

# Documentation of MIP4IES to APP-6D Symbol Conversion

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## 1. Introduction

Please note that this Document is a guidance document. This means that it first and foremost is non-normative. Additionally, this means that this document will be updated and maintained independently from the MIP4IES Specification. Thus, there can and will be updates to this document in the future and it is in the responsibility of the users of the document to use the latest suitable version. This document is aimed at helping system implementers to map MIP4IES BattlespaceConcepts to corresponding APP6D symbols. It is generated from a MIP-internal online version.

### 1.1. Overall

The mapping of the MIP concepts to the APP-6 symbol codes is maintained by the members of MIP WG. Even though great care is taken to ensure the highest quality possible for this binding document, there is no guarantee of correctness or completeness of this document. The MIP Community updates and validates the bindings frequently and only bindings that pass a certain level of consistency checks are provided in the tables below. Please note that in addition to the

tabular representation provided in this document, there is a machine-processable version of the Bindings in JSON format that can be used to automatically derive symbol bindings.

### 1.1.1. Geometry Bindings

The Symbols in APP6D require a specific geometry to be present. In the MIP4IES Schemas, there is a **Geometry appinfo** that indicates the geometry to be used for mapping the information to APP6D. The plan is to also include this information, if possible, in the attached JSON file so that all information on symbology can be derived from this document.

## 1.2. Consistency Check Algorithm

In order to describe the automated consistency checks that are performed, first the format of the bindings needs to be described. Each binding is represented as a line in a table, where the first columns of the table describe the symbol, and the last column(s) describe the matching BattlespaceConcept and potential property values.

#### IMPORTANT

We use two prefixes in the namings of types, properties or values. Prefix 'MIP' always means the real MIP object that is defined in a C2IS. Prefix 'Symbology' means the APP-6 assignment in the google sheets.

In a first and simple step the algorithm checks if the MIP type that a symbol line is mapped to actually exists. If that is the case the algorithm continues with next checks, otherwise this line is marked as "missing type" and ignored in the final binding file.

#### NOTE

There is the rare case where a type is marked as "**\*\***", meaning that only the name of the property matters (if a property appears on multiple types)

In the next steps the algorithm checks if the given type has the properties that are defined in the binding. If that is the case, store the values of these properties from the MIP concept.

The check of the value is a bit more complex. The Symbology value is not type specific and the MIP values can have different types. In simple cases it is just a number, boolean or a string. In more complex cases it is a value of an enum. The type of the enum is only identified by a look in the MIP concept and only if the Symbology property is matching.

If a line passes all validations and does not contain additional text (e.g. a "TODO"), then it will be incorporated into the tables below and the JSON document.

## 1.3. Symbol Code Merging Algorithm

This section outlines in very rough terms how to use the provided bindings to go from a MIP BSO instance to a complete APP6D symbol. If someone wants to implement this generic algorithm as well, please be aware that there are some subtleties not covered in this section. There is a plan to release a reference implementation of the symbol code converter in the future.

In order to generate a symbol code for a MIP BSO instance, the instance has to be matched against each line in the bindings. A match is defined as a line where the MIP BSO instance has the same

type as the specified **type** of the line (or is a subtype thereof), and all properties defined in the line have the correct values on the BSO instance.

All positive matches have then to be grouped by symbol set (all **Air symbols** and **Air symbol modifiers** are in one group).

**NOTE** Matching lines with a Symbol sets value of "\*\*\*\*" are part of every other symbol set

For each symbol set, all matching lines are again grouped by "main part", i.e. the symbol position that is actually defined in the line (so all **sector 1 modifiers** are grouped together), since each position in the symbol code can be set only once.

**NOTE** Symbol sets that do not have a match in the entity section can already be ignored as potential match

For each group, one representative has to be selected. For the **entity** group, this is done by finding the match has the highest **depth** (see [Type](#)) (i.e. the most specific type) and, if there are more than one, the one with the most properties. For the other groups, only the last found match is used.

In a last step the selected lines are merged and a symbol code is created.

## 2. JSON Documentation

### 2.1. Introduction

Each line of the MIP symbology google sheet is pushed to a JSON file if it is positively validated by the validator. They become enriched by meta information from the MIM.

For example **sym\_1\_1.json** contains all valid symbology codes for section 1 modifiers from symbol set 1: Air sector.

### 2.2. Files

The files are all stored with the prefix **sym\_** followed by a number in range from 0 to 99 representing the Symbol Set. If there is a second number following, separated by a **\_**, this is a possible Section 1 or 2 Modifier for this Symbol Set.

### 2.3. SymbolInfo

The symbolInfo is a construct of four different naming parts:

- Symbol Set,
- Entity,
- Entity Type,
- Entity Subtype.

Each of this parts is also represented by two numbers in the Symbol Code.

## 2.4. Symbol Code

The symbol code follows the convention of the APP-6. See [Table Symbology abbreviations](#) for the description of each position.

Is a part of the symbol code \*\* it means that this part can be replaced by any other value if this line is merged with any other line.

## 2.5. Type

Type is the more detailed representation of the MIP concept that is referenced. It contains the name and the semantic ID. The depth attribute is the rank of the type in the hierachic order of the MIM. This information is neccessary for the merging, see [Symbol Code Merging Algorithm](#).

Type also contains a list named propertyValues. Entries are only set, if there is a value set to a properties in the Google sheet. Property is always stored by name and semantic id. Value is stored by name and semantic id if it is a MIP Concept by itself, such as Enums. If the value is a boolean value, the semantic id is set to [boolean](#).

## 2.6. Reference

The reference part refers to the origin of the data. This information can be ignored for external use, it is only relevant internally to allow bi-directional tracing of the json file to the original source.

- spreadsheetId is the ID of the google spreadsheet,
- sheetId is the unique ID of each sheet that contains an table. The sheetId is unique per sheet and can't be changed.
- sheetAssumedName is the name of the table sheet. Compared to the ID, the name is not fix and can be changed. Assumed means, that this was the name of the sheet at the moment the reference was created.
- lineIndex simply is the index of the line.

## 3. Multipoint Documentation

Some MIP concepts are described with a multipoint representation in the map layer. They has a Multi Point (["MIM:ce23f749-d8ef-4a7a-ab25-97eb7329a2b1"](#)) as Geometry and provide an additional Multi Point Shape Code ([MIM:3df3135d-f817-4e92-97d6-3435436a499b](#)). See figure [Multipoint symbols](#) for the concrete mapping of these codes to their visualization.

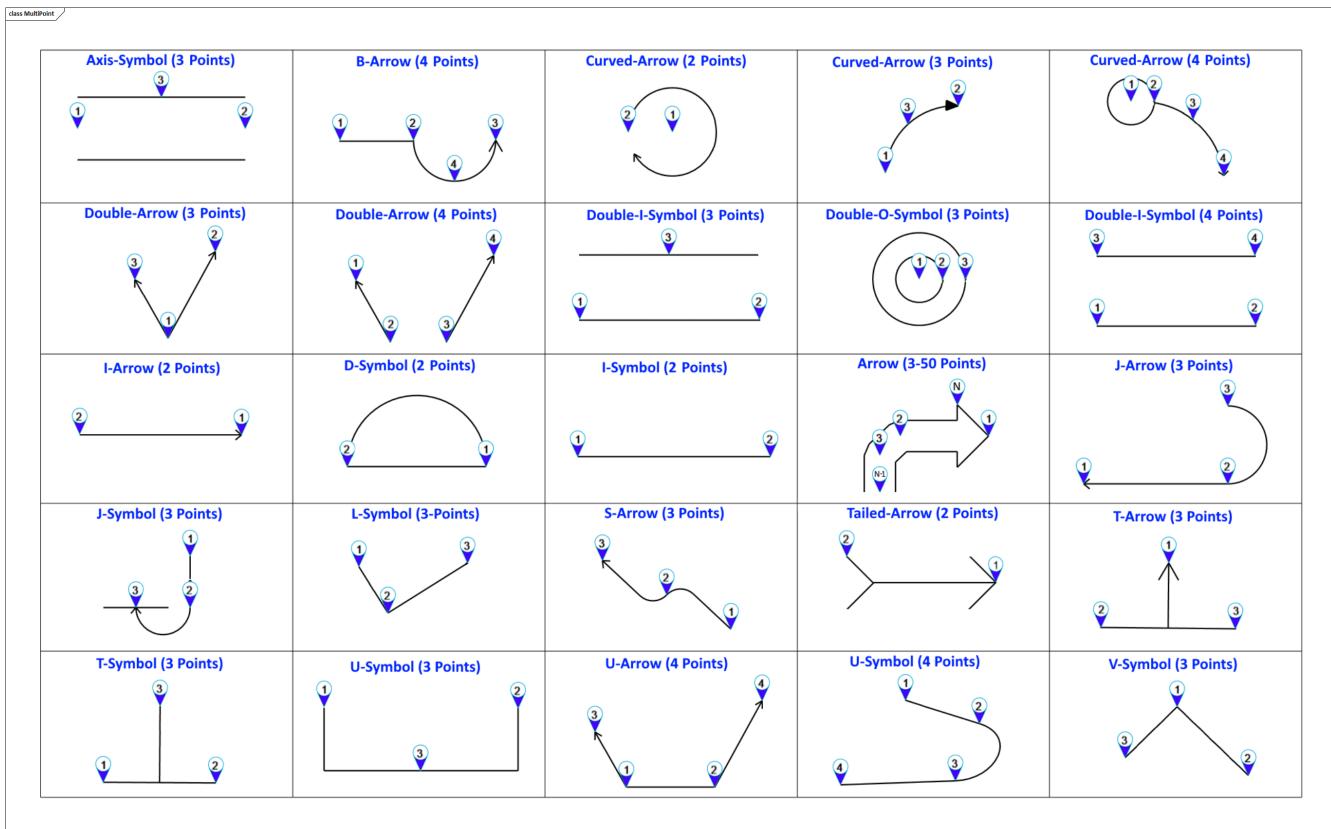


Figure 1. Multipoint symbols

## 4. Symbol Codes

### 4.1. Description

The following tables contain all definitions of APP-6 symbology codes that are validly mapped to a MIP concept.

#### IMPORTANT

To make the tables more readable we replace the parts of the symbol code with following abbreviations:

Table 1. Table Symbology abbreviations

Short Name	Long Name
V	Version
SI <sub>d</sub>	Standard Identity
SyS	SymbolSet
Sts	Status
HDT	HQ   Dummy   TF
AD	Amplifier/Descriptor
E	Entity
ET	EntityType

<b>Short Name</b>	<b>Long Name</b>
EST	EntitySubType
S1M	Sector 1 Modifier
S2M	Sector 2 Modifier

## 4.2. Tables

Table 2. Table Air symbols

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Air (unspecified)	**	**	01	**	**	**	00	00	00	**	**	Aircraft
Air Military	**	**	01	**	**	**	11	00	00	**	**	Aircraft
Air Military Fixed Wing	**	**	01	**	**	**	11	01	00	**	**	FixedWingAircraft
Air Military Fixed Wing Medical Evacuation (MEDEVAC)	**	**	01	**	**	**	11	01	01	**	**	FixedWingAircraft: typeMainPurposeCode=MedicalEvacuation
Air Military Fixed Wing Attack/Strike	**	**	01	**	**	**	11	01	02	**	**	FixedWingAircraft: typeMainPurposeCode=AttackOrStrike
Air Military Fixed Wing Bomber	**	**	01	**	**	**	11	01	03	**	**	FixedWingAircraft: airframeDesignCode=Bomber
Air Military Fixed Wing Fighter	**	**	01	**	**	**	11	01	04	**	**	FixedWingAircraft: airframeDesignCode=Fighter
Air Military Fixed Wing Fighter/Bomber	**	**	01	**	**	**	11	01	05	**	**	FixedWingAircraft: airframeDesignCode=Fighter + typeMainPurposeCode=FighterBomber
Air Military Fixed Wing Cargo	**	**	01	**	**	**	11	01	07	**	**	FixedWingAircraft: typeMainPurposeCode=CargoAirlift
Air Military Fixed Wing Electronic Combat (EC)/Jammer	**	**	01	**	**	**	11	01	08	**	**	FixedWingAircraft: typeMainPurposeCode=JammerElectronicCounterMeasures
Air Military Fixed Wing Tanker	**	**	01	**	**	**	11	01	09	**	**	FixedWingAircraft: typeMainPurposeCode=Tanker

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Air Military Fixed Wing Patrol	**	**	01	**	**	**	11	01	10	**	**	FixedWingAircraft: typeMainPurposeCode=Patrol
Air Military Fixed Wing Reconnaissance	**	**	01	**	**	**	11	01	11	**	**	FixedWingAircraft: typeMainPurposeCode=Reconnaissance
Air Military Fixed Wing Trainer	**	**	01	**	**	**	11	01	12	**	**	FixedWingAircraft: isDesignedForTrainingIndicator=true
Air Military Fixed Wing Utility	**	**	01	**	**	**	11	01	13	**	**	FixedWingAircraft: typeMainPurposeCode=Utility
Air Military Fixed Wing Vertical or Short Take-off and Landing (VSTOL)	**	**	01	**	**	**	11	01	14	**	**	FixedWingAircraft: takeoffAndLandingCode=VerticalShortTakeoffOrLanding
Air Military Fixed Wing Airborne Command Post (ACP)	**	**	01	**	**	**	11	01	15	**	**	FixedWingAircraft: typeMainPurposeCode=C2AirborneCommandPost
Air Military Fixed Wing Airborne Early Warning (AEW)	**	**	01	**	**	**	11	01	16	**	**	FixedWingAircraft: typeMainPurposeCode=AirborneEarlyWarning
Air Military Fixed Wing Antisurface Warfare	**	**	01	**	**	**	11	01	17	**	**	FixedWingAircraft: typeMainPurposeCode=AntiSurfaceWarfare
Air Military Fixed Wing Antisubmarine Warfare	**	**	01	**	**	**	11	01	18	**	**	FixedWingAircraft: typeMainPurposeCode=AntiSubmarineWarfare
Air Military Fixed Wing Communications	**	**	01	**	**	**	11	01	19	**	**	FixedWingAircraft: typeMainPurposeCode=C3ICommunications

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Air Military Fixed Wing Combat Search and Rescue (CSAR)	**	**	01	**	**	**	11	01	20	**	**	FixedWingAircraft: typeMainPurposeCode=CombatSearchAndRescue
Air Military Fixed Wing Electronic Support Measures (ESM)	**	**	01	**	**	**	11	01	21	**	**	FixedWingAircraft: typeMainPurposeCode=SignalsIntelligenceGathering
Air Military Fixed Wing Mine Countermeasures (MCM)	**	**	01	**	**	**	11	01	23	**	**	FixedWingAircraft: typeMainPurposeCode=MineCountermeasures
Air Military Fixed Wing Special Operations Forces	**	**	01	**	**	**	11	01	26	**	**	FixedWingAircraft: typeMainPurposeCode=SpecialOperationsForces
Air Military Fixed Wing Photographic Reconnaissance	**	**	01	**	**	**	11	01	28	**	**	FixedWingAircraft: typeMainPurposeCode=PhotographicReconnaissance
Air Military Fixed Wing Passenger	**	**	01	**	**	**	11	01	31	**	**	FixedWingAircraft: typeMainPurposeCode=PassengerAirlift
Air Military Fixed Wing Electronic Attack (EA)	**	**	01	**	**	**	11	01	33	**	**	FixedWingAircraft: typeMainPurposeCode=ElectronicWarfare
Air Military Rotary Wing	**	**	01	**	**	**	11	02	00	**	**	RotaryWingAircraft

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Air Military Unmanned Aircraft (UA) / Unmanned Aerial Vehicle (UAV) / Unmanned Aircraft System (UAS) / Remotely Piloted Vehicle (RPV)	**	**	01	**	**	**	11	03	00	**	**	Aircraft: manningCode=Unmanned
Air Military Vertical Take-off UAV (VT-UAV)	**	**	01	**	**	**	11	04	00	**	**	Aircraft: takeoffAndLandingCode=VerticalTakeoffOrLanding + manningCode=Unmanned
Air Military Airship	**	**	01	**	**	**	11	06	00	**	**	LighterThanAirAircraft
Air Military Tethered Lighter than Air	**	**	01	**	**	**	11	07	00	**	**	LighterThanAirAircraft
Air Civilian	**	**	01	**	**	**	12	00	00	**	**	Aircraft: militaryCivilianCode=Civilian
Air Civilian Fixed Wing	**	**	01	**	**	**	12	01	00	**	**	FixedWingAircraft: militaryCivilianCode=Civilian
Air Civilian Rotary Wing	**	**	01	**	**	**	12	02	00	**	**	RotaryWingAircraft: militaryCivilianCode=Civilian
Air Civilian Unmanned Aircraft (UA) / Unmanned Aerial Vehicle (UAV) / Unmanned Aircraft System (UAS) / Remotely Piloted Vehicle (RPV)	**	**	01	**	**	**	12	03	00	**	**	Aircraft: manningCode=Unmanned + militaryCivilianCode=Civilian

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Air Civilian Lighter Than Air	**	**	01	**	**	**	12	04	00	**	**	LighterThanAirAircraft: militaryCivilianCode=Civilian
Air Civilian Airship	**	**	01	**	**	**	12	05	00	**	**	LighterThanAirAircraft: militaryCivilianCode=Civilian
Air Civilian Tethered Lighter than Air	**	**	01	**	**	**	12	06	00	**	**	LighterThanAirAircraft: militaryCivilianCode=Civilian
Air Civilian Bomb	**	**	01	**	**	**	13	01	00	**	**	OtherAmmunition: CategoryCode=Bomb
Air Civilian Decoy	**	**	01	**	**	**	13	02	00	**	**	MiscellaneousEquipment: CategoryCode=Decoy

Table 3. Table Air Sector 1 Modifier

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Attack/Strike	**	**	01	**	**	**	**	**	**	01	**	Aircraft: typeMainPurposeCode=AttackOrStrike
Cargo	**	**	01	**	**	**	**	**	**	03	**	Aircraft: typeMainPurposeCode=CargoAirlift
Interceptor	**	**	01	**	**	**	**	**	**	05	**	Aircraft: typeMainPurposeCode=FighterInterceptor
Tanker	**	**	01	**	**	**	**	**	**	06	**	Aircraft: typeMainPurposeCode=Tanker
Utility	**	**	01	**	**	**	**	**	**	07	**	Aircraft: typeMainPurposeCode=Utility
Vertical or Short Take-off and Landing (VSTOL)/ Vertical Take-off and Landing (VTOL)	**	**	01	**	**	**	**	**	**	08	**	Aircraft: takeoffAndLandingCode=VerticalShortTakeoffOrLanding
Passenger	**	**	01	**	**	**	**	**	**	09	**	Aircraft: typeMainPurposeCode=PassengerAirlift
Airborne Command Post (ACP)	**	**	01	**	**	**	**	**	**	11	**	Aircraft: typeMainPurposeCode=C2AirborneCommandPost
Airborne Early Warning (AEW)	**	**	01	**	**	**	**	**	**	12	**	Aircraft: typeMainPurposeCode=AirborneEarlyWarning
Medical Evacuation (MEDEVAC)	**	**	01	**	**	**	**	**	**	14	**	Aircraft: typeMainPurposeCode=MedicalEvacuation
Electronic Combat (EC)/Jammer	**	**	01	**	**	**	**	**	**	16	**	Aircraft: typeMainPurposeCode=JammerElectronicCounterMeasures
Patrol	**	**	01	**	**	**	**	**	**	17	**	Aircraft: typeMainPurposeCode=Patrol
Reconnaissance	**	**	01	**	**	**	**	**	**	18	**	Aircraft: typeMainPurposeCode=Reconnaissance
Photographic (Reconnaissance)	**	**	01	**	**	**	**	**	**	20	**	Aircraft: typeMainPurposeCode=PhotographicReconnaissance

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Antisubmarine Warfare	**	**	01	**	**	**	**	**	**	22	**	Aircraft: typeMainPurposeCode=AntiSubmarineWarfare
Communications	**	**	01	**	**	**	**	**	**	23	**	Aircraft: typeMainPurposeCode=C3ICommunications
Electronic Support Measures (ESM)	**	**	01	**	**	**	**	**	**	24	**	Aircraft: typeMainPurposeCode=ElectronicCounterMeasures
Mine Countermeasures (MCM)	**	**	01	**	**	**	**	**	**	25	**	Aircraft: typeMainPurposeCode=MineCountermeasures
Search and Rescue	**	**	01	**	**	**	**	**	**	26	**	Aircraft: typeMainPurposeCode=SearchAndRescue
Special Operations Forces	**	**	01	**	**	**	**	**	**	27	**	Aircraft: typeMainPurposeCode=SpecialOperationsForces
Surface Warfare	**	**	01	**	**	**	**	**	**	28	**	Aircraft: typeMainPurposeCode=AntiSurfaceWarfare
Combat Search and Rescue (CSAR)	**	**	01	**	**	**	**	**	**	30	**	Aircraft: typeMainPurposeCode=CombatSearchAndRescue
Suppression of Enemy Air Defenses	**	**	01	**	**	**	**	**	**	31	**	Aircraft: typeMainPurposeCode=AirDefense
Antisurface Warfare	**	**	01	**	**	**	**	**	**	32	**	Aircraft: typeMainPurposeCode=AntiSurfaceWarfare
Fighter/Bomber	**	**	01	**	**	**	**	**	**	33	**	Aircraft: typeMainPurposeCode=FighterBomber
Multimission	**	**	01	**	**	**	**	**	**	36	**	Aircraft: typeMainPurposeCode=MultiPurpose
ASW Helo- LAMPS	**	**	01	**	**	**	**	**	**	38	**	RotaryWingAircraft: airFrameDesignCode=Helicopter + typeName=ASW Helo- LAMPS
ASW Helo – SH-60R	**	**	01	**	**	**	**	**	**	39	**	RotaryWingAircraft: airFrameDesignCode=Helicopter + typeName=ASW Helo – SH-60R

Table 4. Table Air Sector 2 Modifier

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Heavy	**	**	01	**	**	**	**	**	**	**	01	Aircraft: loadCategoryCode=Heavy
Medium	**	**	01	**	**	**	**	**	**	**	02	Aircraft: loadCategoryCode=Medium
Light	**	**	01	**	**	**	**	**	**	**	03	Aircraft: loadCategoryCode=Light
Boom-Only	**	**	01	**	**	**	**	**	**	**	04	AirRefuellingEquipment: categoryCode=Boom
Drogue-Only	**	**	01	**	**	**	**	**	**	**	05	AirRefuellingEquipment: categoryCode=Drogue
Boom and Drogue	**	**	01	**	**	**	**	**	**	**	06	AirRefuellingEquipment: categoryCode=BoomDrogueAdapter
Short Range	**	**	01	**	**	**	**	**	**	**	08	Aircraft: designRangeCode=Short
Medium Range	**	**	01	**	**	**	**	**	**	**	09	Aircraft: designRangeCode=Medium
Long Range	**	**	01	**	**	**	**	**	**	**	10	Aircraft: designRangeCode=Long

Table 5. Table Air Missile Sector 2 Modifier

Entity	V	SID	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Short Range	**	**	02	**	**	**	**	**	**	**	12	SurfaceToSurfaceMissileLauncher: MissileLauncherRangeCode=ShortRange
Medium Range	**	**	02	**	**	**	**	**	**	**	13	SurfaceToSurfaceMissileLauncher: MissileLauncherRangeCode=MediumRange
Long Range	**	**	02	**	**	**	**	**	**	**	15	SurfaceToSurfaceMissileLauncher: MissileLauncherRangeCode=LongRange

Table 6. Table Air Missile

Entity	V	SID	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Unspecified Missile	**	**	02	**	**	**	00	00	00	00	00	RocketOrMissile
Missile	**	**	02	**	**	**	11	00	00	**	**	RocketOrMissile
Missile	**	**	02	**	**	**	11	00	00	01	**	RocketOrMissile: CategoryCode=AirLaunchedMissile
Missile	**	**	02	**	**	**	11	00	00	07	**	RocketOrMissile: CategoryCode=CruiseMissile
Missile	**	**	02	**	**	**	11	00	00	06	**	BallisticMissileLauncher
Missile	**	**	02	**	**	**	11	00	00	01	01	RocketOrMissile: CategoryCode=AirToAirMissile
Missile	**	**	02	**	**	**	11	00	00	01	02	RocketOrMissile: CategoryCode=AirToSurfaceMissile
Missile	**	**	02	**	**	**	11	00	00	02	01	RocketOrMissile: CategoryCode=SurfaceToAirMissile
Missile	**	**	02	**	**	**	11	00	00	02	02	RocketOrMissile: CategoryCode=SurfaceToSurfaceMissile

Table 7. Table Space

Entity	V	SID	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Space Vehicle	**	**	05	**	**	**	11	01	00	**	**	Spacecraft
Satellite, General	**	**	05	**	**	**	11	06	00	**	**	Satellite
Space Station	**	**	05	**	**	**	11	16	00	**	**	Spacecraft
Space Launched Vehicle (SLV)	**	**	05	**	**	**	12	19	00	**	**	Spacecraft
Orbiter Shuttle	**	**	05	**	**	**	12	01	00	**	**	Spacecraft
Capsule	**	**	05	**	**	**	12	02	00	**	**	Spacecraft
Satellite	**	**	05	**	**	**	12	03	00	**	**	Satellite
Space Station	**	**	05	**	**	**	12	10	00	**	**	Spacecraft

Table 8. Table Land Unit (Backup)

Entity	V	SID	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Command and Control	**	**	10	**	**	**	11	00	00	**	**	CommandSupportUnit
Command and Control Civil Affairs	**	**	10	**	**	**	11	02	00	**	**	CivilAffairsUnit
Command and Control Information Operations	**	**	10	**	**	**	11	04	00	**	**	InformationWarfareUnit
Command and Control Psychological Operations (PSYOPS)	**	**	10	**	**	**	11	06	00	**	**	PsychologicalOperationsUnit
Command and Control Radio	**	**	10	**	**	**	11	07	00	**	**	SignalUnit
Command and Control Radio Relay	**	**	10	**	**	**	11	08	00	**	**	SignalUnit
Command and Control Radio Teletype Centre	**	**	10	**	**	**	11	09	00	**	**	SignalUnit
Command and Control Signal	**	**	10	**	**	**	11	10	00	**	**	SignalUnit
Command and Control Signal Radio	**	**	10	**	**	**	11	10	01	**	**	SignalUnit: categoryCode=RadioSignalUnit
Command and Control Signal Radio Relay	**	**	10	**	**	**	11	01	02	**	**	SignalUnit: categoryCode=RadioRelaySignalUnit

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Command and Control Signal Teletype	**	**	10	**	**	**	11	01	03	**	**	SignalUnit: categoryCode=TeletypeCentreSignalUnit
Command and Control Signal Tactical Satellite	**	**	10	**	**	**	11	01	04	**	**	SignalUnit: categoryCode=TacticalSatelliteSignalUnit
Movement and Manoeuvre	**	**	10	**	**	**	12	00	00	**	**	TransportationUnit: categoryCode=MovementControlUnit
Movement and Manoeuvre Air Assault with Organic Lift	**	**	10	**	**	**	12	01	00	**	**	Unit: transportationCode=AirMobileOrAirAssault
Movement and Manoeuvre Antitank/Antiarmour	**	**	10	**	**	**	12	04	00	**	**	AntiArmourUnit
Movement and Manoeuvre Antitank/Antiarmour Armoured	**	**	10	**	**	**	12	04	01	**	**	AntiArmourUnit: isArmouredIndicator=TRUE
Movement and Manoeuvre Antitank/Antiarmour Motorized	**	**	10	**	**	**	12	04	02	**	**	AntiArmourUnit: transportationCode=Motorised

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Movement and Manoeuvre Armour/Armoured/Mechanized/Self-Propelled/ Tracked	**	**	10	**	**	**	12	05	00	**	**	ArmourUnit
Movement and Manoeuvre Armour/Armoured/Mechanized/Self-Propelled/ Tracked Reconnaissance/Cavalry/Scout	**	**	10	**	**	**	12	05	01	**	**	ReconnaissanceUnit: isArmouredIndicator=TRUE
Movement and Manoeuvre Army Aviation/Aviation Rotary Wing	**	**	10	**	**	**	12	06	00	**	**	Unit: generalMobility=RotaryWing
Movement and Manoeuvre Army Aviation/Aviation Rotary Wing Reconnaissance	**	**	10	**	**	**	12	06	01	**	**	ReconnaissanceAviationUnit
Movement and Manoeuvre Aviation Composite	**	**	10	**	**	**	12	07	00	**	**	Unit: generalMobility=Composite
Movement and Manoeuvre Aviation Fixed Wing	**	**	10	**	**	**	12	08	00	**	**	Unit: generalMobility=FixedWing

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Movement and Manoeuvre Aviation Fixed Wing Reconnaissance	**	**	10	**	**	**	12	08	01	**	**	ReconnaissanceAviationUnit: generalMobility=FixedWing
Movement and Manoeuvre Combat	**	**	10	**	**	**	12	09	00	**	**	CombatUnit
Movement and Manoeuvre Infantry	**	**	10	**	**	**	12	11	00	**	**	InfantryUnit
Movement and Manoeuvre Infantry Amphibious	**	**	10	**	**	**	12	11	01	**	**	InfantryUnit: transportationCode=Amphibious
Movement and Manoeuvre Infantry Armoured/Mechanised/Tracked	**	**	10	**	**	**	12	11	02	**	**	InfantryUnit: transportationCode=Mechanised
Movement and Manoeuvre Infantry Motorized	**	**	10	**	**	**	12	11	04	**	**	InfantryUnit: transportationCode=Motorised
Movement and Manoeuvre Reconnaissance/Cavalry/Scout	**	**	10	**	**	**	12	13	00	**	**	ReconnaissanceUnit
Movement and Manoeuvre Reconnaissance/Cavalry/Scout Marine	**	**	10	**	**	**	12	13	02	**	**	ReconnaissanceUnit: supplementarySpecialisationCode=Marine

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Movement and Manoeuvre Reconnaissance/Cavalry/Scout Motorized	**	**	10	**	**	**	12	13	03	**	**	ReconnaissanceUnit: transportationCode=Motorised
Movement and Manoeuvre Sea Air Land (SEAL)	**	**	10	**	**	**	12	14	00	**	**	SEALUnit
Movement and Manoeuvre Surveillance	**	**	10	**	**	**	12	16	00	**	**	SurveillanceUnit
Movement and Manoeuvre Special Forces	**	**	10	**	**	**	12	17	00	**	**	SpecialForcesUnit
Movement and Manoeuvre Special Operations Forces (SOF)	**	**	10	**	**	**	12	18	00	**	**	SpecialOperationsForcesUnit
Movement and Manoeuvre Special Operations Forces (SOF) Special Boat	**	**	10	**	**	**	12	18	03	**	**	SpecialBoatUnit
Movement and Manoeuvre Special Operations Forces (SOF) Special SSNR	**	**	10	**	**	**	12	18	04	**	**	SpecialSSNRUnit

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Movement and Manoeuvre Special Operations Forces (SOF) Underwater Demolition Team	**	**	10	**	**	**	12	18	05	**	**	UnderwaterDemolitionUnit
Movement and Manoeuvre Unmanned Aerial Systems	**	**	10	**	**	**	12	19	00	**	**	Unit: usesUnmannedVehiclesIndicator=TRUE
Movement and Manoeuvre Air Defence	**	**	10	**	**	**	13	01	00	**	**	GroundBasedAirDefenceUnit
Movement and Manoeuvre Air Defence Main Gun System	**	**	10	**	**	**	13	01	01	**	**	GunGroundBasedAirDefenceUnit
Movement and Manoeuvre Air Defence Missile	**	**	10	**	**	**	13	01	02	**	**	MissileGroundBasedAirDefenceUnit
Movement and Manoeuvre Field Artillery	**	**	10	**	**	**	13	03	00	**	**	FieldArtilleryUnit
Movement and Manoeuvre Field Artillery Target Acquisition	**	**	10	**	**	**	13	03	02	**	**	FieldArtilleryTargetAcquisitionUnit

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Movement and Manoeuvre Meteorological	**	**	10	**	**	**	13	06	00	**	**	Meteorologicalunit
Movement and Manoeuvre Missile	**	**	10	**	**	**	13	07	00	**	**	MissileFieldArtilleryUnit
Movement and Manoeuvre Mortar	**	**	10	**	**	**	13	08	00	**	**	MortarFieldArtilleryUnit
Movement and Manoeuvre Chemical Biological Radiological Nuclear Defence	**	**	10	**	**	**	14	01	00	**	**	CBRNDefenceUnit
Movement and Manoeuvre Chemical Biological Radiological Nuclear Defence Mechanized	**	**	10	**	**	**	14	01	01	**	**	CBRNDefenceUnit: transportationCode=Mechanised
Movement and Manoeuvre Chemical Biological Radiological Nuclear Defence Motorized	**	**	10	**	**	**	14	01	02	**	**	CBRNDefenceUnit: transportationCode=Motorised
Movement and Manoeuvre Chemical Biological Radiological Nuclear Defence Reconnaissance	**	**	10	**	**	**	14	01	03	**	**	CBRNReconnaissanceUnit

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Movement and Manoeuvre Combat Support (Manoeuvre Enhancement)	**	**	10	**	**	**	14	02	00	**	**	CombatSupportUnit
Movement and Manoeuvre Diving	**	**	10	**	**	**	14	04	00	**	**	DivingEngineerUnit
Movement and Manoeuvre Engineer	**	**	10	**	**	**	14	07	00	**	**	EngineerUnit
Movement and Manoeuvre Engineer Mechanized	**	**	10	**	**	**	14	07	01	**	**	EngineerUnit: transportationCode=Mechanised
Movement and Manoeuvre Engineer Motorized	**	**	10	**	**	**	14	07	02	**	**	EngineerUnit: transportationCode=Motorised
Movement and Manoeuvre Engineer Reconnaissance	**	**	10	**	**	**	14	07	03	**	**	ReconnaissanceEngineerUnit
Movement and Manoeuvre Explosive Ordnance Disposal (EOD)	**	**	10	**	**	**	14	08	00	**	**	ExplosiveOrdnanceDisposalUnit
Movement and Manoeuvre Military Police	**	**	10	**	**	**	14	12	00	**	**	MilitaryPoliceUnit
Movement and Manoeuvre Mine Clearing	**	**	10	**	**	**	14	14	00	**	**	MineClearingEngineerUnit

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Movement and Manoeuvre Mine Laying	**	**	10	**	**	**	14	16	00	**	**	MineLayingEngineerUnit
Movement and Manoeuvre Security	**	**	10	**	**	**	14	17	00	**	**	InternalSecurityForcesOrganisation
Movement and Manoeuvre Security Police (Air)	**	**	10	**	**	**	14	19	00	**	**	LawEnforcementUnit: categoryCode=AirSecurityPoliceUnit
Movement and Manoeuvre Shore Patrol	**	**	10	**	**	**	14	20	00	**	**	ShorePatrolUnit
Movement and Manoeuvre Topographic	**	**	10	**	**	**	14	21	00	**	**	TopographicalSurveyUnit
Intelligence	**	**	10	**	**	**	15	00	00	**	**	MilitaryIntelligenceUnit
Intelligence Counterintelligence	**	**	10	**	**	**	15	02	00	**	**	CounterIntelligenceUnit
Intelligence Electronic Warfare	**	**	10	**	**	**	15	05	00	**	**	ElectronicWarfareUnit
Intelligence Interrogation	**	**	10	**	**	**	15	07	00	**	**	InterrogationUnit
Intelligence Joint Intelligence Centre	**	**	10	**	**	**	15	09	00	**	**	JointIntelligenceUnit
Intelligence Military Intelligence	**	**	10	**	**	**	15	10	00	**	**	MilitaryIntelligenceUnit
Intelligence Sensor	**	**	10	**	**	**	15	12	00	**	**	SurveillanceUnit

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Sustainment	**	**	10	**	**	**	16	00	00	**	**	LogisticsUnit
Sustainment Administrative	**	**	10	**	**	**	16	01	00	**	**	AdministrativeUnit
Sustainment Airport of Debarkation/Airport of Embarkation	**	**	10	**	**	**	16	03	00	**	**	TransportationUnit: categoryCode=APODOrAPOEUnit
Sustainment Combat Service Support	**	**	10	**	**	**	16	06	00	**	**	CombatServiceSupportUnit
Sustainment Finance	**	**	10	**	**	**	16	07	00	**	**	OtherAdministrativeUnit: categoryCode=FinanceUnit
Sustainment Judge Advocate General	**	**	10	**	**	**	16	08	00	**	**	OtherAdministrativeUnit: categoryCode=LegalServicesUnit
Sustainment Labour	**	**	10	**	**	**	16	09	00	**	**	OtherAdministrativeUnit: categoryCode=LabourUnit
Sustainment Laundry/Bath	**	**	10	**	**	**	16	10	00	**	**	SupplyUnit: categoryCode=LaundryOrBathSupplyUnit
Sustainment Maintenance	**	**	10	**	**	**	16	11	00	**	**	MaintenanceUnit
Sustainment Medical	**	**	10	**	**	**	16	13	00	**	**	MedicalUnit
Sustainment Medical Treatment Facility	**	**	10	**	**	**	16	14	00	**	**	MedicalUnit: categoryCode=MedicalTreatmentUnit
Sustainment Morale, Welfare and Recreation	**	**	10	**	**	**	16	15	00	**	**	OtherAdministrativeUnit: categoryCode=MoraleOrWelfareOrRecreationUnit

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Sustainment Mortuary Affairs/Graves Registration	**	**	10	**	**	**	16	16	00	**	**	OtherAdministrativeUnit: categoryCode=MortuaryOrGravesRegistryUnit
Sustainment NATO Supply Class I	**	**	10	**	**	**	16	18	00	**	**	SupplyUnit: categoryCode=ClassISupplyUnit
Sustainment NATO Supply Class II	**	**	10	**	**	**	16	19	00	**	**	SupplyUnit: categoryCode=ClassIISupplyUnit
Sustainment NATO Supply Class III	**	**	10	**	**	**	16	20	00	**	**	SupplyUnit: categoryCode=ClassIIISupplyUnit
Sustainment NATO Supply Class IV	**	**	10	**	**	**	16	21	00	**	**	SupplyUnit: categoryCode=ClassIVSupplyUnit
Sustainment NATO Supply Class V	**	**	10	**	**	**	16	22	00	**	**	SupplyUnit: categoryCode=ClassVSupplyUnit
Sustainment Ordnance	**	**	10	**	**	**	16	23	00	**	**	OrdnanceMaintenanceUnit
Sustainment Personnel Services	**	**	10	**	**	**	16	24	00	**	**	OtherAdministrativeUnit: categoryCode=PersonnelServicesUnit
Sustainment Pipeline	**	**	10	**	**	**	16	26	00	**	**	SupplyUnit: categoryCode=PipelineUnit
Sustainment Postal	**	**	10	**	**	**	16	27	00	**	**	OtherAdministrativeUnit: categoryCode=PostalUnit
Sustainment Quartermaster	**	**	10	**	**	**	16	29	00	**	**	OtherAdministrativeUnit: categoryCode=QuartermasterUnit
Sustainment Railhead	**	**	10	**	**	**	16	30	00	**	**	TransportationUnit: categoryCode=RailwaysTransportationUnit
Sustainment Religious Support	**	**	10	**	**	**	16	31	00	**	**	OtherAdministrativeUnit: categoryCode=ReligiousOrChaplainUnit

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Sustainment Replacement Holding Unit	**	**	10	**	**	**	16	32	00	**	**	OtherAdministrativeUnit: categoryCode=ReplacementHoldingUnit
Sustainment Supply	**	**	10	**	**	**	16	34	00	**	**	SupplyUnit
Sustainment Joint Information Bureau	**	**	10	**	**	**	16	35	00	**	**	JointInformationPublicAffairsUnit
Sustainment Transportation	**	**	10	**	**	**	16	36	00	**	**	TransportationUnit
Sustainment US Supply Class I	**	**	10	**	**	**	16	37	00	**	**	SupplyUnit: categoryCode=ClassISupplyUnit
Sustainment US Supply Class II	**	**	10	**	**	**	16	38	00	**	**	SupplyUnit: categoryCode=ClassIISupplyUnit
Sustainment US Supply Class III	**	**	10	**	**	**	16	39	00	**	**	SupplyUnit: categoryCode=ClassIIISupplyUnit
Sustainment US Supply Class IV	**	**	10	**	**	**	16	40	00	**	**	SupplyUnit: categoryCode=ClassIVSupplyUnit
Sustainment US Supply Class V	**	**	10	**	**	**	16	41	00	**	**	SupplyUnit: categoryCode=ClassVSupplyUnit
Sustainment Water	**	**	10	**	**	**	16	47	00	**	**	SupplyUnit: categoryCode=WaterSupplyUnit
Sustainment Water Purification	**	**	10	**	**	**	16	48	00	**	**	SupplyUnit: categoryCode=WaterPurificationUnit
Law Enforcement	**	**	10	**	**	**	20	00	00	**	**	LawEnforcementUnit
Law Enforcement Border Patrol	**	**	10	**	**	**	20	02	00	**	**	LawEnforcementUnit: categoryCode=BorderPatrolUnit

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Law Enforcement Police	**	**	10	**	**	**	20	07	00	**	**	OtherGroupOrganisation: categoryCode=PoliceGroup
Law Enforcement Coast Guard	**	**	10	**	**	**	20	11	00	**	**	LawEnforcementUnit: serviceCode=CoastGuard

Table 9. Table Land Unit

Entity	V	SID	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
LAND Unspecified Command and Control	**	**	10	**	**	**	00	00	00	**	**	Unit
LAND Command and Control	**	**	10	**	**	**	11	00	00	**	**	CommandSupportUnit
LAND Command and Control Civil Affairs	**	**	10	**	**	**	11	02	00	**	**	CivilAffairsUnit
LAND Command and Control Information Operations	**	**	10	**	**	**	11	04	00	**	**	InformationWarfareUnit
LAND Command and Control Psychological Operations (PSYOPS)	**	**	10	**	**	**	11	06	00	**	**	PsychologicalOperationsUnit
LAND Command and Control Signal	**	**	10	**	**	**	11	10	00	**	**	SignalUnit
LAND Command and Control Signal	**	**	10	**	**	**	11	10	00	30	**	SignalUnit: categoryCode=LargeExtensionNodeSignalUnit
LAND Command and Control Signal	**	**	10	**	**	**	11	10	00	47	**	SignalUnit: categoryCode=NodeCentreSignalUnit
LAND Command and Control Signal Radio	**	**	10	**	**	**	11	10	01	**	**	SignalUnit: categoryCode=RadioSignalUnit
LAND Command and Control Signal Radio Relay	**	**	10	**	**	**	11	01	02	**	**	SignalUnit: categoryCode=RadioRelaySignalUnit

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
LAND Command and Control Signal Teletype	**	**	10	**	**	**	11	01	03	**	**	SignalUnit: categoryCode=TeletypeCentreSignalUnit
LAND Command and Control Signal Tactical Satellite	**	**	10	**	**	**	11	01	04	**	**	SignalUnit: categoryCode=TacticalSatelliteSignalUnit
LAND Movement and Manoeuvre	**	**	10	**	**	**	12	00	00	**	**	TransportationUnit: categoryCode=MovementControlUnit
LAND Movement and Manoeuvre	**	**	10	**	**	**	12	00	00	38	**	TransportationUnit: categoryCode=MovementControlUnit
LAND Movement and Manoeuvre Air Assault with Organic Lift	**	**	10	**	**	**	12	01	00	**	**	Unit: transportationCode=AirMobileOrAirAssault
LAND Movement and Manoeuvre Antitank/Antiarmour	**	**	10	**	**	**	12	04	00	**	**	AntiArmourUnit
LAND Movement and Manoeuvre Antitank/Antiarmour Armoured	**	**	10	**	**	**	12	04	01	**	**	AntiArmourUnit: isArmouredIndicator=TRUE
LAND Movement and Manoeuvre Antitank/Antiarmour Motorized	**	**	10	**	**	**	12	04	02	**	**	AntiArmourUnit: transportationCode=Motorised

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
LAND Movement and Manoeuvre Armour/Armoured/Mechanized/Self-Propelled/ Tracked	**	**	10	**	**	**	12	05	00	**	**	ArmourUnit
LAND Movement and Manoeuvre Armour/Armoured/Mechanized/Self-Propelled/ Tracked Reconnaissance/Cavalry/Scout	**	**	10	**	**	**	12	05	01	**	**	ReconnaissanceUnit: isArmouredIndicator=TRUE
LAND Movement and Manoeuvre Army Aviation/Aviation Rotary Wing	**	**	10	**	**	**	12	06	00	**	**	Unit: generalMobility=RotaryWing
LAND Movement and Manoeuvre Army Aviation/Aviation Rotary Wing Reconnaissance	**	**	10	**	**	**	12	06	01	**	**	ReconnaissanceAviationUnit: generalMobility=RotaryWing
LAND Movement and Manoeuvre Aviation Composite	**	**	10	**	**	**	12	07	00	**	**	Unit: generalMobility=Composite
LAND Movement and Manoeuvre Aviation Fixed Wing	**	**	10	**	**	**	12	08	00	**	**	Unit: generalMobility=FixedWing

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
LAND Movement and Manoeuvre Aviation Fixed Wing Reconnaissance	**	**	10	**	**	**	12	08	01	**	**	ReconnaissanceAviationUnit: generalMobility=FixedWing
LAND Movement and Manoeuvre Combat	**	**	10	**	**	**	12	09	00	**	**	CombatUnit
LAND Movement and Manoeuvre Infantry	**	**	10	**	**	**	12	11	00	**	**	InfantryUnit
LAND Movement and Manoeuvre Infantry Amphibious	**	**	10	**	**	**	12	11	01	**	**	InfantryUnit: transportationCode=Amphibious
LAND Movement and Manoeuvre Infantry Armoured/Mechanized/Tracked	**	**	10	**	**	**	12	11	02	**	**	InfantryUnit: transportationCode=Mechanised
LAND Movement and Manoeuvre Infantry Motorized	**	**	10	**	**	**	12	11	04	**	**	InfantryUnit: transportationCode=Motorised
LAND Movement and Manoeuvre Reconnaissance/Cavalry/Scout	**	**	10	**	**	**	12	13	00	**	**	ReconnaissanceUnit
LAND Movement and Manoeuvre Reconnaissance/Cavalry/Scout Marine	**	**	10	**	**	**	12	13	02	**	**	ReconnaissanceUnit: supplementarySpecialisationCode=Marine

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
LAND Movement and Manoeuvre Reconnaissance/Cavalry/Scout Motorized	**	**	10	**	**	**	12	13	03	**	**	ReconnaissanceUnit: transportationCode=Motorised
LAND Movement and Manoeuvre Sea Air Land (SEAL)	**	**	10	**	**	**	12	14	00	**	**	SEALUnit
LAND Movement and Manoeuvre Surveillance	**	**	10	**	**	**	12	16	00	**	**	SurveillanceUnit
LAND Movement and Manoeuvre Surveillance	**	**	10	**	**	**	12	16	00	28	**	SurveillanceUnit: categoryCode=GroundStationModuleSurveillanceUnit
LAND Movement and Manoeuvre Surveillance	**	**	10	**	**	**	12	16	00	55	**	SurveillanceUnit: categoryCode=SensorSurveillanceUnit
LAND Movement and Manoeuvre Special Forces	**	**	10	**	**	**	12	17	00	**	**	SpecialForcesUnit
LAND Movement and Manoeuvre Special Operations Forces (SOF)	**	**	10	**	**	**	12	18	00	**	**	SpecialOperationsForcesUnit
LAND Movement and Manoeuvre Special Operations Forces (SOF) Special Boat	**	**	10	**	**	**	12	18	03	**	**	SpecialBoatUnit

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
LAND Movement and Manoeuvre Special Operations Forces (SOF) Special SSNR	**	**	10	**	**	**	12	18	04	**	**	SpecialSSNRUnit
LAND Movement and Manoeuvre Special Operations Forces (SOF) Underwater Demolition Team	**	**	10	**	**	**	12	18	05	**	**	UnderwaterDemolitionUnit
LAND Movement and Manoeuvre Unmanned Aerial Systems	**	**	10	**	**	**	12	19	00	**	**	Unit: usesUnmannedVehiclesIndicator=TRUE
LAND Movement and Manoeuvre Air Defence	**	**	10	**	**	**	13	01	00	**	**	GroundBasedAirDefenceUnit
LAND Movement and Manoeuvre Air Defence Main Gun System	**	**	10	**	**	**	13	01	01	**	**	GunGroundBasedAirDefenceUnit
LAND Movement and Manoeuvre Air Defence Missile	**	**	10	**	**	**	13	01	02	**	**	MissileGroundBasedAirDefenceUnit
LAND Movement and Manoeuvre Field Artillery	**	**	10	**	**	**	13	03	00	**	**	FieldArtilleryUnit

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
LAND Movement and Manoeuvre Field Artillery Self-propelled	**	**	10	**	**	**	13	03	01	**	**	FieldArtilleryUnit: isArmouredIndicator=TRUE
LAND Movement and Manoeuvre Field Artillery Target Acquisition	**	**	10	**	**	**	13	03	02	**	**	FieldArtilleryTargetAcquisitionUnit
LAND Movement and Manoeuvre Meteorological	**	**	10	**	**	**	13	06	00	**	**	Meteorologicalunit
LAND Movement and Manoeuvre Missile	**	**	10	**	**	**	13	07	00	**	**	MissileFieldArtilleryUnit
LAND Movement and Manoeuvre Mortar	**	**	10	**	**	**	13	08	00	**	**	MortarFieldArtilleryUnit
LAND Movement and Manoeuvre Chemical Biological Radiological Nuclear Defence	**	**	10	**	**	**	14	01	00	**	**	CBRNDefenceUnit
LAND Movement and Manoeuvre Chemical Biological Radiological Nuclear Defence	**	**	10	**	**	**	14	01	00	15	**	CBRNDecontaminationUnit

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
LAND Movement and Manoeuvre Chemical Biological Radiological Nuclear Defence	**	**	10	**	**	**	14	01	00	60	**	SmokeUnit
LAND Movement and Manoeuvre Chemical Biological Radiological Nuclear Defence	**	**	10	**	**	**	14	01	00	60	09	SmokeAndDecontaminationUnit
LAND Movement and Manoeuvre Chemical Biological Radiological Nuclear Defence	**	**	10	**	**	**	14	01	00	**	09	CBRNDecontaminationUnit
LAND Movement and Manoeuvre Chemical Biological Radiological Nuclear Defence Mechanized	**	**	10	**	**	**	14	01	01	**	**	CBRNDefenceUnit: transportationCode=Mechanised
LAND Movement and Manoeuvre Chemical Biological Radiological Nuclear Defence Mechanized	**	**	10	**	**	**	14	01	01	15	**	CBRNDecontaminationUnit: transportationCode=Mechanised

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
LAND Movement and Manoeuvre Chemical Biological Radiological Nuclear Defence Mechanized	**	**	10	**	**	**	14	01	01	60	**	SmokeUnit: transportationCode=Mechanised
LAND Movement and Manoeuvre Chemical Biological Radiological Nuclear Defence Mechanized	**	**	10	**	**	**	14	01	01	60	09	SmokeAndDecontaminationUnit: transportationCode=Mechanised
LAND Movement and Manoeuvre Chemical Biological Radiological Nuclear Defence Mechanized	**	**	10	**	**	**	14	01	01	**	09	CBRNDecontaminationUnit: transportationCode=Mechanised
LAND Movement and Manoeuvre Chemical Biological Radiological Nuclear Defence Motorized	**	**	10	**	**	**	14	01	02	**	**	CBRNDefenceUnit: transportationCode=Motorised
LAND Movement and Manoeuvre Chemical Biological Radiological Nuclear Defence Motorized	**	**	10	**	**	**	14	01	02	15	**	CBRNDecontaminationUnit: transportationCode=Motorised

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
LAND Movement and Manoeuvre Chemical Biological Radiological Nuclear Defence Motorized	**	**	10	**	**	**	14	01	02	60	**	SmokeUnit: transportationCode=Motorised
LAND Movement and Manoeuvre Chemical Biological Radiological Nuclear Defence Motorized	**	**	10	**	**	**	14	01	02	60	09	SmokeAndDecontaminationUnit: transportationCode=Motorised
LAND Movement and Manoeuvre Chemical Biological Radiological Nuclear Defence Motorized	**	**	10	**	**	**	14	01	02	**	09	CBRNDecontaminationUnit: transportationCode=Motorised
LAND Movement and Manoeuvre Chemical Biological Radiological Nuclear Defence Reconnaissance	**	**	10	**	**	**	14	01	03	**	**	CBRNReconnaissanceUnit
LAND Movement and Manoeuvre Combat Support (Manoeuvre Enhancement)	**	**	10	**	**	**	14	02	00	**	**	CombatSupportUnit
LAND Movement and Manoeuvre Diving	**	**	10	**	**	**	14	04	00	**	**	DivingEngineerUnit

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
LAND Movement and Manoeuvre Engineer	**	**	10	**	**	**	14	07	00	**	**	EngineerUnit
LAND Movement and Manoeuvre Engineer	**	**	10	**	**	**	14	07	00	46	**	ConstructionEngineerUnit
LAND Movement and Manoeuvre Engineer Mechanized	**	**	10	**	**	**	14	07	01	**	**	EngineerUnit: transportationCode=Mechanised
LAND Movement and Manoeuvre Engineer Mechanized	**	**	10	**	**	**	14	07	01	46	**	ConstructionEngineerUnit: transportationCode=Mechanised
LAND Movement and Manoeuvre Engineer Motorized	**	**	10	**	**	**	14	07	02	**	**	EngineerUnit: transportationCode=Motorised
LAND Movement and Manoeuvre Engineer Motorized	**	**	10	**	**	**	14	07	02	46	**	ConstructionEngineerUnit: transportationCode=Motorised
LAND Movement and Manoeuvre Engineer Reconnaissance	**	**	10	**	**	**	14	07	03	**	**	ReconnaissanceEngineerUnit
LAND Movement and Manoeuvre Explosive Ordnance Disposal (EOD)	**	**	10	**	**	**	14	08	00	**	**	ExplosiveOrdnanceDisposalUnit
LAND Movement and Manoeuvre Military Police	**	**	10	**	**	**	14	12	00	**	**	MilitaryPoliceUnit

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
LAND Movement and Manoeuvre Mine Clearing	**	**	10	**	**	**	14	14	00	**	**	MineClearingEngineerUnit
LAND Movement and Manoeuvre Mine Laying	**	**	10	**	**	**	14	16	00	**	**	MineLayingEngineerUnit
LAND Movement and Manoeuvre Security	**	**	10	**	**	**	14	17	00	**	**	InternalSecurityForcesOrganisation
LAND Movement and Manoeuvre Security Police (Air)	**	**	10	**	**	**	14	19	00	**	**	LawEnforcementUnit: categoryCode=AirSecurityPoliceUnit
LAND Movement and Manoeuvre Shore Patrol	**	**	10	**	**	**	14	20	00	**	**	ShorePatrolUnit
LAND Movement and Manoeuvre Topographic	**	**	10	**	**	**	14	21	00	**	**	TopographicalSurveyUnit
LAND Intelligence	**	**	10	**	**	**	15	00	00	**	**	MilitaryIntelligenceUnit
LAND Intelligence Counterintelligence	**	**	10	**	**	**	15	02	00	**	**	CounterIntelligenceUnit
LAND Intelligence Electronic Warfare	**	**	10	**	**	**	15	05	00	**	**	ElectronicWarfareUnit
LAND Intelligence Interrogation	**	**	10	**	**	**	15	07	00	**	**	InterrogationUnit

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
LAND Intelligence Joint Intelligence Centre	**	**	10	**	**	**	15	09	00	**	**	JointIntelligenceUnit
LAND Intelligence Military Intelligence	**	**	10	**	**	**	15	10	00	**	**	MilitaryIntelligenceUnit
LAND Sustainment	**	**	10	**	**	**	16	00	00	**	**	LogisticsUnit
LAND Sustainment Administrative	**	**	10	**	**	**	16	01	00	**	**	AdministrativeUnit
LAND Sustainment Airport of Debarkation/Airport of Embarkation	**	**	10	**	**	**	16	03	00	**	**	TransportationUnit: categoryCode=APODOrAPOEUnit
LAND Sustainment Combat Service Support	**	**	10	**	**	**	16	06	00	**	**	CombatServiceSupportUnit
LAND Sustainment Finance	**	**	10	**	**	**	16	07	00	**	**	OtherAdministrativeUnit: categoryCode=FinanceUnit
LAND Sustainment Judge Advocate General	**	**	10	**	**	**	16	08	00	**	**	OtherAdministrativeUnit: categoryCode=LegalServicesUnit
LAND Sustainment Labour	**	**	10	**	**	**	16	09	00	**	**	OtherAdministrativeUnit: categoryCode=LabourUnit
LAND Sustainment Laundry/Bath	**	**	10	**	**	**	16	10	00	**	**	SupplyUnit: categoryCode=LaundryOrBathSupplyUnit
LAND Sustainment Maintenance	**	**	10	**	**	**	16	11	00	**	**	MaintenanceUnit

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
LAND Sustainment Maintenance	**	**	10	**	**	**	16	11	00	**	34	MissileMaintenanceUnit
LAND Sustainment Medical	**	**	10	**	**	**	16	13	00	**	**	MedicalUnit
LAND Sustainment Medical	**	**	10	**	**	**	16	13	00	**	11	MedicalUnit: categoryCode=DentalUnit
LAND Sustainment Medical	**	**	10	**	**	**	16	13	00	**	18	MedicalUnit: categoryCode=MedicalTreatmentUnit
LAND Sustainment Medical	**	**	10	**	**	**	16	13	00	**	34	MedicalUnit: categoryCode=PsychologicalUnit
LAND Sustainment Medical	**	**	10	**	**	**	16	13	00	**	50	MedicalUnit: categoryCode=VeterinaryUnit
LAND Sustainment Medical Treatment Facility	**	**	10	**	**	**	16	14	00	**	**	MedicalUnit: categoryCode=MedicalTreatmentUnit
LAND Sustainment Morale, Welfare and Recreation	**	**	10	**	**	**	16	15	00	**	**	OtherAdministrativeUnit: categoryCode=MoraleOrWelfareOrRecreationUnit
LAND Sustainment Mortuary Affairs/Graves Registration	**	**	10	**	**	**	16	16	00	**	**	OtherAdministrativeUnit: categoryCode=MortuaryOrGravesRegistryUnit
LAND Sustainment NATO Supply Class I	**	**	10	**	**	**	16	18	00	**	**	SupplyUnit: categoryCode=ClassISupplyUnit
LAND Sustainment NATO Supply Class II	**	**	10	**	**	**	16	19	00	**	**	SupplyUnit: categoryCode=ClassIISupplyUnit

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
LAND Sustainment NATO Supply Class III	**	**	10	**	**	**	16	20	00	**	**	SupplyUnit: categoryCode=ClassIIISupplyUnit
LAND Sustainment NATO Supply Class IV	**	**	10	**	**	**	16	21	00	**	**	SupplyUnit: categoryCode=ClassIVSupplyUnit
LAND Sustainment NATO Supply Class V	**	**	10	**	**	**	16	22	00	**	**	SupplyUnit: categoryCode=ClassVSupplyUnit
LAND Sustainment Ordnance	**	**	10	**	**	**	16	23	00	**	**	OrdnanceMaintenanceUnit
LAND Sustainment Personnel Services	**	**	10	**	**	**	16	24	00	**	**	OtherAdministrativeUnit: categoryCode=PersonnelServicesUnit
LAND Sustainment Pipeline	**	**	10	**	**	**	16	26	00	**	**	SupplyUnit: categoryCode=PipelineUnit
LAND Sustainment Postal	**	**	10	**	**	**	16	27	00	**	**	OtherAdministrativeUnit: categoryCode=PostalUnit
LAND Sustainment Quartermaster	**	**	10	**	**	**	16	29	00	**	**	OtherAdministrativeUnit: categoryCode=QuartermasterUnit
LAND Sustainment Railhead	**	**	10	**	**	**	16	30	00	**	**	TransportationUnit: categoryCode=RailwaysTransportationUnit
LAND Sustainment Religious Support	**	**	10	**	**	**	16	31	00	**	**	OtherAdministrativeUnit: categoryCode=ReligiousOrChaplainUnit
LAND Sustainment Replacement Holding Unit	**	**	10	**	**	**	16	32	00	**	**	OtherAdministrativeUnit: categoryCode=ReplacementHoldingUnit
LAND Sustainment Supply	**	**	10	**	**	**	16	34	00	**	**	SupplyUnit

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
LAND Sustainment Joint Information Bureau	**	**	10	**	**	**	16	35	00	**	**	JointInformationPublicAffairsUnit
LAND Sustainment Transportation	**	**	10	**	**	**	16	36	00	**	**	TransportationUnit
LAND Sustainment Water	**	**	10	**	**	**	16	47	00	**	**	SupplyUnit: categoryCode=WaterSupplyUnit
LAND Sustainment Water Purification	**	**	10	**	**	**	16	48	00	**	**	SupplyUnit: categoryCode=WaterPurificationUnit
LAND Naval	**	**	10	**	**	**	17	00	00	**	**	Unit: serviceCode=Navy
LAND Naval Naval	**	**	10	**	**	**	17	00	01	**	**	Unit: serviceCode=Navy
LAND Law Enforcement	**	**	10	**	**	**	20	00	00	**	**	LawEnforcementUnit
LAND Law Enforcement Border Patrol	**	**	10	**	**	**	20	02	00	**	**	LawEnforcementUnit: categoryCode=BorderPatrolUnit
LAND Law Enforcement Police	**	**	10	**	**	**	20	07	00	**	**	OtherGroupOrganisation: categoryCode=PoliceGroup
LAND Law Enforcement Coast Guard	**	**	10	**	**	**	20	11	00	**	**	LawEnforcementUnit: serviceCode=CoastGuard

Table 10. Table Land Civilian Unit/Organisation

Entity	V	SID	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Civilian	**	**	11	**	**	**	11	00	00	**	**	Person: PersonMilitaryStatusCode=Civilian
Civilian Government Organization	**	**	11	**	**	**	11	02	00	**	**	Person: PersonCharacteristicCode=GovernmentEmployee
Civilian Organization or Group	**	**	11	**	**	**	11	04	00	**	**	GroupOrganisation
Civilian Spy	**	**	11	**	**	**	11	08	00	**	**	Person: PersonCharacteristicCode=Spy

Table 11. Table Land Civilian Unit/Organisation Sector 1 modifier

Entity	V	SID	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Civilian	**	**	11	**	**	**	**	**	**	08	**	Person: PersonMilitaryStatusCode=Civilian
Displaced Person(s), Refugee(s) and Evacuee(s)	**	**	11	**	**	**	**	**	**	09	**	Person: PersonCharacteristicCode=Refugee
Foreign Fighter(s)	**	**	11	**	**	**	**	**	**	10	**	Person: PersonCharacteristicCode=ForeignFighter
Government Organization	**	**	11	**	**	**	**	**	**	12	**	GovernmentOrganisation
Non-governmental Organization Member or Non-governmental Organization	**	**	11	**	**	**	**	**	**	14	**	Person: PersonCharacteristicCode=NonGovernmentEmployee
Terrorist or Terrorist Organization	**	**	11	**	**	**	**	**	**	19	**	Person: PersonCharacteristicCode=Terrorist

Table 12. Table Land Equipment

Entity	V	SID	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Weapons/Weapons System	**	**	15	**	**	**	11	00	00	**	**	Weapon
Weapons/Weapons System Rifle	**	**	15	**	**	**	11	01	00	**	**	Rifle
Weapons/Weapons System Machine Gun	**	**	15	**	**	**	11	02	00	**	**	MachineGun
Weapons/Weapons System Machine Gun Light	**	**	15	**	**	**	11	02	01	**	**	MachineGun: scalingCode=Light
Weapons/Weapons System Machine Gun Heavy	**	**	15	**	**	**	11	02	03	**	**	MachineGun: scalingCode=Heavy
Weapons/Weapons System Grenade Launcher	**	**	15	**	**	**	11	03	00	**	**	GrenadeLauncher
Weapons/Weapons System Grenade Launcher Light	**	**	15	**	**	**	11	03	01	**	**	GrenadeLauncher: scalingCode=Light
Weapons/Weapons System Grenade Launcher Medium	**	**	15	**	**	**	11	03	02	**	**	GrenadeLauncher: scalingCode=Medium
Weapons/Weapons System Grenade Launcher Heavy	**	**	15	**	**	**	11	03	03	**	**	GrenadeLauncher: scalingCode=Heavy

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Weapons/Weapons System Flame Thrower	**	**	15	**	**	**	11	04	00	**	**	FlameThrower
Weapons/Weapons System Air Defence Gun	**	**	15	**	**	**	11	05	00	**	**	AirDefenceGun
Weapons/Weapons System Air Defence Gun Light	**	**	15	**	**	**	11	05	01	**	**	AirDefenceGun: scalingCode=Light
Weapons/Weapons System Air Defence Gun Medium	**	**	15	**	**	**	11	05	02	**	**	AirDefenceGun: scalingCode=Medium
Weapons/Weapons System Air Defence Gun Heavy	**	**	15	**	**	**	11	05	03	**	**	AirDefenceGun: scalingCode=Heavy
Weapons/Weapons System Antitank Gun	**	**	15	**	**	**	11	06	00	**	**	AntiTankGun
Weapons/Weapons System Antitank Gun Light	**	**	15	**	**	**	11	06	01	**	**	AntiTankGun: scalingCode=Light
Weapons/Weapons System Antitank Gun Medium	**	**	15	**	**	**	11	06	02	**	**	AntiTankGun: scalingCode=Medium
Weapons/Weapons System Antitank Gun Heavy	**	**	15	**	**	**	11	06	03	**	**	AntiTankGun: scalingCode=Heavy

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Weapons/Weapons System Direct Fire Gun	**	**	15	**	**	**	11	07	00	**	**	DirectFireGun
Weapons/Weapons System Direct Fire Gun Light	**	**	15	**	**	**	11	07	01	**	**	DirectFireGun: scalingCode=Light
Weapons/Weapons System Direct Fire Gun Medium	**	**	15	**	**	**	11	07	02	**	**	DirectFireGun: scalingCode=Medium
Weapons/Weapons System Direct Fire Gun Heavy	**	**	15	**	**	**	11	07	03	**	**	DirectFireGun: scalingCode=Heavy
Weapons/Weapons System Recoilless Gun	**	**	15	**	**	**	11	08	00	**	**	RecoillessGun
Weapons/Weapons System Howitzer	**	**	15	**	**	**	11	09	00	**	**	Howitzer: scalingCode=Light
Weapons/Weapons System Howitzer Light	**	**	15	**	**	**	11	09	01	**	**	Howitzer: scalingCode=Medium
Weapons/Weapons System Howitzer Medium	**	**	15	**	**	**	11	09	02	**	**	Howitzer: scalingCode=Heavy
Weapons/Weapons System Howitzer Heavy	**	**	15	**	**	**	11	09	03	**	**	Howitzer

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Weapons/Weapons System Air Defence Missile Launcher	**	**	15	**	**	**	11	11	00	**	**	AirDefenceMissileLauncher
Weapons/Weapons System Antitank Missile Launcher	**	**	15	**	**	**	11	12	01	**	**	AntiTankMissileLauncher
Weapons/Weapons System Antitank Missile Launcher Light	**	**	15	**	**	**	11	12	02	**	**	AntiTankMissileLauncher: scalingCode=Light
Weapons/Weapons System Antitank Missile Launcher Medium	**	**	15	**	**	**	11	12	03	**	**	AntiTankMissileLauncher: scalingCode=Medium
Weapons/Weapons System Antitank Missile Launcher Heavy	**	**	15	**	**	**	11	12	04	**	**	AntiTankMissileLauncher: scalingCode=Heavy
Weapons/Weapons System Surface-to-Surface Missile Launcher	**	**	15	**	**	**	11	13	00	**	**	SurfaceToSurfaceMissileLauncher
Weapons/Weapons System Mortar	**	**	15	**	**	**	11	14	00	**	**	Mortar
Weapons/Weapons System Mortar Light	**	**	15	**	**	**	11	14	01	**	**	Mortar: scalingCode=Light

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Weapons/Weapons System Mortar Medium	**	**	15	**	**	**	11	14	02	**	**	Mortar: scalingCode=Medium
Weapons/Weapons System Mortar Heavy	**	**	15	**	**	**	11	14	03	**	**	Mortar: scalingCode=Heavy
Weapons/Weapons System Single Rocket Launcher	**	**	15	**	**	**	11	15	00	**	**	RocketLauncher
Weapons/Weapons System Single Rocket Launcher Light	**	**	15	**	**	**	11	15	01	**	**	RocketLauncher: scalingCode=Light
Weapons/Weapons System Single Rocket Launcher Medium	**	**	15	**	**	**	11	15	02	**	**	RocketLauncher: scalingCode=Medium
Weapons/Weapons System Single Rocket Launcher Heavy	**	**	15	**	**	**	11	15	03	**	**	RocketLauncher: scalingCode=Heavy
Weapons/Weapons System Multiple Rocket Launcher	**	**	15	**	**	**	11	16	00	**	**	RocketLauncher: holdsMultipleRocketsIndicator=TRUE
Weapons/Weapons System Multiple Rocket Launcher Light	**	**	15	**	**	**	11	16	01	**	**	RocketLauncher: scalingCode=Light + holdsMultipleRocketsIndicator=TRUE

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Weapons/Weapons System Multiple Rocket Launcher Medium	**	**	15	**	**	**	11	16	02	**	**	RocketLauncher: scalingCode=Medium + holdsMultipleRocketsIndicator=TRUE
Weapons/Weapons System Multiple Rocket Launcher Heavy	**	**	15	**	**	**	11	16	03	**	**	RocketLauncher: scalingCode=Heavy + holdsMultipleRocketsIndicator=TRUE
Vehicles	**	**	15	**	**	**	12	00	00	**	**	Vehicle
Vehicles Armoured Fighting Vehicle	**	**	15	**	**	**	12	01	01	**	**	ArmouredInfantryFightingOrCombatVehicle
Vehicles Armoured Personnel Carrier	**	**	15	**	**	**	12	01	03	**	**	ArmouredPersonnelCarrier
Vehicles Armoured Personnel Carrier Ambulance	**	**	15	**	**	**	12	01	04	**	**	MilitaryTypeAmbulance: isArmouredIndicator=FALSE
Vehicles Armoured Protected Vehicle Recovery	**	**	15	**	**	**	12	01	06	**	**	ArmouredPersonnelCarrierRecoveryVehicle
Vehicles Armoured Protected Vehicle Medical Evacuation	**	**	15	**	**	**	12	01	07	**	**	MilitaryTypeAmbulance: isArmouredIndicator=TRUE
Vehicles Tank	**	**	15	**	**	**	12	02	00	**	**	Tank
Vehicles Tank Light	**	**	15	**	**	**	12	02	01	**	**	BattleTank: battleTankScalingCode=Light
Vehicles Tank Medium	**	**	15	**	**	**	12	02	02	**	**	BattleTank: battleTankScalingCode=Medium

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Vehicles Tank Heavy	**	**	15	**	**	**	12	02	03	**	**	BattleTank: battleTankScalingCode=Heavy
Vehicles Tank Recovery Vehicle	**	**	15	**	**	**	12	03	00	**	**	BattleTankRecoveryVehicle
Vehicles Tank Recovery Vehicle Light	**	**	15	**	**	**	12	03	01	**	**	BattleTankRecoveryVehicle: battleTankScalingCode=Light
Vehicles Tank Recovery Vehicle Medium	**	**	15	**	**	**	12	03	02	**	**	BattleTankRecoveryVehicle: battleTankScalingCode=Medium
Vehicles Tank Recovery Vehicle Heavy	**	**	15	**	**	**	12	03	03	**	**	BattleTankRecoveryVehicle: battleTankScalingCode=Heavy
Engineer Vehicles and Equipment	**	**	15	**	**	**	13	00	00	**	**	EngineeringEquipment
Engineer Vehicles and Equipment Bridge	**	**	15	**	**	**	13	01	00	**	**	EngineeringEquipment: categoryCode=Bridging
Engineer Vehicles and Equipment Bridge Mounted on Utility Vehicle	**	**	15	**	**	**	13	02	00	**	**	EngineeringEquipment
Engineer Vehicles and Equipment Floating Bridge	**	**	15	**	**	**	13	04	00	**	**	EngineeringEquipment: categoryCode=TacticalFloatingBridge
Engineer Vehicles and Equipment Earthmover	**	**	15	**	**	**	13	08	00	**	**	EngineeringEquipment: categoryCode=Earthmover

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Engineer Vehicles and Equipment Earthmover Multifunctional Earthmover/Digger	**	**	15	**	**	**	13	08	01	**	**	EngineeringEquipment
Engineer Vehicles and Equipment Mine Clearing Equipment	**	**	15	**	**	**	13	09	00	**	**	EngineeringEquipment: categoryCode=MineClearing
Engineer Vehicles and Equipment Mine Clearing Equipment Mine Clearing Equipment on Tank Chassis	**	**	15	**	**	**	13	09	02	**	**	EngineeringEquipment: categoryCode=MineClearing
Engineer Vehicles and Equipment Mine Laying Equipment	**	**	15	**	**	**	13	10	00	**	**	EngineeringEquipment: categoryCode=MineLaying
Engineer Vehicles and Equipment Mine Laying Equipment Armoured Carrier with Volcano	**	**	15	**	**	**	13	10	02	**	**	EngineeringEquipment: categoryCode=ArmouredVehicleMountedMineLayer
Engineer Vehicles and Equipment Dozer	**	**	15	**	**	**	13	11	00	**	**	EngineeringEquipment: categoryCode=Dozer
Engineer Vehicles and Equipment Bus	**	**	15	**	**	**	14	05	00	**	**	Bus

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Engineer Vehicles and Equipment Semi-Trailer and Truck	**	**	15	**	**	**	14	06	00	**	**	Truck
Engineer Vehicles and Equipment Limited Cross Country Truck	**	**	15	**	**	**	14	07	00	**	**	Truck
Engineer Vehicles and Equipment Cross Country Truck	**	**	15	**	**	**	14	08	00	**	**	CrossCountryTruck
Trains	**	**	15	**	**	**	15	00	00	**	**	Train
Trains Locomotive	**	**	15	**	**	**	15	01	00	**	**	Locomotive
Trains Railcar	**	**	15	**	**	**	15	02	00	**	**	Railcar
Trains Automobile	**	**	15	**	**	**	16	01	00	**	**	Automobile
Trains Automobile Van	**	**	15	**	**	**	16	03	01	**	**	Van
Other Equipment	**	**	15	**	**	**	20	00	00	**	**	MiscellaneousEquipment
Other Equipment Booby Trap	**	**	15	**	**	**	20	03	00	**	**	ImprovisedExplosiveDevice
Other Equipment CBRN Defence Equipment	**	**	15	**	**	**	20	04	00	**	**	CBRNEquipment
Other Equipment Computer System	**	**	15	**	**	**	20	05	00	**	**	DataProcessingEquipment
Land Mines	**	**	15	**	**	**	21	00	00	**	**	Mine

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Land Mines Land Mine	**	**	15	**	**	**	21	01	00	**	**	Mine
Land Mines Antipersonnel Land Mine (APL)	**	**	15	**	**	**	21	02	00	**	**	LandMine
Land Mines Antitank Mine	**	**	15	**	**	**	21	03	00	**	**	LandMine: categoryCode=AntiTankMine
Land Mines Improvised Explosive Device (IED)	**	**	15	**	**	**	21	04	00	**	**	ImprovisedExplosiveDevice
Land Mines Less than lethal	**	**	15	**	**	**	21	05	00	**	**	LandMine: isLethalIndicator=FALSE
Sensors	**	**	15	**	**	**	22	00	00	**	**	Sensor
Sensors Sensor	**	**	15	**	**	**	22	01	00	**	**	Sensor
Sensors Radar	**	**	15	**	**	**	22	03	00	**	**	Radar
Sensors Ambulance	**	**	15	**	**	**	23	01	00	**	**	CivilianTypeAmbulance
Sensors Fire Fighting/Fire Protection	**	**	15	**	**	**	23	02	00	**	**	CivilianTypeFirefightingVehicle

Table 13. Table Land Equipment Sector 1 Modifier

Entity	V	SID	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Biological	**	**	15	**	**	**	**	**	**	01	**	CBRNEquipment: CBRNEquipmentCategoryCode=AutomatedBiologicalDetector
Chemical	**	**	15	**	**	**	**	**	**	02	**	CBRNEquipment: CBRNEquipmentCategoryCode=AutomatedChemicalDetector
Early Warning Radar	**	**	15	**	**	**	**	**	**	03	**	Radar: categoryCode=EarlyWarningOrAcquisitionRadar
Early Warning Radar	**	**	15	**	**	**	**	**	**	03	**	FireControlEquipment: categoryCode=EarlyWarningOrAcquisitionRadar
Nuclear	**	**	15	**	**	**	**	**	**	05	**	CBRNEquipment: CBRNEquipmentCategoryCode=AutomatedRadiationDetector
Radiological	**	**	15	**	**	**	**	**	**	06	**	CBRNEquipment: CBRNEquipmentCategoryCode=RadiologicalKit

Table 14. Table Land Installation

Entity	V	SID	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Installation	**	**	20	**	**	**	11	00	00	**	**	OtherFacility: categoryCode=Installation
Installation Aircraft Production/Assembly	**	**	20	**	**	**	11	01	00	**	**	MilitaryProductionFacility: categoryCode=MilitaryAircraftProductionAndAssemblyFacilit y
Installation Ammunition and Explosives/Production	**	**	20	**	**	**	11	02	00	**	**	MilitaryProductionFacility: categoryCode=MilitaryAmmunitionAndExplosivesProduction Facility
Installation Ammunition Cache	**	**	20	**	**	**	11	03	00	**	**	AmmunitionCache
Installation Armament Production	**	**	20	**	**	**	11	04	00	**	**	MilitaryProductionFacility: categoryCode=MilitaryArmamentProductionFacility
Installation Chemical, Biological, Radiological and Nuclear (CBRN)	**	**	20	**	**	**	11	06	00	**	**	MilitaryProductionFacility: categoryCode=MilitaryChemicalAndBiologicalWarfareProductionFacility
Installation Engineering Equipment Production	**	**	20	**	**	**	11	07	00	**	**	MilitaryProductionFacility: categoryCode=MilitaryEngineeringEquipmentProductionFacility
Installation Engineering Equipment Production Bridge	**	**	20	**	**	**	11	07	01	**	**	Bridge

Entity	V	SId	Sys	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Installation Equipment Manufacture	**	**	20	**	**	**	11	08	00	**	**	EquipmentManufacture
Installation Government Leadership	**	**	20	**	**	**	11	09	00	**	**	GovernmentalLeadership
Installation Mass Grave Site	**	**	20	**	**	**	11	11	00	**	**	MassGrave
Installation Mine	**	**	20	**	**	**	11	13	00	**	**	Mine
Installation Missile and Space System Production	**	**	20	**	**	**	11	14	00	**	**	MilitaryProductionFacility: categoryCode=MilitaryMissileAndSpaceSystemProductionFacility
Installation Nuclear (Non CBRN Defence)	**	**	20	**	**	**	11	15	00	**	07	NuclearFacility
Installation Tented Camp	**	**	20	**	**	**	11	19	00	**	**	AccommodationFacility: categoryCode=Camp
Installation Tented Camp Displaced Persons/ Refugee/Evacuees Camp	**	**	20	**	**	**	11	19	01	**	**	RefugeeHoldingArea
Installation Tented Camp Training Camp	**	**	20	**	**	**	11	19	02	**	**	AccommodationFacility: categoryCode=Camp
Installation Warehouse/Storage Facility	**	**	20	**	**	**	11	20	00	**	**	Warehouse

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Installation Warehouse/Storage Facility	**	**	20	**	**	**	11	20	00	01	**	Depot: categoryCode=BiologicalDepot
Installation Warehouse/Storage Facility	**	**	20	**	**	**	11	20	00	02	**	Depot: categoryCode=ChemicalsDepot
Installation Warehouse/Storage Facility	**	**	20	**	**	**	11	20	00	03	**	Depot: categoryCode=NuclearStorageDepot
Installation Warehouse/Storage Facility	**	**	20	**	**	**	11	20	00	04	**	Depot: categoryCode=CBRNDepot
Installation Warehouse/Storage Facility	**	**	20	**	**	**	11	20	00	**	01	Depot: categoryCode=BiologicalDepot
Installation Warehouse/Storage Facility	**	**	20	**	**	**	11	20	00	**	02	Depot: categoryCode=ChemicalsDepot
Installation Warehouse/Storage Facility	**	**	20	**	**	**	11	20	00	**	03	Depot: categoryCode=NuclearStorageDepot
Installation Warehouse/Storage Facility	**	**	20	**	**	**	11	20	00	**	04	Depot: categoryCode=CBRNDepot
Installation Warehouse/Storage Facility	**	**	20	**	**	**	11	20	00	10	**	Depot: categoryCode=POLDepot

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Installation Law Enforcement	**	**	20	**	**	**	11	21	00	**	**	LawEnforcementFacility
Installation Law Enforcement Border Patrol	**	**	20	**	**	**	11	21	02	**	**	TrafficControlPost
Installation Law Enforcement Police	**	**	20	**	**	**	11	21	07	**	**	PoliceStation
Installation Law Enforcement Prison	**	**	20	**	**	**	11	21	08	**	**	PrisonerOfWarCollectionPoint
Installation Emergency Operation	**	**	20	**	**	**	11	22	00	05	**	DecontaminationFacility
Installation Agriculture and Food Infrastructure	**	**	20	**	**	**	12	01	00	**	**	AgricultureFacility
Installation Agriculture and Food Infrastructure Farm/Ranch	**	**	20	**	**	**	12	01	04	**	**	Farm
Installation Agriculture and Food Infrastructure Food Retail	**	**	20	**	**	**	12	01	07	**	**	Market
Installation Agriculture and Food Infrastructure Bank	**	**	20	**	**	**	12	02	02	**	**	Bank

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Installation Agriculture and Food Infrastructure Hazardous Material Production	**	**	20	**	**	**	12	03	04	**	**	Quay: QuayStorageCode=HazardousCargo
Installation Agriculture and Food Infrastructure Hazardous Material Storage	**	**	20	**	**	**	12	03	05	**	**	Quay: QuayStorageCode=HazardousCargo
Installation Agriculture and Food Infrastructure Industrial Site	**	**	20	**	**	**	12	03	06	**	**	IndustrialFacility
Installation Agriculture and Food Infrastructure Contaminated Hazardous Waste Site	**	**	20	**	**	**	12	03	09	**	**	Quay: QuayStorageCode=HazardousCargo
Installation Agriculture and Food Infrastructure School	**	**	20	**	**	**	12	04	02	**	**	School
Installation Energy Facility Infrastructure	**	**	20	**	**	**	12	05	00	**	**	EnergyFacility
Installation Energy Facility Infrastructure	**	**	20	**	**	**	12	05	00	**	05	EnergyFacility: categoryCode=NuclearPowerPlant

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Installation Energy Facility Infrastructure	**	**	20	**	**	**	12	05	00	**	07	EnergyFacility: categoryCode=ThermalPowerPlant
Installation Energy Facility Infrastructure	**	**	20	**	**	**	12	05	00	**	08	EnergyFacility: categoryCode=HydroelectricPowerPlant
Installation Energy Facility Infrastructure Electric Power	**	**	20	**	**	**	12	05	01	**	**	EnergyFacility: categoryCode=ElectricPowerFacility
Installation Energy Facility Infrastructure Generation Station	**	**	20	**	**	**	12	05	02	**	**	EnergyFacility: categoryCode=ElectricalSupplyFacility
Installation Energy Facility Infrastructure Natural Gas Facility	**	**	20	**	**	**	12	05	03	**	**	EnergyFacility: categoryCode=GasProcessingFacility
Installation Energy Facility Infrastructure Natural Gas Facility	**	**	20	**	**	**	12	05	03	09	**	EnergyFacility: categoryCode=GasProcessingFacility
Installation Energy Facility Infrastructure Petroleum Facility	**	**	20	**	**	**	12	05	04	**	**	EnergyFacility: categoryCode=FossilFuelPowerPlant

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Installation Energy Facility Infrastructure Petroleum/Gas/Oil	**	**	20	**	**	**	12	05	05	**	**	EnergyFacility: categoryCode=FossilFuelPowerPlant
Installation Energy Facility Infrastructure Propane Facility	**	**	20	**	**	**	12	05	06	**	**	EnergyFacility: categoryCode=GasProcessingFacility
Installation Government Site Infrastructure	**	**	20	**	**	**	12	06	00	**	**	GovernmentBuilding
Installation Government Site Infrastructure Medical	**	**	20	**	**	**	12	07	01	**	**	Depot: categoryCode=MedicalDepot
Installation Government Site Infrastructure Medical Treatment Facility (Hospital)	**	**	20	**	**	**	12	07	02	**	**	MedicalFacility
Installation Military Infrastructure	**	**	20	**	**	**	12	08	00	**	**	MilitaryFacility
Installation Military Infrastructure	**	**	20	**	**	**	12	08	00	16	**	CommandPostFacility
Installation Military Infrastructure Military Armoury	**	**	20	**	**	**	12	08	01	**	08	Depot: categoryCode=AmmunitionDepot

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Installation Military Infrastructure Military Base	**	**	20	**	**	**	12	08	02	**	**	MilitaryBaseOrFacility
Installation Military Infrastructure Religious Institution	**	**	20	**	**	**	12	10	04	**	**	ReligiousFacility
Installation Telecommunications Infrastructure	**	**	20	**	**	**	12	12	00	**	**	TelecommunicationsFacility
Installation Telecommunications Infrastructure	**	**	20	**	**	**	12	12	00	14	**	RelayFacility
Installation Telecommunications Infrastructure Broadcast Transmitter Antennae	**	**	20	**	**	**	12	12	01	**	**	Network: RoutingSchemeCode=Broadcast
Installation Telecommunications Infrastructure Telecommunications	**	**	20	**	**	**	12	12	02	**	**	CommunicationStation
Installation Telecommunications Infrastructure Telecommunications Tower	**	**	20	**	**	**	12	12	03	**	**	TelecommunicationsFacility

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Installation Transportation Infrastructure	**	**	20	**	**	**	12	13	00	**	**	GeneralTransportFacility: categoryCode=TransportationStation
Installation Transportation Infrastructure Airport/Air Base	**	**	20	**	**	**	12	13	01	**	**	AirportOrAirBase
Installation Transportation Infrastructure Air Traffic Control Facility	**	**	20	**	**	**	12	13	02	**	**	TrafficControlPost
Installation Transportation Infrastructure Ferry Terminal	**	**	20	**	**	**	12	13	04	**	**	FerryStation
Installation Transportation Infrastructure Helicopter Landing Site	**	**	20	**	**	**	12	13	05	**	**	Heliport
Installation Transportation Infrastructure Maintenance Facility	**	**	20	**	**	**	12	13	06	**	**	MaintenanceFacility

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Installation Transportation Infrastructure Traffic Inspection Facility	**	**	20	**	**	**	12	13	12	**	**	TrafficControlPost
Installation Transportation Infrastructure Tunnel	**	**	20	**	**	**	12	13	13	**	**	Tunnel
Installation Water Supply Infrastructure	**	**	20	**	**	**	12	14	00	**	**	WaterSupplyFacility
Installation Water Supply Infrastructure Dam	**	**	20	**	**	**	12	14	02	**	**	WaterSupplyFacility: categoryCode=Dam
Installation Water Supply Infrastructure Reservoir	**	**	20	**	**	**	12	14	06	**	**	WaterSupplyFacility: categoryCode=Reservoir
Installation Water Supply Infrastructure Storage Tower	**	**	20	**	**	**	12	14	07	**	**	WaterSupplyFacility: categoryCode=WaterTower
Installation Water Supply Infrastructure Wastewater Treatment Facility	**	**	20	**	**	**	12	14	09	**	**	WaterSupplyFacility: categoryCode=SewageTreatmentPlant
Installation Water Supply Infrastructure Water	**	**	20	**	**	**	12	14	10	**	**	WaterSupplyFacility: categoryCode=PublicWaterServicesFacility

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Installation Water Supply Infrastructure Water Treatment	**	**	20	**	**	**	12	14	11	**	**	WaterSupplyFacility: categoryCode=Waterwork

Table 15. Table Control Measure

Entity	V	SID	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Boundary	**	**	25	**	**	**	11	01	00	**	**	OrganisationBoundary
Boundary Rear	**	**	25	**	**	**	11	01	03	**	**	C2ControlFeature: categoryCode=RearBoundaryOfTheForwardArea
Light Line	**	**	25	**	**	**	11	02	00	**	**	C2ControlFeature: categoryCode=LightLine
Engineer Work Line	**	**	25	**	**	**	11	03	00	**	**	C2ControlFeature: categoryCode=EngineerWorkLine
Area of Operations	**	**	25	**	**	**	12	01	00	**	**	C2ControlFeature: categoryCode=AreaOfOperations
Named Area of Interest	**	**	25	**	**	**	12	02	00	**	**	C2ControlFeature: categoryCode=NamedAreaOfInterest
Targeted Area of Interest	**	**	25	**	**	**	12	03	00	**	**	C2ControlFeature: categoryCode=TargetedAreaOfInterest
Airfield Zone	**	**	25	**	**	**	12	04	00	**	**	AirControlFeature: categoryCode=AirfieldZone
Base Camp	**	**	25	**	**	**	12	05	00	**	**	C2ControlFeature: categoryCode=BaseCamp
Guerrilla Base	**	**	25	**	**	**	12	06	00	**	**	C2ControlFeature: categoryCode=GuerrillaBase
Unspecified Control Point	**	**	25	**	**	**	13	01	00	**	**	OtherControlFeature: categoryCode=ControlPoint
Amnesty Point	**	**	25	**	**	**	13	02	00	**	**	C2ControlFeature: categoryCode=AmnestyPoint
Checkpoint	**	**	25	**	**	**	13	03	00	**	**	OtherControlFeature: categoryCode=GeneralCheckPoint
Centre of Main Effort	**	**	25	**	**	**	13	04	00	**	**	C2ControlFeature: categoryCode=CentreOfMainEffort
Contact Point	**	**	25	**	**	**	13	05	00	**	**	C2ControlFeature: categoryCode=LandContactPoint
Coordinating Point	**	**	25	**	**	**	13	06	00	**	**	C2ControlFeature: categoryCode=CoordinatingPoint
Decision Point	**	**	25	**	**	**	13	07	00	**	**	C2ControlFeature: categoryCode=DecisionPoint
Distress Call	**	**	25	**	**	**	13	08	00	**	**	C2ControlFeature: categoryCode=DistressCallPoint

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Entry Control Point	**	**	25	**	**	**	13	09	00	**	**	C2ControlFeature: categoryCode=EntryControlPoint
Entry Control Point Sonobuoy	**	**	25	**	**	**	13	10	01	**	**	C2ControlFeature: categoryCode=FlyToPointSonobuoy
Entry Control Point Weapon	**	**	25	**	**	**	13	10	02	**	**	C2ControlFeature: categoryCode=FlyToPointWeapon
Entry Control Point Normal	**	**	25	**	**	**	13	10	03	**	**	C2ControlFeature: categoryCode=FlyToPointNormal
Linkup Point	**	**	25	**	**	**	13	11	00	**	**	C2ControlFeature: categoryCode=LinkupPoint
Passage Point	**	**	25	**	**	**	13	12	00	**	**	C2ControlFeature: categoryCode=PassagePoint
Point of Interest	**	**	25	**	**	**	13	13	00	**	**	C2ControlFeature: categoryCode=PointOfInterest
Point of Interest Point of Interest - Launch Event	**	**	25	**	**	**	13	13	01	**	**	C2ControlFeature: categoryCode=PointOfInterestLaunchEvent
Rally Point	**	**	25	**	**	**	13	14	00	**	**	C2ControlFeature: categoryCode=RallyPoint
Release Point	**	**	25	**	**	**	13	15	00	**	**	C2ControlFeature: categoryCode=ReleasePoint
Start Point	**	**	25	**	**	**	13	16	00	**	**	C2ControlFeature: categoryCode=StartPoint
Special Point	**	**	25	**	**	**	13	17	00	**	**	C2ControlFeature: categoryCode=SpecialPoint
Waypoint	**	**	25	**	**	**	13	18	00	**	**	OtherControlFeature: categoryCode=WayPoint
Airfield	**	**	25	**	**	**	13	19	00	**	**	Airfield
Forward Line of Troops	**	**	25	**	**	**	14	01	00	**	**	C2ControlFeature: categoryCode=ForwardLineOfTroops
Line of Contact	**	**	25	**	**	**	14	02	00	**	**	C2ControlFeature: categoryCode=LineOfContact
Phase Line	**	**	25	**	**	**	14	03	00	**	**	C2ControlFeature: categoryCode=PhaseLine

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Forward Edge of the Battle Area	**	**	25	**	**	**	14	04	00	**	**	OtherControlFeature: categoryCode=ForwardEdgeOfTheBattleArea
Principle Direction of Fire	**	**	25	**	**	**	14	05	00	**	**	C2ControlFeature: categoryCode=PrincipalDirectionOfFire
Principle Direction of Fire Friendly Aviation	**	**	25	**	**	**	14	06	01	**	**	C2ControlFeature: categoryCode=AviationDirectionOfAttack + hostilityCode=Friend
Principle Direction of Fire Friendly Direction of Main Attack	**	**	25	**	**	**	14	06	02	**	**	C2ControlFeature: categoryCode=DirectionOfMainAttack + hostilityCode=Friend
Principle Direction of Fire Friendly Direction of Supporting Attack	**	**	25	**	**	**	14	06	03	**	**	C2ControlFeature: categoryCode=DirectionOfSupportingAttack + hostilityCode=Friend
Final Coordination Line	**	**	25	**	**	**	14	07	00	**	**	FiresControlFeature: categoryCode=FinalCoordinationLine
Infiltration Lane	**	**	25	**	**	**	14	08	00	**	**	C2ControlFeature: categoryCode=InfiltrationLane
Limit of Advance	**	**	25	**	**	**	14	09	00	**	**	C2ControlFeature: categoryCode=LimitOfAdvance
Line of Departure	**	**	25	**	**	**	14	10	00	**	**	C2ControlFeature: categoryCode=LineOfDeparture
Line of Departure/Line of Contact	**	**	25	**	**	**	14	11	00	**	**	C2ControlFeature: categoryCode=LineOfDepartureOrLineOfContact
Probable Line of Deployment	**	**	25	**	**	**	14	12	00	**	**	C2ControlFeature: categoryCode=ProbableLineOfDeployment
Airhead Line	**	**	25	**	**	**	14	13	00	**	**	AirControlFeature: categoryCode=Airhead

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Bridgehead Line (BL)	**	**	25	**	**	**	14	14	00	**	**	C2ControlFeature: categoryCode=Bridgehead
Holding Line (HL)	**	**	25	**	**	**	14	15	00	**	**	FiresControlFeature: categoryCode=HoldingLine
Release Line	**	**	25	**	**	**	14	16	00	**	**	C2ControlFeature: categoryCode=ReleaseLine
Ambush	**	**	25	**	**	**	14	17	00	**	**	OtherTask: categoryCode=Ambush
Area	**	**	25	**	**	**	15	01	00	**	**	C2ControlFeature: categoryCode=GeneralArea
Area Friendly	**	**	25	**	**	**	15	01	01	**	**	C2ControlFeature: categoryCode=GeneralArea + hostilityCode=Friend
Assembly Area (AA)	**	**	25	**	**	**	15	02	00	**	**	C2ControlFeature: categoryCode=GeneralAssemblyArea
Occupied Assembly Area	**	**	25	**	**	**	15	03	00	**	**	C2ControlFeature: categoryCode=OccupiedAssemblyArea
Occupied Assembly Area Joint Tactical Action Area (JTAA)	**	**	25	**	**	**	15	05	01	**	**	OtherControlFeature: categoryCode=JointActionArea
Occupied Assembly Area Submarine Action Area (SAA)	**	**	25	**	**	**	15	05	02	**	**	OtherControlFeature: categoryCode=SubmarineActionArea
Occupied Assembly Area Submarine-Generated Action Area (SGAA)	**	**	25	**	**	**	15	05	03	**	**	OtherControlFeature: categoryCode=SubmarineGeneratedSearchArea
Drop Zone (DZ)	**	**	25	**	**	**	15	06	00	**	**	AirControlFeature: categoryCode=DropZone
Extraction Zone (EZ)	**	**	25	**	**	**	15	07	00	**	**	AirControlFeature: categoryCode=ExtractionZone
Landing Zone (LZ)	**	**	25	**	**	**	15	08	00	**	**	AirControlFeature: categoryCode=LandingZone
Pick-Up Zone (PZ)	**	**	25	**	**	**	15	09	00	**	**	C2ControlFeature: categoryCode=PickupZone

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Limited Access Area	**	**	25	**	**	**	15	11	00	**	**	C2ControlFeature: categoryCode=LimitedAccessArea
Battle Position	**	**	25	**	**	**	15	12	00	**	**	C2ControlFeature: categoryCode=BattlePosition
Battle Position Prepared (P) but not Occupied	**	**	25	**	**	**	15	12	02	**	**	C2ControlFeature: categoryCode=BattlePositionPreparedButNotOccupied
Battle Position Strong Point	**	**	25	**	**	**	15	12	03	**	**	OtherControlFeature: categoryCode=StrongPoint
Engagement Area (EA)	**	**	25	**	**	**	15	13	00	**	**	FiresControlFeature: categoryCode=EngagementArea
Axis of Advance	**	**	25	**	**	**	15	14	00	**	**	C2ControlFeature: categoryCode=AxisOfAdvance
Axis of Advance Friendly Airborne/Aviation	**	**	25	**	**	**	15	14	01	**	**	AirControlFeature: categoryCode=AirAxisOfAdvance + hostilityCode=Friend
Axis of Advance Attack Helicopter	**	**	25	**	**	**	15	14	02	**	**	C2ControlFeature: categoryCode=AttackHelicopterAxisOfAdvance
Axis of Advance Main Attack	**	**	25	**	**	**	15	14	03	**	**	C2ControlFeature: categoryCode=MainAxisOfAdvance
Axis of Advance Supporting Attack	**	**	25	**	**	**	15	14	04	**	**	C2ControlFeature: categoryCode=AxisOfSupportingAttack
Assault Position	**	**	25	**	**	**	15	15	00	**	**	C2ControlFeature: categoryCode=AssaultPosition
Attack Position	**	**	25	**	**	**	15	16	00	**	**	C2ControlFeature: categoryCode=AttackPosition
Objective	**	**	25	**	**	**	15	17	00	**	**	C2ControlFeature: categoryCode=ObjectiveArea
Encirclement	**	**	25	**	**	**	15	18	00	**	**	C2ControlFeature: categoryCode=Encirclement
Encirclement Friendly	**	**	25	**	**	**	15	18	01	**	**	C2ControlFeature: categoryCode=Encirclement + hostilityCode=Friend

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Encirclement Enemy	**	**	25	**	**	**	15	18	02	**	**	C2ControlFeature: categoryCode=Encirclement + hostilityCode=Hostile
Penetration Box	**	**	25	**	**	**	15	19	00	**	**	C2ControlFeature: categoryCode=PenetrationBox
Attack by Fire Position	**	**	25	**	**	**	15	20	00	**	**	FiresControlFeature: categoryCode=AttackByFirePosition
Support by Fire Position	**	**	25	**	**	**	15	21	00	**	**	C2ControlFeature: categoryCode=SupportByFirePosition
Search Area/Reconnaissance Area	**	**	25	**	**	**	15	22	00	**	**	OtherControlFeature: categoryCode=SearchOrReconnaissanceArea
Observation Post/Outpost (unspecified)	**	**	25	**	**	**	16	01	00	**	**	ObservationPost
Observation Post/Outpost (specified)	**	**	25	**	**	**	16	02	00	**	**	ObservationPost
Observation Post/Outpost (specified) Reconnaissance Outpost	**	**	25	**	**	**	16	02	01	**	**	ReconnaissanceOutpost
Observation Post/Outpost (specified) Forward Observer Outpost	**	**	25	**	**	**	16	02	02	**	**	ForwardObserverPosition

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Observation Post/Outpost (specified) CBRN Observation Outpost	**	**	25	**	**	**	16	02	03	**	**	DismountedCBRNObservationPost
Observation Post/Outpost (specified) Sensor Outpost /Listening Post	**	**	25	**	**	**	16	02	04	**	**	SensorOutpostOrListeningPost
Observation Post/Outpost (specified) Combat Outpost	**	**	25	**	**	**	16	02	05	**	**	CombatOutpost
Target Reference Point	**	**	25	**	**	**	16	03	00	**	**	FiresControlFeature: categoryCode=TargetReferencePoint
Point of Departure	**	**	25	**	**	**	16	04	00	**	**	C2ControlFeature: categoryCode=PointOfDeparture
Air Corridor	**	**	25	**	**	**	17	01	00	**	**	AirRoute: usageCode=AirCorridor
Air Corridor Airspace Control (Corridors)	**	**	25	**	**	**	17	01	01	**	**	AirControlFeature: categoryCode=AirspaceControlArea
Low Level Transit Route	**	**	25	**	**	**	17	02	00	**	**	AirRoute: usageCode=LowLevelTransitRoute
Temporary Minimum-Risk Route	**	**	25	**	**	**	17	03	00	**	**	AirRoute: usageCode=TemporaryMinimumRiskRoute
Safe Lane	**	**	25	**	**	**	17	04	00	**	**	AirControlFeature: categoryCode=SafeLane
Standard Use Army Aircraft Flight Route	**	**	25	**	**	**	17	05	00	**	**	AirRoute: usageCode=StandardUseArmyAircraftFlightRoute

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Transit Corridor	**	**	25	**	**	**	17	06	00	**	**	AirControlFeature: categoryCode=TransitCorridor
Unmanned Aircraft (UA) Route Special Corridor	**	**	25	**	**	**	17	07	00	**	**	AirRoute: usageCode=UnmannedAerialVehicleRoute
Base Defence Zone	**	**	25	**	**	**	17	08	00	**	**	AirControlFeature: categoryCode=BaseDefenceZone
High-Density Airspace Control Zone	**	**	25	**	**	**	17	09	00	**	**	AirControlFeature: categoryCode=HighDensityAirspaceControlZone
Restricted Operations Zone	**	**	25	**	**	**	17	10	00	**	**	AirControlFeature: categoryCode=RestrictedOperationsArea
Air-to-Air Restricted Operating Zone	**	**	25	**	**	**	17	11	00	**	**	AirControlFeature
Unmanned Aircraft Restricted Operating Zone	**	**	25	**	**	**	17	12	00	**	**	AirControlFeature: categoryCode=UnmannedAerialVehicleAirspace
Weapon Engagement Zone	**	**	25	**	**	**	17	13	00	**	**	AirControlFeature: categoryCode=WeaponEngagementZone
Fighter Engagement Zone	**	**	25	**	**	**	17	14	00	**	**	AirControlFeature: categoryCode=FighterEngagementZone
Joint Engagement Zone	**	**	25	**	**	**	17	15	00	**	**	AirControlFeature: categoryCode=JointEngagementZone
Missile Engagement Zone	**	**	25	**	**	**	17	16	00	**	**	AirControlFeature: categoryCode=GeneralMissileEngagementZone
Low Altitude Missile Engagement Zone	**	**	25	**	**	**	17	17	00	**	**	AirControlFeature: categoryCode=LowAltitudeMissileEngagementZone

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
High Altitude Missile Engagement Zone	**	**	25	**	**	**	17	18	00	**	**	AirControlFeature: categoryCode=HighAltitudeMissileEngagementZone
Short Range Air Defence Engagement Zone	**	**	25	**	**	**	17	19	00	**	**	AirControlFeature: categoryCode=ShortRangeAirDefenceEngagementZone
Weapons Free Zone	**	**	25	**	**	**	17	20	00	**	**	AirControlFeature: categoryCode=WeaponsFreeZone
Air Control Point	**	**	25	**	**	**	18	01	00	**	**	AirControlFeature: categoryCode=AirControlPoint
Communications Checkpoint	**	**	25	**	**	**	18	02	00	**	**	AirControlFeature: categoryCode=CommunicationCheckpoint
Downed Aircraft Pick-up Point	**	**	25	**	**	**	18	03	00	**	**	AirControlFeature: categoryCode=DownedAircrewPickupPoint
Pop-up Point	**	**	25	**	**	**	18	04	00	**	**	AirControlFeature: categoryCode=PopUpPoint
Air Control Rendezvous	**	**	25	**	**	**	18	05	00	**	**	AirControlFeature: categoryCode=AirControlRendezvous
Tactical Air Navigation (TACAN)	**	**	25	**	**	**	18	06	00	**	**	TacanStation
Airborne Early Warning (AEW) Station	**	**	25	**	**	**	18	08	00	**	**	AirborneEarlyWarningGroundFacility
ASW (Helo and F/W) Station	**	**	25	**	**	**	18	09	00	**	**	AirControlFeature: categoryCode=AntisubmarineWarfareStation
Strike Initial Point	**	**	25	**	**	**	18	10	00	**	**	AirControlFeature: categoryCode=InitialPoint
Antisubmarine Warfare, Rotary Wing	**	**	25	**	**	**	18	13	00	**	**	AirControlFeature: categoryCode=AntisubmarineWarfareRotaryWingControlPoint

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Surface Combat Air Patrol (SUCAP)– Fixed Wing	**	**	25	**	**	**	18	14	00	**	**	AirControlFeature: categoryCode=SurfaceCombatAirPatrolFixedWingControlPoint
MW – Fixed Wing	**	**	25	**	**	**	18	16	00	**	**	AirControlFeature: categoryCode=MineWarfareFixedWingControlPoint
MW – Rotary Wing	**	**	25	**	**	**	18	17	00	**	**	AirControlFeature: categoryCode=MineWarfareRotaryWingControlPoint
Tomcat	**	**	25	**	**	**	18	18	00	**	**	OtherTask: categoryCode=TomcatControlPoint
Orbit	**	**	25	**	**	**	18	22	00	**	**	OrbitControlFeature
Orbit – Figure Eight	**	**	25	**	**	**	18	23	00	**	**	OrbitControlFeature: categoryCode=OrbitFigureEight
Orbit – Race Track	**	**	25	**	**	**	18	24	00	**	**	OrbitControlFeature: categoryCode=OrbitRaceTrack
Orbit – Random Closed	**	**	25	**	**	**	18	25	00	**	**	OrbitControlFeature: categoryCode=OrbitRandomClosed
Identification Friend or Foe Off Line	**	**	25	**	**	**	19	01	00	**	**	AirControlFeature: categoryCode=IdentificationFriendFoeSwitchOffLine
Identification Friend or Foe On Line	**	**	25	**	**	**	19	02	00	**	**	AirControlFeature: categoryCode=IdentificationFriendFoeSwitchOnLine
Aim Point	**	**	25	**	**	**	21	02	00	**	**	FiresControlFeature: categoryCode=AimPoint
Drop Point	**	**	25	**	**	**	21	04	00	**	**	OtherControlFeature: categoryCode=DropPoint
Entry Point	**	**	25	**	**	**	21	05	00	**	**	C2ControlFeature: categoryCode=EntryPoint
Impact Point	**	**	25	**	**	**	21	08	00	**	**	FiresControlFeature: categoryCode=ImpactPoint
Missile Detection Point	**	**	25	**	**	**	21	11	00	**	**	AirControlFeature: categoryCode=MissileDetectPoint
Acoustic Fix	**	**	25	**	**	**	21	23	00	**	**	AcousticFix

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Electromagnetic Fix	**	**	25	**	**	**	21	24	00	**	**	ElectromagneticFix
Optical Fix	**	**	25	**	**	**	21	26	00	**	**	OpticalFix
Harbour	**	**	25	**	**	**	21	28	00	**	**	Harbour
Search	**	**	25	**	**	**	21	31	00	**	**	OtherControlFeature: categoryCode=SearchCentre
Search Area	**	**	25	**	**	**	21	32	00	**	**	OtherControlFeature: categoryCode=SearchOrReconnaissanceArea
Search Centre	**	**	25	**	**	**	21	33	00	**	**	OtherControlFeature: categoryCode=SearchCentre
Navigational Reference Point	**	**	25	**	**	**	21	34	00	**	**	OtherControlFeature: categoryCode=NavigationPoint
Sonobuoy	**	**	25	**	**	**	21	35	00	**	**	Sonar: categoryCode=Sonobuoy
Sonobuoy Command Active Sonobuoy Directional Command Active Sonobuoy System (CASS)	**	**	25	**	**	**	21	35	06	**	**	Sonar: categoryCode=CommandActivatedSonobuoySystem
Sonobuoy Directional Command Active Sonobuoy System (DICASS)	**	**	25	**	**	**	21	35	08	**	**	Sonar: categoryCode=DirectionalCommandActivatedSonobuoySystem
Sonobuoy Vertical Line Array Directional Frequency Analysis and Recording (DIFAR)	**	**	25	**	**	**	21	35	15	**	**	VerticalLineArrayDifar

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Reference Point	**	**	25	**	**	**	21	36	00	**	**	OtherControlFeature: categoryCode=ReferencePoint
Data Link Reference Point	**	**	25	**	**	**	21	39	00	**	**	OtherControlFeature: categoryCode=DataLinkReferencePoint
Waypoint	**	**	25	**	**	**	21	48	00	**	**	OtherControlFeature: categoryCode=WayPoint
Bearing Line	**	**	25	**	**	**	22	01	00	**	**	OtherControlFeature: categoryCode=BearingLine
Airspace Coordination Area	**	**	25	**	**	**	24	01	00	**	**	AirControlFeature: categoryCode=AirspaceCoordinationArea
Free Fire Area	**	**	25	**	**	**	24	02	00	**	**	FiresControlFeature: categoryCode=FreeFireArea
No Fire Area	**	**	25	**	**	**	24	03	00	**	**	FiresControlFeature: categoryCode=NoFireArea
Restricted Fire Area	**	**	25	**	**	**	24	04	00	**	**	FiresControlFeature: categoryCode=RestrictedFireArea
Position Area For Artillery (PAA)	**	**	25	**	**	**	24	05	00	**	**	C2ControlFeature: categoryCode=ArtilleryArea
Position Area For Artillery (PAA) Point or Single Target	**	**	25	**	**	**	24	06	01	**	**	FiresControlFeature: categoryCode=TargetLocation
Position Area For Artillery (PAA) Nuclear Target	**	**	25	**	**	**	24	06	02	**	**	CBRNControlFeature: categoryCode=NuclearTarget
Position Area For Artillery (PAA) Linear Target	**	**	25	**	**	**	24	07	01	**	**	FiresControlFeature: categoryCode=TargetLocation
Position Area For Artillery (PAA) Linear Smoke Target	**	**	25	**	**	**	24	07	02	**	**	FiresControlFeature: categoryCode=SmokeTarget

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Position Area For Artillery (PAA) Final Protective Fire (FPF)	**	**	25	**	**	**	24	07	03	**	**	FiresControlFeature: categoryCode=FinalProtectiveFire
Position Area For Artillery (PAA) Rectangular Target – Single Target	**	**	25	**	**	**	24	08	04	**	**	FiresControlFeature: categoryCode=RectangularTargetSingleTarget
Position Area For Artillery (PAA) Bomb Area	**	**	25	**	**	**	24	08	08	**	**	FiresControlFeature: categoryCode=BombArea
Fire Support Station	**	**	25	**	**	**	24	09	00	**	**	FiresControlFeature: categoryCode=FireSupportStation
Fire Support Area	**	**	25	**	**	**	24	10	00	**	**	FiresControlFeature: categoryCode=FireSupportArea
Artillery Target Intelligence Zone	**	**	25	**	**	**	24	11	00	**	**	FiresControlFeature: categoryCode=ArtilleryTargetIntelligenceZone
Call for Fire Area	**	**	25	**	**	**	24	12	00	**	**	FiresControlFeature: categoryCode=CallForFireZone
Censor Zone	**	**	25	**	**	**	24	13	00	**	**	FiresControlFeature: categoryCode=CensorZone
Critical Friendly Zone	**	**	25	**	**	**	24	14	00	**	**	FiresControlFeature: categoryCode=CriticalFriendlyZone
Dead Space Area	**	**	25	**	**	**	24	15	00	**	**	FiresControlFeature: categoryCode=DeadSpaceArea
Sensor Zone	**	**	25	**	**	**	24	16	00	**	**	FiresControlFeature: categoryCode=SensorZone
Target Build-up Area	**	**	25	**	**	**	24	17	00	**	**	FiresControlFeature: categoryCode=TargetBuildupArea
Target Value Area	**	**	25	**	**	**	24	18	00	**	**	FiresControlFeature: categoryCode=TargetValueArea
Zone of Responsibility	**	**	25	**	**	**	24	19	00	**	**	FiresControlFeature: categoryCode=ZoneOfFire
Guided Munition Footprint (TGMF)	**	**	25	**	**	**	24	20	00	**	**	FiresControlFeature: categoryCode=TerminallyGuidedMunitionFootprint

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Kill Box	**	**	25	**	**	**	24	23	00	**	**	AirControlFeature: categoryCode=Killbox
Firing Point	**	**	25	**	**	**	25	01	00	**	**	FiresControlFeature: categoryCode=FiringPoint
Hide Point	**	**	25	**	**	**	25	02	00	**	**	FiresControlFeature: categoryCode=HidePoint
Launch Point	**	**	25	**	**	**	25	03	00	**	**	FiresControlFeature: categoryCode=LaunchPoint
Reload Point	**	**	25	**	**	**	25	04	00	**	**	FiresControlFeature: categoryCode=ReloadPoint
Survey Control Point	**	**	25	**	**	**	25	05	00	**	**	FiresControlFeature: categoryCode=SurveyControlPoint
Fire Support Coordination Line (FSCL)	**	**	25	**	**	**	26	01	00	**	**	FiresControlFeature: categoryCode=FireSupportCoordinationLine
Coordinated Fire Line (CFL)	**	**	25	**	**	**	26	02	00	**	**	FiresControlFeature: categoryCode=CoordinationFireLine
No Fire Line	**	**	25	**	**	**	26	03	00	**	**	FiresControlFeature: categoryCode=NoFireLine
Battlefield Coordination Line	**	**	25	**	**	**	26	04	00	**	**	FiresControlFeature: categoryCode=BattlefieldCoordinationLine
Restrictive Fire Line	**	**	25	**	**	**	26	05	00	**	**	FiresControlFeature: categoryCode=RestrictedFireLine
Munition Flight Path	**	**	25	**	**	**	26	06	00	**	**	FiresControlFeature: categoryCode=MunitionFlightPath
Obstacle Belt	**	**	25	**	**	**	27	01	00	**	**	OtherControlFeature: categoryCode=ObstacleBelt
Obstacle Zone	**	**	25	**	**	**	27	02	00	**	**	OtherControlFeature: categoryCode=ObstacleZone
Obstacle Free Zone	**	**	25	**	**	**	27	03	00	**	**	OtherControlFeature: categoryCode=ObstacleFreeArea
Obstacle Restricted Zone	**	**	25	**	**	**	27	04	00	**	**	OtherControlFeature: categoryCode=ObstacleRestrictedArea
Obstacle Bypass	**	**	25	**	**	**	27	06	00	**	**	ObstacleBypass
Obstacle Bypass Easy	**	**	25	**	**	**	27	06	01	**	**	ObstacleBypass: difficultyLevelCode=Easy

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Obstacle Bypass Difficult	**	**	25	**	**	**	27	06	02	**	**	ObstacleBypass: difficultyLevelCode=Difficult
Obstacle Bypass Impossible	**	**	25	**	**	**	27	06	03	**	**	ObstacleBypass: difficultyLevelCode=Impossible
Minefield	**	**	25	**	**	**	27	07	00	**	**	Minefield
Mined Area	**	**	25	**	**	**	27	08	00	**	**	Minefield
Decoy Mined Area	**	**	25	**	**	**	27	09	00	**	**	Minefield: isDecoyIndicator=TRUE
Unexploded Explosive Ordnance (UXO) Area	**	**	25	**	**	**	27	10	00	**	**	OtherControlFeature: categoryCode=UnexplodedOrdnanceArea
Bridge or Gap	**	**	25	**	**	**	27	11	00	**	**	Bridge
Roadblocks, Craters and Blown Bridges	**	**	25	**	**	**	27	12	00	**	**	OtherMilitaryObstacle: categoryCode=Roadblock
Roadblocks, Craters and Blown Bridges Planned	**	**	25	**	**	**	27	12	01	**	**	OtherMilitaryObstacle: categoryCode=Roadblock + demolitionStatusCode=PlannedPreliminary
Roadblocks, Craters and Blown Bridges Explosives, State of Readiness 1 (Safe)	**	**	25	**	**	**	27	12	02	**	**	OtherMilitaryObstacle: categoryCode=Roadblock + demolitionStatusCode=State1
Roadblocks, Craters and Blown Bridges Explosives, State of Readiness 2 (armed but passable)	**	**	25	**	**	**	27	12	03	**	**	OtherMilitaryObstacle: categoryCode=Roadblock + demolitionStatusCode=State2

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Roadblocks, Craters and Blown Bridges Roadblock Complete (Executed)	**	**	25	**	**	**	27	12	04	**	**	OtherMilitaryObstacle: categoryCode=Roadblock + demolitionStatusCode=Executed
Assault Crossing	**	**	25	**	**	**	27	13	00	**	**	C2ControlFeature: categoryCode=CrossingSite
Bridge	**	**	25	**	**	**	27	14	00	**	**	Bridge
Ford Easy	**	**	25	**	**	**	27	15	00	**	**	InlandWater: categoryCode=Ford
Ford Difficult	**	**	25	**	**	**	27	16	00	**	**	InlandWater: categoryCode=Ford
Biological Contaminated Area	**	**	25	**	**	**	27	17	00	**	**	CBRNControlFeature: categoryCode=BiologicallyContaminatedArea
Biological Contaminated Area Toxic Industrial Material	**	**	25	**	**	**	27	17	01	**	**	CBRNControlFeature: categoryCode=BiologicalContaminatedAreaToxicIndustrialMaterial
Chemical Contaminated Area	**	**	25	**	**	**	27	18	00	**	**	CBRNControlFeature: categoryCode=ChemicallyContaminatedArea
Chemical Contaminated Area Toxic Industrial Material	**	**	25	**	**	**	27	18	01	**	**	CBRNControlFeature: categoryCode=ChemicalContaminatedAreaToxicIndustrialMaterial
Nuclear Contaminated Area	**	**	25	**	**	**	27	19	00	**	**	CBRNControlFeature: categoryCode=NuclearContaminatedArea
Radiological Contaminated Area	**	**	25	**	**	**	27	20	00	**	**	CBRNControlFeature: categoryCode=RadiologicallyContaminatedArea

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Radiological Contaminated Area Toxic Industrial Material	**	**	25	**	**	**	27	20	01	**	**	CBRNControlFeature: categoryCode=RadiologicalContaminatedAreaToxicIndustrialMaterial
Minimum Safe Distance Zone	**	**	25	**	**	**	27	21	00	**	**	CBRNControlFeature: categoryCode=MinimumSafeDistance1
Radiation Dose Rate Contour Lines	**	**	25	**	**	**	27	22	00	**	**	CBRNControlFeature: categoryCode=RadiationDoseRateContourLine
Abatis	**	**	25	**	**	**	28	01	00	**	**	OtherMilitaryObstacle: categoryCode=Abatis
Antipersonnel Mine	**	**	25	**	**	**	28	02	00	**	**	LandMine: categoryCode=AntiPersonnelMine
Antipersonnel Mine Antipersonnel Mine with Directional Effects	**	**	25	**	**	**	28	02	01	**	**	LandMine: categoryCode=AntiPersonnelMineWithDirectionalEffects
Antitank Mine	**	**	25	**	**	**	28	03	00	**	**	LandMine: categoryCode=AntiTankMine
Antitank Mine with Anti-handling Device	**	**	25	**	**	**	28	04	00	**	**	LandMine: categoryCode=AntiTankWithAntiHandlingDeviceMine
Wide Area Antitank Mine	**	**	25	**	**	**	28	05	00	**	**	LandMine: categoryCode=WideAreaMine
Unspecified Mine	**	**	25	**	**	**	28	06	00	**	**	Mine
Booby Trap	**	**	25	**	**	**	28	07	00	**	**	BoobyTrap
Engineer Regulating Point	**	**	25	**	**	**	28	08	00	**	**	OtherControlFeature: categoryCode=EngineerRegulatingPoint
Shelter	**	**	25	**	**	**	28	09	00	**	**	Fortification: categoryCode=Shelter

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Shelter Above Ground	**	**	25	**	**	**	28	10	00	**	**	Fortification: categoryCode=SurfaceShelter
Below Ground Shelter	**	**	25	**	**	**	28	11	00	**	**	Fortification: categoryCode=UndergroundShelter
Fort	**	**	25	**	**	**	28	12	00	**	**	Fortification: categoryCode=Fort
Chemical Event	**	**	25	**	**	**	28	13	00	**	**	ChemicalBiologicalEvent
Chemical Event Toxic Industrial Material	**	**	25	**	**	**	28	13	01	**	**	ChemicalBiologicalEvent: categoryCode=ChemicalToxicIndustrialMaterialEvent
Biological Event	**	**	25	**	**	**	28	14	00	**	**	ChemicalBiologicalEvent
Biological Event Toxic Industrial Material	**	**	25	**	**	**	28	14	01	**	**	ChemicalBiologicalEvent: categoryCode=BiologicalToxicIndustrialMaterialEvent
Nuclear Event	**	**	25	**	**	**	28	15	00	**	**	CBRNEvent
Nuclear Fallout Producing Event	**	**	25	**	**	**	28	16	00	**	**	CBRNEvent
Radiological	**	**	25	**	**	**	28	17	00	**	**	RadiologicalEvent
Radiological Toxic Industrial Material	**	**	25	**	**	**	28	17	01	**	**	RadiologicalToxicIndustrialMaterialEvent
General Decontamination Point/Site	**	**	25	**	**	**	28	18	00	**	**	DecontaminationFacility
General Decontamination Point/Site Alternate	**	**	25	**	**	**	28	18	01	**	**	AlternateDecontaminationFacility

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
General Decontamination Point/Site Equipment	**	**	25	**	**	**	28	18	02	**	**	DecontaminationFacility
General Decontamination Point/Site Troop	**	**	25	**	**	**	28	18	03	**	**	DecontaminationFacility
General Decontamination Point/Site Equipment/Troop	**	**	25	**	**	**	28	18	04	**	**	DecontaminationFacility
General Decontamination Point/Site Operational	**	**	25	**	**	**	28	18	05	**	**	DecontaminationFacility
General Decontamination Point/Site Thorough	**	**	25	**	**	**	28	18	06	**	**	DecontaminationFacility
General Decontamination Point/Site Main Equipment	**	**	25	**	**	**	28	18	07	**	**	DecontaminationFacility
General Decontamination Point/Site Forward Troop	**	**	25	**	**	**	28	18	08	**	**	DecontaminationFacility

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
General Decontamination Point/Site Wounded Personnel	**	**	25	**	**	**	28	18	09	**	**	DecontaminationFacility
Tetrahedrons, Dragons Teeth, and Other Similar Obstacles	**	**	25	**	**	**	28	19	00	**	**	ComposedAntiTankObstacle
Tetrahedrons, Dragons Teeth, and Other Similar Obstacles Fixed and Prefabricated	**	**	25	**	**	**	28	19	01	**	**	ComposedAntiTankObstacle: mobilityCode=FixedAndPrefabricated
Tetrahedrons, Dragons Teeth, and Other Similar Obstacles Movable	**	**	25	**	**	**	28	19	02	**	**	ComposedAntiTankObstacle: mobilityCode=Moveable
Tetrahedrons, Dragons Teeth, and Other Similar Obstacles Movable and Prefabricated	**	**	25	**	**	**	28	19	03	**	**	ComposedAntiTankObstacle: mobilityCode=MoveableAndPrefabricated
Obstacle Line	**	**	25	**	**	**	29	01	00	**	**	OtherControlFeature: categoryCode=ObstacleLine
Antitank Obstacles	**	**	25	**	**	**	29	02	00	**	**	ComposedAntiTankObstacle
Antitank Obstacles Antitank Wall	**	**	25	**	**	**	29	02	04	**	**	OtherMilitaryObstacle: categoryCode=AntiTankWall

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Antitank Obstacles Unspecified Wire	**	**	25	**	**	**	29	03	01	**	**	WireObstacle
Antitank Obstacles Single Fence Wire	**	**	25	**	**	**	29	03	02	**	**	WireObstacle: categoryCode=SingleFence
Antitank Obstacles Double Fence Wire	**	**	25	**	**	**	29	03	03	**	**	WireObstacle: categoryCode=DoubleFence
Antitank Obstacles Double Apron Fence	**	**	25	**	**	**	29	03	04	**	**	WireObstacle: categoryCode=DoubleApronFence
Antitank Obstacles Low Wire Fence	**	**	25	**	**	**	29	03	05	**	**	WireObstacle: categoryCode=LowWireFence
Antitank Obstacles High Wire Fence	**	**	25	**	**	**	29	03	06	**	**	WireObstacle: categoryCode=HighWireFence
Antitank Obstacles Single Concertina	**	**	25	**	**	**	29	03	07	**	**	WireObstacle: categoryCode=SingleConcertina
Antitank Obstacles Double Strand Concertina	**	**	25	**	**	**	29	03	08	**	**	WireObstacle: categoryCode=DoubleStrandConcertina
Antitank Obstacles Triple Strand Concertina	**	**	25	**	**	**	29	03	09	**	**	WireObstacle: categoryCode=TripleStrandConcertina
Trip Wire	**	**	25	**	**	**	29	05	00	**	**	WireObstacle: categoryCode=TripWire
Lane	**	**	25	**	**	**	29	06	00	**	**	Road: categoryCode=Lane
Ferry	**	**	25	**	**	**	29	07	00	**	**	Bridge: designTypeCode=Ferry
Raft Site	**	**	25	**	**	**	29	08	00	**	**	Bridge: designTypeCode=Raft
Fortified Line	**	**	25	**	**	**	29	09	00	**	**	Fortification: categoryCode=FortifiedLine

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Intelligence Coordination Line	**	**	25	**	**	**	30	01	00	**	**	C2ControlFeature: categoryCode=IntelligenceCoordinationLine
Detainee Holding Area	**	**	25	**	**	**	31	01	00	**	**	DetaineeHoldingArea
Enemy Prisoner of War Holding Area	**	**	25	**	**	**	31	02	00	**	**	PrisonerOfWarHoldingArea
Forward Arming and Refuelling Point	**	**	25	**	**	**	31	03	00	**	**	ForwardArmingAndRefuellingPointFacility
Refugee Holding Area	**	**	25	**	**	**	31	04	00	**	**	RefugeeHoldingArea
Regimental Support Area	**	**	25	**	**	**	31	05	00	**	**	RegimentalSupportArea
Brigade Support Area	**	**	25	**	**	**	31	06	00	**	**	BrigadeSupportArea
Division Support Area	**	**	25	**	**	**	31	07	00	**	**	DivisionSupportArea
Division Support Area Ambulance Exchange Point	**	**	25	**	**	**	32	01	01	**	**	SustainmentControlFeature: categoryCode=AmbulanceExchangePoint
Division Support Area Ambulance Control Point	**	**	25	**	**	**	32	01	02	**	**	SustainmentControlFeature: categoryCode=AmbulanceControlPoint
Division Support Area Ambulance Load Point	**	**	25	**	**	**	32	01	03	**	**	SustainmentControlFeature: categoryCode=AmbulanceLoadPoint
Division Support Area Ambulance Relay Point	**	**	25	**	**	**	32	01	04	**	**	SustainmentControlFeature: categoryCode=AmbulanceRelayPoint

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Ammunition Supply Point	**	**	25	**	**	**	32	02	00	**	**	AmmunitionSupplyPoint
Ammunition Transfer and Holding Point	**	**	25	**	**	**	32	03	00	**	**	AmmunitionTransferPoint
Cannibalization Point	**	**	25	**	**	**	32	04	00	**	**	CannibalizationPoint
Casualty Collection Point	**	**	25	**	**	**	32	05	00	**	**	CasualtyCollectionPoint
Civilian Collection Point	**	**	25	**	**	**	32	06	00	**	**	CivilianCollectionPoint
Detainee Collection Point	**	**	25	**	**	**	32	07	00	**	**	DetaineeCollectionPoint
Enemy Prisoner of War Collection Point	**	**	25	**	**	**	32	08	00	**	**	PrisonerOfWarCollectionPoint
Logistics Release Point	**	**	25	**	**	**	32	09	00	**	**	LogisticsReleasePoint
Maintenance Collection Point (MCP)	**	**	25	**	**	**	32	10	00	**	**	MaintenanceCollectionPoint
Medical Evacuation Point (MEDEVAC) Pick-Up Point	**	**	25	**	**	**	32	11	00	**	**	MedicalEvacuationPickupPoint
Rearm, Refuel and Resupply Point (R3P)	**	**	25	**	**	**	32	12	00	**	**	RarmRefuelAndResupplyPoint
Refuel on the Move (ROM) Point	**	**	25	**	**	**	32	13	00	**	**	RefuelOnTheMovePoint

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Traffic Control Post (TCP)	**	**	25	**	**	**	32	14	00	**	**	TrafficControlPost
Trailer Transfer Point (TTP)	**	**	25	**	**	**	32	15	00	**	**	TrailerTransferPoint
Unit Maintenance Collection Point (UNCP)	**	**	25	**	**	**	32	16	00	**	**	UnitMaintenanceCollectionPoint
General Supply Point	**	**	25	**	**	**	32	17	00	**	**	SupplyPoint
General Supply Point NATO Class I Supply Point	**	**	25	**	**	**	32	17	01	**	**	SustainmentControlFeature: categoryCode=NATOClassISupplyPoint
General Supply Point NATO Class II Supply Point	**	**	25	**	**	**	32	17	02	**	**	SustainmentControlFeature: categoryCode=NATOClassIISupplyPoint
General Supply Point NATO Class III Supply Point	**	**	25	**	**	**	32	17	03	**	**	SustainmentControlFeature: categoryCode=NATOClassIIISupplyPoint
General Supply Point NATO Class IV Supply Point	**	**	25	**	**	**	32	17	04	**	**	SustainmentControlFeature: categoryCode=NATOClassIVSupplyPoint
General Supply Point NATO Class V Supply Point	**	**	25	**	**	**	32	17	05	**	**	SustainmentControlFeature: categoryCode=NATOClassVSupplyPoint
General Supply Point NATO Multiple Class Supply Point	**	**	25	**	**	**	32	17	06	**	**	SustainmentControlFeature: categoryCode=NATOMultipleClassesSupplyPoint

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Medical Supply Point	**	**	25	**	**	**	32	18	00	**	**	SustainmentControlFeature: categoryCode=MedicalSupplyPoint
Moving Convoy	**	**	25	**	**	**	33	01	00	**	**	MilitaryConvoy: isMovingIndicator=TRUE
Halted Convoy	**	**	25	**	**	**	33	02	00	**	**	MilitaryConvoy: isMovingIndicator=FALSE
Main Supply Route	**	**	25	**	**	**	33	03	00	**	**	LandRoute: usageCode=MainSupplyRoute
Main Supply Route One Way Traffic	**	**	25	**	**	**	33	03	01	**	**	LandRoute: usageCode=MainSupplyRoute + directionUsageCode=OneWay
Main Supply Route Two Way Traffic	**	**	25	**	**	**	33	03	02	**	**	LandRoute: usageCode=MainSupplyRoute + directionUsageCode=TwoWay
Main Supply Route Alternating Traffic	**	**	25	**	**	**	33	03	03	**	**	LandRoute: usageCode=MainSupplyRoute + directionUsageCode=Alternating
Alternate Supply Route	**	**	25	**	**	**	33	04	00	**	**	LandRoute: usageCode=AlternateSupplyRoute
Alternate Supply Route One Way Traffic	**	**	25	**	**	**	33	04	01	**	**	LandRoute: usageCode=AlternateSupplyRoute + directionUsageCode=OneWay
Alternate Supply Route Two Way Traffic	**	**	25	**	**	**	33	04	02	**	**	LandRoute: usageCode=AlternateSupplyRoute + directionUsageCode=TwoWay
Alternate Supply Route Alternating Traffic	**	**	25	**	**	**	33	04	03	**	**	LandRoute: usageCode=AlternateSupplyRoute + directionUsageCode=Alternating
Block	**	**	25	**	**	**	34	01	00	**	**	OtherTask: categoryCode=Block
Breach	**	**	25	**	**	**	34	02	00	**	**	OtherTask: categoryCode=Breach
Bypass	**	**	25	**	**	**	34	03	00	**	**	OtherTask: categoryCode=Bypass

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Canalize	**	**	25	**	**	**	34	04	00	**	**	OtherTask: categoryCode=Canalise
Counterattack	**	**	25	**	**	**	34	06	00	**	**	OtherTask: categoryCode=CounterAttack
Counterattack by Fire	**	**	25	**	**	**	34	07	00	**	**	OtherTask: categoryCode=CounterAttackByFire
Delay	**	**	25	**	**	**	34	08	00	**	**	OtherTask: categoryCode=Delay
Destroy	**	**	25	**	**	**	34	09	00	**	**	OtherTask: categoryCode=Destroy
Disrupt	**	**	25	**	**	**	34	10	00	**	**	OtherTask: categoryCode=Disrupt
Fix	**	**	25	**	**	**	34	11	00	**	**	OtherTask: categoryCode=Fix
Follow and Assume	**	**	25	**	**	**	34	12	00	**	**	OtherTask: categoryCode=FollowAndAssume
Follow and Support	**	**	25	**	**	**	34	13	00	**	**	OtherTask: categoryCode=FollowAndSupport
Interdict	**	**	25	**	**	**	34	14	00	**	**	OtherTask: categoryCode=Interdict
Isolate	**	**	25	**	**	**	34	15	00	**	**	OtherTask: categoryCode=Isolate
Occupy	**	**	25	**	**	**	34	17	00	**	**	OtherTask: categoryCode=Occupy
Penetrate	**	**	25	**	**	**	34	18	00	**	**	OtherTask: categoryCode=Penetrate
Relief in Place (RIP)	**	**	25	**	**	**	34	19	00	**	**	OtherTask: categoryCode=ReliefInPlace
Retire/Retirement	**	**	25	**	**	**	34	20	00	**	**	OtherTask: categoryCode=Retire
Secure	**	**	25	**	**	**	34	21	00	**	**	OtherTask: categoryCode=Secure
Security	**	**	25	**	**	**	34	22	00	**	**	OtherTask: categoryCode=Security
Security Cover	**	**	25	**	**	**	34	22	01	**	**	OtherTask: categoryCode=Cover
Security Guard	**	**	25	**	**	**	34	22	02	**	**	OtherTask: categoryCode=Guard
Security Screen	**	**	25	**	**	**	34	22	03	**	**	OtherTask: categoryCode=Screen
Seize	**	**	25	**	**	**	34	23	00	**	**	OtherTask: categoryCode=Seize
Withdraw	**	**	25	**	**	**	34	24	00	**	**	OtherTask: categoryCode=Withdraw

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Withdraw Under Pressure	**	**	25	**	**	**	34	25	00	**	**	OtherTask: categoryCode=WithdrawUnderPressure

Table 16. Table Dismounted Individual Sector 1

Entity	V	SID	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Governmental Organization Member	**	**	27	**	**	**	**	**	**	10	**	Person: PersonCharacteristicCode=GovernmentEmployee

Table 17. Table Dismounted Individual Sector 2

Entity	V	SID	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Rank Code OF-1	**	**	27	**	**	**	**	**	**	**	14	Actor
Rank Code OF-2	**	**	27	**	**	**	**	**	**	**	15	Actor
Rank Code OF-3	**	**	27	**	**	**	**	**	**	**	16	Actor
Rank Code OF-4	**	**	27	**	**	**	**	**	**	**	17	Actor
Rank Code OF-5	**	**	27	**	**	**	**	**	**	**	18	Actor
Rank Code OF-6	**	**	27	**	**	**	**	**	**	**	19	Actor
Rank Code OF-7	**	**	27	**	**	**	**	**	**	**	20	Actor
Rank Code OF-8	**	**	27	**	**	**	**	**	**	**	21	Actor
Rank Code OF-9	**	**	27	**	**	**	**	**	**	**	22	Actor
Rank Code OF-10	**	**	27	**	**	**	**	**	**	**	23	Actor
Rank Code OR-1	**	**	27	**	**	**	**	**	**	**	25	Actor
Rank Code OR-2	**	**	27	**	**	**	**	**	**	**	26	Actor
Rank Code OR-3	**	**	27	**	**	**	**	**	**	**	27	Actor
Rank Code OR-4	**	**	27	**	**	**	**	**	**	**	28	Actor
Rank Code OR-5	**	**	27	**	**	**	**	**	**	**	29	Actor
Rank Code OR-6	**	**	27	**	**	**	**	**	**	**	30	Actor
Rank Code OR-7	**	**	27	**	**	**	**	**	**	**	31	Actor
Rank Code OR-8	**	**	27	**	**	**	**	**	**	**	32	Actor
Rank Code OR-9	**	**	27	**	**	**	**	**	**	**	33	Actor

Table 18. Table Sea Surface

Entity	V	SID	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Military Combatant	**	**	30	**	**	**	12	00	00	**	**	SurfaceVessel
Military Combatant	**	**	30	**	**	**	12	00	00	03	**	SurfaceVessel: categoryCode=FastSubmarineChaserPatrolCraft
Military Combatant Carrier	**	**	30	**	**	**	12	01	00	**	**	SurfaceVessel: categoryCode=ASWAircraftCarrier
Military Combatant Surface Combatant, Line	**	**	30	**	**	**	12	02	00	**	**	SurfaceVessel
Military Combatant Surface Combatant, Line Battleship	**	**	30	**	**	**	12	02	01	**	**	SurfaceVessel: categoryCode=GeneralBattleship
Military Combatant Surface Combatant, Line Cruiser	**	**	30	**	**	**	12	02	02	**	**	SurfaceVessel: categoryCode=GeneralCruiser
Military Combatant Surface Combatant, Line Destroyer	**	**	30	**	**	**	12	02	03	**	**	SurfaceVessel: categoryCode=DestroyerTender
Military Combatant Surface Combatant, Line Destroyer	**	**	30	**	**	**	12	02	03	04	**	SurfaceVessel: categoryCode=EscortDestroyer
Military Combatant Surface Combatant, Line Frigate	**	**	30	**	**	**	12	02	04	**	**	SurfaceVessel: categoryCode=GeneralFrigate

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Military Combatant Surface Combatant, Line GeneralFrigate	**	**	30	**	**	**	12	02	05	**	**	SurfaceVessel: categoryCode=GeneralFrigate
Military Combatant Surface Combatant, Line Amphibious Force Flagship or Amphibious Command Ship	**	**	30	**	**	**	12	03	01	**	**	SurfaceVessel: categoryCode=AmphibiousForceFlagshipOrAmphibiousCommandShip
Military Combatant Surface Combatant, Line Amphibious Assault Ship, General	**	**	30	**	**	**	12	03	03	**	**	SurfaceVessel: categoryCode=GeneralAmphibiousShip
Military Combatant Surface Combatant, Line Landing Ship General	**	**	30	**	**	**	12	03	07	**	**	SurfaceVessel: categoryCode=GeneralLandingShip
Military Combatant Surface Combatant, Line Landing Craft	**	**	30	**	**	**	12	03	08	**	**	SurfaceVessel: categoryCode=LandingCraft
Military Combatant Mine Warfare Ship, General	**	**	30	**	**	**	12	04	00	**	**	SurfaceVessel: categoryCode=GeneralMineWarfareVessel
Military Combatant Mine Warfare Ship, General Mine Layer General	**	**	30	**	**	**	12	04	01	**	**	SurfaceVessel: categoryCode=GeneralMinelayer

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Military Combatant Mine Warfare Ship, General Mine Sweeper General	**	**	30	**	**	**	12	04	02	**	**	SurfaceVessel: categoryCode=GeneralMinehunterAndSweeper
Military Combatant Mine Warfare Ship, General Mine Sweeper, Drone	**	**	30	**	**	**	12	04	03	**	**	SurfaceVessel: categoryCode=DroneMinesweeper
Military Combatant Mine Warfare Ship, General Mine Hunter General	**	**	30	**	**	**	12	04	04	**	**	SurfaceVessel: categoryCode=GeneralMinehunter
Military Combatant Mine Warfare Ship, General Mine Countermeasures Vessel, General	**	**	30	**	**	**	12	04	05	**	**	SurfaceVessel: categoryCode=GeneralMineCountermeasuresVessel
Military Combatant Mine Warfare Ship, General Mine Countermeasures, Support Ship	**	**	30	**	**	**	12	04	06	**	**	SurfaceVessel: categoryCode=MineCountermeasuresSupportShip
Military Combatant Patrol Boat General	**	**	30	**	**	**	12	05	00	**	**	SurfaceVessel: categoryCode=GeneralPatrolBoat

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Military Combatant Patrol Boat General Patrol Craft, Submarine Chaser/Escort, General	**	**	30	**	**	**	12	05	01	**	**	SurfaceVessel: categoryCode=GeneralSubmarineChaserOrEscortPatrolCraft
Military Combatant Decoy	**	**	30	**	**	**	12	06	00	**	**	MiscellaneousEquipment: categoryCode=Decoy
Military Combatant Spdboat	**	**	30	**	**	**	12	08	00	**	**	SurfaceVessel: categoryCode=Speedboat
Military Combatant Auxiliary Ship General	**	**	30	**	**	**	13	01	00	**	**	SurfaceVessel: categoryCode=GeneralAuxiliaryShip
Military Combatant Auxiliary Ship General Ammunition Ship	**	**	30	**	**	**	13	01	01	**	**	SurfaceVessel: categoryCode=AmmunitionShip
Military Combatant Auxiliary Ship General Stores Ship (Naval)	**	**	30	**	**	**	13	01	02	**	**	SurfaceVessel: categoryCode=NavalStoresShip
Military Combatant Auxiliary Ship General Auxiliary Flag or Command Ship	**	**	30	**	**	**	13	01	03	**	**	SurfaceVessel: categoryCode=AuxiliaryFlagOrCommandShip

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Military Combatant Auxiliary Ship General Intelligence Collector	**	**	30	**	**	**	13	01	04	**	**	SurfaceVessel: categoryCode=IntelligenceCollector
Military Combatant Auxiliary Ship General Oceanographic Research Ship (AGOR)	**	**	30	**	**	**	13	01	05	**	**	SurfaceVessel: categoryCode=OceanographicResearchShip
Military Combatant Auxiliary Ship General Survey Ship	**	**	30	**	**	**	13	01	06	**	**	SurfaceVessel: categoryCode=SurveyShip
Military Combatant Auxiliary Ship General Hospital Ship	**	**	30	**	**	**	13	01	07	**	**	SurfaceVessel: categoryCode=HospitalShip
Military Combatant Auxiliary Ship General Cargo Ship (Naval)	**	**	30	**	**	**	13	01	08	**	**	SurfaceVessel: categoryCode=NavalCargoShip
Military Combatant Auxiliary Ship General Combat Support Ship Fast (Naval)	**	**	30	**	**	**	13	01	09	**	**	SurfaceVessel: categoryCode=NavalOilerReplenishmentShip

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Military Combatant Auxiliary Ship General Oiler, Replenishment (Naval)	**	**	30	**	**	**	13	01	10	**	**	SurfaceVessel: categoryCode=NavalOilerReplenishmentShip
Military Combatant Auxiliary Ship General Repair Ship	**	**	30	**	**	**	13	01	11	**	**	SurfaceVessel: categoryCode=FastNavalCombatSupportShip
Military Combatant Auxiliary Ship General Submarine Tender	**	**	30	**	**	**	13	01	12	**	**	SurfaceVessel: categoryCode=SubmarineTender
Military Combatant Auxiliary Ship General Tug, Ocean Going	**	**	30	**	**	**	13	01	13	**	**	SurfaceVessel: categoryCode=OceanGoingTug
Military Combatant Service Craft/Yard	**	**	30	**	**	**	13	02	00	**	**	SurfaceVessel: categoryCode=GeneralYardServiceCraft
Military Combatant Service Craft/Yard Barge, not Self-Propelled	**	**	30	**	**	**	13	02	01	**	**	SurfaceVessel: categoryCode=NonSelfPropelledBarge
Military Combatant Service Craft/Yard Barge, Self-Propelled	**	**	30	**	**	**	13	02	02	**	**	SurfaceVessel: categoryCode=SelfPropelledBarge

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Military Combatant Service Craft/Yard Tug, Harbour	**	**	30	**	**	**	13	02	03	**	**	SurfaceVessel: categoryCode=HarbourTug
Military Combatant Service Craft/Yard Lighter, Torpedo Transport	**	**	30	**	**	**	13	02	04	**	**	SurfaceVessel: categoryCode=TorpedoTransportLighter
Military Combatant Service Craft/Yard Merchant Ship, General	**	**	30	**	**	**	14	01	00	**	**	SurfaceVessel: categoryCode=GeneralMerchantShip
Military Combatant Service Craft/Yard Merchant Ship, Dry Cargo, Break Bulk	**	**	30	**	**	**	14	01	01	**	**	SurfaceVessel: categoryCode=BreakBulkDryCargoMerchantShip
Military Combatant Service Craft/Yard Merchant Ship, Container	**	**	30	**	**	**	14	01	02	**	**	SurfaceVessel: categoryCode=NonSelfSustainedContainerMerchantShip
Military Combatant Service Craft/Yard Merchant Dredger	**	**	30	**	**	**	14	01	03	**	**	SurfaceVessel: categoryCode=DredgerMerchant
Military Combatant Service Craft/Yard Merchant Ship, Roll-On, Roll-Off (RO/RO)	**	**	30	**	**	**	14	01	04	**	**	SurfaceVessel: categoryCode=RollOnRollOffMerchantShip

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Military Combatant Service Craft/Yard Merchant Ship, Car/Passenger Ferry	**	**	30	**	**	**	14	01	05	**	**	SurfaceVessel: categoryCode=FerryBoat
Military Combatant Service Craft/Yard Merchant Ship, Heavy Lift	**	**	30	**	**	**	14	01	06	**	**	SurfaceVessel: categoryCode=HeavyLiftMerchantShip
Military Combatant Service Craft/Yard Hovercraft, General	**	**	30	**	**	**	14	01	07	**	**	SurfaceVessel: categoryCode=FerryHovercraft
Military Combatant Service Craft/Yard Merchant Ship, Lash	**	**	30	**	**	**	14	01	08	**	**	SurfaceVessel: categoryCode=LashMerchantShip
Military Combatant Service Craft/Yard Merchant Ship, Tanker	**	**	30	**	**	**	14	01	09	**	**	SurfaceVessel: categoryCode=GeneralOilerOrTanker
Military Combatant Service Craft/Yard Merchant Ship, Passenger	**	**	30	**	**	**	14	01	10	**	**	SurfaceVessel: categoryCode=PassengerMerchantShip
Military Combatant Service Craft/Yard MERCHANT SHIP, TUG, OCEAN GOING	**	**	30	**	**	**	14	01	11	**	**	SurfaceVessel: categoryCode=OceanGoingTugMerchantShip

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Military Combatant Service Craft/Yard Junk/Dhow - Dhow	**	**	30	**	**	**	14	01	14	**	**	SurfaceVessel: categoryCode=Junk
Military Combatant Service Craft/Yard Barge, not Self-Propelled	**	**	30	**	**	**	14	01	15	**	**	SurfaceVessel: categoryCode=NonSelfPropelledBarge
Military Combatant Service Craft/Yard Hospital Ship	**	**	30	**	**	**	14	01	16	**	**	SurfaceVessel: categoryCode=HospitalShip
Military Combatant Fishing Vessel, General	**	**	30	**	**	**	14	02	00	**	**	SurfaceVessel: categoryCode=GeneralFishingVessel
Military Combatant Fishing Vessel, General Merchant, Dredger	**	**	30	**	**	**	14	02	03	**	**	SurfaceVessel: categoryCode=DredgerMerchant
Military Combatant Fishing Vessel, General Spdboat	**	**	30	**	**	**	14	05	02	**	**	SurfaceVessel: categoryCode=Speedboat
Own Ship	**	**	30	**	**	**	15	00	00	**	**	SurfaceVessel

Table 19. Table Sea Surface Sector 1 Modifier

Entity	V	SID	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Antisubmarine Warfare	**	**	30	**	**	**	**	**	**	03	**	SurfaceVessel
Escort	**	**	30	**	**	**	**	**	**	04	**	SurfaceVessel
Intelligence, Surveillance, Reconnaissance	**	**	30	**	**	**	**	**	**	06	**	SurfaceVessel: CategoryCode=IntelligenceCollector
Mine Countermeasures	**	**	30	**	**	**	**	**	**	07	**	SurfaceVessel: CategoryCode=MineCountermeasuresSupportShip
Mine Warfare	**	**	30	**	**	**	**	**	**	10	**	SurfaceVessel: CategoryCode=GeneralMineWarfareVessel
Guided Missile	**	**	30	**	**	**	**	**	**	15	**	SurfaceVessel: CategoryCode=GuidedMissileAircraftCarrier
Torpedo	**	**	30	**	**	**	**	**	**	17	**	SurfaceVessel: CategoryCode=GuidedMissileAttackBoat
Drone-Equipped	**	**	30	**	**	**	**	**	**	18	**	SurfaceVessel: CategoryCode=MinehunterAndSweeperWithDrone
Helicopter-Equipped/ VSTOL	**	**	30	**	**	**	**	**	**	19	**	SurfaceVessel: CategoryCode=HelicopterOrVSTOLAircraftCarrier

Table 20. Table Sea Surface Sector 2 Modifier

Entity	V	SID	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Dock	**	**	30	**	**	**	**	**	**	**	05	SurfaceVessel: CategoryCode=HullWorkshopFloatingDryDock
Logistics	**	**	30	**	**	**	**	**	**	**	06	SurfaceVessel: CategoryCode=LogisticsLandingShip
Tank	**	**	30	**	**	**	**	**	**	**	07	SurfaceVessel: CategoryCode=TankerMerchantShip
Vehicle	**	**	30	**	**	**	**	**	**	**	08	SurfaceVessel: CategoryCode=LogisticsLandingShip
Fast	**	**	30	**	**	**	**	**	**	**	09	SurfaceVessel: CategoryCode=FastPatrolBoat
Air-Cushioned (US)	**	**	30	**	**	**	**	**	**	**	10	SurfaceVessel: CategoryCode=FastAirCushionPatrolCraft
Air-Cushioned (NATO)	**	**	30	**	**	**	**	**	**	**	11	SurfaceVessel: CategoryCode=FastAirCushionPatrolCraft
Hydrofoil	**	**	30	**	**	**	**	**	**	**	12	SurfaceVessel: CategoryCode=HydrofoilPatrolBoat

Table 21. Table Sea Subsurface

Entity	V	SID	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Submarine, General	**	**	35	**	**	**	11	01	00	**	**	SubsurfaceVessel: categoryCode=GeneralSubmarine
Submarine, General	**	**	35	**	**	**	11	01	00	08	**	SubsurfaceVessel
Submarine, General	**	**	35	**	**	**	11	01	00	08	08	SubsurfaceVessel: categoryCode=NuclearAttackSubmarine
Submarine, General	**	**	35	**	**	**	11	01	00	09	09	SubsurfaceVessel: categoryCode=NuclearBallisticMissileSubmarine
Submarine, General	**	**	35	**	**	**	11	01	00	10	10	SubsurfaceVessel: categoryCode=NuclearGuidedMissileAttackSubmarine
Submarine, General	**	**	35	**	**	**	11	01	00	**	11	SubsurfaceVessel: categoryCode=NuclearPoweredMilitaryCapabilityUnknownSu bmarine
Submarine, General	**	**	35	**	**	**	11	01	01	**	**	SubsurfaceVessel: categoryCode=GeneralSubmarine
Submarine, Surfaced												
Submarine, General	**	**	35	**	**	**	11	01	02	**	**	SubsurfaceVessel: categoryCode=GeneralSubmarine
Submarine, Snorkelling												
Submarine, General	**	**	35	**	**	**	11	01	03	**	**	SubsurfaceVessel: categoryCode=GeneralSubmarine
Submarine, Bottomed												
Other Submersible	**	**	35	**	**	**	11	02	00	**	**	SubsurfaceVessel: categoryCode=CommercialGeneralSubmersible
Submersible, General (Commercial)	**	**	35	**	**	**	12	01	00	**	**	SubsurfaceVessel: categoryCode=CommercialRescueSubmersible
Submersible, General (Commercial)	**	**	35	**	**	**	12	01	00	02	**	SubsurfaceVessel: categoryCode=AuxiliarySubmarine

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Submersible, General (Commercial)	**	**	35	**	**	**	12	01	00	02	07	SubsurfaceVessel: categoryCode=NuclearPoweredAuxiliarySubmarine
Torpedo	**	**	35	**	**	**	13	01	00	**	**	OtherAmmunition: categoryCode=Torpedo
Decoy	**	**	35	**	**	**	13	03	00	**	**	MiscellaneousEquipment: categoryCode=Decoy

Table 22. Table Sea Subsurface Sector 1 Modifier

Entity	V	SID	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Antisubmarine Warfare	**	**	35	**	**	**	**	**	**	01	**	SubsurfaceVessel: CategoryCode=NuclearAttackSubmarine
Other Guided Missile	**	**	35	**	**	**	**	**	**	11	**	SubsurfaceVessel: CategoryCode=NuclearGuidedMissileAttackSubmarine

Table 23. Table Mine Warfare

Entity	V	SID	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Sea Mine, General	**	**	36	**	**	**	11	00	00	**	**	MaritimeMine: CategoryCode=SeaMine
Sea Mine, General Sea Mine, Bottom	**	**	36	**	**	**	11	01	00	**	**	MaritimeMine: CategoryCode=DeepMooredMine
Sea Mine, General Sea Mine, Moored	**	**	36	**	**	**	11	02	00	**	**	MaritimeMine: CategoryCode=MooredMine
Sea Mine, General Sea Mine, Floating	**	**	36	**	**	**	11	03	00	**	**	MaritimeMine: CategoryCode=SeaMine + MaritimeMineStatusCode=FloatingMine
Sea Mine, General Sea Mine, Rising	**	**	36	**	**	**	11	04	00	**	**	MaritimeMine: CategoryCode=SeaMine
Sea Mine, General Sea Mine, Other Position	**	**	36	**	**	**	11	05	00	**	**	MaritimeMine: CategoryCode=SeaMine + MaritimeMineStatusCode=DriftingMine
Sea Mine, General Exercise Mine, General	**	**	36	**	**	**	11	08	00	**	**	ExerciseMine
Sea Mine, General Neutralized Mine, General	**	**	36	**	**	**	11	09	00	**	**	MaritimeMine: MaritimeMineStatusCode=NeutralizedMine
Unexploded Ordnance	**	**	36	**	**	**	12	00	00	**	**	UnexplodedOrdnance
Obstructor	**	**	36	**	**	**	17	00	00	**	**	OtherMaritimeEquipment: CategoryCode=Obstructors
General Mine Anchor	**	**	36	**	**	**	18	00	00	**	**	OtherMaritimeEquipment: CategoryCode=Anchor

Table 24. Table Activities

Entity	V	SID	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Criminal Activity Incident	**	**	40	**	**	**	11	01	00	**	**	OtherEvent: categoryCode=CriminalIncident
Criminal Activity Incident Arrest	**	**	40	**	**	**	11	01	01	**	**	OtherEvent: categoryCode=LegalArresting
Criminal Activity Incident Arson	**	**	40	**	**	**	11	01	02	**	**	OtherEvent: categoryCode=Arson
Criminal Activity Incident Drive-by Shooting	**	**	40	**	**	**	11	01	04	**	**	OtherEvent: categoryCode=DriveByShooting
Criminal Activity Incident Extortion	**	**	40	**	**	**	11	01	06	**	**	OtherEvent: categoryCode=Extortion
Criminal Activity Incident Killing	**	**	40	**	**	**	11	01	08	01	**	OtherEvent: categoryCode=Assassination
Criminal Activity Incident Killing	**	**	40	**	**	**	11	01	08	02	**	OtherEvent: categoryCode=Execution
Criminal Activity Incident Killing	**	**	40	**	**	**	11	01	08	06	**	OtherEvent: categoryCode=Murder
Criminal Activity Incident Poisoning	**	**	40	**	**	**	11	01	09	**	**	OtherEvent: categoryCode=Poisoning
Criminal Activity Incident Civil Rioting	**	**	40	**	**	**	11	01	10	**	**	OtherEvent: categoryCode=Riot
Criminal Activity Incident Booby Trap	**	**	40	**	**	**	11	01	11	**	**	OtherEvent: categoryCode=BoobyTrapDiscovery

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Criminal Activity Incident Vandalism/Loot/Ransack/Plunder	**	**	40	**	**	**	11	01	14	**	**	OtherEvent: categoryCode=VandalismOrRapeOrLootOrRansackOrPlunderOrSack
Criminal Activity Incident Vandalism/Loot/Ransack/Plunder	**	**	40	**	**	**	11	01	14	15	**	OtherEvent: categoryCode=AttemptedRape
Criminal Activity Incident Jail Break	**	**	40	**	**	**	11	01	15	**	**	OtherEvent: categoryCode=Escaping
Criminal Activity Incident Robbery	**	**	40	**	**	**	11	01	16	**	**	OtherEvent: categoryCode=Robbery
Criminal Activity Incident Robbery	**	**	40	**	**	**	11	01	16	15	**	OtherEvent: categoryCode=AttemptedRobbery
Criminal Activity Incident Smuggling	**	**	40	**	**	**	11	01	19	**	**	OtherEvent: categoryCode=Smuggling
Criminal Activity Incident Sabotage	**	**	40	**	**	**	11	01	22	**	**	OtherEvent: categoryCode=Sabotage
Bomb/Bombing	**	**	40	**	**	**	11	02	00	**	**	OtherEvent: categoryCode=Bombing
IED Event	**	**	40	**	**	**	11	03	00	**	**	IEDEvent
IED Event	**	**	40	**	**	**	11	03	00	14	**	IEDEvent: incidentCode=IEDHoax
Shooting	**	**	40	**	**	**	11	04	00	**	**	OtherEvent: categoryCode=Shooting
Shooting Sniping	**	**	40	**	**	**	11	04	01	**	**	OtherEvent: categoryCode=SniperAttack
Shooting Trafficking	**	**	40	**	**	**	11	05	01	**	**	OtherEvent: categoryCode=DrugOperation

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Shooting Illegal Drug Lab	**	**	40	**	**	**	11	05	02	**	**	OtherEvent: categoryCode=DrugStorage
Explosion	**	**	40	**	**	**	11	06	00	**	**	OtherEvent: categoryCode=Explosion
Civil Disturbance	**	**	40	**	**	**	12	00	00	**	**	OtherEvent
Civil Disturbance Demonstration	**	**	40	**	**	**	12	01	00	**	**	OtherEvent: categoryCode=Demonstration
Civil Disturbance Patrolling	**	**	40	**	**	**	13	01	00	**	**	OtherEvent: categoryCode=Patrolling
Civil Disturbance PSYCHOLOGICAL OPERATIONS (PSYOPS)	**	**	40	**	**	**	13	02	00	**	**	OtherEvent: categoryCode=PsychologicalOperation
Civil Disturbance Mine Laying	**	**	40	**	**	**	13	05	00	**	**	OtherEvent: categoryCode=MineLaying
Civil Disturbance Spy	**	**	40	**	**	**	13	06	00	**	**	OtherEvent: categoryCode=Spying
Civil Disturbance Exfiltration	**	**	40	**	**	**	13	08	00	**	**	OtherEvent: categoryCode=Exfiltrating
Civil Disturbance Infiltration	**	**	40	**	**	**	13	09	00	**	**	OtherEvent: categoryCode=Infiltration
Civil Disturbance Meeting	**	**	40	**	**	**	13	10	00	**	**	OtherEvent: categoryCode=Meeting
Civil Disturbance Fire Fighting Operation	**	**	40	**	**	**	13	14	00	**	**	OtherEvent: categoryCode=Firefighting
Fire Event	**	**	40	**	**	**	14	00	00	**	**	OtherEvent: categoryCode=Fire

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Fire Event Chemical Agent	**	**	40	**	**	**	15	01	01	**	**	ChemicalBiologicalEvent
Fire Event Radioactive Material	**	**	40	**	**	**	15	01	11	**	**	RadioactiveEvent
Fire Event Unexploded Ordnance	**	**	40	**	**	**	15	01	15	**	**	OtherEvent: categoryCode=UXODiscovery
Transportation Incident	**	**	40	**	**	**	16	00	00	**	**	OtherEvent: categoryCode=Accident
Transportation Incident Air	**	**	40	**	**	**	16	01	00	**	**	OtherEvent: categoryCode=AircraftCrash
Transportation Incident Vehicle	**	**	40	**	**	**	16	04	00	16	**	OtherEvent: categoryCode=TrafficAccident
Transportation Incident Vehicle	**	**	40	**	**	**	16	04	00	03	**	OtherEvent: categoryCode=Hijacking
Transportation Incident Vehicle Earthquake Epicentre	**	**	40	**	**	**	17	01	03	**	**	OtherEvent: categoryCode=Earthquake
Transportation Incident Vehicle Volcanic Eruption	**	**	40	**	**	**	17	01	06	**	**	OtherEvent: categoryCode=VolcanicEruption
Transportation Incident Vehicle Drought	**	**	40	**	**	**	17	02	01	**	**	OtherEvent: categoryCode=Drought

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Transportation Incident Vehicle Flood	**	**	40	**	**	**	17	02	02	**	**	OtherEvent: categoryCode=Flood
Individual	**	**	40	**	**	**	18	00	00	05	**	OtherEvent: categoryCode=Kidnapping

Table 25. Table Activities Sector 1 Modifier

Entity	V	SID	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Assassination	**	**	40	**	**	**	**	**	**	01	**	OtherEvent: categoryCode=Assassination
Execution (Wrongful Killing)	**	**	40	**	**	**	**	**	**	02	**	OtherEvent: categoryCode=Execution
Hijacking/Hijacked	**	**	40	**	**	**	**	**	**	03	**	OtherEvent: categoryCode=Hijacking
Kidnapping	**	**	40	**	**	**	**	**	**	05	**	OtherEvent: categoryCode=Kidnapping
Murder	**	**	40	**	**	**	**	**	**	06	**	OtherEvent: categoryCode=Murder
Hoax (Decoy)	**	**	40	**	**	**	**	**	**	14	**	IEDEvent: incidentCode=IEDHoax

Table 26. Table Atmospheric

Entity	V	SID	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Low Pressure Centre	**	**	45	**	**	**	11	01	00	**	**	Atmosphere: pressureSystemCategoryCode=LowPressureCentre
High Pressure Centre	**	**	45	**	**	**	11	02	00	**	**	Atmosphere: pressureSystemCategoryCode=HighPressureCentre
High Pressure Centre Cold Front	**	**	45	**	**	**	11	03	01	**	**	Atmosphere: pressureSystemCategoryCode=ColdFront
High Pressure Centre Upper Cold Front	**	**	45	**	**	**	11	03	02	**	**	Atmosphere: pressureSystemCategoryCode=UpperColdFront
High Pressure Centre Warm Front	**	**	45	**	**	**	11	03	05	**	**	Atmosphere: pressureSystemCategoryCode=WarmFront
High Pressure Centre Upper Warm Front	**	**	45	**	**	**	11	03	06	**	**	Atmosphere: pressureSystemCategoryCode=UpperWarmFront
High Pressure Centre Occluded Front	**	**	45	**	**	**	11	03	09	**	**	Atmosphere: pressureSystemCategoryCode=OccludedFront
High Pressure Centre Stationary Front	**	**	45	**	**	**	11	03	12	**	**	Atmosphere: pressureSystemCategoryCode=StationaryFront
High Pressure Centre Trough Axis	**	**	45	**	**	**	11	04	01	**	**	Atmosphere: pressureSystemCategoryCode=TroughLine
High Pressure Centre Ridge Axis	**	**	45	**	**	**	11	04	03	**	**	Atmosphere: pressureSystemCategoryCode=RidgeLine
High Pressure Centre Severe Squall Line	**	**	45	**	**	**	11	04	04	**	**	Atmosphere: pressureSystemCategoryCode=SquallLine
Light	**	**	45	**	**	**	12	01	00	**	**	Wind: categoryCode=LightTurbulence
Moderate	**	**	45	**	**	**	12	01	01	**	**	Wind: categoryCode=ModerateTurbulence

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Severe	**	**	45	**	**	**	12	01	02	**	**	Wind: categoryCode=SevereTurbulence
Extreme	**	**	45	**	**	**	12	01	03	**	**	Wind: categoryCode=ExtremeTurbulence
Icing	**	**	45	**	**	**	13	00	00	**	**	Icing
Icing Clear Icing	**	**	45	**	**	**	13	01	00	**	**	Icing: categoryCode=ClearIcing
Icing Clear Icing Light	**	**	45	**	**	**	13	01	01	**	**	Icing: categoryCode=ClearIcing + severityQualifierCode=Light
Icing Clear Icing Moderate	**	**	45	**	**	**	13	01	02	**	**	Icing: categoryCode=ClearIcing + severityQualifierCode=Moderate
Icing Clear Icing Severe	**	**	45	**	**	**	13	01	03	**	**	Icing: categoryCode=ClearIcing + severityQualifierCode=Severe
Icing Rime Icing	**	**	45	**	**	**	13	02	04	**	**	Icing: categoryCode=RimeIcing
Icing Rime Icing Light	**	**	45	**	**	**	13	02	05	**	**	Icing: categoryCode=RimeIcing + severityQualifierCode=Light
Icing Rime Icing Moderate	**	**	45	**	**	**	13	02	06	**	**	Icing: categoryCode=RimeIcing + severityQualifierCode=Moderate
Icing Rime Icing Severe	**	**	45	**	**	**	13	02	07	**	**	Icing: categoryCode=RimeIcing + severityQualifierCode=Severe
Icing Mixed Icing	**	**	45	**	**	**	13	03	08	**	**	Icing: categoryCode=MixedIcing
Icing Mixed Icing Light	**	**	45	**	**	**	13	03	09	**	**	Icing: categoryCode=MixedIcing + severityQualifierCode=Light
Icing Mixed Icing Moderate	**	**	45	**	**	**	13	03	10	**	**	Icing: categoryCode=MixedIcing + severityQualifierCode=Moderate
Icing Mixed Icing Severe	**	**	45	**	**	**	13	03	11	**	**	Icing: categoryCode=MixedIcing + severityQualifierCode=Severe
Icing Jet Stream	**	**	45	**	**	**	14	01	02	**	**	OtherMeteorologicFeature: categoryCode=JetStream

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Icing Jet Stream Clear Sky	**	**	45	**	**	**	15	01	01	**	**	CloudCover: categoryCode=Clouds + averageCoverage=ClearSky
Icing Jet Stream Scattered Coverage	**	**	45	**	**	**	15	01	03	**	**	CloudCover: categoryCode=Clouds + averageCoverage=ScatteredCoverage
Icing Jet Stream Broken Coverage	**	**	45	**	**	**	15	01	04	**	**	CloudCover: categoryCode=Clouds + averageCoverage=BrokenCoverage
Icing Jet Stream Overcast Coverage	**	**	45	**	**	**	15	01	05	**	**	CloudCover: categoryCode=Clouds + averageCoverage=OvercastCoverage
Icing Rain	**	**	45	**	**	**	16	01	00	**	**	Precipitation: categoryCode=Rain
Icing Rain Intermittent Light	**	**	45	**	**	**	16	01	01	**	**	Precipitation: categoryCode=Rain
Icing Rain Continuous Light	**	**	45	**	**	**	16	01	02	**	**	Precipitation: categoryCode=Rain
Icing Rain Intermittent Moderate	**	**	45	**	**	**	16	01	03	**	**	Precipitation: categoryCode=Rain
Icing Rain Intermittent Moderate/Continuous Moderate	**	**	45	**	**	**	16	01	04	**	**	Precipitation: categoryCode=Rain
Icing Rain Intermittent Heavy	**	**	45	**	**	**	16	01	05	**	**	Precipitation: categoryCode=Rain
Icing Rain Heavy/Continuous Heavy	**	**	45	**	**	**	16	01	06	**	**	Precipitation: categoryCode=Rain
Icing Freezing Rain	**	**	45	**	**	**	16	02	00	**	**	Precipitation: categoryCode=FreezingRain

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Icing Freezing Rain Light	**	**	45	**	**	**	16	02	01	**	**	Precipitation: categoryCode=FreezingRain
Icing Freezing Rain Moderate/Heavy	**	**	45	**	**	**	16	02	02	**	**	Precipitation: categoryCode=FreezingRain
Icing Rain Showers	**	**	45	**	**	**	16	03	00	**	**	Precipitation: categoryCode=RainShower
Icing Rain Showers Light	**	**	45	**	**	**	16	03	01	**	**	Precipitation: categoryCode=RainShower
Icing Rain Showers Moderate/Heavy	**	**	45	**	**	**	16	03	02	**	**	Precipitation: categoryCode=RainShower
Icing Rain Showers Torrential	**	**	45	**	**	**	16	03	03	**	**	Precipitation: categoryCode=RainShower
Icing Drizzle	**	**	45	**	**	**	16	04	00	**	**	Precipitation: categoryCode=Drizzle
Icing Drizzle Intermittent Light	**	**	45	**	**	**	16	04	01	**	**	Precipitation: categoryCode=Drizzle
Icing Drizzle Intermittent Light/ Continuous Light	**	**	45	**	**	**	16	04	02	**	**	Precipitation: categoryCode=Drizzle
Icing Drizzle Intermittent Moderate	**	**	45	**	**	**	16	04	03	**	**	Precipitation: categoryCode=Drizzle
Icing Drizzle Intermittent Moderate /Continuous Moderate	**	**	45	**	**	**	16	04	04	**	**	Precipitation: categoryCode=Drizzle

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Icing Drizzle Intermittent Heavy	**	**	45	**	**	**	16	04	05	**	**	Precipitation: categoryCode=Drizzle
Icing Drizzle Intermittent Heavy /Continuous Heavy	**	**	45	**	**	**	16	04	06	**	**	Precipitation: categoryCode=Drizzle
Icing Freezing Drizzle	**	**	45	**	**	**	16	05	00	**	**	Precipitation: categoryCode=FreezingDrizzle
Icing Freezing Drizzle Light	**	**	45	**	**	**	16	05	01	**	**	Precipitation: categoryCode=FreezingDrizzle
Icing Freezing Drizzle Moderate/Heavy	**	**	45	**	**	**	16	05	02	**	**	Precipitation: categoryCode=FreezingDrizzle
Icing Rain and Snow Mixed	**	**	45	**	**	**	16	06	00	**	**	Precipitation: categoryCode=Sleet
Icing Rain and Snow Mixed Rain or Drizzle and Snow – Light	**	**	45	**	**	**	16	06	01	**	**	Precipitation: categoryCode=Sleet
Icing Rain and Snow Mixed Rain or Drizzle and Snow – Moderate/Heavy	**	**	45	**	**	**	16	06	02	**	**	Precipitation: categoryCode=Sleet
Icing Rain and Snow Mixed Rain and Snow Showers – Light	**	**	45	**	**	**	16	06	03	**	**	Precipitation: categoryCode=Sleet
Icing Rain and Snow Mixed Rain and Snow Showers – Moderate/Heavy	**	**	45	**	**	**	16	06	04	**	**	Precipitation: categoryCode=Sleet

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Icing Snow	**	**	45	**	**	**	16	07	00	**	**	Precipitation: categoryCode=SnowPrecipitation
Icing Snow Intermittent Light	**	**	45	**	**	**	16	07	01	**	**	Precipitation: categoryCode=SnowPrecipitation
Icing Snow Intermittent Light/Continuous Light	**	**	45	**	**	**	16	07	02	**	**	Precipitation: categoryCode=SnowPrecipitation
Icing Snow Intermittent Moderate	**	**	45	**	**	**	16	07	03	**	**	Precipitation: categoryCode=SnowPrecipitation
Icing Snow Intermittent Moderate /Continuous Moderate	**	**	45	**	**	**	16	07	04	**	**	Precipitation: categoryCode=SnowPrecipitation
Icing Snow Intermittent Heavy	**	**	45	**	**	**	16	07	05	**	**	Precipitation: categoryCode=SnowPrecipitation
Icing Snow Intermittent Heavy /Continuous Heavy	**	**	45	**	**	**	16	07	06	**	**	Precipitation: categoryCode=SnowPrecipitation
Icing Snow Blowing Snow – Light/Moderate	**	**	45	**	**	**	16	07	07	**	**	Precipitation: categoryCode=SnowPrecipitation
Icing Snow Blowing Snow – Heavy	**	**	45	**	**	**	16	07	08	**	**	Precipitation: categoryCode=SnowPrecipitation
Icing Snow Grains	**	**	45	**	**	**	16	08	00	**	**	Precipitation: categoryCode=SnowGrains

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Icing Snow Showers	**	**	45	**	**	**	16	09	00	**	**	Precipitation: categoryCode=SnowShower
Icing Snow Showers Light	**	**	45	**	**	**	16	09	01	**	**	Precipitation: categoryCode=SnowShower
Icing Snow Showers Moderate/Heavy	**	**	45	**	**	**	16	09	02	**	**	Precipitation: categoryCode=SnowShower
Icing Hail	**	**	45	**	**	**	16	10	00	**	**	Precipitation: categoryCode=Hail
Icing Light not Associated with Thunder	**	**	45	**	**	**	16	11	00	**	**	Precipitation: categoryCode=Hail
Icing Moderate/Heavy not Associated with Thunder	**	**	45	**	**	**	16	12	00	**	**	Precipitation: categoryCode=Hail
Icing Ice Crystals (Diamond Dust)	**	**	45	**	**	**	16	13	00	**	**	Precipitation: categoryCode=IceCrystalsPrecipitation
Icing Ice Pellets (Sleet)	**	**	45	**	**	**	16	14	00	**	**	Precipitation: categoryCode=IcePelletsPrecipitation
Icing Ice Pellets (Sleet) Light	**	**	45	**	**	**	16	14	01	**	**	Precipitation: categoryCode=IcePelletsPrecipitation
Icing Ice Pellets (Sleet) Moderate	**	**	45	**	**	**	16	14	02	**	**	Precipitation: categoryCode=IcePelletsPrecipitation
Icing Ice Pellets (Sleet) Heavy	**	**	45	**	**	**	16	14	03	**	**	Precipitation: categoryCode=IcePelletsPrecipitation
Icing Ice Pellets (Sleet) Thunderstorm – No Precipitation	**	**	45	**	**	**	16	16	01	**	**	OtherMeteorologicFeature: categoryCode=Thunderstorm

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Icing Ice Pellets (Sleet) Thunderstorm Light to Moderate with Rain/Snow – No Hail	**	**	45	**	**	**	16	16	02	**	**	OtherMeteorologicFeature: categoryCode=Thunderstorm
Icing Ice Pellets (Sleet) Thunderstorm Heavy with Rain/Snow – No Hail	**	**	45	**	**	**	16	16	03	**	**	OtherMeteorologicFeature: categoryCode=Thunderstorm
Icing Ice Pellets (Sleet) Thunderstorm Light to Moderate – With Hail	**	**	45	**	**	**	16	16	04	**	**	OtherMeteorologicFeature: categoryCode=Thunderstorm
Icing Ice Pellets (Sleet) Thunderstorm Heavy – With Hail	**	**	45	**	**	**	16	16	05	**	**	OtherMeteorologicFeature: categoryCode=Thunderstorm
Icing Ice Pellets (Sleet) Funnel Cloud (Tornado/Waterspout )	**	**	45	**	**	**	16	16	06	**	**	OtherMeteorologicFeature: categoryCode=FunnelCloud
Icing Ice Pellets (Sleet) Squall	**	**	45	**	**	**	16	16	07	**	**	Wind: categoryCode=Squalls
Icing Ice Pellets (Sleet) Lightning	**	**	45	**	**	**	16	16	08	**	**	OtherMeteorologicFeature: categoryCode=Lightning
Icing Ice Pellets (Sleet) Shallow Patches	**	**	45	**	**	**	16	17	01	**	**	Visibility: obscurantCode=FogOrMist

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
Icing Ice Pellets (Sleet) Shallow Continuous	**	**	45	**	**	**	16	17	02	**	**	Visibility: obscurantCode=FogOrMist
Icing Ice Pellets (Sleet) Patchy	**	**	45	**	**	**	16	17	03	**	**	Visibility: obscurantCode=FogOrMist
Icing Ice Pellets (Sleet) Sky Visible	**	**	45	**	**	**	16	17	04	**	**	Visibility: obscurantCode=FogOrMist
Icing Ice Pellets (Sleet) Sky Obscured	**	**	45	**	**	**	16	17	05	**	**	Visibility: obscurantCode=FogOrMist
Icing Ice Pellets (Sleet) Freezing, Sky Obscured	**	**	45	**	**	**	16	17	07	**	**	Visibility: obscurantCode=FreezingFog
Icing Mist	**	**	45	**	**	**	16	18	00	**	**	Visibility: obscurantCode=FogOrMist
Icing Smoke	**	**	45	**	**	**	16	18	01	**	**	Visibility: obscurantCode=Smoke
Icing Haze	**	**	45	**	**	**	16	18	02	**	**	Visibility: obscurantCode=Haze
Icing Haze Severe	**	**	45	**	**	**	16	19	01	**	**	Visibility: obscurantCode=DustStorm
Icing Haze Dust Devil	**	**	45	**	**	**	16	19	02	**	**	Visibility: obscurantCode=DustDevil
Icing Haze Blowing Dust or Sand	**	**	45	**	**	**	16	19	03	**	**	Visibility: obscurantCode=BlowingDustOrSand
Icing Haze Tropical Storm	**	**	45	**	**	**	16	20	02	**	**	OtherMeteorologicFeature: categoryCode=TropicalStorm
Icing Haze Hurricane/Typhoon	**	**	45	**	**	**	16	20	03	**	**	OtherMeteorologicFeature: categoryCode=Hurricane
Icing Volcanic Eruption	**	**	45	**	**	**	16	21	00	**	**	OtherEvent: categoryCode=VolcanicEruption

Table 27. Table Amplifier/Descriptor

Entity	V	SID	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
TEAM/CREW	**	**	**	**	**	11	**	**	**	**	**	Unit: echelon=TeamOrCrew
SQUAD	**	**	**	**	**	12	**	**	**	**	**	Unit: echelon=Squad
SECTION	**	**	**	**	**	13	**	**	**	**	**	Unit: echelon=Section
PLATOON/DETACHMENT	**	**	**	**	**	14	**	**	**	**	**	Unit: echelon=PlatoonOrDetachment
COMPANY/BATTERY/TROOP	**	**	**	**	**	15	**	**	**	**	**	Unit: echelon=Company
BATTALION/SQUADRON	**	**	**	**	**	16	**	**	**	**	**	Unit: echelon=Battalion
REGIMENT/GROUP	**	**	**	**	**	17	**	**	**	**	**	Unit: echelon=RegimentOrGroup
BRIGADE	**	**	**	**	**	18	**	**	**	**	**	Unit: echelon=Brigade
DIVISION	**	**	**	**	**	21	**	**	**	**	**	Unit: echelon=Division
CORPS/MARINE EXPEDITIONARY FORCE	**	**	**	**	**	22	**	**	**	**	**	Unit: echelon=Corps
ARMY	**	**	**	**	**	23	**	**	**	**	**	Unit: echelon=Army
ARMY GROUP/FRONT	**	**	**	**	**	24	**	**	**	**	**	Unit: echelon=ArmyGroup
REGION/THEATRE	**	**	**	**	**	25	**	**	**	**	**	Unit: echelon=Theatre
WHEELED LIMITED CROSS COUNTRY	**	**	**	**	**	31	**	**	**	**	**	Unit: generalMobility=Wheeled
WHEELED LIMITED CROSS COUNTRY	**	**	**	**	**	31	**	**	**	**	**	Equipment: mobility=Wheeled

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
WHEELED CROSS COUNTRY	**	**	**	**	**	32	**	**	**	**	**	Unit: generalMobility=WheeledCrossCountry
WHEELED CROSS COUNTRY	**	**	**	**	**	32	**	**	**	**	**	Equipment: mobility=WheeledCrossCountry
TRACKED	**	**	**	**	**	33	**	**	**	**	**	Unit: generalMobility=Tracked
TRACKED	**	**	**	**	**	33	**	**	**	**	**	Equipment: mobility=Tracked
WHEELED AND TRACKED COMBINATION	**	**	**	**	**	34	**	**	**	**	**	Unit: generalMobility=WheeledAndTracked
WHEELED AND TRACKED COMBINATION	**	**	**	**	**	34	**	**	**	**	**	Equipment: mobility=WheeledAndTracked
TOWED	**	**	**	**	**	35	**	**	**	**	**	Unit: generalMobility=Towed
TOWED	**	**	**	**	**	35	**	**	**	**	**	Equipment: mobility=Towed
RAIL	**	**	**	**	**	36	**	**	**	**	**	Unit: generalMobility=Railed
RAIL	**	**	**	**	**	36	**	**	**	**	**	Equipment: mobility=Railed
PACK ANIMALS	**	**	**	**	**	37	**	**	**	**	**	Unit: generalMobility=PackAnimal
PACK ANIMALS	**	**	**	**	**	37	**	**	**	**	**	Equipment: mobility=PackAnimal
EQUIPMENT MOBILITY ON SNOW	**	**	**	**	**	40	**	**	**	**	**	Unit: generalMobility=Arctic
OVER SNOW (PRIME MOVER)	**	**	**	**	**	41	**	**	**	**	**	Unit: generalMobility=OverSnowPrimeMover
SLED	**	**	**	**	**	42	**	**	**	**	**	Unit: generalMobility=Sled
BARGE	**	**	**	**	**	51	**	**	**	**	**	Unit: generalMobility=Barge

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
AMPHIBIOUS	**	**	**	**	**	52	**	**	**	**	**	Unit: generalMobility=AmphibiousMobility

Table 28. Table HQ|Dummy|TF

Entity	V	SId	SyS	Sts	HDT	AD	E	ET	EST	S1M	S2M	MIP Description
FEINT/DUMMY	**	**	**	**	1	**	**	**	**	**	**	Object: isDecoyIndicator=TRUE
HEADQUARTERS	**	**	**	**	2	**	**	**	**	**	**	Organisation: hasCommandFunctionIndicator=TRUE
FEINT/DUMMY/HEAD QUARTERS	**	**	**	**	3	**	**	**	**	**	**	Organisation: hasCommandFunctionIndicator=TRUE + isDecoyIndicator=TRUE
FEINT/DUMMY/TASK FORCE	**	**	**	**	4	**	**	**	**	**	**	Unit: hasCommandFunctionIndicator=FALSE + isDecoyIndicator=TRUE + isTaskForceIndicator=TRUE
TASK FORCE	**	**	**	**	5	**	**	**	**	**	**	Unit: hasCommandFunctionIndicator=FALSE + isTaskForceIndicator=TRUE
TASK FORCE HEADQUARTERS	**	**	**	**	6	**	**	**	**	**	**	Unit: hasCommandFunctionIndicator=TRUE + isTaskForceIndicator=TRUE
FEINT/DUMMY TASK FORCE HEADQUARTERS	**	**	**	**	7	**	**	**	**	**	**	Unit: hasCommandFunctionIndicator=TRUE + isDecoyIndicator=TRUE + isTaskForceIndicator=TRUE

# **5. Summary**

## **5.1. Sources**

NATO Standard APP-6 Edition D Version 1 - October 2017