FRONTAL SYSTEMS WARM FRONT <b>UPPER WARM FRONT</b></p> <p>Static/Dynamic: D Symbol Set Code: 45 Code: 1103<b>06</b></p> <p>Color: Red (RGB 255,0,0)</p>		<p><u>Anchor Points</u>. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.</p> <p><u>Size/Shape</u>. Scalable/Curve. The points are typically connected with a curved line with solid, half-circle pips spaced evenly along the line. The curvature of the line is operator defined.</p> <p><u>Orientation</u>. The first and last anchor points determine the length of the line. The line should be drawn from the pressure center to the extent of the front. The pips will be evenly spaced along the line. Pips point in the direction the front is moving.</p>
<p>PRESSURE SYSTEMS FRONTAL SYSTEMS WARM FRONT <b>WARM FRONTOGENESIS</b></p> <p>Static/Dynamic: D Symbol Set Code: 45 Code: 1103<b>07</b></p> <p>Color: Red (RGB 255,0,0)</p>		<p><u>Anchor Points</u>. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.</p> <p><u>Size/Shape</u>. Scalable/Curve. The points are typically connected with a curved line with solid, half-circle pips spaced evenly along the line separated by one dot. The curvature of the line is operator defined.</p> <p><u>Orientation</u>. The first and last anchor points determine the length of the line. The line should be drawn from the pressure center to the extent of the front. The pips will be evenly spaced along the line. Pips point in the direction the front is moving.</p> <p><b>Note:</b> Frontogenesis is the process where a frontal boundary is developing..</p>

TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
PRESSURE SYSTEMS FRONTAL SYSTEMS WARM FRONT <b>WARM FRONTOLYSIS</b>  Static/Dynamic: D Symbol Set Code: 45 Code: 1103 <b>08</b>  Color: Red (RGB 255,0,0)		<p><u>Anchor Points</u>. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.</p> <p><u>Size/Shape</u>. Scalable/Curve. The points are typically connected with a curved line with solid, half-circle pips spaced evenly along the line separated by a crossed line. The curvature of the line is operator defined</p> <p><u>Orientation</u>. The first and last anchor points determine the length of the line. The line should be drawn from the pressure center to the extent of the front. The pips will be evenly spaced along the line. Pips point in the direction the front is moving.</p> <p><b>Note:</b> Frontolysis is the process where a frontal system is dissipating/weakening.</p>
PRESSURE SYSTEMS FRONTAL SYSTEMS <b>OCCLUDED FRONT</b>  Static/Dynamic: D Symbol Set Code: 45 Code: 1103 <b>09</b>  Color: Purple (RGB 111,49,152)		<p><u>Anchor Points</u>. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.</p> <p><u>Size/Shape</u>. Scalable/Curve. The points are typically connected with a curved line with alternating solid, triangular and half-circle pips spaced evenly along the line. The curvature of the line is operator defined.</p> <p><u>Orientation</u>. The first and last anchor points determine the length of the line. The line should be drawn from the pressure center to the extent of the front. The pips will be evenly spaced along the line. Pips point in the direction the front is moving.</p> <p><b>Note:</b> An occluded front is where a cold front has overtaken a warm front and is the discontinuity between colder air and cooler air and the colder air forces the cooler air aloft.</p>

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TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<p>PRESSURE SYSTEMS FRONTAL SYSTEMS OCCLUDED FRONT <b>UPPER OCCLUDED FRONT</b></p> <p>Static/Dynamic: D Symbol Set Code: 45 Code: 1103<b>10</b></p> <p>Color: Purple (RGB 111,49,152)</p>		<p><u>Anchor Points</u>. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.</p> <p><u>Size/Shape</u>. Scalable/Curve. The points are typically connected with a curved line with alternating hollow, triangular and half-circle pips spaced evenly along the line. The curvature of the line is operator defined.</p> <p><u>Orientation</u>. The first and last anchor points determine the length of the line. The line should be drawn from the pressure center to the extent of the front. The pips will be evenly spaced along the line. Pips point in the direction the front is moving.</p>
<p>PRESSURE SYSTEMS FRONTAL SYSTEMS OCCLUDED FRONT <b>OCCLUDED FRONTOLYSIS</b></p> <p>Static/Dynamic: D Symbol Set Code: 45 Code: 1103<b>11</b></p> <p>Color: Purple (RGB 111,49,152)</p>		<p><u>Anchor Points</u>. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.</p> <p><u>Size/Shape</u>. Scalable/Curve. The points are typically connected with a curved line with alternating solid, triangular and half-circle pips spaced evenly along the line separated by a crossed line. The curvature of the line is operator defined.</p> <p><u>Orientation</u>. The first and last anchor points determine the length of the line. The line should be drawn from the pressure center to the extent of the front. The pips will be evenly spaced along the line. Pips point in the direction the front is moving.</p> <p><b>Note:</b> Frontolysis is the process where a frontal system is dissipating/weakening.</p>

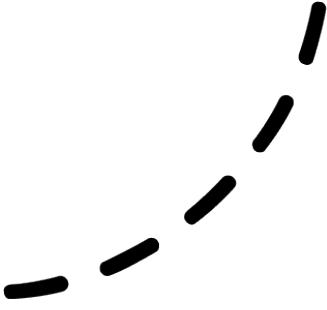
TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
PRESSURE SYSTEMS FRONTAL SYSTEMS <b>STATIONARY FRONT</b>  Static/Dynamic: D Symbol Set Code: 45 Code: 110312  Color: Alternate Red (RGB 255,0,0) & Blue (RGB 0,0,255)		<p><u>Anchor Points</u>. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.</p> <p><u>Size/Shape</u>. Scalable/Curve. The points are typically connected with a curved line with solid, triangular and half-circle pips spaced evenly on alternating sides of the line. The curvature of the line is operator defined.</p> <p><u>Orientation</u>. The first and last anchor points determine the length of the line. The line should be drawn from the pressure center to the extent of the front. The pips will be evenly spaced. Since the front is not moving, pips alternate with warm (red) pointing one direction (normally to left or up) and the cold (blue) pointing the other (normally right or down).</p>
PRESSURE SYSTEMS FRONTAL SYSTEMS <b>STATIONARY FRONT</b> <b>UPPER STATIONARY FRONT</b>  Static/Dynamic: D Symbol Set Code: 45 Code: 110313  Color: Alternate Red (RGB 255,0,0) & Blue (RGB 0,0,255)		<p><u>Anchor Points</u>. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.</p> <p><u>Size/Shape</u>. Scalable/Curve. The points are typically connected with a curved line with hollow, triangular and half-circle pips spaced evenly on alternating sides of the line. The curvature of the line is operator defined.</p> <p><u>Orientation</u>. The first and last anchor points determine the length of the line. The line should be drawn from the pressure center to the extent of the front. The pips will be evenly spaced along the line. Since the front is not moving, pips alternate with warm (red) pointing one direction (normally to left or up) and the cold (blue) pointing the other (normally right or down).</p>

TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
PRESSURE SYSTEMS FRONTAL SYSTEMS STATIONARY FRONT <b>STATIONARY FRONTOGENESIS</b>  Static/Dynamic: D Symbol Set Code: 45 Code: 110314  Color: Alternate Red (RGB 255,0,0) & Blue (RGB 0,0,255)		<u>Size/Shape</u> . Scalable/Curve. The points are typically connected with a curved line with solid, triangular and half-circle pips spaced evenly on alternating sides of the line separated by one dot. The curvature of the line is operator defined.  <u>Orientation</u> . The first and last anchor points determine the length of the line. The line should be drawn from the pressure center to the extent of the front. The pips will be evenly spaced along the line. Since the front is not moving, pips alternate with warm (red) pointing one direction (normally to left or up) and the cold (blue) pointing the other (normally right or down).
PRESSURE SYSTEMS FRONTAL SYSTEMS STATIONARY FRONT <b>STATIONARY FRONTOLYSIS</b>  Static/Dynamic: D Symbol Set Code: 45 Code: 110315  Color: Alternate Red (RGB 255,0,0) & Blue (RGB 0,0,255)		<u>Anchor Points</u> . This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.  <u>Size/Shape</u> . Scalable/Curve. The points are typically connected with a curved line with solid, triangular and half-circle pips spaced evenly on alternating sides of the line separated by a crossed line. The curvature of the line is operator defined.  <u>Orientation</u> . The first and last anchor points determine the length of the line. The line should be drawn from the pressure center to the extent of the front. The pips will be evenly spaced. Since the front is not moving, pips alternate with warm (red) pointing one direction (normally to left or up) and the cold (blue) pointing the other (normally right or down)..
PRESSURE SYSTEMS <b>LINES</b>  Static/Dynamic: N/A Symbol Set Code: 45 Code: 110400	N/A	

TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
PRESSURE SYSTEMS LINES <b>TROUGH AXIS</b>  Static/Dynamic: D Symbol Set Code: 45 Code: 110401  Color: Black		<u>Anchor Points</u> . This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.  <u>Size/Shape</u> . Scalable/Curve. The points are typically connected with a dashed curved line. The curvature of the line is operator defined.  <u>Orientation</u> . The first and last anchor points determine the length of the line. The line should be drawn along the trough axis.  <b>Note:</b> This is a surface feature.
PRESSURE SYSTEMS LINES <b>UPPER TROUGH AXIS</b>  Static/Dynamic: D Symbol Set Code: 45 Code: 110402  Color: Black		<u>Anchor Points</u> . This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.  <u>Size/Shape</u> . Scalable/Curve. The points are typically connected with a solid curved line. The curvature of the line is operator defined.  <u>Orientation</u> . The first and last anchor points determine the length of the line. The line should be drawn along the trough axis.
PRESSURE SYSTEMS LINES <b>RIDGE AXIS</b>  Static/Dynamic: D Symbol Set Code: 45 Code: 110403  Color: Black		<u>Anchor Points</u> . This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.  <u>Size/Shape</u> . Scalable/Curve. The points are typically connected with a solid zigzag line. The zigzag of the line is operator defined.  <u>Orientation</u> . The first and last anchor points determine the length of the line. The line should be drawn along the ridge axis. The zigzag of the line will be placed at regular intervals along the entire length of the line.

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TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
PRESSURE SYSTEMS LINES <b>SEVERE SQUALL LINE</b>  Static/Dynamic: D Symbol Set Code: 45 Code: 110404  Color: Black		<p><u>Anchor Points</u>. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.</p> <p><u>Size/Shape</u>. Scalable/Curve. The points are typically connected with a straight line consisting of a short line section and an alternating V shape. The curvature and amplitude of the waves of the line are operator defined.</p> <p><u>Orientation</u>. The first and last anchor points determine the length of the line. The line should be drawn so the "V" shapes are facing in the direction of movement. The "V" shapes and short line segment will alternate along the line.</p> <p><b>Note:</b> This line type is rarely seen, but may appear in products from the Canadian meteorological service (Meteorological Services of Canada). The term "severe squall line" is generally implied by "squall line"</p>
PRESSURE SYSTEMS LINES <b>INSTABILITY LINE</b>  Static/Dynamic: D Symbol Set Code: 45 Code: 110405  Color: Black		<p><u>Anchor Points</u>. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.</p> <p><u>Size/Shape</u>. Scalable/Curve. The points are typically connected with a straight line consisting of a short line section and alternating two dots. The curvature and amplitude of the waves of the line are operator defined.</p> <p><u>Orientation</u>. The first and last anchor points determine the length of the line. The two dots and the short line segment will alternate along the line.</p>

## MIL-STD-2525D - APPENDIX I

TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
PRESSURE SYSTEMS LINES <b>SHEAR LINE</b>  Static/Dynamic: D Symbol Set Code: 45 Code: 110406  Color: Black		<p><u>Anchor Points</u>. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.</p> <p><u>Size/Shape</u>. Scalable/Curve. The points are typically connected with a curved/wavy line consisting of a short line and one dot. The curvature and amplitude of the waves of the line are operator defined.</p> <p><u>Orientation</u>. The first and last anchor points determine the length of the line. The dot and the short line segment will alternate along the line.</p> <p><b>Note:</b> A shear line is normally the convergent easterly winds where a cold front has intruded into a tropical region.</p>
PRESSURE SYSTEMS LINES <b>INTER-TROPICAL CONVERGANCE ZONE</b>  Static/Dynamic: D Symbol Set Code: 45 Code: 110407  Color: Orange (RGB 255,128,0)		<p><u>Anchor Points</u>. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.</p> <p><u>Size/Shape</u>. Determined by the anchor points.</p> <p><u>Orientation</u>. The first and last anchor points determine the length of the line. The dual line segments will be parallel to slightly wider at the western end..</p> <p><b>Note:</b> The operator should place the modifier(s) to indicate areas of weather activity within the graphic. The Inter-Tropical Convergence Zone (ITCZ) is a region where the northeasterly and southeasterly trade winds converge.</p>

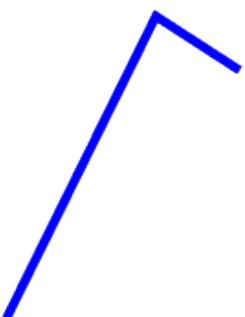
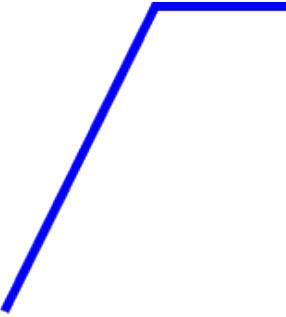
## MIL-STD-2525D - APPENDIX I

TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
PRESSURE SYSTEMS LINES <b>CONVERGANCE LINE</b>  Static/Dynamic: D Symbol Set Code: 45 Code: 110408  Color: Orange (RGB 255,128,0)		<u>Anchor Points</u> . This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.  <u>Size/Shape</u> . Scalable/Curve. The points are typically connected with a solid straight line with alternating slanted lines connected as depicted in the example to indicate convergence.  <u>Orientation</u> . The first and last anchor points determine the length of the line. The alternating slanted lines will be evenly spaced along the line. Orientation is determined by the anchor points.
PRESSURE SYSTEMS LINES <b>INTER-TROPICAL DISCONTINUITY</b>  Static/Dynamic: D Symbol Set Code: 45 Code: 110409  Color: : Alternate Red (RGB 255,0,0) and Green (RGB 13,223,39)		<u>Anchor Points</u> . This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.  <u>Size/Shape</u> . Scalable/Curve. The points are typically connected with a dashed straight or curved line. The curvature of the line is operator defined.  <u>Orientation</u> . The first and last anchor points determine the length of the line. The red and green line segments will alternate along the line. Orientation is determined by the anchor points.
PRESSURE SYSTEMS <b>PRESSURE TENDENCY</b>  Static/Dynamic: D Symbol Set Code: 45 Code: 110500	N/A	<b>Note:</b> Each symbol within the pressure tendency group is static, but only one can be applied to a particular station plot, dependent upon the pressure tendency at that location. As such, the group of symbols is dynamic.

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TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
PRESSURE SYSTEMS PRESSURE TENDENCY <b>RISE THEN FALL HIGHER</b>  Static/Dynamic: D Symbol Set Code: 45 Code: 110501  Color: Black / Blue (RGB 0,0,255)		<u>Anchor Points:</u> This graphic requires one anchor point. The center point defines the geometric center of the graphic.  <u>Size/Shape:</u> Scalable.  <u>Orientation:</u> The graphic is centered over the anchor location. <b>Note:</b> Pressure tendency symbols are depicted to the right of the plot circle just after the text value for the actual pressure change. Pressure tendency is displayed in two digits in black immediately to right of the plot circle followed by the pressure tendency symbol.
PRESSURE SYSTEMS PRESSURE TENDENCY <b>RISE THEN STEADY</b>  Static/Dynamic: D Symbol Set Code: 45 Code: 110502  Color: Black / Blue (RGB 0,0,255)		<u>Anchor Points:</u> This graphic requires one anchor point. The center point defines the geometric center of the graphic.  <u>Size/Shape:</u> Scalable.  <u>Orientation:</u> The graphic is centered over the anchor location. <b>Note:</b> Pressure tendency symbols are depicted to the right of the plot circle just after the text value for the actual pressure change. Pressure tendency is displayed in two digits in black immediately to right of the plot circle followed by the pressure tendency symbol.

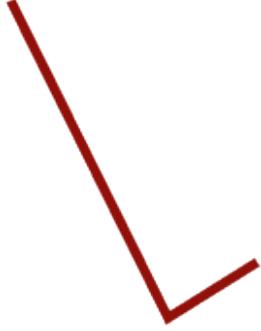
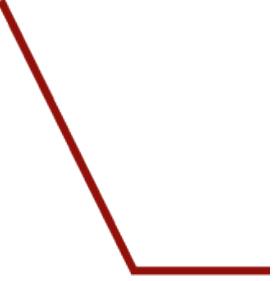
MIL-STD-2525D - APPENDIX I

TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<b>PRESSURE SYSTEMS</b> <b>PRESSURE TENDENCY</b> <b>RISE</b>  Static/Dynamic: D Symbol Set Code: 45 Code: 110503  Color: Black / Blue (RGB 0,0,255)		<u>Anchor Points:</u> This graphic requires one anchor point. The center point defines the geometric center of the graphic. <u>Size/Shape:</u> Scalable. <u>Orientation:</u> The graphic is centered over the anchor location. <b>Note:</b> Pressure tendency symbols are depicted to the right of the plot circle just after the text value for the actual pressure change. Pressure tendency is displayed in two digits in black immediately to right of the plot circle followed by the pressure tendency symbol.
<b>PRESSURE SYSTEMS</b> <b>PRESSURE TENDENCY</b> <b>RISE THEN RISE HIGHER</b>  Static/Dynamic: D Symbol Set Code: 45 Code: 110504  Color: Black / Blue (RGB 0,0,255)		<u>Anchor Points:</u> This graphic requires one anchor point. The center point defines the geometric center of the graphic. <u>Size/Shape:</u> Scalable. <u>Orientation:</u> The graphic is centered over the anchor location. <b>Note:</b> Pressure tendency symbols are depicted to the right of the plot circle just after the text value for the actual pressure change. Pressure tendency is displayed in two digits in black immediately to right of the plot circle followed by the pressure tendency symbol.

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TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<p>PRESSURE SYSTEMS PRESSURE TENDENCY <b>STEADY</b></p> <p>Static/Dynamic: D Symbol Set Code: 45 Code: 110505</p> <p>Color: Black</p>		<p><u>Anchor Points:</u> This graphic requires one anchor point. The center point defines the geometric center of the graphic.</p> <p><u>Size/Shape:</u> Scalable.</p> <p><u>Orientation:</u> The graphic is centered over the anchor location.</p> <p><b>Note:</b> Pressure tendency symbols are depicted to the right of the plot circle just after the text value for the actual pressure change.</p> <p>Pressure tendency is displayed in two digits in black immediately to right of the plot circle followed by the pressure tendency symbol.</p>
<p>PRESSURE SYSTEMS PRESSURE TENDENCY <b>FALL THEN RISE LOWER</b></p> <p>Static/Dynamic: D Symbol Set Code: 45 Code: 110506</p> <p>Color: Black / Red (RGB 255,0,0)</p>		<p><u>Anchor Points:</u> This graphic requires one anchor point. The center point defines the geometric center of the graphic.</p> <p><u>Size/Shape:</u> Scalable.</p> <p><u>Orientation:</u> The graphic is centered over the anchor location.</p> <p><b>Note:</b> Pressure tendency symbols are depicted to the right of the plot circle just after the text value for the actual pressure change.</p> <p>Pressure tendency is displayed in two digits in black immediately to right of the plot circle followed by the pressure tendency symbol.</p>
<p>PRESSURE SYSTEMS PRESSURE TENDENCY <b>FALL THEN STEADY</b></p> <p>Static/Dynamic: D Symbol Set Code: 45 Code: 110507</p> <p>Color: Black / Red (RGB 255,0,0)</p>		<p><u>Anchor Points:</u> This graphic requires one anchor point. The center point defines the geometric center of the graphic.</p> <p><u>Size/Shape:</u> Scalable.</p> <p><u>Orientation:</u> The graphic is centered over the anchor location.</p> <p><b>Note:</b> Pressure tendency symbols are depicted to the right of the plot circle just after the text value for the actual pressure change.</p> <p>Pressure tendency is displayed in two digits in black immediately to right of the plot circle followed by the pressure tendency symbol.</p>

## MIL-STD-2525D - APPENDIX I

TABLE I-I. Atmospheric icons - Continued.

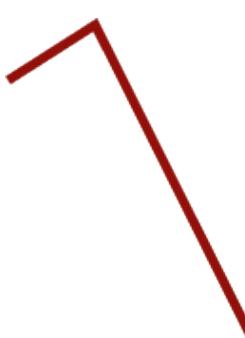
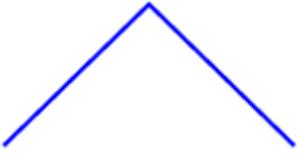
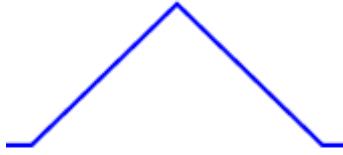
DESCRIPTION	ICON	DRAW RULES
PRESSURE SYSTEMS PRESSURE TENDENCY <b>FALL</b>  Static/Dynamic: D Symbol Set Code: 45 Code: 110508  Color: Black / Red (RGB 255,0,0)		<p><u>Anchor Points:</u> This graphic requires one anchor point. The center point defines the geometric center of the graphic.</p> <p><u>Size/Shape:</u> Scalable.</p> <p><u>Orientation:</u> The graphic is centered over the anchor location.</p> <p><b>Note:</b> Pressure tendency symbols are depicted to the right of the plot circle just after the text value for the actual pressure change.</p> <p>Pressure tendency is displayed in two digits in black immediately to right of the plot circle followed by the pressure tendency symbol.</p>
PRESSURE SYSTEMS PRESSURE TENDENCY <b>RISE THEN FALL LOWER</b>  Static/Dynamic: D Symbol Set Code: 45 Code: 110509  Color: Black / Red (RGB 255,0,0)		<p><u>Anchor Points:</u> This graphic requires one anchor point. The center point defines the geometric center of the graphic.</p> <p><u>Size/Shape:</u> Scalable.</p> <p><u>Orientation:</u> The graphic is centered over the anchor location.</p> <p><b>Note:</b> Pressure tendency symbols are depicted to the right of the plot circle just after the text value for the actual pressure change.</p> <p>Pressure tendency is displayed in two digits in black immediately to right of the plot circle followed by the pressure tendency symbol.</p>
<b>TURBULENCE</b>  Static/Dynamic: N/A Symbol Set Code: 45 Code: 120000	N/A	<p><b>Note:</b> USAF turbulence forecasts are based on Category II type aircraft.</p>

TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<p><b>TURBULENCE LIGHT</b></p> <p>Static/Dynamic: D Symbol Set Code: 45 Code: 120100</p> <p>Color: Blue (RGB 0,0,255)</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>: The graphic is oriented upright on the display and operator-centered over the desired location.</p> <p><b>Note:</b> Intensity is dependent upon the associated aircraft type. The turbulence is indicated by the graphic and the height (X in 3 digits) above mean sea level in hundreds of feet (or meters) is included within the graphic.</p>
<p><b>TURBULENCE MODERATE</b></p> <p>Static/Dynamic: D Symbol Set Code: 45 Code: 120200</p> <p>Color: Blue (RGB 0,0,255)</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>: The graphic is oriented upright on the display and operator-centered over the desired location.</p> <p><b>Note:</b> Intensity is dependent upon the associated aircraft type. The turbulence is indicated by the graphic and the height (X in 3 digits) above mean sea level in hundreds of feet (or meters) is included within the graphic.</p>
<p><b>TURBULENCE SEVERE</b></p> <p>Static/Dynamic: D Symbol Set Code: 45 Code: 120300</p> <p>Color: Blue (RGB 0,0,255)</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>: The graphic is oriented upright on the display and operator-centered over the desired location.</p> <p><b>Note:</b> Intensity is dependent upon the associated aircraft type. The turbulence is indicated by the graphic and the height (X in 3 digits) above mean sea level in hundreds of feet (or meters) is included within the graphic.</p>

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TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<b>TURBULENCE EXTREME</b>  Static/Dynamic: D Symbol Set Code: 45 Code: 120400  Color: Blue (RGB 0,0,255)		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> : The graphic is oriented upright on the display and operator-centered over the desired location.  <b>Note:</b> Intensity is dependent upon the associated aircraft type. The turbulence is indicated by the graphic and the height (X in 3 digits) above mean sea level in hundreds of feet (or meters) is included within the graphic.
<b>TURBULENCE MOUNTAIN WAVES</b>  Static/Dynamic: D Symbol Set Code: 45 Code: 120500  Color: Blue (RGB 0,0,255)		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> : The graphic is oriented upright on the display and operator-centered over the desired location.  <b>Note:</b> The turbulence is indicated by the graphic and the height (X in 3 digits) above mean sea level in hundreds of feet (or meters) is included within the graphic.
<b>ICING</b>  Static/Dynamic: N/A Symbol Set Code: 45 Code: 130000	N/A	N/A
<b>ICING CLEAR ICING</b>  Static/Dynamic: N/A Symbol Set Code: 45 Code: 130100	N/A	N/A

TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<p>ICING CLEAR ICING <b>LIGHT</b></p> <p>Static/Dynamic: D Symbol Set Code: 45 Code: 130101</p> <p>Color: Brown (RGB 124,96,13)</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>: The graphic is oriented upright on the display and operator-centered over the desired location.</p> <p><b>Note:</b> The icing is indicated by the graphic and the height (X in 3 digits) above mean sea level in hundreds of feet (or meters) is included within the graphic.</p>
<p>ICING CLEAR ICING <b>Moderate</b></p> <p>Static/Dynamic: D Symbol Set Code: 45 Code: 130102</p> <p>Color: Brown (RGB 124,96,13)</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>: The graphic is oriented upright on the display and operator-centered over the desired location.</p> <p><b>Note:</b> The icing is indicated by the graphic and the height (X in 3 digits) above mean sea level in hundreds of feet (or meters) is included within the graphic.</p>
<p>ICING CLEAR ICING <b>SEVERE</b></p> <p>Static/Dynamic: D Symbol Set Code: 45 Code: 130103</p> <p>Color: Brown (RGB 124,96,13)</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>: The graphic is oriented upright on the display and operator-centered over the desired location.</p> <p><b>Note:</b> The icing is indicated by the graphic and the height (X in 3 digits) above mean sea level in hundreds of feet (or meters) is included within the graphic.</p>

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TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<b>ICING</b> <b>RIME ICING</b>  Static/Dynamic: N/A Symbol Set Code: 45 Code: 130200	N/A	N/A
<b>ICING</b> <b>RIME ICING</b> <b>LIGHT</b>  Static/Dynamic: D Symbol Set Code: 45 Code: 130201  Color: Brown (RGB 124,96,13)		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> : The graphic is oriented upright on the display and operator-centered over the desired location.  <b>Note:</b> The icing is indicated by the graphic and the height (X in 3 digits) above mean sea level in hundreds of feet (or meters) is included within the graphic.
<b>ICING</b> <b>RIME ICING</b> <b>Moderate</b>  Static/Dynamic: D Symbol Set Code: 45 Code: 130202  Color: Brown (RGB 124,96,13)		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> : The graphic is oriented upright on the display and operator-centered over the desired location.  <b>Note:</b> The icing is indicated by the graphic and the height (X in 3 digits) above mean sea level in hundreds of feet (or meters) is included within the graphic.

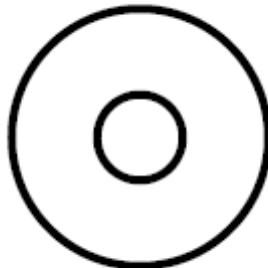
## MIL-STD-2525D - APPENDIX I

TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<p><b>ICING</b>  <b>RIME ICING</b>  <b>SEVERE</b></p> <p>Static/Dynamic: D  Symbol Set Code: 45  Code: 130203</p> <p>Color: Brown (RGB 124,96,13)</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>: The graphic is oriented upright on the display and operator-centered over the desired location.</p> <p><b>Note:</b> The icing is indicated by the graphic and the height (X in 3 digits) above mean sea level in hundreds of feet (or meters) is included within the graphic.</p>
<p><b>ICING</b>  <b>MIXED ICING</b></p> <p>Static/Dynamic: N/A  Symbol Set Code: 45  Code: 130300</p>	N/A	
<p><b>ICING</b>  <b>MIXED ICING</b>  <b>LIGHT</b></p> <p>Static/Dynamic: D  Symbol Set Code: 45  Code: 130301</p> <p>Color: Brown (RGB 124,96,13)</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>: The graphic is oriented upright on the display and operator-centered over the desired location.</p> <p><b>Note:</b> The icing is indicated by the graphic and the height (X in 3 digits) above mean sea level in hundreds of feet (or meters) is included within the graphic.</p>

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TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<p><b>ICING</b>  <b>MIXED ICING</b>  <b>Moderate</b></p> <p>Static/Dynamic: D  Symbol Set Code: 45  Code: 130302</p> <p>Color: Brown (RGB 124,96,13)</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>: The graphic is oriented upright on the display and operator-centered over the desired location.</p> <p><b>Note:</b> The icing is indicated by the graphic and the height (X in 3 digits) above mean sea level in hundreds of feet (or meters) is included within the graphic.</p>
<p><b>ICING</b>  <b>MIXED ICING</b>  <b>Severe</b></p> <p>Static/Dynamic: D  Symbol Set Code: 45  Code: 130303</p> <p>Color: Brown (RGB 124,96,13)</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>: The graphic is oriented upright on the display and operator-centered over the desired location.</p> <p><b>Note:</b> The icing is indicated by the graphic and the height (X in 3 digits) above mean sea level in hundreds of feet (or meters) is included within the graphic.</p>
<p><b>WINDS</b></p> <p>Static/Dynamic: N/A  Symbol Set Code: 45  Code: 140000</p>	N/A	
<p><b>WINDS</b>  <b>CALM WINDS</b></p> <p>Static/Dynamic: D  Symbol Set Code: 45  Code: 140100</p> <p>Color: Black</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>: The graphic is centered over the location of the reported wind.</p>

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TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<b>WINDS</b> <b>WIND PLOT</b>  Static/Dynamic: D Symbol Set Code: 45 Code: 140200  Color: Black	Image 1  	<u>Anchor Points</u> . This graphic requires a minimum of two anchor points. The first point defines the location of the plot circle. Additional points define the wind shaft and the speed of the wind. Wind speed is depicted on the shaft using a combination of the shaft alone (1-2 knots), half barbs (5 knots), barbs (10 knots) and pennants (50 knots). Wind speeds 5 knots or greater are rounded to the nearest 5 knots. <u>Missing wind speed</u> is depicted by an "X" at the end of the wind shaft. <u>Winds with missing direction</u> are not displayed.
	Image 2  	<u>Size/Shape</u> . Not applicable.
	Image 3  	<u>Orientation</u> . The shaft of the graphic is oriented with reference to true north in the direction from which the wind is blowing to the nearest 10 degrees. The barbs and pennants lie back from the shaft at an angle of 120 degrees and are oriented to the left of the shaft in the Northern Hemisphere and to the right in the Southern Hemisphere. The graphic is operator-centered over the desired location.
	Image 4  	<u>Note</u> : Cloud coverage is typically depicted in the plot circle in accordance with cloud coverage graphics. The wind speed, direction and cloud coverage depicted in wind plot graphics are example only.  <u>Image 1</u> : From 270 degrees at 1-2 knots  <u>Image 2</u> : From 270 degrees at 5 knots
	Image 5  	<u>Image 3</u> : From 250 degrees at 10 knots  <u>Image 4</u> : From 110 degrees at 25 knots  <u>Image 5</u> : From 250 degrees at 50 knots

TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
	Image 6 	<u>Image 6:</u> From 270 degrees with missing wind speed
<b>WINDS JET STREAM</b>  Static/Dynamic: D Symbol Set Code: 45 Code: 140300  Color: Red or Black		<u>Anchor Points.</u> This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.  <u>Size/Shape.</u> Scalable/Curve.  <u>Orientation.</u> The first and last anchor points determine the length of the line. The arrowheads will be evenly spaced along the line.
<b>WINDS STREAM LINE</b>  Static/Dynamic: D Symbol Set Code: 45 Code: 140400  Color: Operator Defined		<u>Anchor Points.</u> This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.  <u>Size/Shape.</u> Scalable/Curve.  <u>Orientation.</u> The first and last anchor points determine the length of the line. The arrowheads will be evenly spaced along the line.
<b>CLOUD COVERAGE</b>  Static/Dynamic: N/A Symbol Set Code: 45 Code: 150000	N/A	N/A
<b>CLOUD COVERAGE CLOUD COVERAGE SYMBOLS</b>  Static/Dynamic: N/A Symbol Set Code: 45 Code: 150100	N/A	N/A

TABLE I-I. Atmospheric icons - Continued.

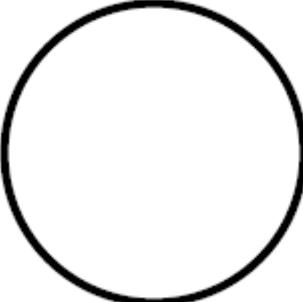
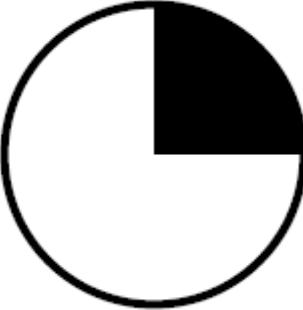
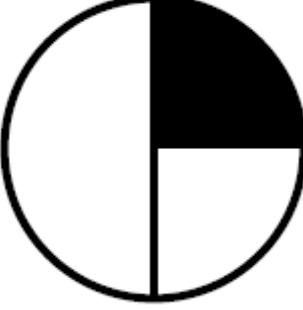
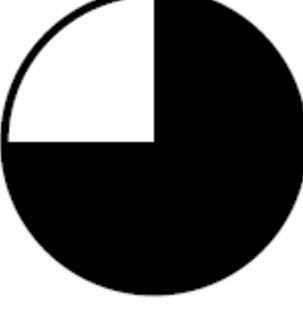
DESCRIPTION	ICON	DRAW RULES
CLOUD COVERAGE CLOUD COVERAGE SYMBOLS <b>CLEAR SKY</b>  Static/Dynamic: D Symbol Set Code: 45 Code: 150101  Color: Black		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is centered over the location of the reported cloud cover.
CLOUD COVERAGE CLOUD COVERAGE SYMBOLS <b>FEW COVERAGE</b>  Static/Dynamic: D Symbol Set Code: 45 Code: 150102  Color: Black		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is centered over the location of the reported cloud cover.
CLOUD COVERAGE CLOUD COVERAGE SYMBOLS <b>SCATTERED COVERAGE</b>  Static/Dynamic: D Symbol Set Code: 45 Code: 150103  Color: Black		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is centered over the location of the reported cloud cover.
CLOUD COVERAGE CLOUD COVERAGE SYMBOLS <b>BROKEN COVERAGE</b>  Static/Dynamic: D Symbol Set Code: 45 Code: 150104  Color: Black		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is centered over the location of the reported cloud cover.

TABLE I-I. Atmospheric icons - Continued.

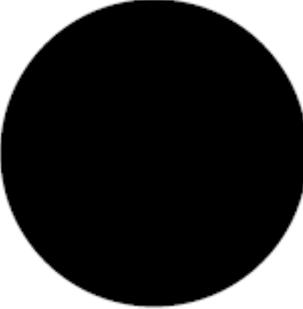
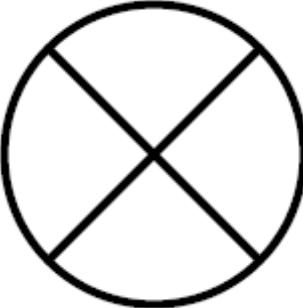
DESCRIPTION	ICON	DRAW RULES
CLOUD COVERAGE CLOUD COVERAGE SYMBOLS <b>OVERCAST COVERAGE</b>  Static/Dynamic: D Symbol Set Code: 45 Code: 150105  Color: Black		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is centered over the location of the reported cloud cover.
CLOUD COVERAGE CLOUD COVERAGE SYMBOLS <b>SKY TOTALLY OR PARTIALLY OBSCURED</b>  Static/Dynamic: D Symbol Set Code: 45 Code: 150106  Color: Black		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is centered over the location of the reported cloud cover.
<b>WEATHER SYMBOLS</b>  Static/Dynamic: S Symbol Set Code: 45 Code: 160000	N/A	
<b>WEATHER SYMBOLS</b> <b>RAIN</b>  Static/Dynamic: S Symbol Set Code: 45 Code: 160100	N/A	
<b>WEATHER SYMBOLS</b> <b>RAIN</b> <b>INTERMITTENT LIGHT</b>  Static/Dynamic: S Symbol Set Code: 45 Code: 160101  Color: Green		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is centered over the location of the reported conditions.

TABLE I-I. Atmospheric icons - Continued.

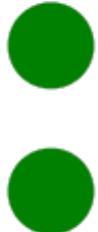
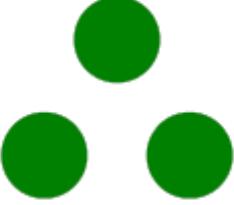
DESCRIPTION	ICON	DRAW RULES
<p><b>WEATHER SYMBOLS</b>  <b>RAIN</b>  <b>INTERMITTENT LIGHT</b>  <b>CONTINUOUS LIGHT</b></p> <p>Static/Dynamic: S  Symbol Set Code: 45  Code: 160102</p> <p>Color: Green</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is centered over the location of the reported conditions.</p>
<p><b>WEATHER SYMBOLS</b>  <b>RAIN</b>  <b>INTERMITTENT MODERATE</b></p> <p>Static/Dynamic: S  Symbol Set Code: 45  Code: 160103</p> <p>Color: Green</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is centered over the location of the reported conditions.</p>
<p><b>WEATHER SYMBOLS</b>  <b>RAIN</b>  <b>INTERMITTENT</b>  <b>MODERATE/CONTINUOUS</b>  <b>Moderate</b></p> <p>Static/Dynamic: S  Symbol Set Code: 45  Code: 160104</p> <p>Color: Green</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is centered over the location of the reported conditions.</p>
<p><b>WEATHER SYMBOLS</b>  <b>RAIN</b>  <b>INTERMITTENT HEAVY</b></p> <p>Static/Dynamic: S  Symbol Set Code: 45  Code: 160105</p> <p>Color: Green</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is centered over the location of the reported conditions.</p>

TABLE I-I. Atmospheric icons - Continued.

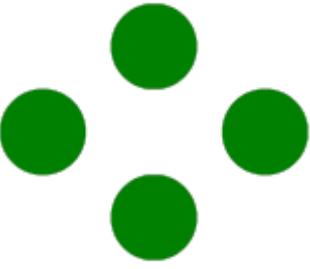
DESCRIPTION	ICON	DRAW RULES
<b>WEATHER SYMBOLS</b> <b>RAIN</b> <b>INTERMITTENT</b> <b>HEAVY/CONTINUOUS HEAVY</b>  Static/Dynamic: S Symbol Set Code: 45 Code: 160106  Color: Green		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is centered over the location of the reported conditions.
<b>WEATHER SYMBOLS</b> <b>FREEZING RAIN</b>  Static/Dynamic: N/A Symbol Set Code: 45 Code: 160200	N/A	
<b>WEATHER SYMBOLS</b> <b>FREEZING RAIN</b> <b>LIGHT</b>  Static/Dynamic: S Symbol Set Code: 45 Code: 160201  Color: Red		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is centered over the location of the reported conditions.
<b>WEATHER SYMBOLS</b> <b>FREEZING RAIN</b> <b>MODERATE/HEAVY</b>  Static/Dynamic: S Symbol Set Code: 45 Code: 160202  Color: Red		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is centered over the location of the reported conditions.
<b>WEATHER SYMBOLS</b> <b>RAIN SHOWERS</b>  Static/Dynamic: N/A Symbol Set Code: 45 Code: 160300	N/A	

TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
WEATHER SYMBOLS RAIN SHOWERS <b>LIGHT</b>  Static/Dynamic: S Symbol Set Code: 45 Code: 160301  Color: Green		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS RAIN SHOWERS <b>Moderate/heavy</b>  Static/Dynamic: S Symbol Set Code: 45 Code: 160302  Color: Green		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS RAIN SHOWERS <b>Torrential</b>  Static/Dynamic: S Symbol Set Code: 45 Code: 160303  Color: Green		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS <b>DRIZZLE</b>  Static/Dynamic: N/A Symbol Set Code: 45 Code: 160400	N/A	
WEATHER SYMBOLS DRIZZLE <b>INTERMITTENT LIGHT</b>  Static/Dynamic: S Symbol Set Code: 45 Code: 160401  Color: Green		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is centered over the location of the reported conditions.

TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<p><b>WEATHER SYMBOLS</b>  <b>DRIZZLE</b>  <b>INTERMITTENT</b>  <b>LIGHT/CONTINUOUS LIGHT</b></p> <p>Static/Dynamic: S  Symbol Set Code: 45  Code: 160402</p> <p>Color: Green</p>	‘ ’	<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is centered over the location of the reported conditions.</p>
<p><b>WEATHER SYMBOLS</b>  <b>DRIZZLE</b>  <b>INTERMITTENT MODERATE</b></p> <p>Static/Dynamic: S  Symbol Set Code: 45  Code: 160403</p> <p>Color: Green</p>	‘ ’	<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is centered over the location of the reported conditions.</p>
<p><b>WEATHER SYMBOLS</b>  <b>DRIZZLE</b>  <b>INTERMITTENT</b>  <b>Moderate/Continuous</b>  <b>Moderate</b></p> <p>Static/Dynamic: S  Symbol Set Code: 45  Code: 160404</p> <p>Color: Green</p>	‘ ’	<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is centered over the location of the reported conditions.</p>
<p><b>WEATHER SYMBOLS</b>  <b>DRIZZLE</b>  <b>INTERMITTENT HEAVY</b></p> <p>Static/Dynamic: S  Symbol Set Code: 45  Code: 160405</p> <p>Color: Green</p>	‘ ’	<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is centered over the location of the reported conditions.</p>

TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<b>WEATHER SYMBOLS</b> <b>DRIZZLE</b> <b>INTERMITTENT</b> <b>HEAVY/CONTINUOUS HEAVY</b>  Static/Dynamic: S Symbol Set Code: 45 Code: 1604 <b>06</b>  Color: Green		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic. <u>Size/Shape</u> . Scalable. <u>Orientation</u> . The graphic is centered over the location of the reported conditions.
<b>WEATHER SYMBOLS</b> <b>FREEZING DRIZZLE</b>  Static/Dynamic: N/A Symbol Set Code: 45 Code: 160 <b>500</b>	N/A	N/A
<b>WEATHER SYMBOLS</b> <b>FREEZING DRIZZLE</b> <b>LIGHT</b>  Static/Dynamic: S Symbol Set Code: 45 Code: 1605 <b>01</b>  Color: Red		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic. <u>Size/Shape</u> . Scalable. <u>Orientation</u> . The graphic is centered over the location of the reported conditions.
<b>WEATHER SYMBOLS</b> <b>FREEZING DRIZZLE</b> <b>MODERATE/HEAVY</b>  Static/Dynamic: S Symbol Set Code: 45 Code: 1605 <b>02</b>  Color: Red		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic. <u>Size/Shape</u> . Scalable. <u>Orientation</u> . The graphic is centered over the location of the reported conditions.
<b>WEATHER SYMBOLS</b> <b>RAIN AND SNOW MIXED</b>  Static/Dynamic: N/A Symbol Set Code: 45 Code: 160 <b>600</b>	N/A	

TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<p>WEATHER SYMBOLS  <b>RAIN AND SNOW MIXED</b>  <b>RAIN OR DRIZZLE AND SNOW</b>  <b>- LIGHT</b></p> <p>Static/Dynamic: S  Symbol Set Code: 45  Code: 160601</p> <p>Color: Green</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is centered over the location of the reported conditions.</p>
<p>WEATHER SYMBOLS  <b>RAIN AND SNOW MIXED</b>  <b>RAIN OR DRIZZLE AND SNOW</b>  <b>- MODERATE/HEAVY</b></p> <p>Static/Dynamic: S  Symbol Set Code: 45  Code: 160602</p> <p>Color: Green</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is centered over the location of the reported conditions.</p>
<p>WEATHER SYMBOLS  <b>RAIN AND SNOW MIXED</b>  <b>RAIN AND SNOW SHOWERS -</b>  <b>LIGHT</b></p> <p>Static/Dynamic: S  Symbol Set Code: 45  Code: 160603</p> <p>Color: Green</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is centered over the location of the reported conditions.</p>
<p>WEATHER SYMBOLS  <b>RAIN AND SNOW MIXED</b>  <b>RAIN AND SNOW SHOWERS -</b>  <b>MODERATE/HEAVY</b></p> <p>Static/Dynamic: S  Symbol Set Code: 45  Code: 160604</p> <p>Color: Green</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is centered over the location of the reported conditions.</p>
<p>WEATHER SYMBOLS  <b>SNOW</b></p> <p>Static/Dynamic: N/A  Symbol Set Code: 45  Code: 160700</p>	N/A	

TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<p><b>WEATHER SYMBOLS</b>  <b>SNOW</b>  <b>INTERMITTENT LIGHT</b></p> <p>Static/Dynamic: S  Symbol Set Code: 45  Code: 160701  Color: Green</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is centered over the location of the reported conditions.</p>
<p><b>WEATHER SYMBOLS</b>  <b>SNOW</b>  <b>INTERMITTENT</b>  <b>LIGHT/CONTINUOUS LIGHT</b></p> <p>Static/Dynamic: S  Symbol Set Code: 45  Code: 160702  Color: Green</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is centered over the location of the reported conditions.</p>
<p><b>WEATHER SYMBOLS</b>  <b>SNOW</b>  <b>INTERMITTENT MODERATE</b></p> <p>Static/Dynamic: S  Symbol Set Code: 45  Code: 160703  Color: Green</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is centered over the location of the reported conditions.</p>
<p><b>WEATHER SYMBOLS</b>  <b>SNOW</b>  <b>INTERMITTENT</b>  <b>Moderate/continuous</b>  <b>Moderate</b></p> <p>Static/Dynamic: S  Symbol Set Code: 45  Code: 160704  Color: Green</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is centered over the location of the reported conditions.</p>

TABLE I-I. Atmospheric icons - Continued.

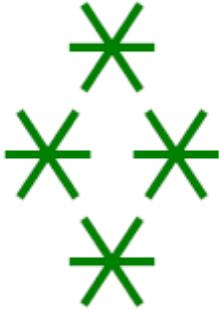
DESCRIPTION	ICON	DRAW RULES
<p><b>WEATHER SYMBOLS</b>  <b>SNOW</b>  <b>INTERMITTENT HEAVY</b></p> <p>Static/Dynamic: S  Symbol Set Code: 45  Code: 160705  Color: Green</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is centered over the location of the reported conditions.</p>
<p><b>WEATHER SYMBOLS</b>  <b>SNOW</b>  <b>INTERMITTENT HEAVY/CONTINUOUS HEAVY</b></p> <p>Static/Dynamic: S  Symbol Set Code: 45  Code: 160706  Color: Green</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is centered over the location of the reported conditions.</p>
<p><b>WEATHER SYMBOLS</b>  <b>SNOW</b>  <b>BLOWING SNOW - LIGHT/MODERATE</b></p> <p>Static/Dynamic: S  Symbol Set Code: 45  Code: 160707  Color: Green</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is centered over the location of the reported conditions.</p>
<p><b>WEATHER SYMBOLS</b>  <b>SNOW</b>  <b>BLOWING SNOW - HEAVY</b></p> <p>Static/Dynamic: S  Symbol Set Code: 45  Code: 160708  Color: Green</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is centered over the location of the reported conditions.</p>

TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<b>WEATHER SYMBOLS</b> <b>SNOW GRAINS</b>  Static/Dynamic: S Symbol Set Code: 45 Code: 160800  Color: Green		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is centered over the location of the reported conditions.
<b>WEATHER SYMBOLS</b> <b>SNOW SHOWERS</b>  Static/Dynamic: N/A Symbol Set Code: 45 Code: 160900	N/A	N/A
<b>WEATHER SYMBOLS</b> <b>SNOW SHOWERS</b> <b>LIGHT</b>  Static/Dynamic: S Symbol Set Code: 45 Code: 160901  Color: Green		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is centered over the location of the reported conditions.
<b>WEATHER SYMBOLS</b> <b>SNOW SHOWERS</b> <b>Moderate/Heavy</b>  Static/Dynamic: S Symbol Set Code: 45 Code: 160902  Color: Green		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is centered over the location of the reported conditions.
<b>WEATHER SYMBOLS</b> <b>HAIL</b>  Static/Dynamic: N/A Symbol Set Code: 45 Code: 161000	N/A	N/A

TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<p><b>WEATHER SYMBOLS</b>  <b>HAIL</b>  <b>LIGHT NOT ASSOCIATED WITH THUNDER</b></p> <p>Static/Dynamic: S  Symbol Set Code: 45  Code: 161001  Color: Red</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is centered over the location of the reported conditions.</p>
<p><b>WEATHER SYMBOLS</b>  <b>HAIL</b>  <b>MODERATE/HEAVY NOT ASSOCIATED WITH THUNDER</b></p> <p>Static/Dynamic: S  Symbol Set Code: 45  Code: 161002  Color: Red</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is centered over the location of the reported conditions.</p>
<p><b>WEATHER SYMBOLS</b>  <b>ICE CRYSTALS (DIAMOND DUST)</b></p> <p>Static/Dynamic: S  Symbol Set Code: 45  Code: 161100  Color: Red</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is centered over the location of the reported conditions.</p>
<p><b>WEATHER SYMBOLS</b>  <b>ICE PELLETS (SLEET)</b></p> <p>Static/Dynamic: N/A  Symbol Set Code: 45  Code: 161200</p>	N/A	N/A
<p><b>WEATHER SYMBOLS</b>  <b>ICE PELLETS (SLEET LIGHT)</b></p> <p>Static/Dynamic: S  Symbol Set Code: 45  Code: 161201  Color: Red</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is centered over the location of the reported conditions.</p>

TABLE I-I. Atmospheric icons - Continued.

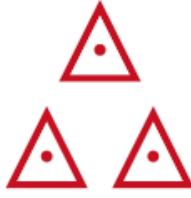
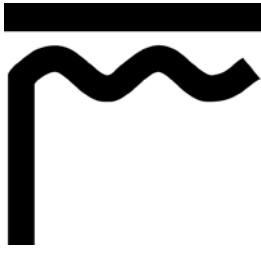
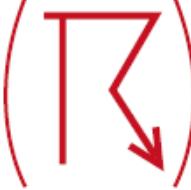
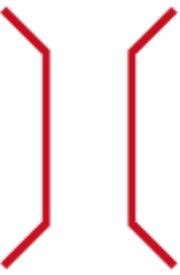
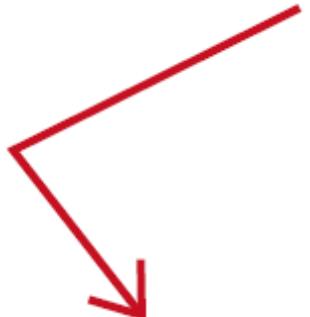
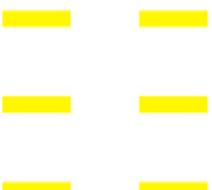
DESCRIPTION	ICON	DRAW RULES
WEATHER SYMBOLS ICE PELLETS (SLEET) <b>Moderate</b>  Static/Dynamic: S Symbol Set Code: 45 Code: 161202  Color: Red		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS ICE PELLETS (SLEET) <b>Heavy</b>  Static/Dynamic: S Symbol Set Code: 45 Code: 161203  Color: Red		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS <b>INVERSION</b>  Static/Dynamic: N/A Symbol Set Code: 45 Code: 161300		<b>Anchor Points</b> . This graphic requires one anchor point. The center point defines the center of the graphic.  <b>Size/Shape</b> . Scalable.  <b>Orientation</b> . The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS <b>STORMS</b>  Static/Dynamic: N/A Symbol Set Code: 45 Code: 161400	N/A	
WEATHER SYMBOLS STORMS <b>THUNDERSTORM - NO PRECIPITATION</b>  Static/Dynamic: S Symbol Set Code: 45 Code: 161401  Color: Red		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is centered over the location of the reported conditions.

TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
WEATHER SYMBOLS STORMS <b>THUNDERSTORM LIGHT TO MODERATE WITH RAIN/SNOW - NO HAIL</b>  Static/Dynamic: S Symbol Set Code: 45 Code: 161402  Color: Red		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS STORMS <b>THUNDERSTORM HEAVY WITH RAIN/SNOW - NO HAIL</b>  Static/Dynamic: S Symbol Set Code: 45 Code: 161403  Color: Red		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS STORMS <b>THUNDERSTORM LIGHT TO MODERATE - WITH HAIL</b>  Static/Dynamic: S Symbol Set Code: 45 Code: 161404  Color: Red		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS STORMS <b>THUNDERSTORM HEAVY - WITH HAIL</b>  Static/Dynamic: S Symbol Set Code: 45 Code: 161405  Color: Red		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is centered over the location of the reported conditions.

TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
WEATHER SYMBOLS STORMS <b>FUNNEL CLOUD</b> <b>(TORNADO/WATERSPOUT)</b>  Static/Dynamic: S Symbol Set Code: 45 Code: 161406  Color: Red		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS STORMS <b>SQUALL</b>  Static/Dynamic: S Symbol Set Code: 45 Code: 161407  Color: Red		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS STORMS <b>LIGHTNING</b>  Static/Dynamic: S Symbol Set Code: 45 Code: 161408  Color: Red		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS <b>FOG</b>  Static/Dynamic: N/A Symbol Set Code: 45 Code: 161500	N/A	N/A
WEATHER SYMBOLS <b>FOG</b> <b>SHALLOW PATCHES</b>  Static/Dynamic: S Symbol Set Code: 45 Code: 161501  Color: Yellow		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is centered over the location of the reported conditions.

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TABLE I-I. Atmospheric icons - Continued.

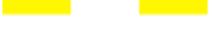
DESCRIPTION	ICON	DRAW RULES
WEATHER SYMBOLS FOG <b>SHALLOW CONTINUOUS</b>  Static/Dynamic: S Symbol Set Code: 45 Code: 161502  Color: Yellow		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS FOG <b>PATCHY</b>  Static/Dynamic: S Symbol Set Code: 45 Code: 161503  Color: Yellow	    	<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS FOG <b>SKY VISIBLE</b>  Static/Dynamic: S Symbol Set Code: 45 Code: 161504  Color: Yellow	    	<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is centered over the location of the reported conditions.
WEATHER SYMBOLS FOG <b>SKY OBSCURED</b>  Static/Dynamic: S Symbol Set Code: 45 Code: 161505  Color: Yellow	    	<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is centered over the location of the reported conditions.

TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<p><b>WEATHER SYMBOLS</b>  <b>FOG</b>  <b>FREEZING, SKY VISIBLE</b></p> <p>Static/Dynamic: S  Symbol Set Code: 45  Code: 161506  Color: Red</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is centered over the location of the reported conditions.</p>
<p><b>WEATHER SYMBOLS</b>  <b>FOG</b>  <b>FREEZING, SKY NOT VISIBLE</b></p> <p>Static/Dynamic: S  Symbol Set Code: 45  Code: 161507  Color: Red</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is centered over the location of the reported conditions.</p>
<p><b>WEATHER SYMBOLS</b>  <b>MIST</b></p> <p>Static/Dynamic: S  Symbol Set Code: 45  Code: 161600  Color: Yellow</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is centered over the location of the reported conditions.</p>
<p><b>WEATHER SYMBOLS</b>  <b>SMOKE</b></p> <p>Static/Dynamic: S  Symbol Set Code: 45  Code: 161700  Color: Brown</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is centered over the location of the reported conditions.</p>

TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<b>WEATHER SYMBOLS</b> <b>HAZE</b>  Static/Dynamic: S Symbol Set Code: 45 Code: 161800  Color: Brown		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is centered over the location of the reported conditions.
<b>WEATHER SYMBOLS</b> <b>DUST OR SAND</b>  Static/Dynamic: N/A Symbol Set Code: 45 Code: 161900	N/A	N/A
<b>WEATHER SYMBOLS</b> <b>DUST OR SAND</b> <b>LIGHT TO MODERATE</b>  Static/Dynamic: S Symbol Set Code: 45 Code: 161901  Color: Brown		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is centered over the location of the reported conditions.
<b>WEATHER SYMBOLS</b> <b>DUST OR SAND</b> <b>SEVERE</b>  Static/Dynamic: S Symbol Set Code: 45 Code: 161902  Color: Brown		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is centered over the location of the reported conditions.

TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<p><b>WEATHER SYMBOLS</b>  <b>DUST OR SAND</b>  <b>DUST DEVIL</b></p> <p>Static/Dynamic: S  Symbol Set Code: 45  Code: 161903</p> <p>Color: Brown</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is centered over the location of the reported conditions.</p>
<p><b>WEATHER SYMBOLS</b>  <b>DUST OR SAND</b>  <b>BLOWING DUST OR SAND</b></p> <p>Static/Dynamic: S  Symbol Set Code: 45  Code: 161904</p> <p>Color: Brown</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is centered over the location of the reported conditions.</p>
<p><b>WEATHER SYMBOLS</b>  <b>TROPICAL STORM SYSTEMS</b></p> <p>Static/Dynamic: N/A  Symbol Set Code: 45  Code: 162000</p>	N/A	N/A
<p><b>WEATHER SYMBOLS</b>  <b>TROPICAL STORM SYSTEMS</b>  <b>TROPICAL DEPRESSION</b></p> <p>Static/Dynamic: D  Symbol Set Code: 45  Code: 162001</p> <p>Color: Red, Purple or Black</p> <p><i>Red or Purple</i> - Current and Forecast Position  <i>Black</i> - Past Position</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is centered over the position of the tropical system.</p>

TABLE I-I. Atmospheric icons - Continued.

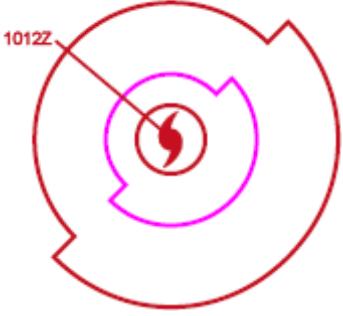
DESCRIPTION	ICON	DRAW RULES
<p><b>WEATHER SYMBOLS</b>  <b>TROPICAL STORM SYSTEMS</b>  <b>TROPICAL STORM</b></p> <p>Static/Dynamic: D  Symbol Set Code: 45  Code: 162002</p> <p>Color: Red, Purple or Black</p> <p><i>Red or Purple</i> - Current and Forecast Position  <i>Black</i> - Past Position</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is centered over the position of the tropical system.</p>
<p><b>WEATHER SYMBOLS</b>  <b>TROPICAL STORM SYSTEMS</b>  <b>HURRICANE/TYPHOON</b></p> <p>Static/Dynamic: D  Symbol Set Code: 45  Code: 162003</p> <p>Color: Red, Purple or Black</p> <p><i>Red or Purple</i> - Current and Forecast Position  <i>Black</i> - Past Position</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is centered over the position of the tropical system.</p>
<p><b>WEATHER SYMBOLS</b>  <b>TROPICAL STORM SYSTEMS</b>  <b>TROPICAL STORM WIND AREAS AND DATE/TIME LABELS</b></p> <p>Static/Dynamic: D  Symbol Set Code: 45  Code: 162004</p> <p>Color: Red/Purple/Black</p> <p><i>Red</i> - Outermost area of winds = 34 knots  <i>Purple</i> - Second area of winds = 50 knots [=64 knots Atlantic only]  <i>Red or Black</i> - Innermost area of winds = 100 knots</p> <p><b>Note:</b> US Navy ship avoidance areas can be depicted using <a href="#">Operator-Defined Freeform</a>.</p>		<p><u>Anchor Points</u>. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. Not applicable.</p>

TABLE I-I. Atmospheric icons - Continued.

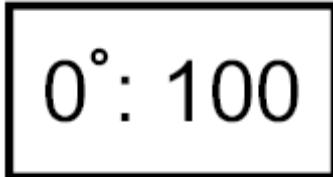
DESCRIPTION	ICON	DRAW RULES
<b>WEATHER SYMBOLS</b> <b>VOLCANIC ERUPTION</b>  Static/Dynamic: S Symbol Set Code: 45 Code: 162100  Color: Black		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is centered over the location of the reported conditions.
<b>WEATHER SYMBOLS</b> <b>VOLCANIC ERUPTION</b> <b>VOLCANIC ASH</b>  Static/Dynamic: S Symbol Set Code: 45 Code: 162101  Color: Black or Brown		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is centered over the location of the reported conditions.
<b>WEATHER SYMBOLS</b> <b>TROPOPAUSE LEVEL</b>  Static/Dynamic: D Symbol Set Code: 45 Code: 162200  Color: Black		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is centered over the location of the reported conditions.
<b>WEATHER SYMBOLS</b> <b>FREEZING LEVEL</b>  Static/Dynamic: D Symbol Set Code: 45 Code: 162300  Color: Black		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is centered over the location of the reported conditions.

TABLE I-I. Atmospheric icons - Continued.

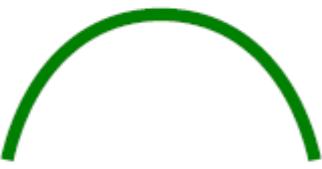
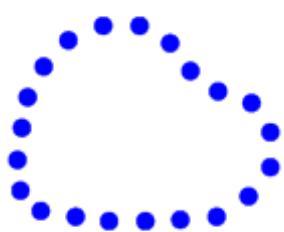
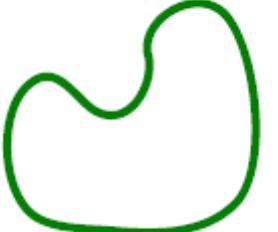
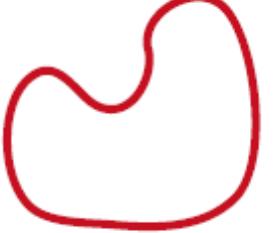
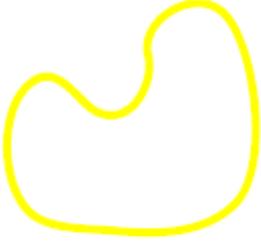
DESCRIPTION	ICON	DRAW RULES
<b>WEATHER SYMBOLS</b> <b>PRECIPITATION OF UNKNOWN TYPE AND INTENSITY</b>  Static/Dynamic: S Symbol Set Code: 45 Code: 162400  Color: Green		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is centered over the location of the reported conditions.
<b>BOUNDED AREAS OF WEATHER</b>  Static/Dynamic: N/A Symbol Set Code: 45 Code: 170000	N/A	
<b>BOUNDED AREAS OF WEATHER INSTRUMENT FLIGHT RULE (IFR)</b>  Static/Dynamic: S Symbol Set Code: 45 Code: 170100  Color: Red		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.
<b>BOUNDED AREAS OF WEATHER MARGINAL VISUAL FLIGHT RULE (MVFR)</b>  Static/Dynamic: S Symbol Set Code: 45 Code: 170200  Color: Blue		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.
<b>BOUNDED AREAS OF WEATHER TURBULENCE</b>  Static/Dynamic: S Symbol Set Code: 45 Code: 170300  Color: Blue		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.

TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
BOUNDED AREAS OF WEATHER <b>ICING</b>  Static/Dynamic: S Symbol Set Code: 45 Code: 170400  Color: Brown		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.
BOUNDED AREAS OF WEATHER <b>LIQUID PRECIPITATION - NON-CONVECTIVE CONTINUOUS OR INTERMITTENT</b>  Static/Dynamic: S Symbol Set Code: 45 Code: 170500  Color: Green		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.
BOUNDED AREAS OF WEATHER <b>LIQUID PRECIPITATION - NON-CONVECTIVE CONTINUOUS OR INTERMITTENT</b>  <b>LIQUID PRECIPITATION - CONVECTIVE</b>  Static/Dynamic: S Symbol Set Code: 45 Code: 170501  Color: Green		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.
BOUNDED AREAS OF WEATHER <b>FREEZING/FROZEN PRECIPITATION</b>  Static/Dynamic: S Symbol Set Code: 45 Code: 170600  Color: Red		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.

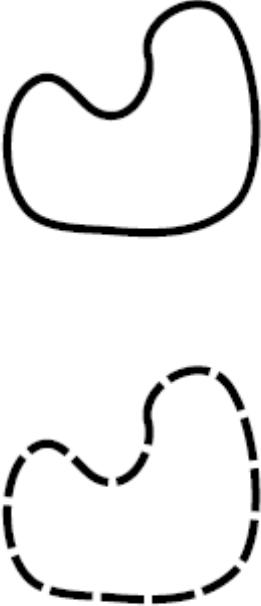
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TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<b>BOUNDED AREAS OF WEATHER THUNDERSTORMS</b> Static/Dynamic: S Symbol Set Code: 45 Code: 170700 Color: Red		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape</u> . Determined by the anchor points. <u>Orientation</u> . Not applicable.
<b>BOUNDED AREAS OF WEATHER FOG</b> Static/Dynamic: S Symbol Set Code: 45 Code: 170800 Color: Yellow		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape</u> . Determined by the anchor points. <u>Orientation</u> . Not applicable.
<b>BOUNDED AREAS OF WEATHER DUST OR SAND</b> Static/Dynamic: S Symbol Set Code: 45 Code: 170900 Color: Brown		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape</u> . Determined by the anchor points. <u>Orientation</u> . Not applicable.

## MIL-STD-2525D - APPENDIX I

TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<b>BOUNDED AREAS OF WEATHER OPERATOR-DEFINED FREEFORM</b>  Static/Dynamic: S Symbol Set Code: 45 Code: 171000  Color: Operator Defined		<p>(Used to designate areas of specific weather phenomenon as determined by the operator.)</p> <p><u>Anchor Points.</u> This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.</p> <p><u>Size/Shape.</u> Determined by the anchor points.</p> <p><u>Orientation.</u> Not applicable.</p>
<b>ISOPLETHS</b>  Static/Dynamic: N/A Symbol Set Code: 45 Code: 180000	N/A	N/A
<b>ISOPLETHS ISOBAR – SURFACE</b>  Static/Dynamic: D Symbol Set Code: 45 Code: 180100  Color: Black		<p><u>Anchor Points.</u> This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.</p> <p><u>Size/Shape.</u> Scalable/Curve.</p> <p><u>Orientation.</u> The first and last anchor points determine the length of the line. The modifier text will be placed at each end of the line and once in the middle of the line.</p> <p><b>Note:</b> Used on <b>surface analyses</b>. Although not part of the graphic, numerical values of the isopleth can be placed along the line for presentation.</p>

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TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<b>ISOPLETHS CONTOUR - UPPER AIR</b>  Static/Dynamic: D Symbol Set Code: 45 Code: 180200  Color: Black		<u>Anchor Points</u> . This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.  <u>Size/Shape</u> . Scalable/Curve.  <u>Orientation</u> . The first and last anchor points determine the length of the line. The modifier text will be placed at each end of the line and once in the middle of the line.  <b>Note:</b> Used on <b>upper air analyses</b> . Although not part of the graphic, numerical values of the isopleth can be placed along the line for presentation.
<b>ISOPLETHS ISOTHERM</b>  Static/Dynamic: D Symbol Set Code: 45 Code: 180300  Color: Red		<u>Anchor Points</u> . This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.  <u>Size/Shape</u> . Scalable/Curve.  <u>Orientation</u> . The first and last anchor points determine the length of the line. The modifier text will be placed at each end of the line and once in the middle of the line.
<b>ISOPLETHS ISOTACH</b>  Static/Dynamic: D Symbol Set Code: 45 Code: 180400  Color: Purple		<u>Anchor Points</u> . This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.  <u>Size/Shape</u> . Scalable/Curve.  <u>Orientation</u> . The first and last anchor points determine the length of the line. The modifier text will be placed at each end of the line and once in the middle of the line.

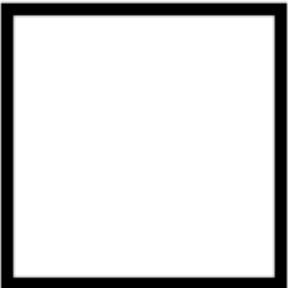
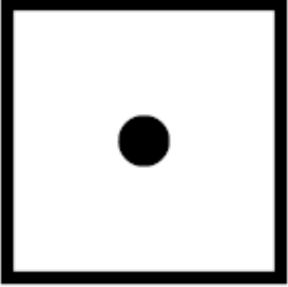
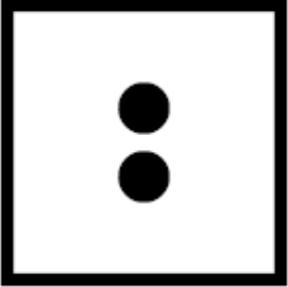
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TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<b>ISOPLETHS</b> <b>ISODROSOTHERM</b>  Static/Dynamic: D Symbol Set Code: 45 Code: 180500  Color: Green		<u>Anchor Points</u> . This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.  <u>Size/Shape</u> . Scalable/Curve.  <u>Orientation</u> . The first and last anchor points determine the length of the line. The modifier text will be placed at each end of the line and once in the middle of the line.
<b>ISOPLETHS</b> <b>THICKNESS</b>  Static/Dynamic: D Symbol Set Code: 45 Code: 180600  Color: Red		<u>Anchor Points</u> . This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.  <u>Size/Shape</u> . Scalable/Curve.  <u>Orientation</u> . The first and last anchor points determine the length of the line. The modifier text will be placed at each end of the line and once in the middle of the line.
<b>ISOPLETHS</b> <b>OPERATOR-DEFINED</b> <b>FREEFORM</b>  Static/Dynamic: D Symbol Set Code: 45 Code: 180700  Color: Operator Defined		(Used to display isopleth areas of specific weather parameters as determined by the operator.)  <u>Anchor Points</u> . This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.  <u>Size/Shape</u> . Scalable/Curve.  <u>Orientation</u> . The first and last anchor points determine the length of the line. The modifier text will be placed at each end of the line and once in the middle of the line.
<b>STATE OF THE GROUND</b>  Static/Dynamic: N/A Symbol Set Code: 45 Code: 190000	N/A	N/A

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TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<b>STATE OF THE GROUND WITHOUT SNOW OR MEASURABLE ICE COVER</b>  Static/Dynamic: N/A Symbol Set Code: 45 Code: 190100	N/A	N/A
<b>STATE OF THE GROUND WITHOUT SNOW OR MEASURABLE ICE COVER SURFACE DRY WITHOUT CRACKS OR APPRECIABLE DUST OR LOOSE SAND</b>  Static/Dynamic: S Symbol Set Code: 45 Code: 190101  Color: Black		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic. <u>Size/Shape</u> . Scalable. <u>Orientation</u> . The graphic is typically centered over the desired location.
<b>STATE OF THE GROUND WITHOUT SNOW OR MEASURABLE ICE COVER SURFACE MOIST</b>  Static/Dynamic: S Symbol Set Code: 45 Code: 190102  Color: Black		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic. <u>Size/Shape</u> . Scalable. <u>Orientation</u> . The graphic is typically centered over the desired location.
<b>STATE OF THE GROUND WITHOUT SNOW OR MEASURABLE ICE COVER SURFACE WET, STANDING WATER IN SMALL OR LARGE POOLS</b>  Static/Dynamic: S Symbol Set Code: 45 Code: 190103  Color: Black		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic. <u>Size/Shape</u> . Scalable. <u>Orientation</u> . The graphic is typically centered over the desired location.

## MIL-STD-2525D - APPENDIX I

TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<p>STATE OF THE GROUND WITHOUT SNOW OR MEASURABLE ICE COVER <b>SURFACE FLOODED</b></p> <p>Static/Dynamic: S Symbol Set Code: 45 Code: 190104</p> <p>Color: Black</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is typically centered over the desired location.</p>
<p>STATE OF THE GROUND WITHOUT SNOW OR MEASURABLE ICE COVER <b>SURFACE FROZEN</b></p> <p>Static/Dynamic: S Symbol Set Code: 45 Code: 190105</p> <p>Color: Black</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is typically centered over the desired location.</p>
<p>STATE OF THE GROUND WITHOUT SNOW OR MEASURABLE ICE COVER <b>GLAZE (THIN ICE) ON GROUND</b></p> <p>Static/Dynamic: S Symbol Set Code: 45 Code: 190106</p> <p>Color: Black</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is typically centered over the desired location.</p>
<p>STATE OF THE GROUND WITHOUT SNOW OR MEASURABLE ICE COVER <b>LOOSE DRY DUST OR SAND NOT COVERING GROUND COMPLETELY</b></p> <p>Static/Dynamic: S Symbol Set Code: 45 Code: 190107</p> <p>Color: Black</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is typically centered over the desired location.</p>

TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<p>STATE OF THE GROUND WITHOUT SNOW OR MEASURABLE ICE COVER <b>THIN LOOSE DRY DUST OR SAND COVERING GROUND COMPLETELY</b></p> <p>Static/Dynamic: S Symbol Set Code: 45 Code: 190108</p> <p>Color: Black</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is typically centered over the desired location.</p>
<p>STATE OF THE GROUND WITHOUT SNOW OR MEASURABLE ICE COVER <b>MODERATE/THICK LOOSE DRY DUST OR SAND COVERING GROUND COMPLETELY</b></p> <p>Static/Dynamic: S Symbol Set Code: 45 Code: 190109</p> <p>Color: Black</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is typically centered over the desired location.</p>
<p>STATE OF THE GROUND WITHOUT SNOW OR MEASURABLE ICE COVER <b>EXTREMELY DRY WITH CRACKS</b></p> <p>Static/Dynamic: S Symbol Set Code: 45 Code: 190110</p> <p>Color: Black</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is typically centered over the desired location.</p>
<p>STATE OF THE GROUND <b>WITH SNOW OR MEASURABLE ICE COVER</b></p> <p>Static/Dynamic: N/A Symbol Set Code: 45 Code: 190200</p>	N/A	

TABLE I-I. Atmospheric icons - Continued.

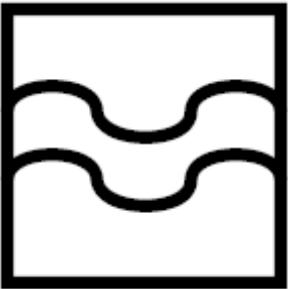
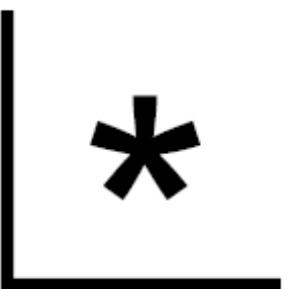
DESCRIPTION	ICON	DRAW RULES
<p>STATE OF THE GROUND WITH SNOW OR MEASURABLE ICE COVER <b>PREDOMINATELY ICE COVERED</b></p> <p>Static/Dynamic: S Symbol Set Code: 45 Code: 190201 Color: Black</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is typically centered over the desired location.</p>
<p>STATE OF THE GROUND WITH SNOW OR MEASURABLE ICE COVER <b>COMPACT OR WET SNOW (WITH OR WITHOUT ICE) COVERING LESS THAN ONE-HALF OF GROUND</b></p> <p>Static/Dynamic: S Symbol Set Code: 45 Code: 190202 Color: Black</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is typically centered over the desired location.</p>
<p>STATE OF THE GROUND WITH SNOW OR MEASURABLE ICE COVER <b>COMPACT OR WET SNOW (WITH OR WITHOUT ICE) COVERING AT LEAST ONE-HALF GROUND, BUT GROUND NOT COMPLETELY COVERED</b></p> <p>Static/Dynamic: S Symbol Set Code: 45 Code: 190203 Color: Black</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is typically centered over the desired location.</p>
<p>STATE OF THE GROUND WITH SNOW OR MEASURABLE ICE COVER <b>EVEN LAYER OF COMPACT OR WET SNOW COVERING GROUND COMPLETELY</b></p> <p>Static/Dynamic: S Symbol Set Code: 45 Code: 190204 Color: Black</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is typically centered over the desired location.</p>

TABLE I-I. Atmospheric icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<p>STATE OF THE GROUND WITH SNOW OR MEASURABLE ICE COVER</p> <p><b>UNEVEN LAYER OF COMPACT OR WET SNOW COVERING GROUND COMPLETELY</b></p> <p>Static/Dynamic: S Symbol Set Code: 45 Code: 190205</p> <p>Color: Black</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is typically centered over the desired location.</p>
<p>STATE OF THE GROUND WITH SNOW OR MEASURABLE ICE COVER</p> <p><b>LOOSE DRY SNOW COVERING LESS THAN ONE-HALF OF GROUND</b></p> <p>Static/Dynamic: S Symbol Set Code: 45 Code: 190206</p> <p>Color: Black</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is typically centered over the desired location.</p>
<p>STATE OF THE GROUND WITH SNOW OR MEASURABLE ICE COVER</p> <p><b>LOOSE DRY SNOW COVERING AT LEAST ONE-HALF GROUND, BUT GROUND NOT COMPLETELY COVERED</b></p> <p>Static/Dynamic: S Symbol Set Code: 45 Code: 190207</p> <p>Color: Black</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is typically centered over the desired location.</p>
<p>STATE OF THE GROUND WITH SNOW OR MEASURABLE ICE COVER</p> <p><b>EVEN LAYER OF LOOSE DRY SNOW COVERING GROUND COMPLETELY</b></p> <p>Static/Dynamic: S Symbol Set Code: 45 Code: 190208</p> <p>Color: Black</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is typically centered over the desired location.</p>

TABLE I-I. Atmospheric icons - Continued.

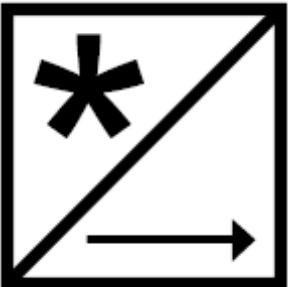
DESCRIPTION	ICON	DRAW RULES
<p>STATE OF THE GROUND WITH SNOW OR MEASURABLE ICE COVER <b>UNEVEN LAYER OF LOOSE DRY SNOW COVERING GROUND COMPLETELY</b></p> <p>Static/Dynamic: S Symbol Set Code: 45 Code: 190209</p> <p>Color: Black</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is typically centered over the desired location.</p>
<p>STATE OF THE GROUND WITH SNOW OR MEASURABLE ICE COVER <b>SNOW COVERING GROUND COMPLETELY, DEEP DRIFTS</b></p> <p>Static/Dynamic: S Symbol Set Code: 45 Code: 190210</p> <p>Color: Black</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is typically centered over the desired location.</p>

TABLE I-II. Oceanographic icons.

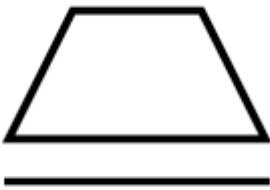
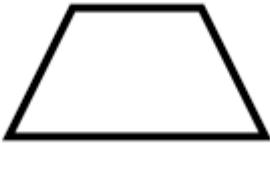
DESCRIPTION	ICON	DRAW RULES
<p><b>ICE SYSTEMS</b></p> <p>Static/Dynamic: N/A Symbol Set Code: 46 Code: 110000</p>	N/A	N/A
<p><b>ICE SYSTEMS ICEBERGS</b></p> <p>Static/Dynamic: S Symbol Set Code: 46 Code: 110100</p> <p>Color: Black</p>	N/A	N/A

TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<p><b>ICE SYSTEMS</b>  <b>ICEBERGS</b>  <b>MANY ICEBERGS</b></p> <p>Static/Dynamic: S  Symbol Set Code: 46  Code: 110101</p> <p>Color: Black</p>		<p><u>Anchor Points:</u> This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape:</u> Scalable.</p> <p><u>Orientation:</u> The graphic is oriented upright on the display and operator-centered over the desired location.</p>
<p><b>ICE SYSTEMS</b>  <b>ICEBERGS</b>  <b>BELTS AND STRIPS</b></p> <p>Static/Dynamic: S  Symbol Set Code: 46  Code: 110102</p> <p>Color: Black</p>		<p><u>Anchor Points:</u> This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape:</u> Scalable.</p> <p><u>Orientation:</u> The graphic is oriented upright on the display and operator-centered over the desired location.</p>
<p><b>ICE SYSTEMS</b>  <b>ICEBERGS</b>  <b>GENERAL</b></p> <p>Static/Dynamic: S  Symbol Set Code: 46  Code: 110103</p> <p>Color: Black</p>		<p><u>Anchor Points:</u> This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape:</u> Scalable.</p> <p><u>Orientation:</u> The graphic is typically centered over the desired location.</p>
<p><b>ICE SYSTEMS</b>  <b>ICEBERGS</b>  <b>MANY ICEBERGS – GENERAL</b></p> <p>Static/Dynamic: S  Symbol Set Code: 46  Code: 110104</p> <p>Color: Black</p>		<p><u>Anchor Points:</u> This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape:</u> Scalable.</p> <p><u>Orientation:</u> The graphic is typically centered over the desired location.</p>

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TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<b>ICE SYSTEMS ICEBERGS BERGY BIT</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 110105  Color: Black		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is oriented upright on the display as shown in the example and is operator-centered over the desired location.
<b>ICE SYSTEMS ICEBERGS MANY BERGY BITS</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 110106  Color: Black		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is oriented upright on the display as shown in the example and is operator-centered over the desired location.
<b>ICE SYSTEMS ICEBERGS GROWLER</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 110107  Color: Black		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is oriented upright on the display as shown in the example and is operator-centered over the desired location.
<b>ICE SYSTEMS ICEBERGS MANY GROWLERS</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 110108  Color: Black		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is oriented upright on the display as shown in the example and is operator-centered over the desired location.

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TABLE I-II. Oceanographic icons - Continued.

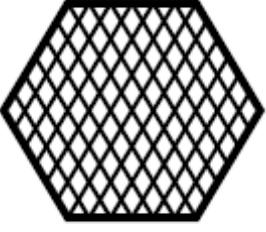
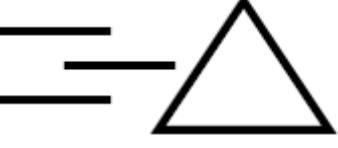
DESCRIPTION	ICON	DRAW RULES
<b>ICE SYSTEMS</b> <b>ICEBERGS</b> <b>FLOEBERG</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 110109  Color: Black Top with White Bottom		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is oriented upright on the display as shown in the example and is operator-centered over the desired location.
<b>ICE SYSTEMS</b> <b>ICEBERGS</b> <b>ICE ISLAND</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 110110  Color: White Hexagon/Black Hatches		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is oriented upright on the display as shown in the example and is operator-centered over the desired location.
<b>ICE SYSTEMS</b> <b>ICE CONCENTRATION</b>  Static/Dynamic: N/A Symbol Set Code: 46 Code: 110200  Color: Black	N/A	
<b>ICE SYSTEMS</b> <b>ICE CONCENTRATION</b> <b>BERGY WATER</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 110201  Color: Black		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is oriented upright on the display as shown in the example and is operator-centered over the desired location.

TABLE I-II. Oceanographic icons - Continued.

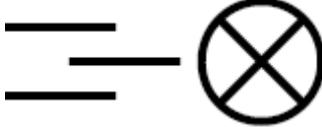
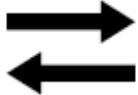
DESCRIPTION	ICON	DRAW RULES
<b>ICE SYSTEMS</b> <b>ICE CONCENTRATION</b> <b>WATER WITH RADAR</b> <b>TARGETS</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 110202  Color: Black		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is oriented upright on the display as shown in the example and is operator-centered over the desired location.
<b>ICE SYSTEMS</b> <b>ICE CONCENTRATION</b> <b>ICE FREE</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 110203  Color: Black		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is oriented upright on the display as shown in the example and is operator-centered over the desired location.
<b>ICE SYSTEMS</b> <b>DYNAMIC PROCESSES</b>  Static/Dynamic: N/A Symbol Set Code: 46 Code: 110300	N/A	
<b>ICE SYSTEMS</b> <b>DYNAMIC PROCESSES</b> <b>CONVERGENCE</b>  Static/Dynamic: D Symbol Set Code: 46 Code: 110301  Color: Black		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is oriented upright on the display as shown in the example and is operator-centered over the desired location.

TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<p><b>ICE SYSTEMS</b>  <b>DYNAMIC PROCESSES</b>  <b>DIVERGENCE</b></p> <p>Static/Dynamic: D  Symbol Set Code: 46  Code: 110302</p> <p>Color: Black</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is oriented upright on the display as shown in the example and is operator-centered over the desired location.</p>
<p><b>ICE SYSTEMS</b>  <b>DYNAMIC PROCESSES</b>  <b>SHEARING OR SHEAR ZONE</b></p> <p>Static/Dynamic: D  Symbol Set Code: 46  Code: 110303</p> <p>Color: Black</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is oriented upright on the display as shown in the example and is operator-centered over the desired location.</p>
<p><b>ICE SYSTEMS</b>  <b>DYNAMIC PROCESSES</b>  <b>ICE DRIFT (DIRECTION)</b></p> <p>Static/Dynamic: D  Symbol Set Code: 46  Code: 110304</p> <p>Color: Black</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is oriented upright on the display as shown in the example and is operator-centered over the desired location.</p>
<p><b>ICE SYSTEMS</b>  <b>SEA ICE</b></p> <p>Static/Dynamic: D  Symbol Set Code: 46  Code: 110400</p> <p>Color: Black</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is operator-centered over the desired location.</p>

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TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<p>ICE SYSTEMS SEA ICE <b>ICE THICKNESS (OBSERVED)</b></p> <p>Static/Dynamic: D Symbol Set Code: 46 Code: 110401</p> <p>Color: Box with Black Outline</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is oriented upright on the display as shown in the example and is operator-centered over the desired location.</p>
<p>ICE SYSTEMS SEA ICE <b>ICE THICKNESS (ESTIMATED)</b></p> <p>Static/Dynamic: D Symbol Set Code: 46 Code: 110402</p> <p>Color: Box with Black Dashed Line</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is oriented upright on the display as shown in the example and is operator-centered over the desired location.</p>
<p>ICE SYSTEMS SEA ICE <b>MELT PUDDLES OR FLOODED ICE</b></p> <p>Static/Dynamic: D Symbol Set Code: 46 Code: 110403</p> <p>Color: Black</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is oriented upright on the display as shown in the example and is operator-centered over the desired location.</p>
<p>ICE SYSTEMS <b>LIMITS</b></p> <p>Static/Dynamic: N/A Symbol Set Code: 46 Code: 110500</p>	N/A	N/A

TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<p><b>ICE SYSTEMS</b>  <b>LIMITS</b>  <b>LIMIT OF VISUAL OBSERVATION</b></p> <p>Static/Dynamic: D  Symbol Set Code: 46  Code: 110501  Color: Black</p>		<p><u>Anchor Points</u>. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.</p> <p><u>Size/Shape</u>. Scalable/Curve.</p> <p><u>Orientation</u>. The first and last anchor points determine the length of the line. The ovals will be repeated the entire length of the line.</p>
<p><b>ICE SYSTEMS</b>  <b>LIMITS</b>  <b>LIMIT OF UNDERCAST</b></p> <p>Static/Dynamic: D  Symbol Set Code: 46  Code: 110502  Color: Black</p>		<p><u>Anchor Points</u>. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.</p> <p><u>Size/Shape</u>. Scalable/Curve. The points are typically connected with a series of wave-like shapes.</p> <p><u>Orientation</u>. The first and last anchor points determine the length of the line. The wave-like shapes will be repeated the entire length of the line.</p>
<p><b>ICE SYSTEMS</b>  <b>LIMITS</b>  <b>LIMIT OF RADAR OBSERVATION</b></p> <p>Static/Dynamic: D  Symbol Set Code: 46  Code: 110503  Color: Black</p>		<p><u>Anchor Points</u>. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.</p> <p><u>Size/Shape</u>. Scalable/Curve. The points are typically connected with a solid curved line. The curvature of the line is operator defined.</p> <p><u>Orientation</u>. The first and last anchor points determine the length of the line. The ovals and 'x's will alternate the entire length of the line.</p>

TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<p>ICE SYSTEMS LIMITS <b>OBSERVED ICE EDGE OR BOUNDARY</b></p> <p>Static/Dynamic: D Symbol Set Code: 46 Code: 110504</p> <p>Color: Black</p>		<p><u>Anchor Points</u>. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.</p> <p><u>Size/Shape</u>. Scalable/Curve. The points are typically connected with a solid curved line. The curvature of the line is operator defined.</p> <p><u>Orientation</u>. The first and last anchor points determine the length of the line.</p>
<p>ICE SYSTEMS LIMITS <b>ESTIMATED ICE EDGE OR BOUNDARY</b></p> <p>Static/Dynamic: D Symbol Set Code: 46 Code: 110505</p> <p>Color: Black</p>		<p><u>Anchor Points</u>. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.</p> <p><u>Size/Shape</u>. Scalable/Curve. The points are typically connected with a solid curved line. The curvature of the line is operator defined.</p> <p><u>Orientation</u>. The first and last anchor points determine the length of the line.</p>
<p>ICE SYSTEMS LIMITS <b>ICE EDGE OR BOUNDARY FROM RADAR</b></p> <p>Static/Dynamic: D Symbol Set Code: 46 Code: 110506</p> <p>Color: Black</p>		<p><u>Anchor Points</u>. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.</p> <p><u>Size/Shape</u>. Scalable/Curve. The points are typically connected with a curved line with Xs spaced evenly along the line. The curvature of the line is operator defined.</p> <p><u>Orientation</u>. The first and last anchor points determine the length of the line. The 'x's will be placed at regular intervals along the entire length of the line.</p>

TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<b>ICE SYSTEMS OPENINGS IN THE ICE</b>  Static/Dynamic: N/A Symbol Set Code: 46 Code: <b>110600</b>	N/A	
<b>ICE SYSTEMS OPENINGS IN THE ICE CRACKS</b>  Static/Dynamic: D Symbol Set Code: 46 Code: <b>110601</b>  Color: Black		<u>Anchor Points</u> . This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.  <u>Size/Shape</u> . Scalable/Curve. The points are typically connected with a curved line. The curvature of the line is operator defined.  <u>Orientation</u> . The first and last anchor points determine the length of the line.
<b>ICE SYSTEMS OPENINGS IN THE ICE CRACKS AT A SPECIFIC LOCATION</b>  Static/Dynamic: D Symbol Set Code: 46 Code: <b>110602</b>  Color: Black		<u>Anchor Points</u> . This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.  <u>Size/Shape</u> . Scalable/Curve. The points are typically connected with a curved line with perpendicular lines spaced evenly along the line. The curvature of the line is operator defined.  <u>Orientation</u> . The first and last anchor points determine the length of the line. The perpendicular lines will be placed at regular intervals along the entire length of the line.

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TABLE I-II. Oceanographic icons - Continued.

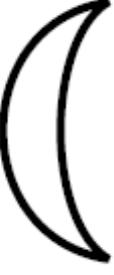
DESCRIPTION	ICON	DRAW RULES
<p><b>ICE SYSTEMS</b>  <b>OPENINGS IN THE ICE LEAD</b></p> <p>Static/Dynamic: D  Symbol Set Code: 46  Code: 110603  Color: Black</p>		<p><u>Anchor Points</u>. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.</p> <p><u>Size/Shape</u>. Scalable/Curve. The points are typically connected with parallel curved lines. The curvature of the line is operator defined.</p> <p><u>Orientation</u>. The first and last anchor points determine the length of the line.</p>
<p><b>ICE SYSTEMS</b>  <b>OPENINGS IN THE ICE FROZEN LEAD</b></p> <p>Static/Dynamic: D  Symbol Set Code: 46  Code: 110604  Color: Black</p>		<p><u>Anchor Points</u>. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.</p> <p><u>Size/Shape</u>. Scalable/Curve. The points are typically connected with parallel curved lines connected by vertical lines spaced evenly along the line. The curvature of the line is operator defined.</p> <p><u>Orientation</u>. The first and last anchor points determine the length of the line. The perpendicular lines joining the main lines will be placed at regular intervals along the entire length of the main lines.</p>
<p><b>ICE SYSTEMS</b>  <b>SNOW COVER</b></p> <p>Static/Dynamic: D  Symbol Set Code: 46  Code: 110700  Color: Black</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</p>

TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
ICE SYSTEMS SNOW COVER <b>SASTRUGI (WITH ORIENTATION)</b>  Static/Dynamic: D Symbol Set Code: 46 Code: 110701  Color: Black		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.
ICE SYSTEMS <b>TOPOGRAPHICAL FEATURES</b>  Static/Dynamic: N/A Symbol Set Code: 46 Code: 110800	N/A	
ICE SYSTEMS <b>TOPOGRAPHICAL FEATURES RIDGES OR HUMMOCKS</b>  Static/Dynamic: D Symbol Set Code: 46 Code: 110801  Color: Black		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.
ICE SYSTEMS <b>TOPOGRAPHICAL FEATURES RAFTING</b>  Static/Dynamic: D Symbol Set Code: 46 Code: 110802  Color: Black		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.

## MIL-STD-2525D - APPENDIX I

TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<p><b>ICE SYSTEMS</b>  <b>TOPOGRAPHICAL FEATURES</b>  <b>JAMMED BRASH BARRIER</b></p> <p>Static/Dynamic: D  Symbol Set Code: 46  Code: 110803</p> <p>Color: Black</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</p>
<b>HYDROGRAPHY</b>	N/A	
<p><b>HYDROGRAPHY</b>  <b>DEPTH</b></p> <p>Static/Dynamic: N/A  Symbol Set Code: 46  Code: 120000</p>	N/A	
<p><b>HYDROGRAPHY</b>  <b>DEPTH</b>  <b>SOUNDINGS</b></p> <p>Static/Dynamic: D  Symbol Set Code: 46  Code: 120101</p> <p>Color: Grey</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</p>

TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<b>HYDROGRAPHY</b> <b>DEPTH</b> <b>DEPTH CURVE</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 120102  Color: Grey Thin Solid Line		<u>Anchor Points</u> . This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.  <u>Size/Shape</u> . Scalable/Curve. The points are typically connected with a solid curved line. The curvature of the line is operator defined.  <u>Orientation</u> . The first and last anchor points determine the length of the line. The modifier text will be placed at each end of the line and at regular intervals along the line.
<b>HYDROGRAPHY</b> <b>DEPTH</b> <b>DEPTH CONTOUR</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 120103  Color: Grey Thin Solid Line		<u>Anchor Points</u> . This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.  <u>Size/Shape</u> . Scalable/Curve.  <u>Orientation</u> . The first and last anchor points determine the length of the line. The modifier text will be placed at each end of the line and at regular intervals along the line.
<b>HYDROGRAPHY</b> <b>DEPTH</b> <b>DEPTH AREA</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 120104  Color: Blue/Pale Blue/White		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points. The points are connected with a solid line.  <u>Orientation</u> . Not applicable.
<b>HYDROGRAPHY</b> <b>COASTAL HYDROGRAPHY</b>  Static/Dynamic: N/A Symbol Set Code: 46 Code: 120200	N/A	

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TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<b>HYDROGRAPHY</b> <b>COASTAL HYDROGRAPHY</b> <b>COASTLINE</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 120201  Color: Gray thin solid line		<u>Anchor Points</u> . This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.  <u>Size/Shape</u> . Scalable/Curve. The points are connected with a solid line.  <u>Orientation</u> . The first and last anchor points determine the length of the line.
<b>HYDROGRAPHY</b> <b>COASTAL HYDROGRAPHY</b> <b>ISLAND</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 120202  Color: Brown solid fill		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points. The points are connected with a solid line.  <u>Orientation</u> . Not applicable.
<b>HYDROGRAPHY</b> <b>COASTAL HYDROGRAPHY</b> <b>BEACH</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 120203  Color: Beige outline and stipple fill		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points. The points are connected with a solid line.  <u>Orientation</u> . Not applicable.
<b>HYDROGRAPHY</b> <b>COASTAL HYDROGRAPHY</b> <b>WATER</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 120204  Color: White fill (grey dashed line shown for representation purpose only).		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points. The points are connected with a dashed line.  <u>Orientation</u> . Not applicable.

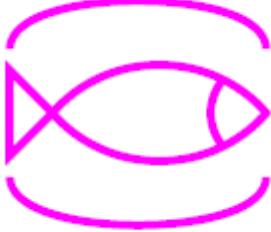
TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<b>HYDROGRAPHY COASTAL HYDROGRAPHY FORESHORE - LINE</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 120205  Color: Yellow-green solid line		<u>Anchor Points</u> . This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.  <u>Size/Shape</u> . Scalable/Curve.  <u>Orientation</u> . The first and last anchor points determine the length of the line.
<b>HYDROGRAPHY COASTAL HYDROGRAPHY FORESHORE - AREA</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 120206  Color: Yellow-green solid fill		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.
<b>HYDROGRAPHY PORTS AND HARBORS</b>  Static/Dynamic: N/A Symbol Set Code: 46 Code: 120300	N/A	N/A
<b>HYDROGRAPHY PORTS AND HARBORS PORTS</b>  Static/Dynamic: N/A Symbol Set Code: 46 Code: 120301	N/A	N/A
<b>HYDROGRAPHY PORTS AND HARBORS PORTS BERTHS (ONSHORE)</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 120302  Color: Magenta small circle		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is typically centered over the desired location.

TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<b>HYDROGRAPHY PORTS AND HARBORS PORTS BERTHS (ANCHOR)</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 1203 <b>03</b>  Color: Magenta anchor w/ small circle		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.
<b>HYDROGRAPHY PORTS AND HARBORS PORTS ANCHORAGE - POINT</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 1203 <b>04</b>  Color: Magenta anchor		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.
<b>HYDROGRAPHY PORTS AND HARBORS PORTS ANCHORAGE - LINE</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 1203 <b>05</b>  Color: Magenta  Magenta dash/chevron line w/ anchor symbol		<u>Anchor Points</u> . This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.
<b>HYDROGRAPHY PORTS AND HARBORS PORTS ANCHORAGE - AREA</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 1203 <b>06</b>  Color: Magenta  Magenta dash/chevron outline w/ anchor		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.

TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<b>HYDROGRAPHY PORTS AND HARBORS PORTS CALL IN POINT</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 1203 <b>07</b> Color: Magenta circle w/ two cones		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is typically centered over the desired location.
<b>HYDROGRAPHY PORTS AND HARBORS PORTS PIER/WHARF/QUAY</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 1203 <b>08</b>  Color: Gray thin solid line		<u>Anchor Points</u> . This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The first and last anchor points determine the length of the line.
<b>HYDROGRAPHY PORTS AND HARBORS FISHING HARBOR - POINT</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 1203 <b>09</b>  Color: Magenta  Magenta fish w/arcs above and below		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is typically centered over the desired location.
<b>HYDROGRAPHY PORTS AND HARBORS FISH WEIRS - POINT</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 1203 <b>10</b>  Color: Gray fish inside net		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is typically centered over the desired location.

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TABLE I-II. Oceanographic icons - Continued.

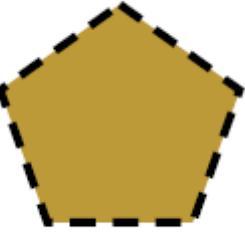
DESCRIPTION	ICON	DRAW RULES
<b>HYDROGRAPHY PORTS AND HARBORS FISH STAKES - POINT</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 120311  Color: Gray L Style: repeating pattern of gray L's		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is typically centered over the desired location.
<b>HYDROGRAPHY PORTS AND HARBORS FISH TRAPS - AREA</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 120312  Color: Gray  Gray rectangle below angle line pattern fill dashed outline		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.
<b>HYDROGRAPHY PORTS AND HARBORS FACILITIES</b>  Static/Dynamic: N/A Symbol Set Code: 46 Code: 120313	N/A	N/A
<b>HYDROGRAPHY PORTS AND HARBORS FACILITIES DRYDOCK</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 120314  Color: Brown/Black  Brown solid area w/ black thin outline		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.

TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<b>HYDROGRAPHY PORTS AND HARBORS FACILITIES LANDING PLACE</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 1203 <b>15</b>  Color: Magenta yacht inside circle		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is typically centered over the desired location.
<b>HYDROGRAPHY PORTS AND HARBORS FACILITIES OFFSHORE LOADING FACILITY - POINT</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 1203 <b>16</b>  Color: Black installation buoy		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is typically centered over the desired location.
<b>HYDROGRAPHY PORTS AND HARBORS FACILITIES OFFSHORE LOADING FACILITY - LINE</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 1203 <b>17</b>  Color: Grey thick solid line		<u>Anchor Points</u> . This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The first and last anchor points determine the length of the line.
<b>HYDROGRAPHY PORTS AND HARBORS FACILITIES OFFSHORE LOADING FACILITY - AREA</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 1203 <b>18</b>  Color: Brown solid fill		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.

TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<b>HYDROGRAPHY</b> <b>PORTS AND HARBORS</b> <b>FACILITIES</b> <b>RAMP - ABOVE WATER</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 120319  Color: Black solid line		<u>Anchor Points</u> . This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The first and last anchor points determine the length of the line.
<b>HYDROGRAPHY</b> <b>PORTS AND HARBORS</b> <b>FACILITIES</b> <b>RAMP - BELOW WATER</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 120320  Color: Black dashed line		<u>Anchor Points</u> . This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The first and last anchor points determine the length of the line.
<b>HYDROGRAPHY</b> <b>PORTS AND HARBORS</b> <b>FACILITIES</b> <b>LANDING RING</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 120321  Color: Dark Brown/Black  Dark Brown filled square w/ black outline		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is typically centered over the desired location.
<b>HYDROGRAPHY</b> <b>PORTS AND HARBORS</b> <b>FACILITIES</b> <b>FERRY CROSSING</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 120322  Color: Magenta  Magenta dashed line w/ boat symbol		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is typically centered over the desired location.

TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<p><b>HYDROGRAPHY</b>  <b>PORTS AND HARBORS</b>  <b>FACILITIES</b>  <b>CABLE FERRY CROSSING</b></p> <p>Static/Dynamic: S  Symbol Set Code: 46  Code: 120323</p> <p>Color: Black</p> <p>Black dashed line w/ boat symbol</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is typically centered over the desired location.</p>
<p><b>HYDROGRAPHY</b>  <b>PORTS AND HARBORS</b>  <b>FACILITIES</b>  <b>DOLPHIN</b></p> <p>Static/Dynamic: S  Symbol Set Code: 46  Code: 120324</p> <p>Color: Dark Brown/Black</p> <p>Dark Brown filled square w/ black outline</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is typically centered over the desired location.</p>
<p><b>HYDROGRAPHY</b>  <b>PORTS AND HARBORS</b>  <b>SHORELINE PROTECTION</b></p> <p>Static/Dynamic: N/A  Symbol Set Code: 46  Code: 120325</p>	N/A	N/A
<p><b>HYDROGRAPHY</b>  <b>PORTS AND HARBORS</b>  <b>SHORELINE PROTECTION</b>  <b>BREAKWATER/GROIN/JETTY</b>  <b>- ABOVE WATER</b></p> <p>Static/Dynamic: S  Symbol Set Code: 46  Code: 120326</p> <p>Color: Grey solid line</p>		<p><u>Anchor Points</u>. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The first and last anchor points determine the length of the line.</p>

TABLE I-II. Oceanographic icons - Continued.

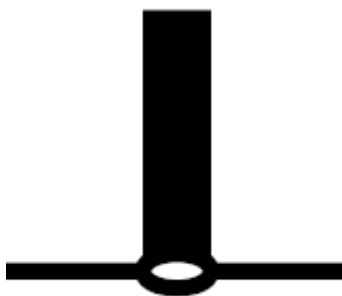
DESCRIPTION	ICON	DRAW RULES
<b>HYDROGRAPHY PORTS AND HARBORS SHORELINE PROTECTION BREAKWATER/GROIN/JETTY - BELOW WATER</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 120327  Color: Grey dashed line		<u>Anchor Points</u> . This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The first and last anchor points determine the length of the line.
<b>HYDROGRAPHY PORTS AND HARBORS SHORELINE PROTECTION SEAWALL</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 120328  Color: Grey solid line		<u>Anchor Points</u> . This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The first and last anchor points determine the length of the line.
<b>HYDROGRAPHY AIDS TO NAVIGATION</b>  Static/Dynamic: N/A Symbol Set Code: 46 Code: 120400	<b>N/A</b> <b>Error! Bookmark not defined.</b>	N/A
<b>HYDROGRAPHY AIDS TO NAVIGATION BEACON</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 120401  Color: Black beacon/buoy base		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is typically centered over the desired location.

TABLE I-II. Oceanographic icons - Continued.

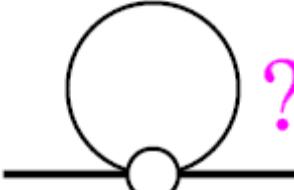
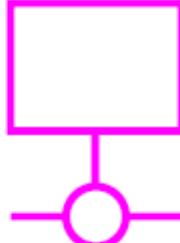
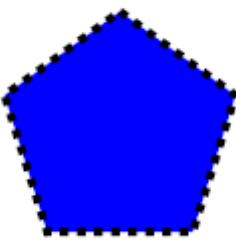
DESCRIPTION	ICON	DRAW RULES
<b>HYDROGRAPHY AIDS TO NAVIGATION BUOY DEFAULT</b> Static/Dynamic: S Symbol Set Code: 46 Code: 120402 Color: Black/Magenta Black default buoy beside magenta question mark		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic. <u>Size/Shape</u> . Scalable. <u>Orientation</u> . The graphic is typically centered over the desired location.
<b>HYDROGRAPHY AIDS TO NAVIGATION MARKER</b> Static/Dynamic: S Symbol Set Code: 46 Code: 120403 Color: Magenta Magenta Inverted T with open circle at bottom below box		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic. <u>Size/Shape</u> . Scalable. <u>Orientation</u> . The graphic is typically centered over the desired location.
<b>HYDROGRAPHY AIDS TO NAVIGATION PERCHES/STAKES - POINT</b> Static/Dynamic: S Symbol Set Code: 46 Code: 120404 Color: Black small circle		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic. <u>Size/Shape</u> . Scalable. <u>Orientation</u> . The graphic is typically centered over the desired location.
<b>HYDROGRAPHY AIDS TO NAVIGATION PERCHES/STAKES - AREA</b> Static/Dynamic: D Symbol Set Code: 46 Code: 120405 Color: Blue/Black Blue Fill with black dot outline		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. <u>Size/Shape</u> . Determined by the anchor points. <u>Orientation</u> . Not applicable.

TABLE I-II. Oceanographic icons - Continued.

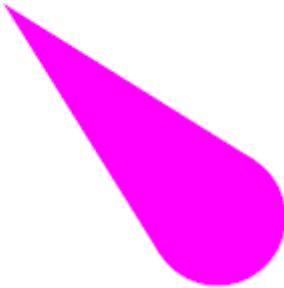
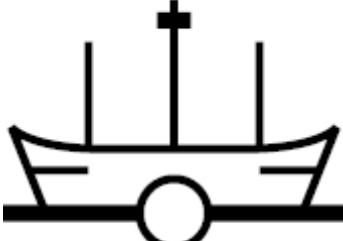
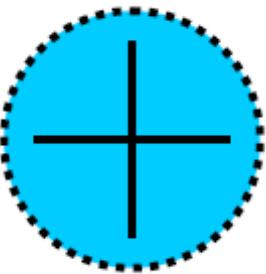
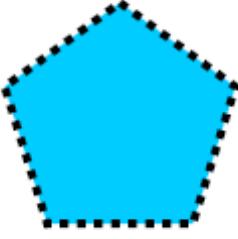
DESCRIPTION	ICON	DRAW RULES
<b>HYDROGRAPHY AIDS TO NAVIGATION LIGHT</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 120406  Color: Magenta flare		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is typically centered over the desired location.
<b>HYDROGRAPHY AIDS TO NAVIGATION LEADING LINE</b>  Static/Dynamic: D Symbol Set Code: 46 Code: 120407  Color: Black solid to dashed line		<u>Anchor Points</u> . This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The first and last anchor points determine the length of the line.
<b>HYDROGRAPHY AIDS TO NAVIGATION LIGHT VESSEL/LIGHT SHIP</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 120408  Color: Black light vessel		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is typically centered over the desired location.
<b>HYDROGRAPHY AIDS TO NAVIGATION Lighthouse</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 120409  Color: Black lighthouse symbol		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is typically centered over the desired location.

TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<b>HYDROGRAPHY DANGERS/HAZARDS</b>  Static/Dynamic: N/A Symbol Set Code: 46 Code: 120500	N/A	N/A
<b>HYDROGRAPHY DANGERS/HAZARDS ROCK SUBMERGED</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 120501  Color: Blue/Black  Black cross in blue solid circle w/ black dotted outline		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is typically centered over the desired location.
<b>HYDROGRAPHY DANGERS/HAZARDS ROCK AWASHED</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 120502  Color: Black 6 point asterisk		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is typically centered over the desired location.
<b>HYDROGRAPHY DANGERS/HAZARDS UNDERWATER DANGER/HAZARD</b>  Static/Dynamic: D Symbol Set Code: 46 Code: 120503  Color: Blue/Black  Blue fill w/ black dot outline		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.

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TABLE I-II. Oceanographic icons - Continued.

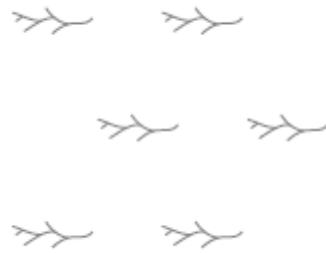
DESCRIPTION	ICON	DRAW RULES
<b>HYDROGRAPHY</b> <b>DANGERS/HAZARDS</b> <b>FOUL GROUND - POINT</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 120504  Color: Gray  Gray pound (#) symbol		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is typically centered over the desired location.
<b>HYDROGRAPHY</b> <b>DANGERS/HAZARDS</b> <b>FOUL GROUND - AREA</b>  Static/Dynamic: D Symbol Set Code: 46 Code: 120505  Color: Gray  Gray # offset pattern fill		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.
<b>HYDROGRAPHY</b> <b>DANGERS/HAZARDS</b> <b>KELP/SEAWEED - POINT</b>  Static/Dynamic: D Symbol Set Code: 46 Code: 120506  Color: Gray kelp symbol		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is typically centered over the desired location.
<b>HYDROGRAPHY</b> <b>DANGERS/HAZARDS</b> <b>KELP/SEAWEED - AREA</b>  Static/Dynamic: D Symbol Set Code: 46 Code: 120507  Color: Gray kelp symbol pattern fill		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.

TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<b>HYDROGRAPHY</b> <b>DANGERS/HAZARDS</b> <b>SNAGS/STUMPS</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 120508  Color: Blue/Black  Blue oval w/ black dotted outline		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is typically centered over the desired location.
<b>HYDROGRAPHY</b> <b>DANGERS/HAZARDS</b> <b>WRECK (UNCOVERS)</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 120509  Color: Grey wreck symbol		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is typically centered over the desired location.
<b>HYDROGRAPHY</b> <b>DANGERS/HAZARDS</b> <b>WRECK (SUBMERGED)</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 120510  Color: Blue/Black  Black horizontal bar w/ 3 ticks in blue solid oval w/ black dotted outline		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is typically centered over the desired location.
<b>HYDROGRAPHY</b> <b>DANGERS/HAZARDS</b> <b>BREAKERS</b>  Static/Dynamic: D Symbol Set Code: 46 Code: 120511  Color: Gray thin dashed line		<u>Anchor Points</u> . This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.  <u>Size/Shape</u> . Scalable/Curve.  <u>Orientation</u> . The first and last anchor points determine the length of the line.

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TABLE I-II. Oceanographic icons - Continued.

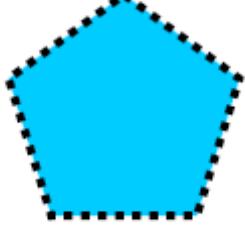
DESCRIPTION	ICON	DRAW RULES
<b>HYDROGRAPHY</b> <b>DANGERS/HAZARDS</b> <b>REEF</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 120512  Color: Black jagged line		<u>Anchor Points</u> . This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.  <u>Size/Shape</u> . Scalable/Curve.  <u>Orientation</u> . The first and last anchor points determine the length of the line.
<b>HYDROGRAPHY</b> <b>DANGERS/HAZARDS</b> <b>EDDIES/OVERFALLS/TIDE</b> <b>RIPS</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 120513  Color: Gray		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is typically centered over the desired location.
<b>HYDROGRAPHY</b> <b>DANGERS/HAZARDS</b> <b>DISCOLORED WATER</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 120514  Color: Blue/Black  Blue filled w/ black dot outline		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.
<b>HYDROGRAPHY</b> <b>BOTTOM FEATURES</b>  Static/Dynamic: N/A Symbol Set Code: 46 Code: 120600	N/A	N/A
<b>HYDROGRAPHY</b> <b>BOTTOM FEATURES</b> <b>BOTTOM CHARACTERISTICS -</b> <b>SAND</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 120601  Color: Black		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is typically centered over the desired location.

TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<b>HYDROGRAPHY</b> <b>BOTTOM FEATURES</b> <b>BOTTOM CHARACTERISTICS - MUD</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 120602  Color: Black		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is typically centered over the desired location.
<b>HYDROGRAPHY</b> <b>BOTTOM FEATURES</b> <b>BOTTOM CHARACTERISTICS - CLAY</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 120603  Color: Black		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is typically centered over the desired location.
<b>HYDROGRAPHY</b> <b>BOTTOM FEATURES</b> <b>BOTTOM CHARACTERISTICS - SILT</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 120604  Color: Black		<u>Anchor Points</u> . This graphic requires one anchor point. The point defines the geometric center of the graphic.  <u>Size/Shape</u> . Not applicable.  <u>Orientation</u> . The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.
<b>HYDROGRAPHY</b> <b>BOTTOM FEATURES</b> <b>BOTTOM CHARACTERISTICS - STONES</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 120605  Color: Black		<u>Anchor Points</u> . This graphic requires one anchor point. The point defines the geometric center of the graphic.  <u>Size/Shape</u> . Not applicable.  <u>Orientation</u> . The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.

TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<p><b>HYDROGRAPHY</b>  <b>BOTTOM FEATURES</b>  <b>BOTTOM CHARACTERISTICS - GRAVEL</b></p> <p>Static/Dynamic: S  Symbol Set Code: 46  Code: 120606</p> <p>Color: Black</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The point defines the geometric center of the graphic.</p> <p><u>Size/Shape</u>. Not applicable.</p> <p><u>Orientation</u>. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</p>
<p><b>HYDROGRAPHY</b>  <b>BOTTOM FEATURES</b>  <b>BOTTOM CHARACTERISTICS - PEBBLES</b></p> <p>Static/Dynamic: S  Symbol Set Code: 46  Code: 120607</p> <p>Color: Black</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is typically centered over the desired location.</p>
<p><b>HYDROGRAPHY</b>  <b>BOTTOM FEATURES</b>  <b>BOTTOM CHARACTERISTICS - COBBLES</b></p> <p>Static/Dynamic: S  Symbol Set Code: 46  Code: 120608</p> <p>Color: Black</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is typically centered over the desired location.</p>
<p><b>HYDROGRAPHY</b>  <b>BOTTOM FEATURES</b>  <b>BOTTOM CHARACTERISTICS - ROCK</b></p> <p>Static/Dynamic: S  Symbol Set Code: 46  Code: 120609</p> <p>Color: Black</p>		<p><u>Anchor Points</u>. This graphic requires one anchor point. The center point defines the center of the graphic.</p> <p><u>Size/Shape</u>. Scalable.</p> <p><u>Orientation</u>. The graphic is typically centered over the desired location.</p>

TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<b>HYDROGRAPHY</b> <b>BOTTOM FEATURES</b> <b>BOTTOM CHARACTERISTICS - CORAL</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 120610  Color: Black		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is typically centered over the desired location.
<b>HYDROGRAPHY</b> <b>BOTTOM FEATURES</b> <b>BOTTOM CHARACTERISTICS - SHELL</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 120611  Color: Black		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is typically centered over the desired location.
<b>HYDROGRAPHY</b> <b>BOTTOM FEATURES</b> <b>QUALIFYING TERMS - FINE</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 120612  Color: Black		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is typically centered over the desired location.
<b>HYDROGRAPHY</b> <b>BOTTOM FEATURES</b> <b>QUALIFYING TERMS - MEDIUM</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 120613  Color: Black		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is typically centered over the desired location.
<b>HYDROGRAPHY</b> <b>BOTTOM FEATURES</b> <b>QUALIFYING TERMS - COARSE</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 120614  Color: Black		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is typically centered over the desired location.

TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<b>HYDROGRAPHY TIDE AND CURRENT</b>  Static/Dynamic: N/A <b>Error! Bookmark not defined.</b> Symbol Set Code: 46 Code: 120700	N/A	N/A
<b>HYDROGRAPHY TIDE AND CURRENT WATER TURBULENCE</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 120701  Color: Gray wavy line		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is typically centered over the desired location.
<b>HYDROGRAPHY TIDE AND CURRENT CURRENT FLOW - EBB</b>  Static/Dynamic: D Symbol Set Code: 46 Code: 120702  Color: Grey arrow w/ no feather		<u>Anchor Points</u> . This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.  <u>Size/Shape</u> . Scalable/Curve.  <u>Orientation</u> . The first and last anchor points determine the length of the line. The line should be drawn in the direction of the flow.
<b>HYDROGRAPHY TIDE AND CURRENT CURRENT FLOW - FLOOD</b>  Static/Dynamic: D Symbol Set Code: 46 Code: 120703  Color: Grey arrow w/ one feather		<u>Anchor Points</u> . This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.  <u>Size/Shape</u> . Scalable/Curve.  <u>Orientation</u> . The first and last anchor points determine the length of the line. The line should be drawn in the direction of the flow.

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TABLE I-II. Oceanographic icons - Continued.

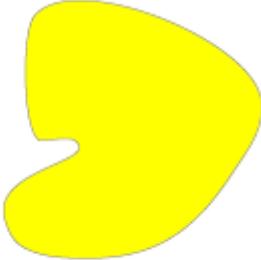
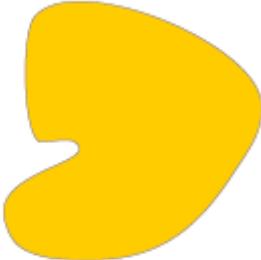
DESCRIPTION	ICON	DRAW RULES
<b>HYDROGRAPHY</b> <b>TIDE AND CURRENT</b> <b>TIDE DATA POINT</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 120704  Color: Gray diamond		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is typically centered over the desired location.
<b>HYDROGRAPHY</b> <b>TIDE AND CURRENT</b> <b>TIDE GAUGE</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 120705  Color: Brown with Magenta		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is typically centered over the desired location.
<b>OCEANOGRAPHY</b>  Static/Dynamic: N/A Symbol Set Code: 46 Code: 130000	N/A	N/A
<b>OCEANOGRAPHY</b> <b>BIOLUMINESCENCE</b>  Static/Dynamic: N/A Symbol Set Code: 46 Code: 130100	N/A	N/A
<b>OCEANOGRAPHY</b> <b>BIOLUMINESCENCE</b> <b>VISUAL DETECTION RATIO</b> <b>(VDR) LEVEL 1-2</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 130101  Color: Dark Green (RGB 26:153:77)		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.

TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<p><b>OCEANOGRAPHY BIOLUMINESCENCE VDR LEVEL 2-3</b></p> <p>Static/Dynamic: S Symbol Set Code: 46 Code: 130102</p> <p>Color: Light Green (RGB 26:204:77)</p>		<p><u>Anchor Points</u>. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.</p> <p><u>Size/Shape</u>. Determined by the anchor points.</p> <p><u>Orientation</u>. Not applicable.</p>
<p><b>OCEANOGRAPHY BIOLUMINESCENCE VDR LEVEL 3-4</b></p> <p>Static/Dynamic: S Symbol Set Code: 46 Code: 130103</p> <p>Color: Lime Green RGB (128:255:51)</p>		<p><u>Anchor Points</u>. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.</p> <p><u>Size/Shape</u>. Determined by the anchor points.</p> <p><u>Orientation</u>. Not applicable.</p>
<p><b>OCEANOGRAPHY BIOLUMINESCENCE VDR LEVEL 4-5</b></p> <p>Static/Dynamic: S Symbol Set Code: 46 Code: 130104</p> <p>Color: Yellow-Green RGB (204:255:26)</p>		<p><u>Anchor Points</u>. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.</p> <p><u>Size/Shape</u>. Determined by the anchor points.</p> <p><u>Orientation</u>. Not applicable.</p>

## MIL-STD-2525D - APPENDIX I

TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
OCEANOGRAPHY BIOLUMINESCENCE <b>VDR LEVEL 5-6</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 130105  Color: Yellow RGB (255:255:0)		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.
OCEANOGRAPHY BIOLUMINESCENCE <b>VDR LEVEL 6-7</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 130106  Color: Gold RGB (255:204:0)		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.
OCEANOGRAPHY BIOLUMINESCENCE <b>VDR LEVEL 7-8</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 130107  Color: Light Orange RGB (255:128:0)		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.
OCEANOGRAPHY BIOLUMINESCENCE <b>VDR LEVEL 8-9</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 130108  Color: Dark Orange RGB (255:77:0)		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.

## MIL-STD-2525D - APPENDIX I

TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<b>OCEANOGRAPHY BIOLUMINESCENCE VDR LEVEL 9-10</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 130109  Color: Red RGB (255:0:0)		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.
<b>OCEANOGRAPHY BEACH SLOPE</b>  Static/Dynamic: N/A Symbol Set Code: 46 Code: 130200	N/A	N/A
<b>OCEANOGRAPHY BEACH SLOPE FLAT</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 130201  Color: Light Gray		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.
<b>OCEANOGRAPHY BEACH SLOPE GENTLE</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 130202  Color: Dark Grey		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.

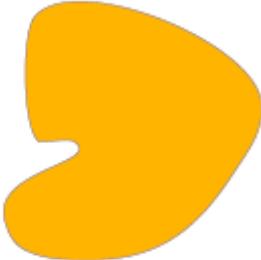
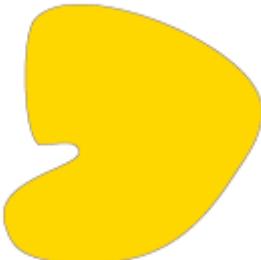
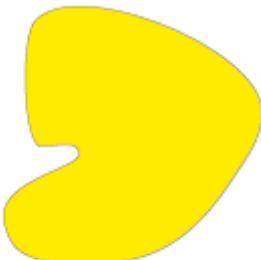
## MIL-STD-2525D - APPENDIX I

TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
OCEANOGRAPHY BEACH SLOPE <b>MODERATE</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 130203  Color: Light Gray  Light Gray Dot Fill with Gray Outline		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.
OCEANOGRAPHY BEACH SLOPE <b>STEEP</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 130204  Color: Dark Gray  Dark Gray Dot Fill w/ Gray Outline		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.
<b>GEOPHYSICS/ACOUSTICS</b>  Static/Dynamic: N/A Symbol Set Code: 46 Code: 140000	N/A	N/A
<b>GEOPHYSICS/ACOUSTICS MINE WARFARE (MIW) BOTTOM DESCRIPTORS</b>  Static/Dynamic: N/A Symbol Set Code: 46 Code: 140100	N/A	N/A
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS <b>BOTTOM SEDIMENTS - SOLID ROCK</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 140101  Color: Purple (RGB 255:0:255)		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.

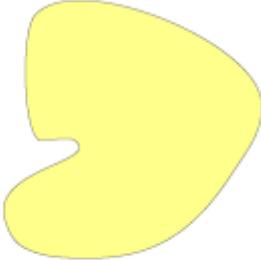
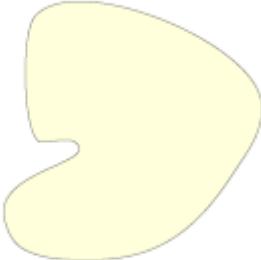
## MIL-STD-2525D - APPENDIX I

TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<p>GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS <b>MIW-BOTTOM SEDIMENTS - CLAY</b></p> <p>Static/Dynamic: S Symbol Set Code: 46 Code: 140102</p> <p>Color: Periwinkle (RGB 100:130:255)</p>		<p><u>Anchor Points</u>. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.</p> <p><u>Size/Shape</u>. Determined by the anchor points.</p> <p><u>Orientation</u>. Not applicable.</p>
<p>GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS <b>MIW-BOTTOM SEDIMENTS - VERY COARSE SAND</b></p> <p>Static/Dynamic: S Symbol Set Code: 46 Code: 140103</p> <p>Color: Gold (RGB 255:180:0)</p>		<p><u>Anchor Points</u>. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.</p> <p><u>Size/Shape</u>. Determined by the anchor points.</p> <p><u>Orientation</u>. Not applicable.</p>
<p>GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS <b>MIW-BOTTOM SEDIMENTS - COARSE SAND</b></p> <p>Static/Dynamic: S Symbol Set Code: 46 Code: 140104</p> <p>Color: Light Gold (RGB 255:215:0)</p>		<p><u>Anchor Points</u>. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.</p> <p><u>Size/Shape</u>. Determined by the anchor points.</p> <p><u>Orientation</u>. Not applicable.</p>
<p>GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS <b>MIW-BOTTOM SEDIMENTS - MEDIUM SAND</b></p> <p>Static/Dynamic: S Symbol Set Code: 46 Code: 140105</p> <p>Color: Yellow (RGB 255:235:0)</p>		<p><u>Anchor Points</u>. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.</p> <p><u>Size/Shape</u>. Determined by the anchor points.</p> <p><u>Orientation</u>. Not applicable.</p>

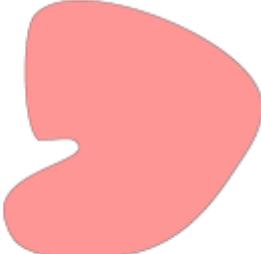
## MIL-STD-2525D - APPENDIX I

TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<p>GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS <b>MIW-BOTTOM SEDIMENTS - FINE SAND</b></p> <p>Static/Dynamic: S Symbol Set Code: 46 Code: 140106</p> <p>Color: Light Yellow (RGB 255:255:140)</p>		<p><u>Anchor Points</u>. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.</p> <p><u>Size/Shape</u>. Determined by the anchor points.</p> <p><u>Orientation</u>. Not applicable.</p>
<p>GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS <b>MIW-BOTTOM SEDIMENTS - VERY FINE SAND</b></p> <p>Static/Dynamic: S Symbol Set Code: 46 Code: 140107</p> <p>Color: Pale Yellow (RGB 255:255:220)</p>		<p><u>Anchor Points</u>. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.</p> <p><u>Size/Shape</u>. Determined by the anchor points.</p> <p><u>Orientation</u>. Not applicable.</p>
<p>GEOPHYSICS/ACOUSTICS MINEWARFARE BOTTOM DESCRIPTORS <b>MIW-BOTTOM SEDIMENTS - VERY FINE SILT</b></p> <p>Static/Dynamic: S Symbol Set Code: 46 Code: 140108</p> <p>Color: Turquoise (RGB 0:215:255)</p>		<p><u>Anchor Points</u>. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.</p> <p><u>Size/Shape</u>. Determined by the anchor points.</p> <p><u>Orientation</u>. Not applicable.</p>
<p>GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS <b>MIW-BOTTOM SEDIMENTS - FINE SILT</b></p> <p>Static/Dynamic: S Symbol Set Code: 46 Code: 140109</p> <p>Color: Aquamarine (RGB 25:255:230)</p>		<p><u>Anchor Points</u>. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.</p> <p><u>Size/Shape</u>. Determined by the anchor points.</p> <p><u>Orientation</u>. Not applicable.</p>

## MIL-STD-2525D - APPENDIX I

TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS <b>MIW-BOTTOM SEDIMENTS - MEDIUM SILT</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 140110  Color: Green (RGB 0:255:0)		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS <b>MIW-BOTTOM SEDIMENTS - COARSE SILT</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 140111  Color: Lime Green (RGB 200:255:105)		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS <b>MIW-BOTTOM SEDIMENTS - BOULDERS</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 140112  Color: Red (RGB 255:0:0)		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS <b>MIW-BOTTOM SEDIMENTS - COBBLES, OYSTER SHELLS</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 140113  Color: Dark Peach (RGB 255:150:150)		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.

MIL-STD-2525D - APPENDIX I

TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<p>GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS <b>MIW-BOTTOM SEDIMENTS - PEBBLES, SHELLS</b></p> <p>Static/Dynamic: S Symbol Set Code: 46 Code: 140114</p> <p>Color: Peach (RGB 255:190:190)</p>		<p><u>Anchor Points</u>. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.</p> <p><u>Size/Shape</u>. Determined by the anchor points.</p> <p><u>Orientation</u>. Not applicable.</p>
<p>GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS <b>MIW-BOTTOM SEDIMENTS - SAND AND SHELLS</b></p> <p>Static/Dynamic: S Symbol Set Code: 46 Code: 140115</p> <p>Color: Light Peach (RGB 255:220:220)</p>		<p><u>Anchor Points</u>. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.</p> <p><u>Size/Shape</u>. Determined by the anchor points.</p> <p><u>Orientation</u>. Not applicable.</p>
<p>GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS <b>MIW-BOTTOM SEDIMENTS - LAND</b></p> <p>Static/Dynamic: S Symbol Set Code: 46 Code: 140116</p> <p>Color: Grey (RGB 220:220:220)</p>		<p><u>Anchor Points</u>. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.</p> <p><u>Size/Shape</u>. Determined by the anchor points.</p> <p><u>Orientation</u>. Not applicable.</p>
<p>GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS <b>MIW-BOTTOM SEDIMENTS - NO DATA</b></p> <p>Static/Dynamic: S Symbol Set Code: 46 Code: 140117</p> <p>Color: Light Grey (RGB 230:230:230)</p>		<p><u>Anchor Points</u>. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.</p> <p><u>Size/Shape</u>. Determined by the anchor points.</p> <p><u>Orientation</u>. Not applicable.</p>

TABLE I-II. Oceanographic icons - Continued.

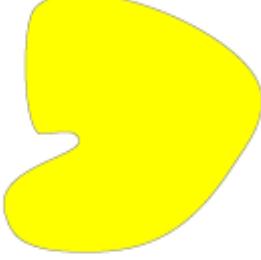
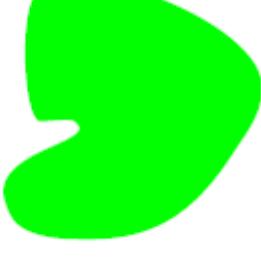
DESCRIPTION	ICON	DRAW RULES
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS <b>BOTTOM ROUGHNESS - SMOOTH</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 140118  Color: Green (RGB 0:255:0)		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS <b>BOTTOM ROUGHNESS - MODERATE</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 140119  Color: Yellow (RGB 255:255:0)		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS <b>BOTTOM ROUGHNESS - ROUGH</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 140120  Color: Red (RGB 0:255:0)		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS <b>CLUTTER (BOTTOM) - LOW</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 140121  Color: Green (RGB 255:255:0)		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.

TABLE I-II. Oceanographic icons - Continued.

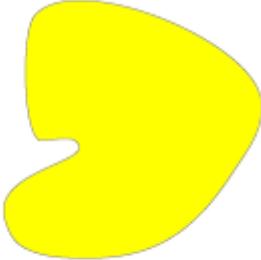
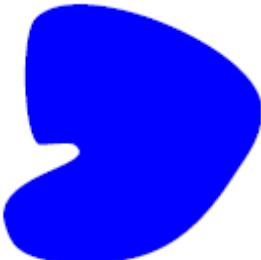
DESCRIPTION	ICON	DRAW RULES
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS <b>CLUTTER (BOTTOM) - MEDIUM</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 140122  Color: Yellow (RGB 255:255:0)		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS <b>CLUTTER (BOTTOM) - HIGH</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 140123  Color: Red (RGB 255:0:0)		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS <b>IMPACT BURIAL - 0%</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 140124  Color: Blue RGB (0:0:255)		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS <b>IMPACT BURIAL - 0-10%</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 140125  Color: Green RGB (0:255:0)		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.

TABLE I-II. Oceanographic icons - Continued.

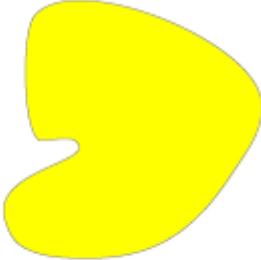
DESCRIPTION	ICON	DRAW RULES
GEOPHYSICS/ACOUSTICS MINEWARFARE BOTTOM DESCRIPTORS <b>IMPACT BURIAL - 10-20%</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 140126  Color: Yellow (RGB 255:255:0)		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS <b>IMPACT BURIAL - 20-75%</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 140127  Color: Orange (RGB 255:127:0)		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS <b>IMPACT BURIAL - &gt;75%</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 140128  Color: Red (RGB 255:0:0)		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS <b>MIW BOTTOM CATEGORY - A</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 140129  Color: Green (RGB 0:255:0)		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.

TABLE I-II. Oceanographic icons - Continued.

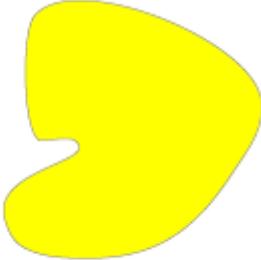
DESCRIPTION	ICON	DRAW RULES
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS <b>MIW BOTTOM CATEGORY - B</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 140130  Color: Yellow (RGB 255:255:0)		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS <b>MIW BOTTOM CATEGORY - C</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 140131  Color: Red (RGB 255:0:0)		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS <b>MIW BOTTOM TYPE - A1</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 140132  Color: Green (RGB 48:255:0)		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS <b>MIW BOTTOM TYPE - A2</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 140133  Color: Light Green (RGB 127:255:0)		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable..

TABLE I-II. Oceanographic icons - Continued.

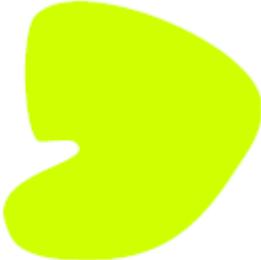
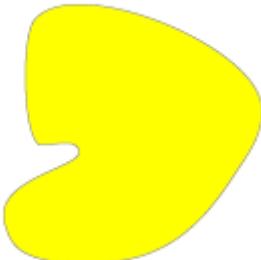
DESCRIPTION	ICON	DRAW RULES
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS <b>MIW BOTTOM TYPE - A3</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 140134  Color: Lime Green (RGB 175:255:0)		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS <b>MIW BOTTOM TYPE - B1</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 140135  Color: Yellow-Green (RGB 207:255:0)		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS <b>MIW BOTTOM TYPE - B2</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 140136  Color: Yellow (RGB 255:255:0)		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS <b>MIW BOTTOM TYPE - B3</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 140137  Color: Gold (RGB 255:207:0)		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.

TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS <b>MIW BOTTOM TYPE - C1</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 1401 <b>38</b>  Color: Orange (RGB 255:127:0)		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS <b>MIW BOTTOM TYPE - C2</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 1401 <b>39</b>  Color: Dark Orange (RGB 255:80:0)		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.
GEOPHYSICS/ACOUSTICS MINE WARFARE BOTTOM DESCRIPTORS <b>MIW BOTTOM TYPE - C3</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 1401 <b>40</b>  Color: Orange-Red (RGB 255:48:0)		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.
<b>LIMITS</b>  Static/Dynamic: N/A Symbol Set Code: 46 Code: <b>150000</b>	N/A	N/A
<b>LIMITS</b> <b>MARITIME LIMIT BOUNDARY</b>  Static/Dynamic: S Symbol Set Code: 46 Code: <b>150100</b>  Color: Magenta thin short dash line		<u>Anchor Points</u> . This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The first and last anchor points determine the length of the line.

TABLE I-II. Oceanographic icons - Continued.

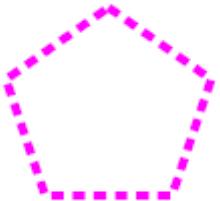
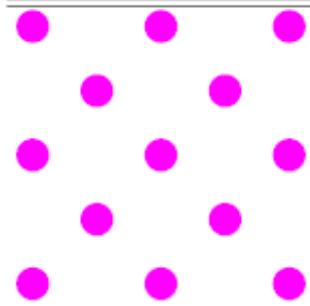
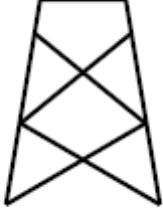
DESCRIPTION	ICON	DRAW RULES
<b>LIMITS MARITIME AREA</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 150200  Color: Magenta		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.
<b>LIMITS RESTRICTED AREA</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 150300  Color: Magenta dashed T line		<u>Anchor Points</u> . This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The first and last anchor points determine the length of the line.
<b>LIMITS SWEPT AREA</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 150400  Color: Pink dots		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.
<b>LIMITS TRAINING AREA</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 150500  Color: Magenta  Magenta ! in circle w/ dashed outline		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.

TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<b>LIMITS OPERATOR-DEFINED</b>  Static/Dynamic: S Symbol Set Code: 46 Code: <b>150600</b>  Color: Orange solid outline		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.
<b>MAN-MADE STRUCTURES</b>  Static/Dynamic: N/A Symbol Set Code: 46 Code: <b>160000</b>	N/A	N/A
<b>MAN-MADE STRUCTURES SUBMARINE CABLE</b>  Static/Dynamic: S Symbol Set Code: 46 Code: <b>160100</b>  Color: Magenta Line Style: Repeating pattern wavy lines		<u>Anchor Points</u> . This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.  <u>Size/Shape</u> . Scalable. The points are typically connected with a solid curved lined. The curvature of the lines is operator defined.  <u>Orientation</u> . The first and last anchor points determine the length of the line.
<b>MAN-MADE STRUCTURES SUBMERGED CRIB</b>  Static/Dynamic: S Symbol Set Code: 46 Code: <b>160200</b>  Color: Blue/Black  Blue fill w/ black dotted outline		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.

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TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<b>MAN-MADE STRUCTURES CANAL</b>  Static/Dynamic: D Symbol Set Code: 46 Code: 160300  Color: Black solid thick line		<u>Anchor Points</u> . This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The first and last anchor points determine the length of the line.
<b>MAN-MADE STRUCTURES FORD</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 160400  Color: Black symbol		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is typically centered over the desired location.
<b>MAN-MADE STRUCTURES LOCK</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 160500  Color: Black symbol		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is typically centered over the desired location.
<b>MAN-MADE STRUCTURES OIL/GAS RIG</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 160600  Color: Black symbol		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is typically centered over the desired location.

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TABLE I-II. Oceanographic icons - Continued.

DESCRIPTION	ICON	DRAW RULES
<b>MAN-MADE STRUCTURES OIL/GAS RIG FIELD</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 160700  Color: Gray dot pattern fill		<u>Anchor Points</u> . This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  <u>Size/Shape</u> . Determined by the anchor points.  <u>Orientation</u> . Not applicable.
<b>MAN-MADE STRUCTURES PIPELINES/PIPE</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 160800  Color: Gray dash line with circle		<u>Anchor Points</u> . This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The first and last anchor points determine the length of the line.
<b>MAN-MADE STRUCTURES PILE/PILING/POST</b>  Static/Dynamic: S Symbol Set Code: 46 Code: 160900  Color: Black dot		<u>Anchor Points</u> . This graphic requires one anchor point. The center point defines the center of the graphic.  <u>Size/Shape</u> . Scalable.  <u>Orientation</u> . The graphic is typically centered over the desired location.

TABLE I-III. Meteorological space icons.

DESCRIPTION	ICON	DRAW RULES
<b>SPACE</b>  Static/Dynamic: N/A Symbol Set Code: 47 Code: 110000	N/A	No icon is associated with this entity. It is for hierachal purposes only.

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## APPENDIX J - SIGNALS INTELLIGENCE SYMBOLS

## J.1 SCOPE

J.1.1 Scope. This appendix addresses symbols that support signals intelligence (SIGINT) in the C2 domain. The tables in this appendix present the icons and modifiers for the SIGINT domain. This appendix is a mandatory part of the standard. The information contained herein is intended for compliance.

## J.2 APPLICABLE DOCUMENTS

Specific documents in [2.2](#) of this standard apply to this appendix.

## J.3 DEFINITIONS

The definitions in [section 3](#) of this standard apply to this appendix.

## J.4 GENERAL REQUIREMENTS

J.4.1 Organization. This appendix contains technical specifications, a symbol coding scheme, a symbology hierarchy and SIGINT symbology.

## J.5 DETAILED REQUIREMENTS

J.5.1 Technical specifications. Composition, construction and display of symbols are explained in the detailed requirements section of the standard.

J.5.2 Symbol identification coding scheme. A symbol identification code (SIDC) is a numeric string that may be used to provide the unique identifier necessary to display or exchange symbol information between MIL-STD-2525 compliant systems. Refer to [Appendix A](#) for SIDC positions and descriptions.

J.5.3 Composition of SIGINT symbols. A standard method for constructing symbols is presented. Refer to [5.3.8](#) for an explanation of symbol composition. [Figure J-1](#) shows an example of a SIGINT symbol.

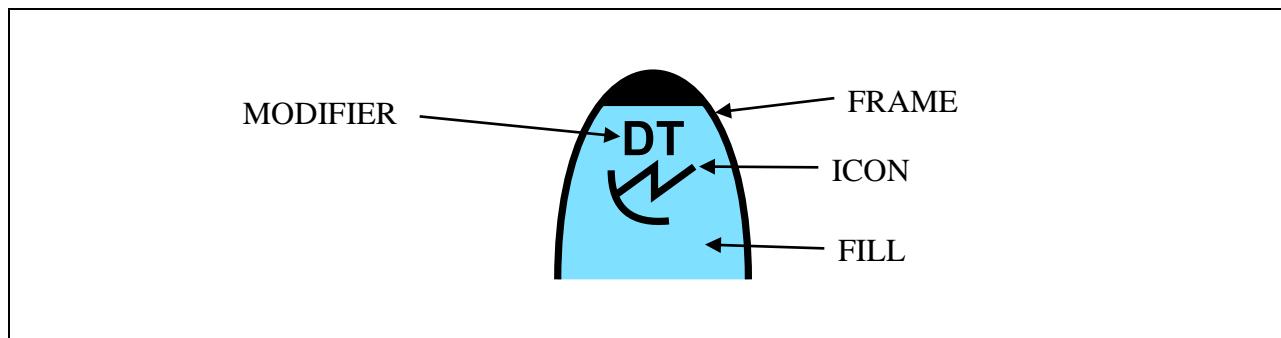
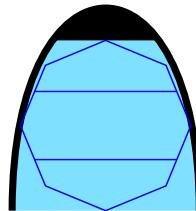
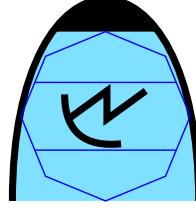
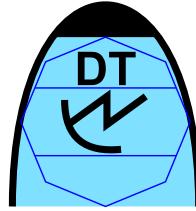
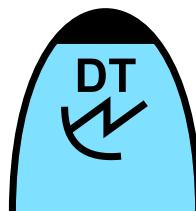


FIGURE J-1. Signals intelligence symbol components.

J.5.3.1 Symbol building process. [Table J-1](#) depicts the symbol building process for SIGINT symbols. The process is identical for icons and modifiers requiring the vertical bounding octagon.

TABLE J-I. Signal intelligences symbol building process.

STEP	DESCRIPTION	EXAMPLE
1.	Choose the frame that matches the standard identity of the object from the appropriate dimension column in tables I, II, or III. In this example, the standard identity is friend and the dimension is space.  The example depicts a “friendly space track.”	
2.	Choose an icon for the main sector of the bounding octagon. In this example, the icon is “radar,” a SIGINT entity type.  The example depicts a “friendly space radar.”	
3.	If required, choose a modifier to depict an additional characteristic of the icon. In this example, the modifier is “data transmission,” a sector 1 modifier.  The example depicts a “friendly space radar with data transmission capability.”  <b>Note:</b> There are no sector 2 modifiers in SIGINT symbols.	
4.	The finished symbol will appear as shown in the example.	

J.5.3.2 Icons and modifiers. All icons shall be placed within the main sector of the bounding octagon ([see table J-1](#)). When depicted, modifiers shall be placed in sector 1 as appropriate ([see table J-1](#)). There are no sector 2 modifiers in SIGINT. Only one modifier may be placed in each sector at a given time. Multiple modifiers in the same position are prohibited due to legibility concerns.

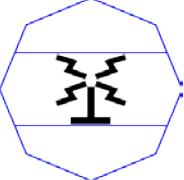
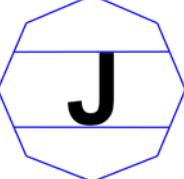
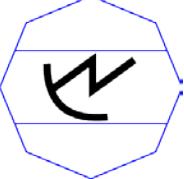
**J.5.3.3 Amplifiers.** The display of additional alphanumerical and graphical information on identity, movement and location and capabilities of a SIGINT symbol is dependent on the dimension of that symbol. A SIGINT symbol may be in the space, air, land, sea surface, or subsurface dimension. For example, if the SIGINT symbol is in the space dimension, then that symbol shall follow the amplifier requirements as stated in the space appendix. [See 5.1.6](#) for more information on amplifiers.

## J.6 SIGINT SYMBOLS

**J.6.1 SIGINT symbols.** This section includes the lists of icons and modifiers for building SIGINT symbols.

**J.6.2 SIGINT icons.** [Table J-II](#) depicts SIGINT icons.

TABLE J-II. Signals intelligence icons.

DESCRIPTION	ICON	REMARKS
<b>SIGNAL INTERCEPT</b>  Type: Entity Symbol Set Code: 50, 51, 52, 53, 54 Code: <b>110000</b> Icon Type: Full Octagon	N/A	There is no icon associated with this entity.
<b>COMMUNICATIONS</b>  Type: Entity Type Entity: SIGNAL INTERCEPT Symbol Set Code: 50, 51, 52, 53, 54 Code: <b>110100</b> Icon Type: Main		N/A
<b>JAMMER</b>  Type: Entity Type Entity: SIGNAL INTERCEPT Symbol Set Code: 50, 51, 52, 53, 54 Code: <b>110200</b> Icon Type: Main		N/A
<b>RADAR</b>  Type: Entity Type Entity: SIGNAL INTERCEPT Symbol Set Code: 50, 51, 52, 53, 54 Code: <b>110300</b> Icon Type: Main		N/A

J.6.3 SIGINT sector 1 modifiers. SIGINT sector 1 modifiers denote communications and radar categories based on dimension (for example, space, air, land, sea surface, or subsurface). Table J-III lists SIGINT sector 1 modifiers and illustrates their placement within the bounding octagon.

TABLE J-III. Signals intelligence sector 1 modifiers.

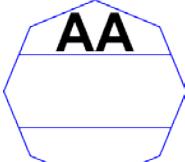
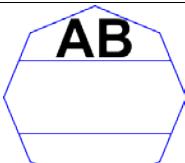
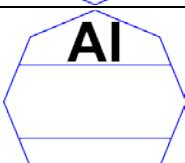
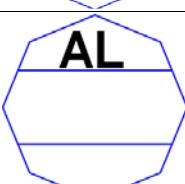
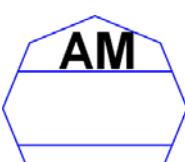
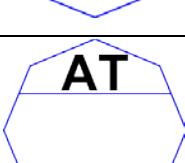
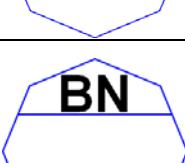
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>ANTI-AIRCRAFT FIRE CONTROL</b>  Symbol Set Code: 52,53 Code: 01	LAND/SEA SURFACE RADAR		N/A
<b>AIRBORNE SEARCH AND BOMBING</b>  Symbol Set Code: 51 Code: 02	AIR RADAR		N/A
<b>AIRBORNE INTERCEPT</b>  Symbol Set Code: 51 Code: 03	AIR RADAR		N/A
<b>ALTIMETER</b>  Symbol Set Code: 51 Code: 04	AIR RADAR		N/A
<b>AIRBORNE RECONNAISSANCE AND MAPPING</b>  Symbol Set Code: 51 Code: 05	AIR RADAR		N/A
<b>AIR TRAFFIC CONTROL</b>  Symbol Set Code: 51, 52, 53 Code: 06	AIR/LAND/SEA SURFACE RADAR		N/A
<b>BEACON TRANSPONDER (NOT IFF)</b>  Symbol Set Code: 51, 52, 53, 54 Code: 07	AIR/LAND/SEA SURFACE/SUBSURFACE RADAR		N/A

TABLE J-III. Signals intelligence sector 1 modifiers - Continued.

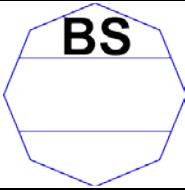
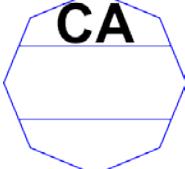
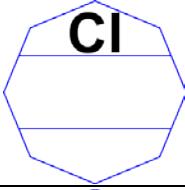
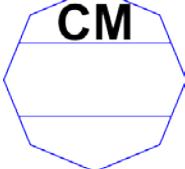
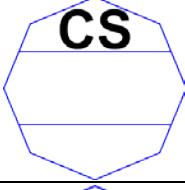
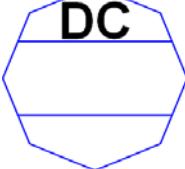
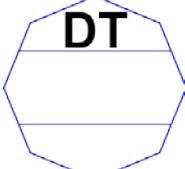
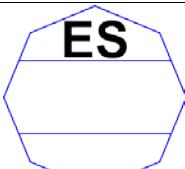
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>BATTLEFIELD SURVEILLANCE</b>  Symbol Set Code: 51, 52 Code: 08	AIR/LAND RADAR		N/A
<b>CONTROLLED APPROACH</b>  Symbol Set Code: 52,53 Code: 09	LAND/SEA SURFACE RADAR		N/A
<b>CONTROLLED INTERCEPT</b>  Symbol Set Code: 51,52,53 Code: 10	AIR/LAND/SEA SURFACE RADAR		N/A
<b>CELLULAR/MOBILE</b>  Symbol Set Code: 51, 52, 53, 54 Code: 11	AIR/LAND/SEA SURFACE/SUBSURFACE COMMUNICATIONS		N/A
<b>COASTAL SURVEILLANCE</b>  Symbol Set Code: 51 Code: 12	LAND RADAR		N/A
<b>DECOY/MIMIC</b>  Symbol Set Code: 51, 52, 53, 54 Code: 13	AIR/LAND/SEA SURFACE/SUBSURFACE RADAR		N/A
<b>DATA TRANSMISSION</b>  Symbol Set Code: 50, 51, 52, 53, 54 Code: 14	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE RADAR		N/A
<b>EARTH SURVEILLANCE</b>  Symbol Set Code: 50 Code: 15	SPACE RADAR		N/A

TABLE J-III. Signals intelligence sector 1 modifiers - Continued.

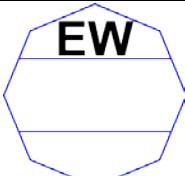
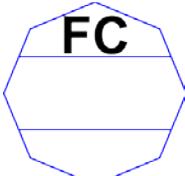
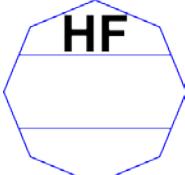
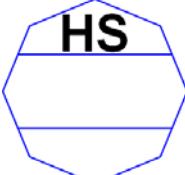
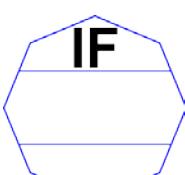
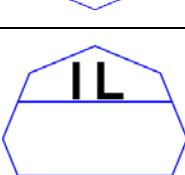
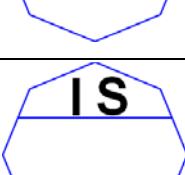
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>EARLY WARNING</b>  Symbol Set Code: 51,52,53,54 Code: 16	AIR/LAND/SEA SURFACE/SUBSURFACE RADAR		N/A
<b>FIRE CONTROL</b>  Symbol Set Code: 51,52,53 Code: 17	AIR/LAND/SEA SURFACE RADAR		N/A
<b>GROUND MAPPING</b>  Symbol Set Code: 51 Code: 18	AIR RADAR		N/A
<b>HEIGHT FINDING</b>  Symbol Set Code: 52,53 Code: 19	LAND/SEA SURFACE RADAR		N/A
<b>HARBOR SURVEILLANCE</b>  Symbol Set Code: 52 Code: 20	LAND RADAR		N/A
<b>IDENTIFICATION, FRIEND OR FOE (INTERROGATOR)</b>  Symbol Set Code: 50, 51, 52, 53, 54 Code: 21	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE RADAR		N/A
<b>INSTRUMENT LANDING SYSTEM</b>  Symbol Set Code: 52, 53 Code: 22	LAND/SEA SURFACE RADAR		N/A
<b>IONOSPHERIC SOUNDING</b>  Symbol Set Code: 51, 52 Code: 23	AIR/LAND RADAR		N/A

TABLE J-III. Signals intelligence sector 1 modifiers - Continued.

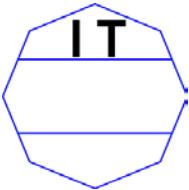
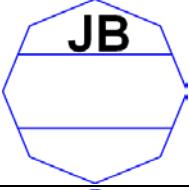
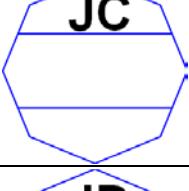
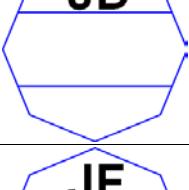
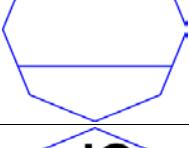
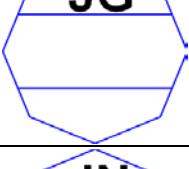
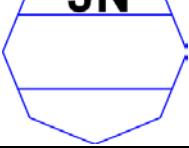
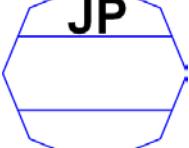
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>IDENTIFICATION, FRIEND OR FOE (TRANSPONDER)</b>  Symbol Set Code: 50, 51, 52, 53, 54 Code: 24	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE RADAR		N/A
<b>BARRAGE JAMMER</b>  Symbol Set Code: 50, 51, 52, 53, 54 Code: 25	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE JAMMER		N/A
<b>CLICK JAMMER</b>  Symbol Set Code: 50, 51, 52, 53, 54 Code: 26	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE JAMMER		N/A
<b>DECEPTIVE JAMMER</b>  Symbol Set Code: 50, 51, 52, 53, 54 Code: 27	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE JAMMER		N/A
<b>FREQUENCY SWEEP JAMMER</b>  Symbol Set Code: 50, 51, 52, 53, 54 Code: 28	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE JAMMER		N/A
<b>JAMMER (GENERAL)</b>  Symbol Set Code: 50, 51, 52, 53, 54 Code: 29	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE JAMMER		N/A
<b>NOISE JAMMER</b>  Symbol Set Code: 50, 51, 52, 53, 54 Code: 30	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE JAMMER		N/A
<b>PULSED JAMMER</b>  Symbol Set Code: 50, 51, 52, 53, 54 Code: 31	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE JAMMER		N/A

TABLE J-III. Signals intelligence sector 1 modifiers - Continued.

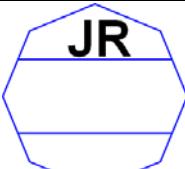
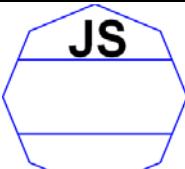
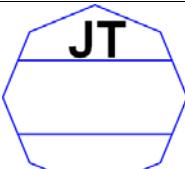
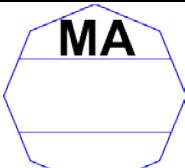
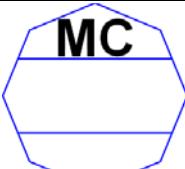
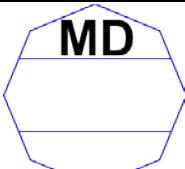
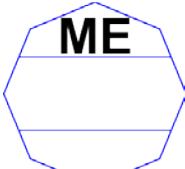
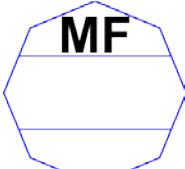
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>REPEATER JAMMER</b>  Symbol Set Code: 50, 51, 52, 53, 54 Code: 32	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE JAMMER		N/A
<b>SPOT NOISE JAMMER</b>  Symbol Set Code: 50, 51, 52, 53, 54 Code: 33	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE JAMMER		N/A
<b>TRANSPONDER JAMMER</b>  Symbol Set Code: 50, 51, 52, 53, 54 Code: 34	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE JAMMER		N/A
<b>MISSILE ACQUISITION</b>  Symbol Set Code: 51,52,53 Code: 35	AIR/LAND/SEA SURFACE RADAR		N/A
<b>MISSILE CONTROL</b>  Symbol Set Code: 50, 51, 52, 53, 54 Code: 36	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE JAMMER		N/A
<b>MISSILE DOWNLINK</b>  Symbol Set Code: 51 Code: 37	AIR RADAR		N/A
<b>METEOROLOGICAL</b>  Symbol Set Code: 51, 52, 53 Code: 38	AIR/LAND/SEA SURFACE RADAR		N/A
<b>MULTI-FUNCTION</b>  Symbol Set Code: 50, 51, 52, 53, 54 Code: 39	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE JAMMER		Two or more of EW, TA, TT, MG, TI

TABLE J-III. Signals intelligence sector 1 modifiers - Continued.

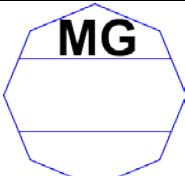
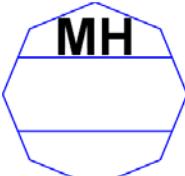
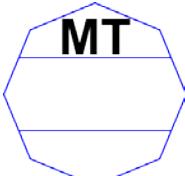
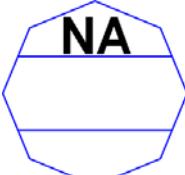
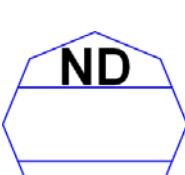
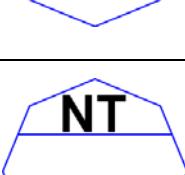
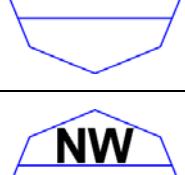
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>MISSILE GUIDANCE</b>  Symbol Set Code: 51,52,53 Code: 40	AIR/LAND/SEA SURFACE RADAR		N/A
<b>MISSILE HOMING</b>  Symbol Set Code: 51 Code: 41	AIR RADAR		N/A
<b>MISSILE TRACKING</b>  Symbol Set Code: 50, 51, 52, 53, 54 Code: 42	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE JAMMER		N/A
<b>NAVIGATION/GENERAL</b>  Symbol Set Code: 50, 51, 52, 53, 54 Code: 43	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE JAMMER		N/A
<b>NAVIGATION/DISTANCE MEASURING EQUIPMENT</b>  Symbol Set Code: 50, 51, 52, 53, 54 Code: 44	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE JAMMER		N/A
<b>NAVIGATION/TERRAIN FOLLOWING</b>  Symbol Set Code: 50, 51, 52, 53, 54 Code: 45	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE JAMMER		N/A
<b>NAVIGATION/WEATHER AVOIDANCE</b>  Symbol Set Code: 51, 52, 53, 54 Code: 46	AIR/LAND/SEA SURFACE/SUBSURFACE JAMMER		N/A

TABLE J-III. Signals intelligence sector 1 modifiers - Continued.

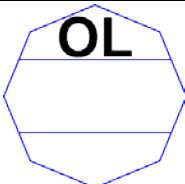
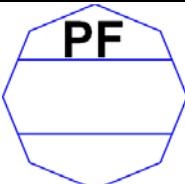
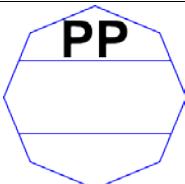
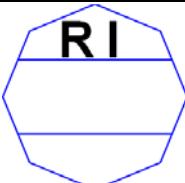
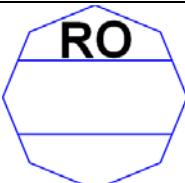
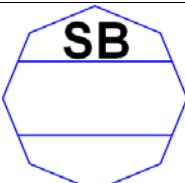
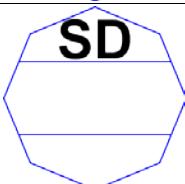
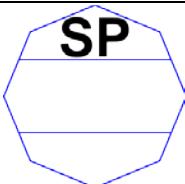
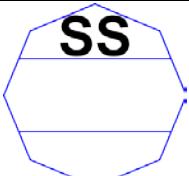
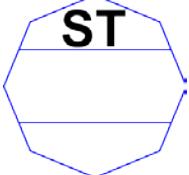
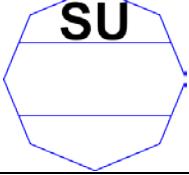
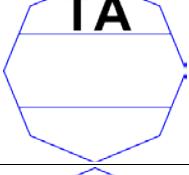
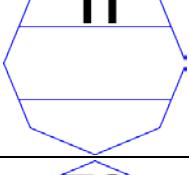
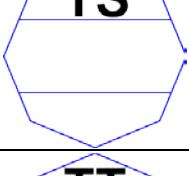
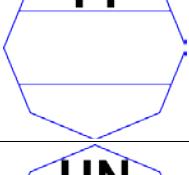
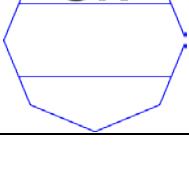
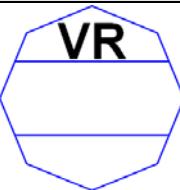
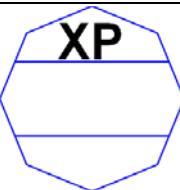
DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>OMNI-LINE OF SIGHT (LOS)</b>  Symbol Set Code: 51,52,53,54 Code: 47	AIR/LAND/SEA SURFACE/SUBSURFACE COMMUNICATIONS		N/A
<b>PROXIMITY FUSE</b>  Symbol Set Code: 51 Code: 48	AIR RADAR		N/A
<b>POINT-TO-POINT LINE OF SIGHT (LOS)</b>  Symbol Set Code: 50, 51, 52, 53, 54 Code: 49	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE COMMUNICATIONS		N/A
<b>INSTRUMENTATION</b>  Symbol Set Code: 50, 51, 52, 53, 54 Code: 50	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE RADAR		N/A
<b>RANGE ONLY</b>  Symbol Set Code: 50, 51, 52, 53, 54 Code: 51	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE RADAR		N/A
<b>SONOBUOY</b>  Symbol Set Code: 53, 54 Code: 52	SEA SURFACE/SUBSURFACE RADAR		N/A
<b>SATELLITE DOWNLINK</b>  Symbol Set Code: 50 Code: 53	SPACE COMMUNICATIONS		N/A
<b>SPACE</b>  Symbol Set Code: 50, 51, 52, 53, 54 Code: 54	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE RADAR		N/A

TABLE J-III. Signals intelligence sector 1 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>SURFACE SEARCH</b>  Symbol Set Code: 50, 51, 52, 53, 54 Code: 55	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE RADAR		N/A
<b>SHELL TRACKING</b>  Symbol Set Code: 52 Code: 56	LAND RADAR		N/A
<b>SATELLITE UPLINK</b>  Symbol Set Code: 51,52,53,54 Code: 57	AIR/LAND/SEA SURFACE/SUBSURFACE COMMUNICATIONS		N/A
<b>TARGET ACQUISITION</b>  Symbol Set Code: 50,51,52,53,54 Code: 58	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE RADAR		N/A
<b>TARGET ILLUMINATION</b>  Symbol Set Code: 51,52,53 Code: 59	AIR/LAND/SEA SURFACE RADAR		N/A
<b>TROPOSPHERIC SCATTER</b>  Symbol Set Code: 52 Code: 60	LAND COMMUNICATIONS		N/A
<b>TARGET TRACKING</b>  Symbol Set Code: 50, 51, 52, 53, 54 Code: 61	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE RADAR		N/A
<b>UNKNOWN</b>  Symbol Set Code: 50, 51, 52, 53, 54 Code: 62	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE RADAR		N/A

## MIL-STD-2525D - APPENDIX J

TABLE J-III. Signals intelligence sector 1 modifiers - Continued.

DESCRIPTION	CATEGORY	MODIFIER	REMARKS
<b>VIDEO REMOTING</b> Symbol Set Code: 50, 51, 52, 53, 54 Code: 63	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE RADAR		N/A
<b>EXPERIMENTAL</b> Symbol Set Code: 50, 51, 52, 53, 54 Code: 64	SPACE/AIR/LAND/SEA SURFACE/SUBSURFACE RADAR		N/A

**APPENDIX K - USE OF WARFIGHTING SYMBOLS  
IN PSEUDO-THREE-DIMENSIONAL (2.5D) DISPLAYS**

## K.1 SCOPE

**K.1.1 Scope.** This appendix provides definitions and guidelines for display of Common Warfighting Symbology in pseudo-three-dimensional displays, also known as 2.5D displays. In the context of this appendix, 2.5D display refers to the presentation of information that gives the perception of depth or varying distance, as in a non-orthogonal viewing angle. In other words, a viewing angle that is not perpendicular to the surface of the Earth. This is in contrast to several other emerging graphic technologies that will allow for viewing in stereographic or full three-dimensional display. In stereo display, dual images are used to recreate a three-dimensional perception in the human brain.

- a. Although there is some discussion of the use of 2.5D symbols, the primary focus of this appendix is the display of the two-dimensional symbols contained in MIL-STD-2525 in a 2.5D display of the surrounding environment. Modeling and simulation standards and methods of portrayal would be more suitable for the display of 2.5D or full three-dimensional symbols and models.
- b. This appendix is not a mandatory part of the standard. It is intended for guidance only.

## K.2 REFERENCES

This section is not applicable to this standard.

## K.3 DEFINITIONS

**K.3.1 Billboard:** A method for portraying a symbol in a 2.5D display in which the symbol is perpendicular to the viewing angle.

**K.3.2 Cubing:** A method for portraying a symbol in a 2.5D display in which the symbol is overlaid on a cube to present a surface visible from the viewing angle.

**K.3.3 Curve (line):** One-dimensional geometric primitive representing the continuous image of a line.

**K.3.4 Geospatial:** Pertaining to the geographic location and characteristics of natural or constructed features and boundaries on, above, or below the Earth's surface; especially referring to data that is geographic and spatial in nature.

**K.3.5 Glyph:** A symbol (as a curved arrow on a road sign) that conveys information nonverbally.

**K.3.6 Icon:** A sign (as a word or graphic symbol) whose form suggests its meaning.

K.3.7 Image: The optical counterpart of an object produced by an optical device (as a lens or mirror) or an electronic.

K.3.8 Marker post (lollipop): A method for portraying a symbol in a 2.5D display in which the symbol is billboarded but also raised above or below the terrain surface by a vertical line.

K.3.9 Model: A miniature representation or simulation.

K.3.10 Pictograph: A picture representing a word or idea; a hieroglyph.

K.3.11 Point: Zero-dimensional geometric primitive, representing a position.

K.3.12 Solid (volume): Three-dimensional geometric primitive, representing the continuous image of a region of Euclidean three space.

K.3.13 Surface (area): Two-dimensional geometric primitive locally representing a continuous image of a region of a plane.

K.3.14 Symbicon: A hybrid of a symbol and icon which attempts to combine the best identification performance benefits of each representation.

K.3.15 Symbol: An object that presents information (MIL-STD-2525). An arbitrary or conventional sign used in writing or printing relating to a particular field to represent operations, quantities, elements, relations, or qualities.

K.3.16 Terrain draping: A method for portraying a symbol in a 2.5D display in which the symbol is overlaid on a terrain surface.

K.3.17 Three-dimensional: Giving the illusion of depth or varying distances.

K.3.18 Two-dimensional: Lacking depth of characterization.

#### K.4 PSEUDO-THREE-DIMENSIONAL (2.5D) SYMBOLIZATION

K.4.1 Introduction. Symbols are used to convey information about objects in space. In most traditional command and control applications, this has been accomplished by an orthogonal (directly overhead) view, such as when looking at a map. Command and control symbols have been overlaid on top of geospatial information or a “map background” to provide a geospatial context to locate the military object of interest at a geographic position. Attributes of the object are visually encoded in the symbol to communicate information about the object to the observer.

a. As command and control symbology has evolved from hand-annotated paper maps to automated computer display screens, views other than orthogonal have become practical. Non-overhead views or dynamic viewing positions such as “fly-through” displays provide new ways in which a warfighter can better perceive and understand the operational environment.

b. This appendix establishes some basic terminology for addressing portrayal of information in 2.5D displays and provides advantages, disadvantages and guidance on some of these methods of display. Although some aspects of 2.5D symbols are discussed, the primary focus of this appendix is on portrayal of the two-dimensional symbols contained in MIL-STD-2525 in a 2.5D display. The modeling and simulation (M&S) community has been portraying the environment in 2.5D for a long time and there are M&S standards and symbol libraries available for 2.5D symbology ([see section K.5.2](#)).

c. This appendix is not intended to be a “standard” as such. New developments in the information technology, computer graphics and the geospatial information systems (GIS) and modeling and simulation industries will undoubtedly eclipse the information provided here.

**K.4.2 When to use 2.5D displays.** The paramount point when considering the use of 2.5D displays is to recognize that a 2.5D display is not necessarily better than a two-dimensional display for every application. A 2.5D display may look neat and impress a viewing audience, but it must really be evaluated as to whether it presents information better or not as good as a traditional two-dimensional display. Research indicates that using 2.5D displays provide advantages such as –

- a. Provide a visual representation that may be useful in understanding the shape or rough spatial layout of scenes
- b. May be more intuitive and natural for use
- c. Are preferred by users
- d. May present clearer picture of tactical information (eliminate need to search text boxes for attributes such as altitude and to do mental integration of information from different views). These benefits may also be engineered into 2D displays as well.<sup>1</sup>

Conversely, 2.5D displays have several disadvantages as well:

- a. Are prone to distortion (due to association with parameters of perspective)
- b. Are prone to clutter (less display area near horizon, so more objects are packed into a smaller area; addition of depth cues such as drop lines increase number of objects displayed)
- c. Are poor for tasks requiring precision, both about objects (e.g. realistic icons do not scale well; distant objects may be too small to recognize) and distances and angles (from foreshortening and inadequate and conflicting depth cues).

Research is mixed concerning performance benefits of using 2D or 2.5D displays largely due to the great variety of factors considered in the studies. Also, users may prefer (or rate highly) displays that actually hinder rather than enhance their performance.<sup>2</sup>

<sup>1</sup> Smallman, H. S., St. John, M., Oonk, H. M. and Cowen, M. B. (2001), Information availability in 2D and 3D displays, IEEE Computer Graphics and Application, 21, 51-57.

K.4.3 Taxonomy of symbols and displays. Symbols can be classified many different ways, including subject area, data structure and visual aspects. A basic taxonomy might look something like this:

**K.4.3.1 Subject Area.**

- a. Operational symbols – military operations and control measures
- b. Geospatial symbols – provides geospatial context (map background)

**K.4.3.2 Delineation Type.**

- a. Point – one coordinate point
- b. Line – a series of coordinate points
- c. Area – a series of coordinate points in which the line creates a polygon
- d. Volume – a polygon or shape with a vertical component

**K.4.3.3 Degree of Abstraction.**

- a. Abstract symbol – a symbol representing an object based on learned association
- b. Pictograph or icon – a symbol representing an object based on the symbol looking like the object
- c. Symbicon – a hybrid of a symbol and an icon which attempts to combine the best identification performance benefits of each representation.
- d. Two-dimensional image – a picture of the object based on varying intensity of reflected energy from the object
- e. Pseudo-three-dimensional model – a physical or digital representation of an object

**K.4.3.4 Dimensionality.**

- a. Two-dimensional – a symbol lacking depth of characterization
- b. Pseudo-three-dimensional (2.5D) – a symbol giving the illusion of depth or varying distances
- c. Three-dimensional – a symbol displayed by stereoscopic, holographic or other means that provides a complete representation of three dimensions.

<sup>2</sup> Smallman, H. S., St. John, M., Oonk, H. M. and Cowen, M. B. (2005), Niive Realism: Misplaced faith in the utility of realistic displays, *Ergonomics in Design*, 13(3), 6-13, Fernandes, K. Usability of 3D Perspective Displays, SPAWAR and St. John, M, Cowen, M.B., Smallman, H.S. and Oonk, H.M. (2001) The use of 2D and 3D displays for shape understanding versus relative position tasks. *Human Factors*, 43, 79-98.

#### K.4.3.5 Relative to terrain.

- a. Ground clamped – symbol is shown on terrain
- b. Elevated – symbol is raised above terrain surface

**K.4.4 Geospatial (map) symbols.** Geospatial symbology generally follows the “earth surface” and can be draped over elevation data. Typically, operational symbols are shown on a map background to provide a positional reference. Digital geospatial information can be classified into two types.

**K.4.4.1 Raster data.** Raster data is a method of representing geospatial data characterized by a matrix of evenly spaced rows and columns of data points. These data points (called "pixels" in image and scanned map data) typically represent some value at that point, while the position within the columns and rows determines the geographic position. Raster data structures are typically used to record scanned maps and charts (MC&G graphic data), image data, or gridded data, such as terrain elevation posts in an elevation model.

**K.4.4.2 Vector data.** Vector data represents each cartographic feature by an entity description (feature code) and a spatial extent (geographic position). Geographic position may be two-dimensional (horizontal position only) or three-dimensional (including elevation). Features are categorized as point, line, or area features. The position of a point feature is described by a single coordinate pair (or triplet for three dimensional data). The spatial extent of a line feature is described by a string of coordinates of points lying along the line, while the extent of an area feature is described by treating its boundary as a line feature. Vector data may be stored in a sequential, chain node, or topological data structure.

**K.4.5 Imagery.** By its nature, imagery is not symbolized but instead relies on variations in intensity of captured light (or other portion of spectrum or other phenomena) to create a visual picture of the object or phenomena being represented. Imagery can be used as a background display or the picture of an object or piece of equipment.

a. There is a significant difference between raster geospatial data or an image and vector geospatial data. In vector data, geographic features can be filtered or turned on or off in a vector display. In a raster display, the map or image content is fixed and you see whatever was shown on the scanned paper map or image.

**K.4.6 Optimum display method.** Each type of symbolization has advantages and disadvantages. There is no one right answer. The intended application will determine which method best meets the intended use of the display.

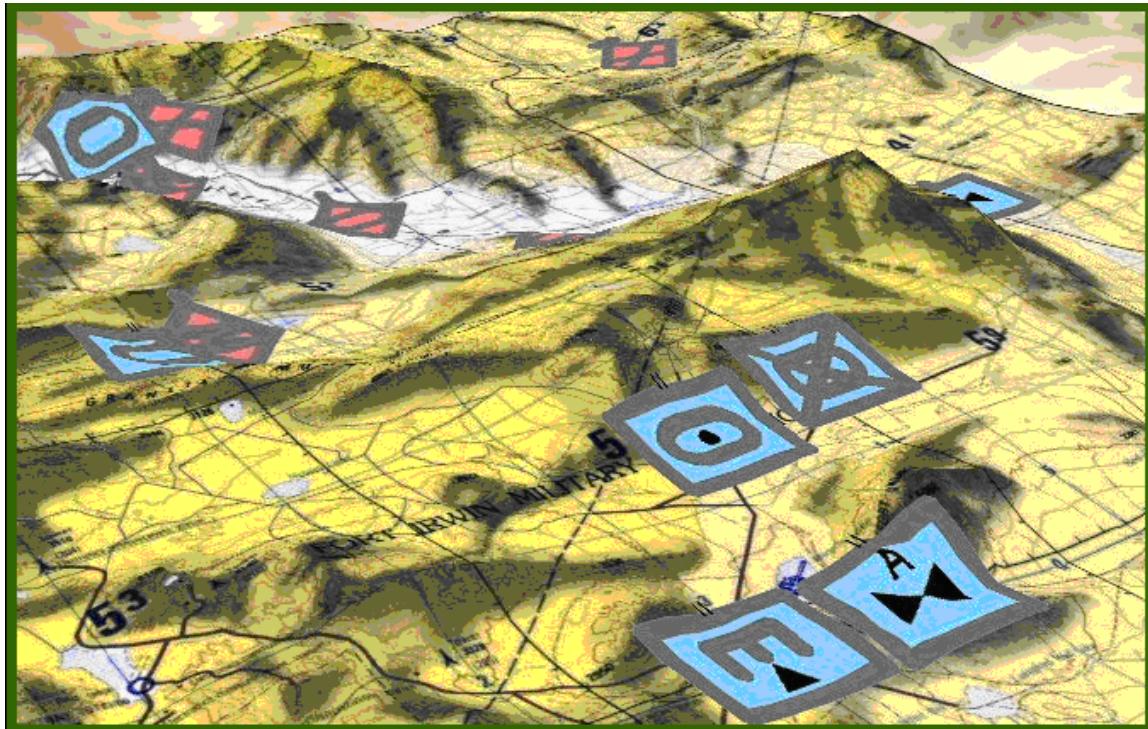
### K.5 GUIDANCE AND PORTRAYAL CONSIDERATIONS IN PSEUDO-THREE-DIMENSIONAL (2.5D) DISPLAYS

**K.5.1 Use of 2D symbols in 2.5D display.** The symbols provided in the appendices of MIL-STD-2525 were designed for two-dimensional display. They can be used in a 2.5D display, using various visualization techniques, some of which are described below. The visualizations described here are not intended to be an all-encompassing or comprehensive list but merely some

of the more common approaches. The intent of this appendix is to provide guidance to implementers on some of the advantages and disadvantages of these visualization techniques.

**K.5.1.1 Visualization of icons**. The symbols in the various appendices of MIL-STD-2525 for space, air, land, maritime (surface and subsurface), meteorology, signals intelligence, etc., symbolize units, equipment and installations as point symbols. Each is associated with a single geographic coordinate. The following paragraphs describe several methods of symbolizing point icons.

**K.5.1.1.1 Terrain draping**. One simple method of displaying two-dimensional symbols in a 2.5D display is to simply place the 2D symbols over the 2.5D surface model ([see figure K-1](#)). This makes it appear as if operational symbols were large flags laid out on the ground. With draping, no changes to existing 2D symbols are required. Since the viewing angle is not perpendicular, symbols may be distorted in shape. Depending on the underlying terrain, some symbols may be obscured by higher terrain in between the symbol and the viewing position.



**FIGURE K-1. Example of terrain draping of icons.**  
(Static MOLE layer displayed in ArcGlobe)

**K.5.1.1.2 Billboarding**. Billboarding is a technique in which a two-dimensional symbol is positioned vertically or perpendicular to the view angle ([see figure K-2](#)). This makes symbols easier to see than if they were draped over the terrain but is much more computationally demanding, sometimes affecting system performance. Although used in systems, the performance benefits of billboarding have not been validated with performance data. There are several factors that must be considered when orienting the billboard as well. Symbols placed on

the ground have to be elevated enough so the entire symbol is visible. If the center of the symbol was co-located with the position on the ground surface, the bottom half of the symbol would be obscured. Billboarding is conceptually different from lollipopping. In fact most billboard displays are raised above ground level. Billboarding refers to placing the 2D symbol perpendicular to view angle, while lollipopping or using a marker post refers to elevating the symbol above or below the terrain surface.

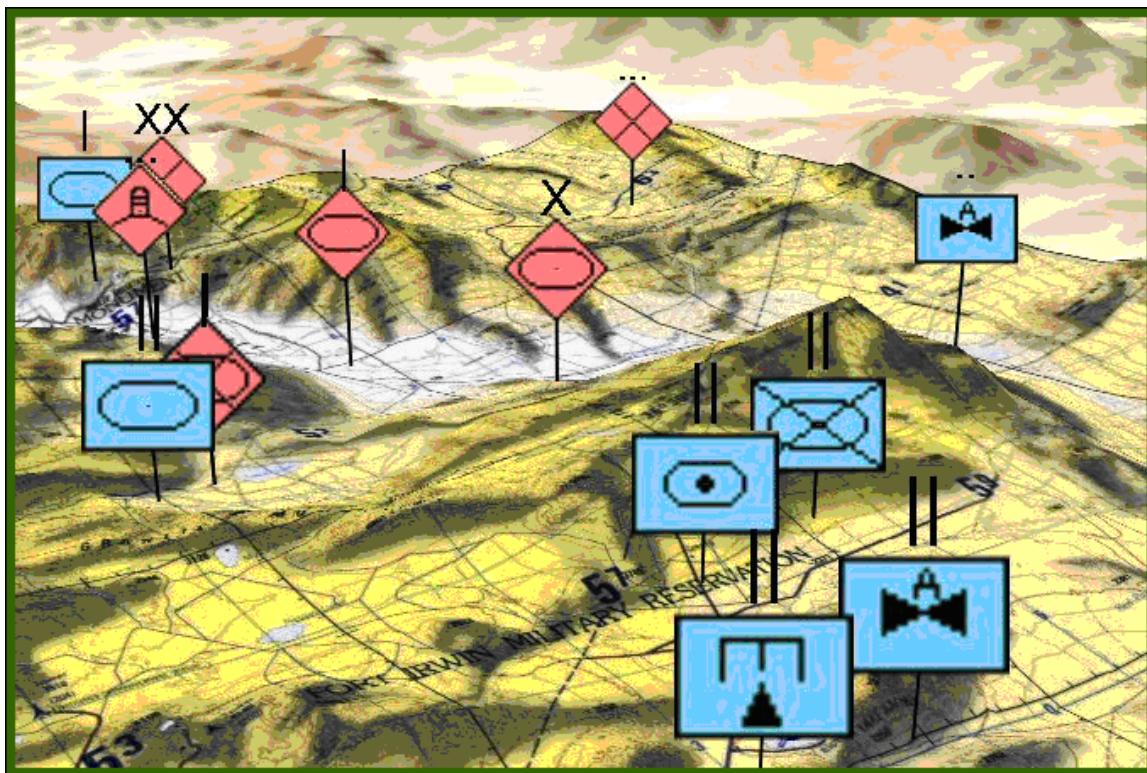


FIGURE K-2. Example of billboarding of icons.  
(TOC 3D display)

K.5.1.1.3 Cubing. An alternative to billboarding is to project the 2D symbol onto a 2.5D shape, such as a cube ([see figure K-3](#)). As with billboarding, cubes can also be elevated above the terrain surface.

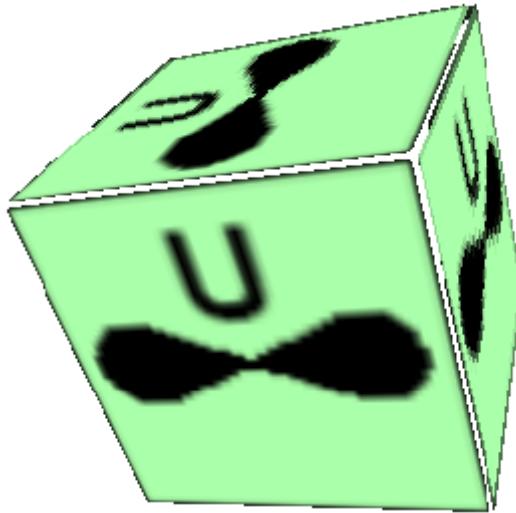


FIGURE K-3. Example of cubing of icons.

K.5.1.1.4 Marker post. In many cases, billboarded or cubed symbols are raised above the ground surface using a marker post, a technique sometimes called “lollipopping” ([see figure K-4](#)). The user can set an arbitrary height above ground surface and drop down lines connect the symbol to its ground location. In a 2.5D display, tracks that are actually above or below ground or water surface can be portrayed in their actual location. Lollipopping has the potential to create confusion with the actual altitude of an above or below-ground/water track. For example, it might appear that a helicopter is flying underneath a tank. Care must also be taken to distinguish between symbols raised to an arbitrary height above or below terrain and those symbols showing an actual altitude/depth, if both types are used in the same display.

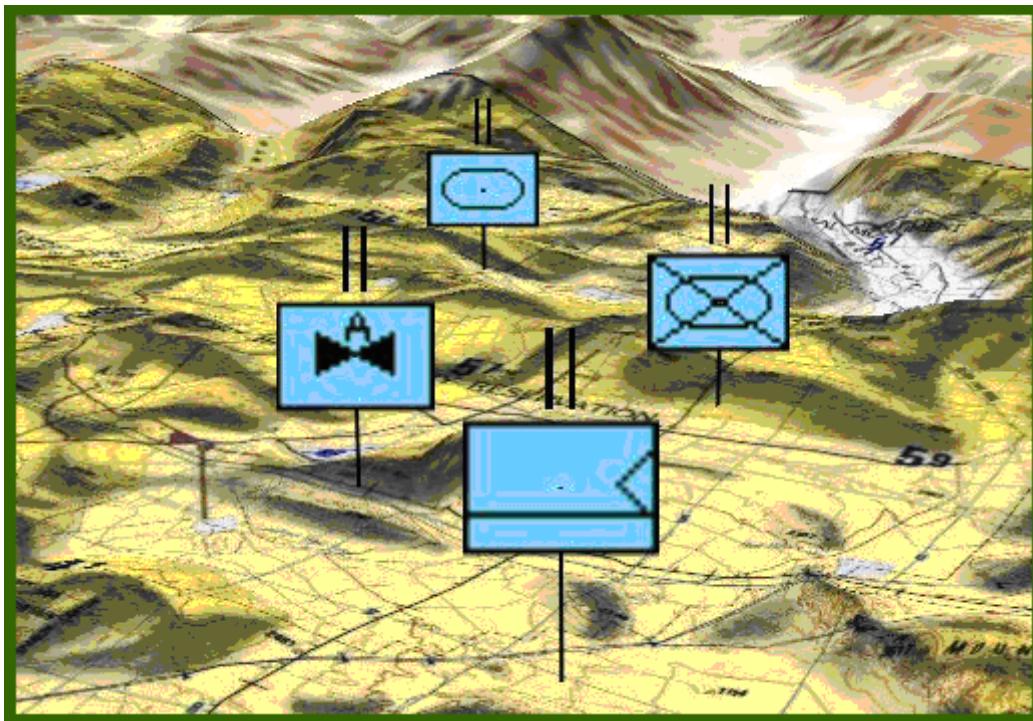


FIGURE K-4. Example of marker posts.  
(TOC 3D display)

K.5.1.2 Visualization of control measure symbols. The control measure symbols in MIL-STD-2525 are more complex than the simple icons in appendix A and contain point, line and area symbols. The techniques for portrayal of line and area symbols are generally similar to the point symbols. Lines may be “draped” over the terrain; but, as with points, draping creates the potential for a symbol to be obscured by intervening terrain (see figure K-5). Line symbols can be extruded above the terrain for visual emphasis, forming what appear to be walls on the terrain surface (see figure K-6). These walls could be used as a background for presenting additional information, such as echelon, status, etc.

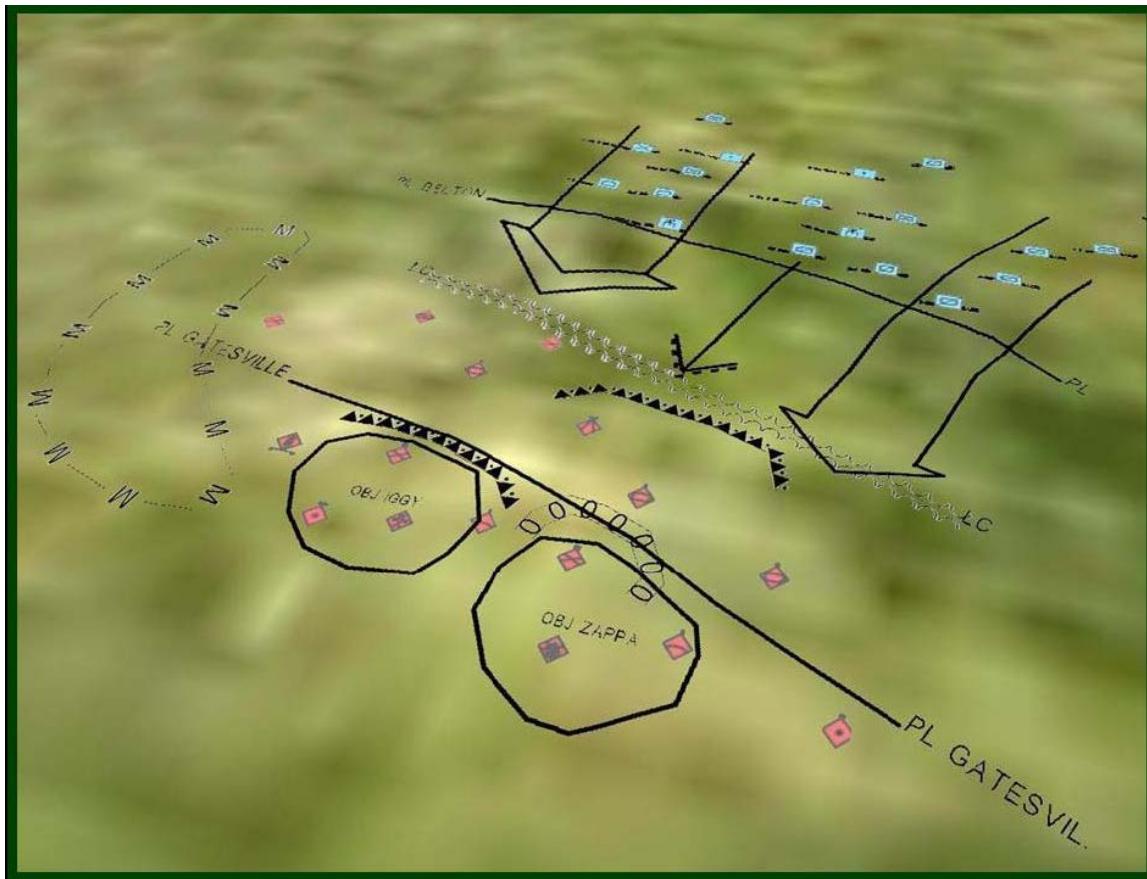


FIGURE K-5. Example of draped control measure symbols symbols.  
(MOLE in ArcGlobe)

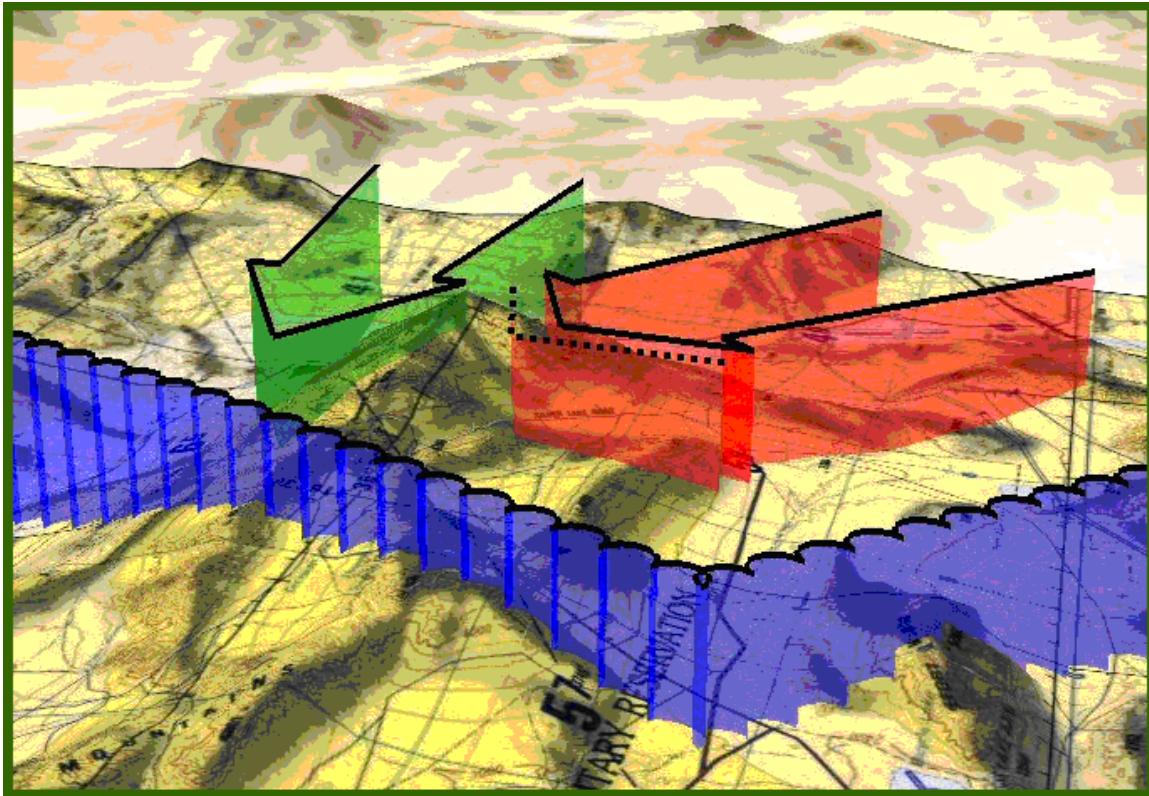


FIGURE K-6. Example of extruded control measure symbols symbols.  
(TOC 3D display)

K.5.1.3 Symbicon. A symbicon is a hybrid of an abstract symbol with a pictograph or icon that increases the ease of identifying an object<sup>3</sup> ([see figure K-7](#)). A typical symbicon may combine the identification code of a symbol, for example “B” for bomber, with the stylized silhouette of an aircraft.

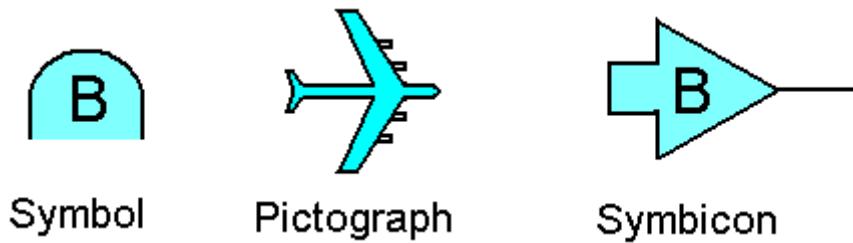


FIGURE K-7. Example of a symbicon.

K.5.2 Pseudo-three-dimensional models. Many systems are starting to use 2.5D models to represent military objects, rather than the 2D symbols contained in MIL-STD-2525 ([see figure K-8](#)). Models may work well for portrayal of individual platforms or systems, such

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<sup>3</sup> Symbicons: Advanced Symbology for Two-dimensional and Three-dimensional Displays, SPAWAR TR 1850, February 2001

as a tank or aircraft, but models work less well or may be impractical for symbolizing larger units. Although in general users prefer to look at realistic icons, they result in slower, error-prone performance.<sup>4</sup> The level of detail provided by the model may also create recognition problems in the display that reflect the situation in the real world. For example, if an operator were unfamiliar with the appearance of a particular weapons system, it would not make much sense to use a 2.5D model of that weapons system to identify the equipment type. You would also expect recognition errors to occur if two weapons systems were similar in appearance. Overall, traditional symbols were more useful when determining platform identity and affiliation are required. Icons are better for determining some aspects of direction of movement.<sup>5</sup>

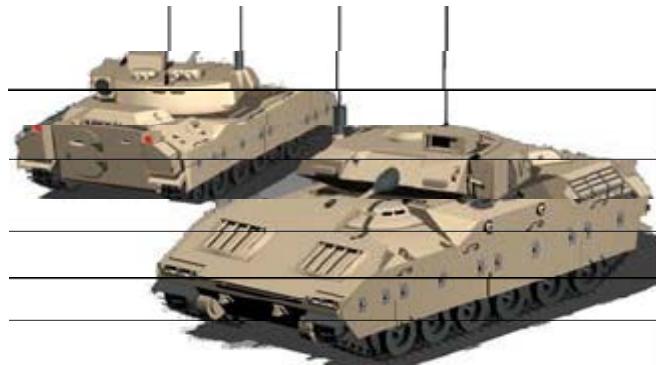


FIGURE K-8. Examples of pseudo-three-dimensional models.

**K.5.2.1 Modeling and Simulation (M&S) standards.** The International Organization for Standardization (ISO) 18023, Computer Graphics and Image Processing – Synthetic Environment Data Representation and Interchange Specification (SEDRIS) suite of standards are used for the exchange of modeling and simulation data.

**K.5.2.2 Model libraries.** The DOD maintains several libraries of reusable digital models of weapons systems at:

- a. Army Model Exchange: <https://modelexchange.army.mil>
- b. M&S Glossary: [http://www.msco.mil/MSGlossary\\_ABR\\_M.html](http://www.msco.mil/MSGlossary_ABR_M.html)
- c. M&S Coordination Office: <http://msco.mil/>
- d. M&S Resource Repository System: [http://www.msco.mil/resource\\_discovery.html](http://www.msco.mil/resource_discovery.html)

**K.5.3 Design considerations for symbology in a 2.5D display.**

**K.5.3.1 Symbol location.** One important function of a symbol is to indicate where the object is located. MIL-STD-2525, [Section 5.3.11](#) requires that point icons be positioned so the

<sup>4</sup> Smallman, H.S., St. John, M.B., Oonk, H.M. and Cowen, M.B. (2000) Track recognition using two-dimensional symbols or three-dimensional realistic icons. SPAWAR Technical Report 1818.

<sup>5</sup> Searching for Tracks Imaged as Symbols or Realistic Icons: A Comparison Between Two-Dimensional and Three-Dimensional Displays, SPAWAR TR 1854, April 2001

geometric center, or center of mass of the symbol, corresponds to the actual location of the object. Certain other control measure symbols have specified “anchor points” that differ from the center of mass of the symbol.

K.5.3.1.1 Submergence of symbols. If a symbol is overlain on the terrain “terrain draping,” it is possible to tie the center of mass of the symbol to the symbol location as in a two-dimensional display and conform to the general rules of MIL-STD-2525. If, however, the symbols are billboarded or shown vertically, then linking the symbol location to the center of mass of the symbol will result in the bottom half of the symbol being below the terrain surface. Billboard displays generally place bottom of the symbol on the terrain surface. This problem does not occur if the object is an air or sub-surface track and is far enough above or below the terrain surface (ground/water).

K.5.3.1.2 Height above/below terrain surface. Some 2.5D displays use the “lollipop” technique to elevate symbols a fixed distance above the terrain surface. This works well for ground tracks but may cause confusion if ground and air tracks were shown in the same display, since some symbols will be raised an arbitrary height while air tracks will generally show actual altitude of the track.

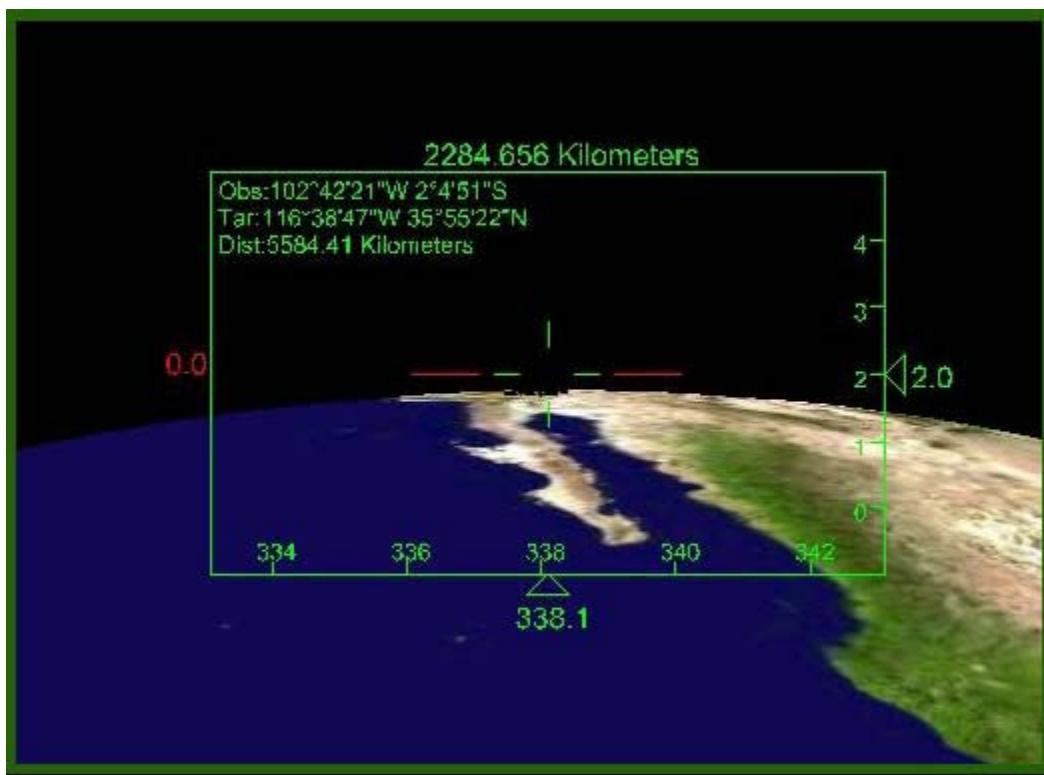
K.5.3.1.3 Estimating track position. Studies have shown that estimating a track position in a 2.5D display is difficult because many of the visual cues that the human brain uses to estimate a location cannot be duplicated in a 2.5D digital display. Operator performance is increased if artificial cues are added, typically a drop line or drop shadow. A drop line is a vertical line from the above-surface object to the terrain surface. A drop shadow is a silhouette of the object on the terrain surface. These artificial cues can contribute to display clutter. Even two-dimensional displays will benefit by having a distinct “locator point” on the symbol, rather than just using the center of mass of the symbol.<sup>6</sup>

K.5.3.2 Perspective. In a traditional two-dimensional (map-like) display, the perspective is “orthogonal” or viewed from directly overhead; so, there is no change of scale over the display. In a 2.5D view the scale of the display decreases (gets smaller) as distance from the observer increases. This creates difficulty in perceiving the actual location of an object in space. In a two-dimensional display, the elevation of an object is not obvious, but the horizontal position (x,y coordinates) is not in doubt. In a 2.5D display, the latitude, longitude and elevation (x, y and z) aspects of location are each ambiguous. When viewing an object in the real world, a human observer uses a number of visual cues to determine location in three-dimensional space. Objects become smaller with increasing distance. Illumination provides variation in light and dark to specify shape in depth. Closer objects block out objects that are farther away. People see in stereo vision and can judge how far away an object is based on the slight differences in the image in their right and left eyes. In a digital display, many of these real-world cues are impossible or impractical to reproduce. Varying symbol size with distance and closer objects obscuring more distant objects are the most easily implemented visual cues. These visual cues have limitations when implemented in a digital display. Symbols can only be made so small before they becomes unrecognizable, yet exaggerating their size to make them more legible

<sup>6</sup> Track Location Enhancements for Perspective View Displays, SPAWAR TR 1847, December 2000

distorts the appearance of location, making them appear closer than they really are. Closer symbols obscuring symbols that are farther away also makes legibility difficult. Artificial visual cues, not found in the real world but possible on a digital display, such as drop lines and drop shadows (discussed previously), enhance a human's ability to determine the location of an object in a 2.5D display.<sup>6</sup>

**K.5.3.3 Direction indicators.** In a 2.5D display, the viewing angle is variable, dependent on the viewing position selected by the operator. Typical viewing angles range from 25 to 65 degrees. Unlike map displays, where north is generally displayed oriented to the top of the display, the 2.5D display can be viewed from any direction. In a "fly-through" the viewing direction is changing frequently. There are several methods to provide a visual cue for direction of view, including placing north arrows in the display or showing the heading and attitude in a "heads-up display" type symbol ([see figure K-9](#)).



**FIGURE K-9. Example of visual cue for direction of view.**  
**(TOC 3D display)**

**K.5.4 Text amplifiers for symbols.** Many symbols in MIL-STD-2525 have text fields around them to present additional information. Text fields for point icons are defined in Figure 3 of MIL-STD-2525. Text fields are also found on the control measure symbols and control measures. Showing text around symbols in a 2.5D display creates a number of difficulties. Perhaps the greatest is the perspective in the display. One of the visual cues to create the impression of three dimensions is to show objects that are farther away in a smaller size; however, reducing symbol size, including text, also reduces legibility. Occultation is another visual cue, in which closer objects obscure more distant objects. Closer objects with text around

them just create a larger “footprint” in the visual plane, potentially obscuring distant symbols or terrain features. Finally, the text will only be visible if there is enough contrast between the text and the background.

**K.5.5 Speed vectors and trailing lines.** A speed vector is a line extending in front of a symbol or icon, whose length is proportional to the speed of the object. The speed vector is an easy way to symbolize the speed and the heading of the platform. They are generally used on fast-moving platforms such as air tracks. A trailing line is a line showing the track of a platform, indicating where it has been for a period of time in the past. In a 2.5D perspective display, the record of a track of a platform is sometimes enhanced by using drop lines to indicate the position on the terrain surface. Drop lines are sometimes filtered by time to show only a limited trail and to reduce display clutter.

**K.5.6 Incomplete data.** One of the difficulties facing implementers of 2.5D displays is that sometimes the track data being symbolized may be incomplete. For example, the latitude and longitude of an air track may be known, but the altitude unknown. This is not a great problem in an overhead two-dimensional display, but in a 2.5D display, where should the air track be shown? If the direction of travel is unknown, which direction should be symbolized? The implementer might choose to ignore the missing data (show the air track on the ground) or infer it from other sources. In either case, a warning indicator should be included with the symbol to indicate to the operator that the track has been symbolized based on incomplete information.

**K.5.7 Vertical exaggeration of terrain and tactical symbols.** In 2.5D displays, the vertical dimension is often exaggerated to highlight variation in the terrain ([see figure K-10](#)). This particular example has a vertical exaggeration of x15. This vertical exaggeration may create distortions in the display, when tactical symbols are also used. For example, if the vertical exaggeration was x3, then the altitude of the air track would also have to be exaggerated by x3 to keep relative position with the terrain.

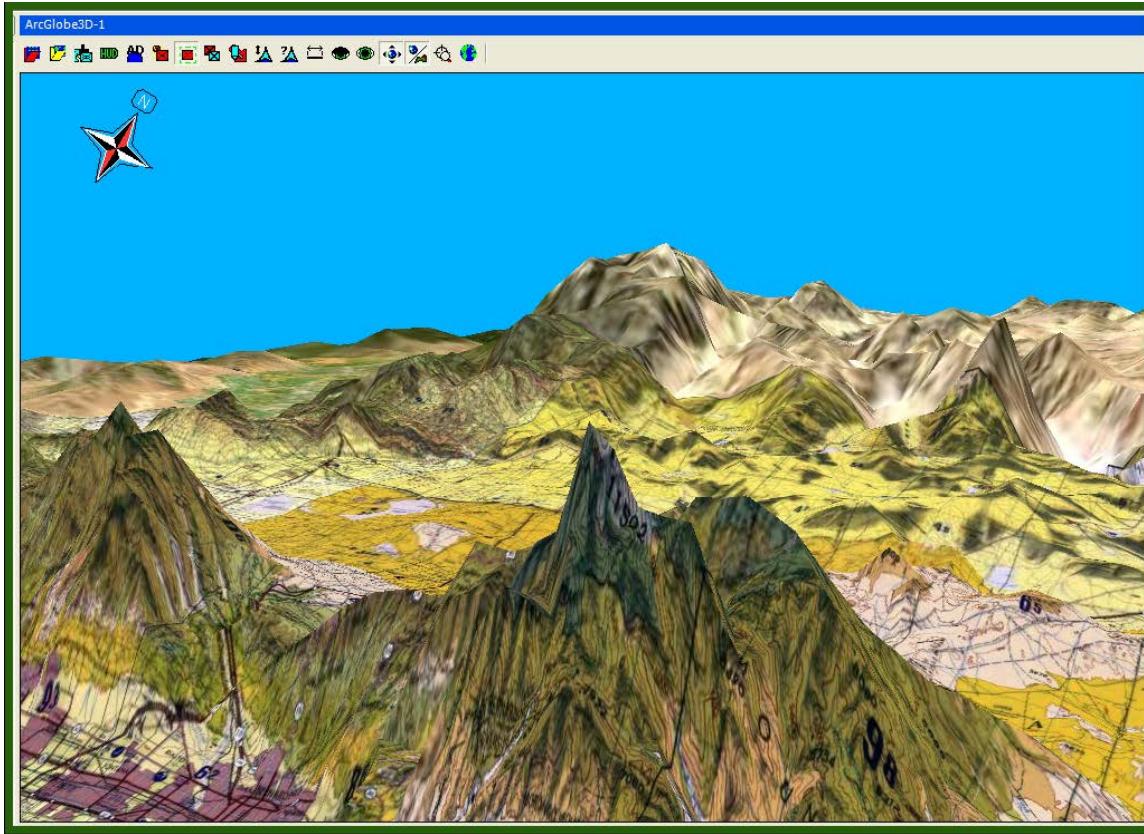


FIGURE K-10. Example of vertical exaggeration.  
(TOC 3D display)

K.5.8 Implications for training and doctrine. The use of 2.5D displays in the command and control community is growing. Research into human performance has shown, however, that a 2.5D display is not necessarily the best way to accomplish all tasks. In fact, some tasks are better performed using a conventional “overhead” 2D display or even a conventional map. The types of tasks performed on a C4ISR system should be conducted using a display mode (2D or 2.5D) that best fits the intended task. Operators should be trained to understand which tasks are accomplished best using each display type. User preference often has little bearing on the choice because an operator may like one type of display, even though his/her performance is degraded, compared to other display modes. Some tasks may be accomplished best using a combination of 2.5D to get an overall impression of the situation and 2D views to do the specific locational analysis needed to accomplish the task.

## K.6 NOTES

K.6.1 Graphics displayed in this appendix are from the 3D Visualization and Tactical Symbology Considerations for Command, Control, Communications, Computers, Intelligence, Surveillance and Reconnaissance (C4ISR) Applications, Concurrent Technologies Corporation (CTC) White Paper, April 2, 2004.

## APPENDIX L - CYBERSPACE SYMBOLS

## L.1 SCOPE

L.1.1 Scope. This appendix addresses symbols that support cyberspace in the C2 domain. The tables in this appendix present the icons for the cyberspace domain. This appendix is a mandatory part of the standard. The information contained herein is intended for compliance.

## L.2 APPLICABLE DOCUMENTS

Specific documents in [2.2](#) of this standard apply to this appendix.

## L.3 DEFINITIONS

The definitions in [section 3](#) of this standard apply to this appendix.

## L.4 GENERAL REQUIREMENTS

L.4.1 Organization. This appendix contains technical specifications, a symbol coding scheme, a symbology hierarchy and cyberspace symbology.

## L.5 DETAILED REQUIREMENTS

L.5.1 Technical specifications. Composition, construction and display of symbols are explained in the detailed requirements section of the standard.

L.5.2 Symbol identification coding scheme. A symbol identification code (SIDC) is a numeric string that may be used to provide the unique identifier necessary to display or exchange symbol information between MIL-STD-2525 compliant systems. Refer to [Appendix A](#) for SIDC positions and descriptions.

L.5.3 Composition of cyberspace symbols. A standard method for constructing symbols is presented. Refer to [5.3.8](#) for an explanation of symbol composition. [Figure L-1](#) shows an example of a cyberspace symbol.

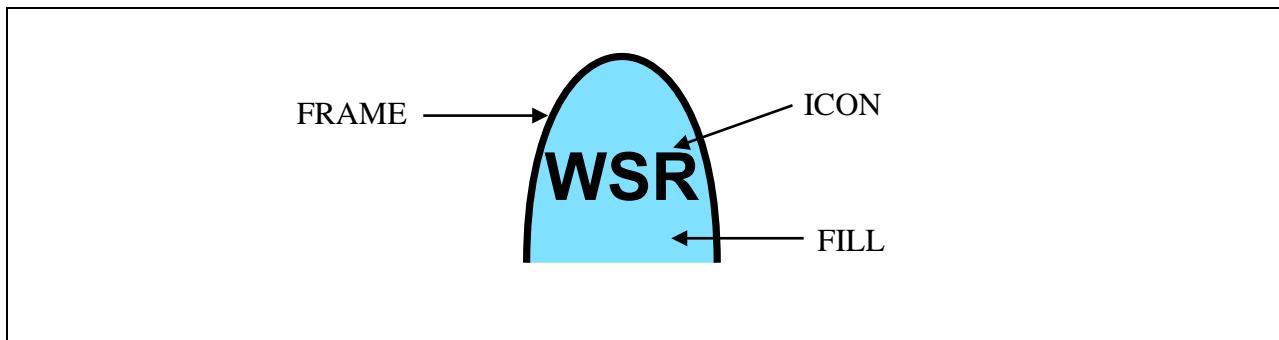


FIGURE L-1. Cyberspace symbol components.

**L.5.3.1 Symbol building process.** [Table L-I](#) depicts the symbol building process for cyberspace symbols. The process is identical for icons and modifiers requiring the vertical bounding octagon.

TABLE L-I. Cyberspace symbol building process.

STEP	DESCRIPTION	EXAMPLE
1.	Choose the frame that matches the standard identity of the object from the appropriate dimension column in tables I, II, or III. In this example, the standard identity is friend and the dimension is air.  The example depicts a “friendly air track.”	
2.	Choose an icon for the main sector of the bounding octagon. In this example, the icon is “web server,” a cyberspace entity type.  The example depicts a “friendly air web server.”  Note: There are no modifiers in cyberspace symbols.	
3.	The finished symbol will appear as shown in the example.	

**L.5.3.2 Icons and modifiers.** All icons shall be placed within the main sector of the bounding octagon ([see table L-I](#)). There are no modifiers in cyberspace symbols.

**L.5.3.3 Amplifiers.** The display of additional alphanumerical and graphical information on identity, movement and location and capabilities of a cyberspace symbol is dependent on the dimension of that symbol. A cyberspace symbol may be in the space, air, land, sea surface, or subsurface dimension. For example, if the cyberspace symbol is in the space dimension, then that symbol shall follow the amplifier requirements as stated in the space appendix. [See 5.1.6](#) for more information on amplifiers.

## L.6 CYBERSPACE SYMBOLS

**L.6.1 Cyberspace symbols.** This section includes the lists of icons and modifiers for building cyberspace symbols.

L.6.2 Cyberspace icons. [Table L-II](#) depicts cyberspace icons.

TABLE L-II. Cyberspace icons.

DESCRIPTION	ICON	REMARKS
<b>BOTNET</b>  Type: Entity Symbol Set Code: 60 Code: 110000	N/A	There is no symbol associated with this entity.
<b>COMMAND AND CONTROL (C2)</b>  Type: Entity Type Entity: BOTNET Symbol Set Code: 60 Code: 110100		N/A
<b>HERDER</b>  Type: Entity Type Entity: BOTNET Symbol Set Code: 60 Code: 110200		N/A
<b>CALLBACK DOMAIN</b>  Type: Entity Type Entity: BOTNET Symbol Set Code: 60 Code: 110300		N/A
<b>ZOMBIE</b>  Type: Entity Type Entity: BOTNET Symbol Set Code: 60 Code: 110400		N/A
<b>INFECTION</b>  Type: Entity Symbol Set Code: 60 Code: 120000	N/A	There is no symbol associated with this entity
<b>ADVANCED PERSISTENT THREAT (APT)</b>  Type: Entity Type Entity: INFECTION Symbol Set Code: 60 Code: 120100		N/A

TABLE L-II. Cyberspace icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>APT WITH C2</b>  Type: Entity Subtype Entity/Entity Type: INFECTION/ADVANCED PERSISTENT THREAT (APT) Symbol Set Code: 60 Code: 120101		N/A
<b>APT WITH SELF PROPAGATION</b>  Type: Entity Subtype Entity/Entity Type: INFECTION/ADVANCED PERSISTENT THREAT (APT) Symbol Set Code: 60 Code: 120102		N/A
<b>APT WITH C2 AND SELF PROPAGATION</b>  Type: Entity Subtype Entity/Entity Type: INFECTION/ADVANCED PERSISTENT THREAT (APT) Symbol Set Code: 60 Code: 120103		N/A
<b>APT OTHER</b>  Type: Entity Subtype Entity/Entity Type: INFECTION/ADVANCED PERSISTENT THREAT (APT) Symbol Set Code: 60 Code: 120104		N/A
<b>NON-ADVANCED PERSISTENT THREAT (NAPT)</b>  Type: Entity Type Entity: INFECTION Symbol Set Code: 60 Code: 120200		N/A
<b>NAPT WITH C2</b>  Type: Entity Subtype Entity/Entity Type: INFECTION/NON-ADVANCED PERSISTENT THREAT (NAPT) Symbol Set Code: 60 Code: 120201		N/A

TABLE L-II. Cyberspace icons - Continued.

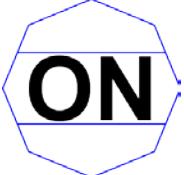
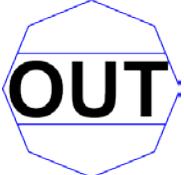
DESCRIPTION	ICON	REMARKS
<b>NAPT WITH SELF PROPAGATION</b>  Type: Entity Subtype Entity/Entity Type: INFECTION/NON-ADVANCED PERSISTENT THREAT (NAPT) Symbol Set Code: 60 Code: 120202		N/A
<b>NAPT WITH C2 AND SELF PROPAGATION</b>  Type: Entity Subtype Entity/Entity Type: INFECTION/NON-ADVANCED PERSISTENT THREAT (NAPT) Symbol Set Code: 60 Code: 120203		N/A
<b>NAPT OTHER</b>  Type: Entity Subtype Entity/Entity Type: INFECTION/NON-ADVANCED PERSISTENT THREAT (NAPT) Symbol Set Code: 60 Code: 120204		N/A
<b>HEALTH AND STATUS</b>  Type: Entity Symbol Set Code: 60 Code: 130000	N/A	There is no symbol associated with this entity
<b>NORMAL</b>  Type: Entity Type Entity: HEALTH AND STATUS Symbol Set Code: 60 Code: 130100		N/A
<b>NETWORK OUTAGE</b>  Type: Entity Type Entity: HEALTH AND STATUS Symbol Set Code: 60 Code: 130200		N/A
<b>UNKNOWN</b>  Type: Entity Type Entity: HEALTH AND STATUS Symbol Set Code: 60 Code: 130300		N/A

TABLE L-II. Cyberspace icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>IMPAIRED</b>  Type: Entity Type Entity: HEALTH AND STATUS Symbol Set Code: 60 Code: 130400		N/A
<b>DEVICE TYPE</b>  Type: Entity Symbol Set Code: 60 Code: 140000	N/A	There is no symbol associated with this entity
<b>CORE ROUTER</b>  Type: Entity Type Entity: DEVICE TYPE Symbol Set Code: 60 Code: 140100		N/A
<b>ROUTER</b>  Type: Entity Type Entity: DEVICE TYPE Symbol Set Code: 60 Code: 140200		N/A
<b>CROSS DOMAIN SOLUTION</b>  Type: Entity Type Entity: DEVICE TYPE Symbol Set Code: 60 Code: 140300		N/A
<b>MAIL SERVER</b>  Type: Entity Type Entity: DEVICE TYPE Symbol Set Code: 60 Code: 140400		N/A
<b>WEB SERVER</b>  Type: Entity Type Entity: DEVICE TYPE Symbol Set Code: 60 Code: 140500		N/A
<b>DOMAIN SERVER</b>  Type: Entity Type Entity: DEVICE TYPE Symbol Set Code: 60 Code: 140600		N/A

TABLE L-II. Cyberspace icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>FILE SERVER</b>  Type: Entity Type Entity: DEVICE TYPE Symbol Set Code: 60 Code: 140700		N/A
<b>PEER-TO-PEER NODE</b>  Type: Entity Type Entity: DEVICE TYPE Symbol Set Code: 60 Code: 140800		N/A
<b>FIREWALL</b>  Type: Entity Type Entity: DEVICE TYPE Symbol Set Code: 60 Code: 140900		N/A
<b>SWITCH</b>  Type: Entity Type Entity: DEVICE TYPE Symbol Set Code: 60 Code: 141000		N/A
<b>HOST</b>  Type: Entity Type Entity: DEVICE TYPE Symbol Set Code: 60 Code: 141100		N/A
<b>VIRTUAL PRIVATE NETWORK (VPN)</b>  Type: Entity Type Entity: DEVICE TYPE Symbol Set Code: 60 Code: 141200		N/A
<b>DEVICE DOMAIN</b>  Type: Entity Symbol Set Code: 60, Code: 150000	N/A	There is no symbol associated with this entity
<b>DEPARTMENT OF DEFENSE (DOD)</b>  Type: Entity Type Entity: DEVICE DOMAIN Symbol Set Code: 60 Code: 150100		N/A

TABLE L-II. Cyberspace icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>GOVERNMENT</b>  Type: Entity Type Entity: DEVICE DOMAIN Symbol Set Code: 60 Code: 150200		N/A
<b>CONTRACTOR</b>  Type: Entity Type Entity: DEVICE DOMAIN Symbol Set Code: 60 Code: 150300		N/A
<b>SUPERVISORY CONTROL AND DATA ACQUISITION (SCADA)</b>  Type: Entity Type Entity: DEVICE DOMAIN Symbol Set Code: 60 Code: 150400		N/A
<b>NON-GOVERNMENT</b>  Type: Entity Type Entity: DEVICE DOMAIN Symbol Set Code: 60 Code: 150500		N/A
<b>EFFECT</b>  Type: Entity Symbol Set Code: 60 Code: 160000	N/A	There is no symbol associated with this entity
<b>INFECTION</b>  Type: Entity Type Entity: EFFECT Symbol Set Code: 60 Code: 160100		N/A
<b>DEGRADATION</b>  Type: Entity Type Entity: EFFECT Symbol Set Code: 60 Code: 160200		N/A
<b>DATA SPOOFING</b>  Type: Entity Type Entity: EFFECT Symbol Set Code: 60 Code: 160300		N/A

TABLE L-II. Cyberspace icons - Continued.

DESCRIPTION	ICON	REMARKS
<b>DATA MANIPULATION</b>  Type: Entity Type Entity: EFFECT Symbol Set Code: 60 Code: 160400		N/A
<b>EXFILTRATION</b>  Type: Entity Type Entity: EFFECT Symbol Set Code: 60 Code: 160500		N/A
<b>POWER OUTAGE</b>  Type: Entity Type Entity: EFFECT Symbol Set Code: 60 Code: 160600		N/A
<b>NETWORK OUTAGE</b>  Type: Entity Type Entity: EFFECT Symbol Set Code: 60 Code: 160700		N/A
<b>SERVICE OUTAGE</b>  Type: Entity Type Entity: EFFECT Symbol Set Code: 60 Code: 160800		N/A
<b>DEVICE OUTAGE</b>  Type: Entity Type Entity: EFFECT Symbol Set Code: 60 Code: 160900		N/A

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DISA – DC3  
(INST-2014-004)

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