JOINT
SYMBOLOGY
APP-6(B)

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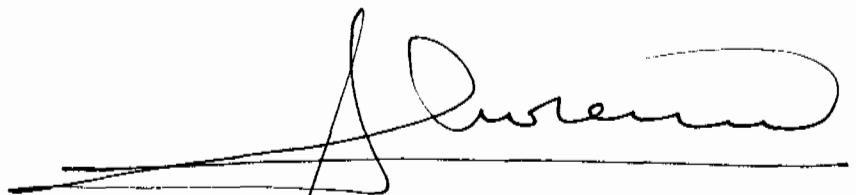
JOINT SYMBOLOGY

JUNE 2008

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APP-6(B)

NORTH ATLANTIC TREATY ORGANISATION

NATO STANDARDIZATION AGENCY (NSA)

NATO LETTER OF PROMULGATION

25 June 2008

1.   APP-6(B) – JOINT SYMBOLOGY is a NATO/PfP UNCLASSIFIED publication. The agreement of NATO nations to use this publication is recorded in STANAG 2019.

2.   APP-6(B) is effective on receipt. It supercedes APP-6(A), which shall be destroyed in accordance with the local procedure for the destruction of documents.

Juan A. MORENO
Vice Admiral, ESP(N)
Director, NATO Standardization Agency

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NATIONAL LETTER OF PROMULGATION

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RECORD OF CHANGES

Change Date	Date Entered	Effective Date	By Whom Entered

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RECORD OF RESERVATIONS BY NATIONS

CHAPTER	RECORD OF RESERVATIONS BY NATIONS
General	DEU
General	EST

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RECORD OF SPECIFIC RESERVATIONS

NATION	SPECIFIC RESERVATIONS
DEU	Germany will implement STANAG 2019/APP-6(B) initially for manual use only; automated systems will follow on a case-by-case basis.
EST	Joint symbology will be used by navy as soon as possible

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PREFACE

0001. This standard provides common operational symbology along with details on its display and plotting to ensure the compatibility and, to the greatest extent possible, the interoperability of NATO Command, Control, Communications, Computer, and Intelligence (C4I) systems, development, operations, and training and is intended to be equally applicable to operations conducted by a coalition of NATO, partners, non-NATO nations and other organisation.

0002. After NATO Standardisation Agency (NSA) positioned APP-6 as a joint document, its title was changed to JOINT SYMBOLOGY to reflect the broader applicability to all services and to joint and combined operations. This new Edition establishes a baseline of changes agreed and reflects the harmonization initialised with the other services. It also provides additional symbols much needed by the warfighting community that were agreed during meetings of the custodial group.

0003. APP-6B contains figures and tables that provide the user with standard frames (geometric borders, see Figure 2) and icons, along with guidelines for their use. Each of the icons listed can be cross-referenced to the information hierarchy (taxonomy) and the symbol coding scheme as depicted by the respective Annexes.

0004. APP-6B is designed to be flexible enough to accommodate change and further development and input from the operators and users. Changes to these symbols and the addition of new symbol sets will be worked through NATO procedures.

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CONTENTS

Annex A – Symbol Hierarchy

CHAPTER 1 – INTRODUCTION

Scope

0101. This standard provides common operational symbology along with details on its display and plotting to ensure the compatibility, and to the greatest extent possible, the interoperability of NATO Command, Control, Communications, Computer, and Intelligence (C4I) systems, development, operations, and training. This publication offers a way to address the efficient transmission of symbology information within the info-sphere through the use of a standard methodology for symbol hierarchy, information taxonomy, and symbol identifiers. The standard applies to both electronic/automated and hand-drawn graphic displays. These symbols are designed to enhance NATO's joint interoperability by providing a standard set of common C4I symbols. It is important to remember that the graphics of this document are not all inclusive, and other standards may apply. Additional symbol sets will be provided when this document is updated.

Purpose

0102. Allied Procedural Publication 6 (B) (APP-6B) replaces APP-6A. The contents of APP-6B constitute a single system of joint military symbology for formations and units, which can be displayed for either electronic/automated map display systems or for manual map marking. This publication covers all of the joint services and shall be used by them.

Applicability

0103. This standard applies to all NATO forces directly or indirectly involved with C4I operations, system operations, system development, and training. APP-6B will serve as the standard symbol set for all future NATO implementations of C4I symbology in two dimensional and electronic display systems. The standard shall be applied to mapping/charting, weather, and engineering design symbology to the extent that it is usable by these communities.

Content

0104. APP-6B contains figures and tables that provide the user with standard frames (geometric borders, see Figure 2) and icons, along with guidelines for their use. Each of the icons listed can be cross-referenced to the information hierarchy (taxonomy) and the symbol coding scheme, Annexes A and B respectively. The information hierarchy contained in Appendix A provides an organization or structure for C4I symbology which encompasses the tactical information commonly exchanged via symbology. Each symbol category and icon is given a number that is cross-referenced to a symbol code provided in Appendix B. Also provided is a tactical graphics section (Appendix E), which addresses lines, areas, points, fire support planning graphics, Chemical, Biological, Radiological, and Nuclear (CBRN) symbology, depiction of airspace control structures, bearings, etc.. If common operational symbology is implemented to visually display or

present symbology, the capability must comply with the provisions of this publication.

0105.   Additional icons, refinement of the hierarchy, refinement of the coding scheme, and additional tactical graphics will be developed and presented in future updates of this publication. Special symbol sets will be released as they are developed.

CHAPTER 2 – REQUIREMENTS

SECTION I - GENERAL REQUIREMENTS

Objective

0201. The standardization of operational symbology plays an integral and substantial role in achieving interoperability during joint operations. While the primary focus of this standardization is the electronic generation of symbology, this effort must also support those mission requirements where symbology is hand-drawn. In addition, this publication is designed so that all essential symbology information can be communicated on either a monochrome (i.e., black, white, or single colour) or multicolour-capable display.

Organisation

0202. The purpose of operational symbology is to convey information about objects in the battlespace. This chapter defines the general requirements for the two types of symbology: icon-based symbols and tactical graphics. It also provides an overview of symbology modifiers and identifiers, and addresses the use of alternative symbology sets.

Icon-based symbols

0203. An icon-based symbol is composed of a frame (geometric border), fill, and icon, as shown in Figure 1.

Figure 1. Symbol components.

    a.   **Frame.** The frame is the geometric border of a symbol which, when displayed, provides an indication of the affiliation, battle dimension, and status of a operational object. The frame is the border of the symbol and does not include associated material inside or outside of the border. The frame serves as the base to which other symbol components and modifiers are added. Though sometimes optional, in most cases a frame surrounds an icon.

    b.   **Fill.** The fill is the interior area within a symbol. If the fill is assigned a colour, it provides an enhanced presentation of information about the affiliation of the object. If colour is not used, the fill is transparent.

    c.   **Icon.** The icon is the innermost part of a symbol which, when displayed, provides an abstract pictorial or alphanumeric representation of an operational object. The icon portrays the role or mission performed by the object. This publication distinguishes between icons that must be framed or unframed and icons where framing is optional. Information about framing

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is provided in Paragraph 0210.c. and Annex C; framing requirements for individual icons are presented in Annex D.

Tactical graphics

0204. Tactical graphics provide operational information that cannot be presented via icon-based symbols alone. These graphics portray unit boundaries, special area designations, and other unique markings related to battlespace geometry and necessary for battlefield planning and management (see Annex E).

Symbol modifiers

0205. A modifier is an optional text field or graphic indicator that provides additional information about the associated symbol or tactical graphic. This publication defines various types of modifiers and indicates where each is to be placed in relation to a symbol or tactical graphic, see Paragraph 0212.

Symbol ID code

0206. A symbol ID code is an alphanumeric code that can be used to transfer the information required to generate and display symbols and tactical graphics. The coding scheme used in this identifier is explained in detail in Annex B.

Use of special symbol sets

0207. The symbology provided in this publication is intended to address the C4I information needs of NATO. Information from all operational domains will need to be displayed in order to accurately portray the battlespace. Annex F contains symbology of potential interest to the users of the document.

Section II - DETAILED REQUIREMENTS

Objective

0208. In order to promote interoperability at the information level within the area of operational symbology, it is necessary to define a standard set of rules for symbol construction and generation to be implemented in C4I systems. The rules in this publication are considered to be the minimum necessary to ensure that information about operational symbology is exchanged successfully across national and Organisational boundaries.

Icon-based symbols

0209. This section provides the detailed requirements concerning symbology composition and display considered essential to achieve interoperability. Display rules are provided which allow the degree of complexity of the resulting symbology to be tailored to operational requirements and system capabilities. Additional implementation guidance is provided in Annex C.
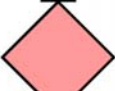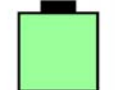
Use of special symbol sets

0210. The components of an icon-based symbol provide information about the affiliation, battle dimension, status, and mission of an operational object.

    a.   **Frame (geometric border).** When a frame is included in a symbol, its shape shall indicate the affiliation, battle dimension, and status of the object being represented. Figure 2 provides the approved frame shapes that present affiliation and battle dimension for operational symbology. A frame can be black or off-white depending on display background, or it can be coloured, using the default colours in Table C-II, to provide enhanced presentation information about affiliation. Information on display options is presented in Paragraph 0213.a. and Annex C.

        (1)   **Affiliation.** Affiliation refers to your relationship to the operational object being represented. The affiliation categories are friend, assumed friend, hostile, suspect, neutral, unknown and pending. A circle or rectangle frame is to denote friend or assumed friend affiliation, a diamond frame to denote hostile or suspect affiliation, a square frame to denote neutral affiliation, and a quatrefoil frame to denote unknown and pending affiliation. A solid line is used to denote the certainty of identification of affiliation and shall identify the symbol as friend, hostile, neutral and unknown. A black and white dotted line (one dot black and one dot white in an alternating pattern) denotes the uncertainty of identification of affiliation and shall identify the symbol as assumed friend, suspect, or pending. Figure 3 shows the black and white dotted lines on various backgrounds. Each of these affiliation categories is defined in the Lexicon. The codes for affiliation in the symbol identification code are included in Annex B.

Figure 2. Affiliations and battle dimensions.

Battle Dimension / Affiliation	Air	Space	Land Units	Land Equipment	Land Installations	Sea Surface	Sea Subsurface
Friend							
Assumed Friend							
Hostile							
Suspect							
Neutral							
Unknown							
Pending							

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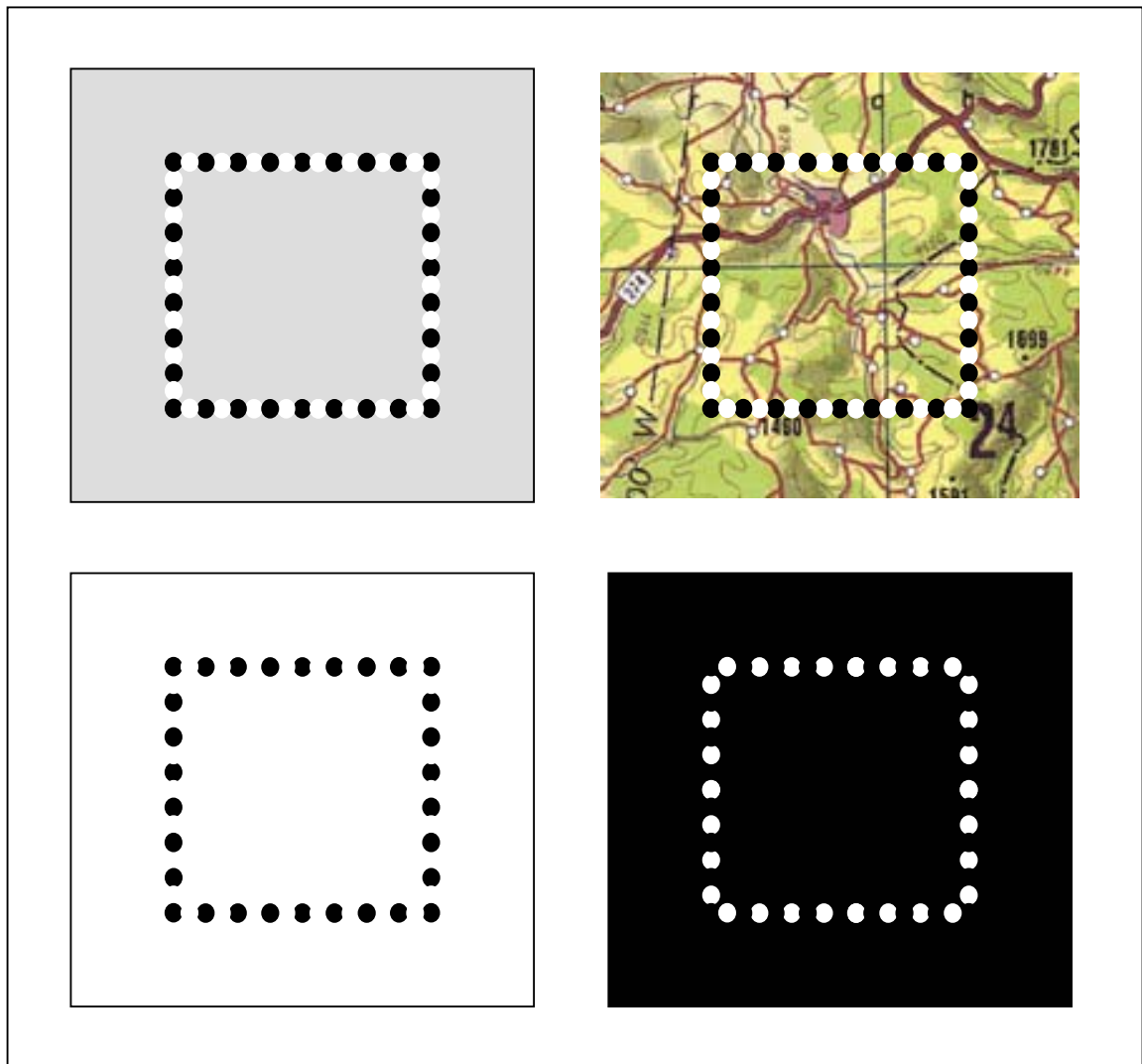
Figure 3. Examples of Black and White Dotted Lines on Various Backgrounds.

(2) **Battle dimension.** Battle dimension defines the primary mission area for the operational object within the battlespace. An object can have a mission area above the earth's surface (i.e., in the air or outer space), on the earth's surface, or below the earth's surface. If the mission area of an object is on the earth's surface, it can be either on land or sea. The land dimension includes those mission areas on the land surface or close to the surface (e.g., land mines and underground shelters), whereas the sea surface dimension includes only those objects whose mission area is on the sea surface. The subsurface dimension includes those objects whose mission area is below the sea surface (e.g., submarines and sea mines). The codes for battle dimension in the symbol ID code are presented in Annex B. To clarify which battle dimension should be used for a given object, maritime surface units shall be depicted in the sea surface dimension, aircraft shall be depicted in the air/space dimension, and

ground equipment shall be depicted in the land dimension[1]. An aircraft or an aircraft unit that is comprised of aircraft only, regardless of service ownership, shall be depicted in the air dimension. Likewise, a landing craft whose primary mission is ferrying personnel or equipment to and from shore is a maritime unit and is represented in the sea surface dimension. However, a landing craft whose primary mission is to fight on land is a ground asset and is represented in the land dimension. As shown in Figure 2, a closed frame shall be used to denote the land and sea surface dimension, a frame open at the bottom to denote the air/space dimension, and a frame open at the top to denote the subsurface dimension.

(3)   **Status.** Status refers to whether a operational object exists at the location identified (status is "present or confirmed") or will in the future reside at that location (status is "planned or anticipated"). The symbol frame will be a solid line when indicating present status and a dashed line when indicating anticipated or planned status (see Figure 4). Planned status cannot be shown when the symbol is unframed or is displayed as a dot (see Paragraph 0213.a.). The codes for status in the symbol ID code are provided in Annex B.

Figure 4. <u>Present and planned status.</u>

Battle Dimension / Status	Air	Space	Land units	Land Equipment	Land Installations	Sea Surface	Sea Subsurface
Present or Confirmed Position (P)							
Anticipated or Planned Position (A)							

b.   **Fill.** If colour is used in a symbol, it shall indicate affiliation. In framed symbols, colour shall provide a redundant cue with regard to affiliation. In unframed symbols, colour shall be the sole indicator of affiliation, excluding text modifiers. Table C-II defines the default colours that shall be used to designate affiliation when coloured symbols are either hand-drawn or displayed electronically. This publication allows deviations

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[1] However, a land aviation unit is a manoeuvre unit (i.e., a unit whose ground support assets are included) and is represented in the land dimension.

from the default when systems require the capability to make distinctions among multiple types of forces, equipment, boundaries, etc..

c. **Icon.** In order to decide on the common operational symbology in this standard, it was necessary to identify the full range of C4I information required by the joint component at the command level. The taxonomy used in this standard was adapted from one presented in a maritime Study and then extended to address information related to ground units. Due to the fact that the taxonomy is organized hierarchically, the detailed information it contains provides a logical structure from which to generate a set of icons representing operational objects. The information hierarchy is presented in Annex A, and the mapping of operational icons to the hierarchy is included in Annex D. The icons in Annex D shall be used whenever a system displays any of the operational objects for which an icon is provided. Not all information about objects can be related to a specific affiliation or battle dimension; therefore, it is possible to have an object represented by an icon alone. Annex D indicates whether an icon shall be framed or unframed or whether framing is optional. Military ships, both sea surface and subsurface, military aircraft, military units, and installation icons are always associated with an affiliation and battle dimension and so shall be framed. Only those icons specifically identified as unframed or frame optional shall be displayed without a frame.

Tactical graphics

0211. Tactical graphics include tasks, control measures, points, lines, areas, aviation manoeuvre graphics, deception graphics, offensive/defensive graphics, special manoeuvre graphics, mobility/survivability, fire support graphics, combat service support, command and control, and Non-Article 5 Crisis Response Operations (NA5CRO), and can be combined with icons and symbol modifiers to display operational information. The definition and placement of tactical graphics are addressed in Annex E. These graphics shall be used whenever a system displays any of the operational information for which a graphic is provided. Default colour for tactical graphics will be black or white, depending on display background.

Symbol modifiers

0212. The field title, description, and maximum length of allowable modifiers are presented in Table I, and the default placement of modifiers in fields around the symbol or tactical graphic is shown in Figures 5 through 7. Figure 5 addresses units, installations, and equipment; the placement of modifiers in this Figure applies to all units regardless of battle space dimension. Figure 6 applies to points, areas, lines, and boundaries. Figure 7 addresses CBRN events. In Figure 6, certain fields can be displayed more than once within a graphic. The unnumbered fields should be filled before the numbered fields, (i.e., Fields W, H, and T should be used before Fields W1, H1, and T1). As indicated in Table I, not all modifiers are applicable to all symbols or graphics. However, when any modifier is displayed, it shall be defined in accordance with the contents of this table and positioned in accordance with Figures 5 through 7.

Table I. Symbol modifier Field definitions.

FIELD	FIELD TITLE	DESCRIPTION	UNITS	EQUIPMENT	INSTALLATIONS	POINTS	AREAS	LINES	BOUNDARY LINES	NUCLEAR	BIO	CHEM	FIELD TYPE
A	Symbol Indicator	Area occupied by frame, fill, and icon	G	G	G	G	G	G	G	G	G	G	G
B	Size Indicator	A symbol that denotes the size of a unit (see Table B-II) and nuclear detonation (in kilotons)	10	2	G	-	-	-	10	6	-	-	T/G
C	Quantity of Equipment	Indicates number of items present	-	9	-	-	-	-	-	-	-	-	T
D	Task Force Indicator	A bracket placed over the Size Indicator to denote a Task Force (see Figure 5 and Figure 8)	G	-	-	-	-	-	-	-	-	-	G
E	Faker, Joker	"J": Joker, "K": Faker	1	1	1	-	-	-	-	-	-	-	T
F	Reinforced or Detached	(+) for reinforced, (—) for reduced, (±) reinforced and reduced	3	-	-	-	-	-	-	-	-	-	T
G	Staff Comments	Free text	20	20	20	-	-	-	-	-	-	-	T
H	Additional Information	Free text	20	20	20	20	20	-	-	20	20	20	T
J	Evaluation Rating	One letter and one number (see Note b below)	2	2	2	-	-	-	-	-	-	-	T
K	Combat Effectiveness	Unit: effectiveness Installations: capability	5	-	5	-	-	-	-	-	-	-	T
L	Signature Equipment	For detectable electronic signatures (hostile equipment) only!	-	1	-	-	-	-	-	-	-	-	T

Table I. Symbol modifier Field definitions (continued).

FIELD	FIELD TITLE	DESCRIPTION	UNITS	EQUIPMENT	INSTALLATIONS	POINTS	AREAS	LINES	BOUNDARY LINES	NUCLEAR	BIO	CHEM	FIELD TYPE
M	Higher Formation	Number or title of higher echelon command (corps are designated by Roman numerals)	21	-	-	-	-	-	-	-	-	-	T
N	Hostile (Enemy)	Equipment, lines, areas, and boundaries: indicate hostile by letters "ENY"	-	3	-	-	3	3	3	-	-	-	T
P	IFF/SIF	Identification modes and codes	5	5	5	-	-	-	-	-	-	-	T
Q	Direction of Movement Indicator	Units, equipment, installations: direction object is moving or will move Nuclear: downwind direction	4	4	4	-	-	-	-	4	4	4	T/G
R	Mobility Indicator	Pictorial representation of mobility	-	G	-	-	-	-	-	-	-	-	G
S	Headquarters Staff indicator/location offset indicator	Identifies unit as a headquarters or used to indicate location or to de-clutter	G	G	G	-	-	-	-	-	-	-	G
T	Unique Designation	An alphanumeric title that uniquely identifies a particular symbol; track number Nuclear: delivery unit (missile, aircraft, satellite, etc.)	21	21	21	-	-	-	35	15	-	-	T
V	Type of Equipment	Equipment: Identifies class or type rather than unique designation Nuclear: Weapon type	-	24	-	-	-	-	-	20	-	-	T
W	Date/Time Group (DTG)	Alphanumeric Field for date/time (DDHHMMSSZMONYY)	14	14	14	14	14	14	-	14	14	14	T

Table I. Symbol modifier Field definitions (continued).

FIELD	FIELD TITLE	DESCRIPTION	UNITS	EQUIPMENT	INSTALLATIONS	POINTS	AREAS	LINES	BOUNDARY LINES	NUCLEAR	BIO	CHEM	FIELD TYPE
X	Altitude/Depth	Altitude portion of GPS; Flight level for aircraft. Depth for submerged objects; Height in meters of equipment or structures on the ground	6	6	6	-	-	-	-	6	6	6	T
Y	Location	Latitude and longitude	19	19	19	19	19	19	19	19	19	19	T
Z	Speed	Speed	8	8	8	-	-	-	-	-	-	-	T
AA	Special C^2 headquarters	Name of a special C^2 headquarters	9	-	-	-	-	-	-	-	-	-	T/G
AB	Feint/Dummy indicator	Bracket placed over a unit to show that it is a feint or dummy unit	G	G	G	-	-	-	-	-	-	-	G

Note: a. Dash (-) inside boxes indicates "non-applicable".
 b. Field J, Evaluation Rating acc. STANAG 2511:

RELIABILITY RATINGS: **A**-completely reliable, **B**-usually reliable, **C**-fairly reliable, **D**-not usually reliable, **E**-unreliable, **F**-reliability cannot be judged.
CREDIBILITY RATINGS: 1-confirmed by other sources; 2-probably true; 3-possibly true; 4-doubtfully true; 5-improbable; and 6-truth cannot be judged. The scale 1 to 6 does not represent progressive degrees of accuracy. Recognition must be given to the rating represented by the numeric symbol. Although both letters and numerals are used to indicate the evaluation of an item of information, they are independent of each other

 c. Field Type: T = text; G = graphic.
 d. Field Y: World Geodetic System 1984 (WGS 84) is the standard coordinate reference system for geospatial information used by NATO Armed Forces when acting in land, sea and air operations. (STANAG 2211)
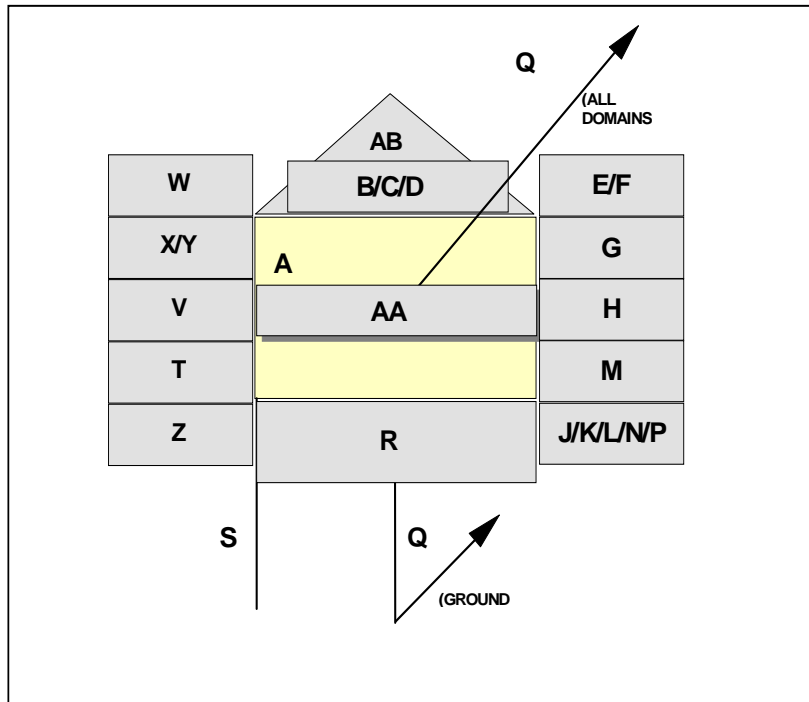
Figure 5. Field positions for units, installations, and equipment.
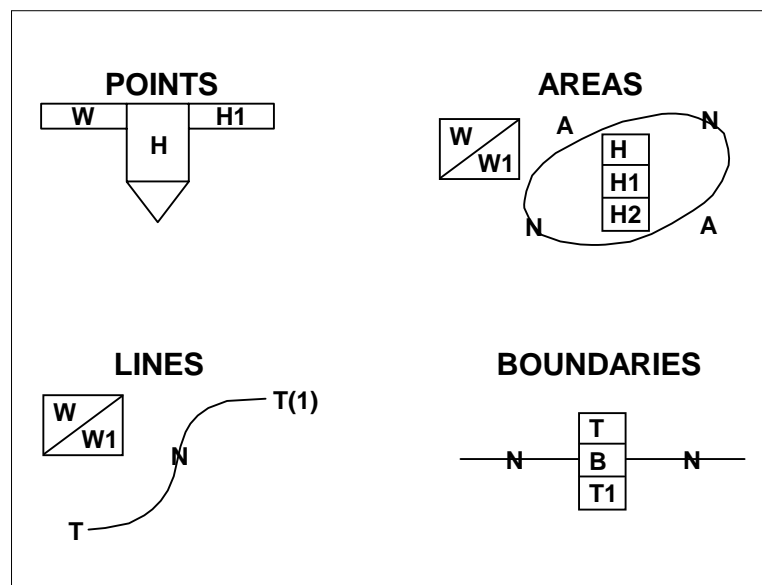
Figure 6. Placement of modifiers for points, areas, lines, and boundaries.
Note: For lines, Field T is the line designator (see Figure E-1) along with the designated line name if available.
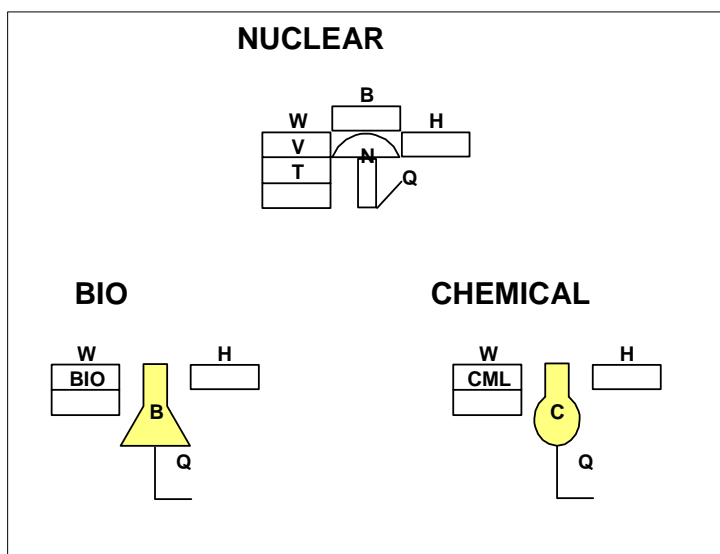
Figure 7. Placement of modifiers for CBRN events.

Note: (1) CBRN fields are defined in Table I.
               (2) See Figure D-1 for icon information.

               (3) See Table C-II for default colour presentation.
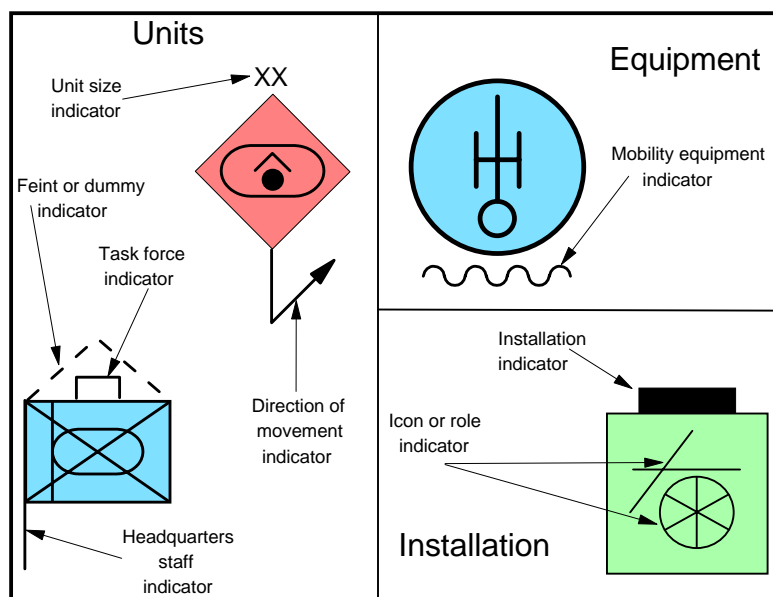
Figure 8. Symbol modifiers.

a. **Indicators.** Indicators can be used with both framed and unframed symbols and with tactical graphics. An example of each type of symbol modifier is given in Figure 8. Implementation guidance, where available, is provided in Annex C.

    (1) **Direction of movement.** The direction of movement indicator is an arrow or a line identifying the direction of movement or intended movement of an object. This indicator is identified as Field Q in Table I and positioned as shown in Figures 5, 7, and 8. For land symbols, the indicator is a bent arrow extending downward from the bottom centre of the frame or icon and pointing in the direction of movement (see Figures 5 and 8). For all other symbols, the indicator is an arrow extending from the centre of the frame or icon and pointing in the direction of movement (see Figure 5). For CBRN events, the indicator is one or two lines indicating the downwind direction (see Figure 7).

    (2) **Size/mobility.** The size indicator provides a graphic representation of size, as shown in Table II. It is identified as Field B in Table I and positioned as shown in Figures 5, 6, 7, and 8. Size indicators are also used in tactical graphics, as discussed in Annex E. Indicator codes for size are listed in Annex B. The mobility indicator indicates the means of mobility of an object, as shown in Figure 8, and is used for equipment only. This indicator identifies mobility other than that intrinsic to the equipment itself. For example, the symbol for a self-propelled howitzer moving by train would include a railway mobility indicator, while the symbol for a tank or other tracked vehicle would not contain any mobility indicator. The mobility indicator is identified in Field R of Table I and depicted as shown in Figures 5 and 8.

Table II. Size /mobility.

Indicator	Description
Ø	Team/Crew
•	Squad
••	Section
•••	Platoon
I	Company
I I	Battalion
I I I	Regiment/Group
X	Brigade
X X	Division
X X X	Corps
X X X X	Army
X X X X X	Army Group
X X X X X X	Region
⎍	Task Force
∧	Feint/Dummy

(3)   **Task force.** The task force indicator identifies units as a task force. It is represented by a bracket in Field B as shown in Figures 5 and 8. Task force codes are provided in Annex B.

(4)   **Location.** Objects shall be located in accordance with Paragraph 213.c. The location offset indicator is used when placing an object away from its actual location. This indicator is a line extending downward from the left side of a frame or icon, with the end point of the line indicating the location of the symbol. This indicator is identified as Field S in Table I and positioned as shown in Figures 5 and 8. Actual location (Field Y) is given in latitude and longitude.

(5)   **Feint/dummy.** The feint or dummy indicator identifies an offensive or defensive unit intended to draw the enemy's attention away from the area of the main attack. The indicator is depicted in Figure 8 and represented in Field AB.

(6)   **Headquarters staff.** The headquarters staff indicator identifies a unit as a headquarters. The indicator is a line extending downward from the left side of the frame. This indicator is identified as Field S in Table I and positioned as shown in Figures 5 and 8. The indicator may be extended in special circumstances to indicate a

new or newly named C2 headquarters. This special indicator is identified as Field AA and positioned as shown in Figure 9.
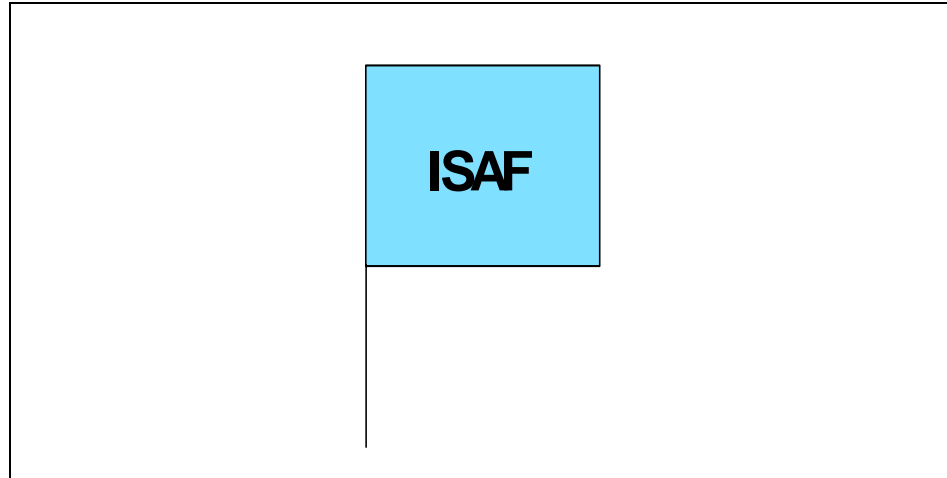
Figure 9. Special C2 headquarters symbol.

b.   **Text.** Table I defines the specific content of each text-based symbol modifier. Air/space and sea track numbers are included in Field T and positioned as shown in Figures 5 through 7. Staff comments and additional information are contained in Fields G and H, with the content of these fields being implementation-specific so long as the maximum number of characters in each field is not exceeded.

Display

0213. The following rules relate to the construction of operational symbology and apply to those display requirements necessary to achieve interoperability in joint service operations. Additional guidance concerning symbology implementation is provided in Annex C.

a.   **Symbol display options.**   C4I systems differ in their operational requirements concerning the amount of information about an operational object that needs to be displayed. As a result, this document standardizes those symbology elements required to achieve interoperability in information presentation, but allows flexibility in the symbol components and modifiers that are displayed to the user. Display options available range from complex (i.e., symbols include frame, fill, and icon) to primitive (i.e., symbols rendered as dots that denote the presence of an object at a specific location). Figure 10 provides examples of display options that can be used in colour and monochrome displays and can either be hand-drawn or computer-generated. Systems can select one or more display options for implementation based on operational requirements and display capabilities.

If multiple options are available, the user may be allowed to choose a single option for rendering all symbols or to select different options based on the affiliation or battle dimension of the object and the amount of information required. For example, the user may choose to display minimal information about friendly objects (displaying these symbols as dots) and maximal information about potential threats (displaying these symbols with frame, fill, and icon).

b.   **Arrangement of symbol modifiers.** When symbol modifiers are displayed, the symbol itself should be centred within Field A (see Figure 5), and the position of all modifiers should remain the same whether the symbol is framed or unframed. While the relative placement of the fields should be maintained, implementation and size constraints within a system may require fields to be offset or not displayed. Text modifiers placed to the left of the symbol should be right justified, and text placed to the right should be left justified. When multiple text modifiers are displayed in a single field (e.g., E/F or J/K/L/N/P), they shall be ordered as shown in Figure 5 and separated by a single space, and the spaces assigned to unused modifiers shall be collapsed to bring the text as close to the symbol as possible.   Text modifiers placed above the symbol should be bottom justified and centred. Text below a symbol should be top justified and centred.

c.   **Plotting.** The plotting of symbols shall be based on the object's geometric centre. It indicates the general vicinity of the centre of mass of an object. If a location offset indicator is displayed with a symbol, the base of the indicator shall indicate the object's location.   If a group of objects is displayed at one location, the group may be enclosed with a bracket and the location of that group identified with a location indicator. Other display options for reducing clutter when symbols overlap or are co-located are considered to be implementation-specific.   The positional accuracy of symbology plotting is also considered implementation-specific.

d.   **Symbol orientation.** The frame and icon in framed symbols shall be displayed in the orientation illustrated in Annex D. Equipment in the land battle dimension can be rotated to face the direction of movement only when the symbol is unframed.

Figure 10. <u>Example of display option hierarchy</u>.

Display Option Example	Attributes
	Frame: ON (black or white depending on background) Fill: ON (use default colour indicating affiliation) Icon: ON (black or white)
	Frame: ON (use default colour indicating affiliation) Fill: OFF Icon: ON (use default colour indicating affiliation)
	Frame: ON (black or white depending on background) Fill: OFF Icon: ON (black or white) Comments: Default option for monochrome implementation; replace black/white with the colours available in this implementation.
	Frame: OFF (none) Fill: OFF Icon: ON (use default colour indicating affiliation)
	Frame: ON (use default colour indicating affiliation) Fill: OFF Icon: OFF (none) Frame: ON (monochrome system) Fill: OFF Icon: OFF (none)
	Frame: OFF (none) Fill: ON (use default colour indicating affiliation) Icon: OFF (none)
	Frame: OFF (none) Fill: OFF (none) Icon: OFF (none) Comments: Use only to indicate location of symbol.

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ANNEX A - SYMBOL HIERARCHY

Scope

A0101. Annexes D, E, and F contain icon, tactical graphic, and weather sets generated to support joint symbology. These Annexes are graphic representations of the symbol hierarchy of those sets.

Symbol Hierarchy

A0102. **Joint symbology hierarchy.** The flowcharts representing the symbol hierarchy of those icon sets generated to support common operational symbology are broken down to best show individual sections of the hierarchy. Each track, space, air, ground, sea surface, sea subsurface, and special operations forces, is graphically represented to the lowest level.

Figure A-1. Warfighting symbols

ORIGINAL

SPACE TRACK

1.x.1

SATELLITE	CREWED SPACE VEHICLE	SPACE STATION
1.x.1.1	1.x.1.2	1.x.1.3

Figure A-2. Space Track

AIR TRACK

1.x.2

MILITARY

1.x.2.1

1.x.2.1.1
FIXED WING

1.x.2.1.2
ROTARY WING

1.x.2.1.3
LIGHTER THAN AIR

WEAPON

1.x.2.2

1.x.2.2.1
MISSILE IN FLIGHT

1.x.2.2.2
DECOY

CIVIL AIRCRAFT

1.x.2.3

1.x.2.3.1
FIXED WING

1.x.2.3.2
ROTARY WING

1.x.2.3.3
LIGHTER THAN AIR

Figure A-3. Air Track

MILITARY FIXED WING

1.x.2.1.1

BOMBER	TRAINER	VSTOL	CARGO AIRLIFT TRANSPORT	MEDEVAC	PATROL	COMMUNICATIONS (C 3 I)	AIRBORNE COMMAND POST (C2)	ANTI SUBMARINE WARFARE (ASW) CARRIER BASED
1.x.2.1.1.1	1.x.2.1.1.3	1.x.2.1.1.5	1.x.2.1.1.7	1.x.2.1.1.9	1.x.2.1.1.11	1.x.2.1.1.13	1.x.2.1.1.15	1.x.2.1.1.17

1.x.2.1.1.7.1 CARGO AIRLIFT (LIGHT)

1.x.2.1.1.7.2 CARGO AIRLIFT (MEDIUM)

1.x.2.1.1.7.3 CARGO AIRLIFT (HEAVY)

1.x.2.1.1.11.1 ANTISURFACE WARFARE(ASUW)

1.x.2.1.1.11.2 MINE COUNTER MEASURES

FIGHTER	ATTACK/ STRIKE	TANKER	ELECTRONIC COUNTERMEASURES (ECM/JAMMER)	RECONNAISSANCE	UTILITY	SEARCH + RESCUE (CSAR)	DRONE (RPV/UAV)	SPECIAL OPERATIONS FORCE (SOF)
1.x.2.1.1.2	1.x.2.1.1.4	1.x.2.1.1.6	1.x.2.1.1.8	1.x.2.1.1.10	1.x.2.1.1.12	1.x.2.1.1.14	1.x.2.1.1.16	1.x.2.1.1.18

1.x.2.1.1.2.1 INTERCEPTOR

1.x.2.1.1.10.1 AIRBORNE EARLY WARNING (AEW)

1.x.2.1.1.10.2 ELECTRONIC SURVEILLANCE MEASURES

1.x.2.1.1.10.3 PHOTOGRAPHIC

1.x.2.1.1.12.1 UTILITY (LIGHT)

1.x.2.1.1.12.2 UTILITY (MEDIUM)

1.x.2.1.1.12.3 UTILITY (HEAVY)

Figure A-4. Air Track (Military Fixed Wing)

Figure A-5. Air Track (Rotary Wing)

MISSILE IN FLIGHT

1.x.2.2.1

SURFACE/LAND LAUNCHED MISSILE	AIR LAUNCHED MISSILE	SUBSURFACE TO SURFACE MISSILE (S/SSM)	LAND ATTACK MISSILE

1.x.2.2.1.1

1.x.2.2.1.1.1
SURFACE TO
SURFACE
MISSILE (SSM)

1.x.2.2.1.1.2
SURFACE TO
AIR
MISSILE (SAM)

1.x.2.2.1.2

1.x.2.2.1.2.1
AIR TO
SURFACE
MISSILE (ASM)

1.x.2.2.1.2.2
AIR TO
AIR
MISSILE (AAM)

1.x.2.2.1.3

1.x.2.2.1.4

Figure A-6. Air Track (Missile in Flight)

ORIGINAL

Figure A-7. Ground Track

**AIR
DEFENCE**

1.x.3.1.1.1

SHORT RANGE	MISSILE	GUN UNIT	COMPOSITE	TARGETING UNIT	THEATRE MISSILE DEFENCE UNIT
1.x.3.1.1.1.1	1.x.3.1.1.1.2	1.x.3.1.1.1.3	1.x.3.1.1.1.4	1.x.3.1.1.1.5	1.x.3.1.1.1.6

1.x.3.1.1.1.1.1
MISSILE

1.x.3.1.1.1.1.2
GUN

LIGHT	MEDIUM	HEAVY	H/MAD
1.x.3.1.1.1.2.1	1.x.3.1.1.1.2.2	1.x.3.1.1.1.2.3	1.x.3.1.1.1.2.4

1.x.3.1.1.1.2.1.1
MOTORIZED

Figure A-8. Ground Track (Air Defence)

ARMOUR

1.x.3.1.1.2

TRACK	WHEELED
1.x.3.1.1.2.1	1.x.3.1.1.2.2

AIRBORNE	AMPHIBIOUS	LIGHT	MEDIUM	HEAVY	RECOVERY
1.x.3.1.1.2.1.1	1.x.3.1.1.2.1.2	1.x.3.1.1.2.1.3	1.x.3.1.1.2.1.4	1.x.3.1.1.2.1.5	1.x.3.1.1.2.1.6

1.x.3.1.1.2.1.2.1
AMPHIBIOUS
RECOVERY

AIR ASSAULT	AIRBORNE	AMPHIBIOUS	LIGHT	MEDIUM	HEAVY	RECOVERY
1.x.3.1.1.2.2.1	1.x.3.1.1.2.2.2	1.x.3.1.1.2.2.3	1.x.3.1.1.2.2.4	1.x.3.1.1.2..2.5	1.x.3.1.1.2.2.6	1.x.3.1.1.2.2.7

A -7

Figure A-9. Ground Track (Armour)

```
                        ┌─────────────────┐
                        │      ANTI       │
                        │     ARMOUR      │
                        └─────────────────┘
                              1.x.3.1.1.3
```

DISMOUNTED	LIGHT	AIRBORNE	AIR ASSAULT	MOUNTAIN	ARCTIC	ARMOURED	MOTORIZED
1.x.3.1.1.3.1	1.x.3.1.1.3.2	1.x.3.1.1.3.3	1.x.3.1.1.3.4	1.x.3.1.1.3.5	1.x.3.1.1.3.6	1.x.3.1.1.3.7	1.x.3.1.1.3.8

1.x.3.1.1.3.7.1
TRACKED

1.x.3.1.1.3.8.1
AIR ASSAULT

1.x.3.1.1.3.7.2
WHEELED

1.x.3.1.1.3.7.3
AIR ASSAULT

Figure A-10. Ground track (Anti-armour)

AVIATION

1.x.3.1.1.4

FIXED WING

ROTARY WING

PERSONNEL RECOVERY

COMPOSITE

V/STOL

UNMANNED AERIAL VEHICLE

1.x.3.1.1.4.1

1.x.3.1.1.4.2   1.x.3.1.1.4.3

1.x.3.1.1.4.4

1.x.3.1.1.4.5

1.x.3.1.1.4.6

1.x.3.1.1.4.1.1
⌐ UTILITY
1.x.3.1.1.4.1.2
⌐ ATTACK

1.x.3.1.1.4.1.3
⌐ RECON

1.x.3.1.1.4.6.1
⌐ FIXED WING
1.x.3.1.1.4.6.2
⌐ ROTARY WING

1.x.3.1.1.4.6.3
⌐ TACTICAL AIR CONTROL PARTY
1.x.3.1.1.4.6.4
⌐ TACTICAL AIR CONTROLLER

ATTACK

SCOUT

ANTI SUBMARINE WARFARE

UTILITY

C2

MEDEVAC

MINE COUNTER-MEASURE

1.x.3.1.1.4.2.1

1.x.3.1.1.4.2.2

1.x.3.1.1.4.2.3

1.x.3.1.1.4.2.4

1.x.3.1.1.4.2.5

1.x.3.1.1.4.2.6

1.x.3.1.1.4.2.7

1.x.3.1.1.4.2.4.1
⌐ LIGHT

1.x.3.1.1.4.2.4.2
⌐ MEDIUM

1.x.3.1.1.4.2.4.3
⌐ HEAVY

Figure A-11. Ground Track (Aviation)

ORIGINAL

FIXED WING

1.x.3.1.1.4.1

UTILITY

ATTACK

RECON

1.x.3.1.1.4.1.1

1.x.3.1.1.4.1.2

1.x.3.1.1.4.1.2.1
TACTICAL AIR CONTROL
PARTY (TACP)

1.x.3.1.1.4.1.2.2
FORWARD AIR
CONTROLLER (FAC)

1.x.3.1.1.4.1.3

Figure A-12. Ground Track (Fixed Wing)

INFANTRY

1.x.3.1.1.5

| LIGHT | MOTORIZED | MOUNTAIN | AIRBORNE | AIR ASSAULT | MECHANIZED | NAVAL | INFANTRY FIGHTING VEHICLE | ARCTIC |

1.x.3.1.1.5.1   1.x.3.1.1.5.2   1.x.3.1.1.5.3   1.x.3.1.1.5.4   1.x.3.1.1.5.5   1.x.3.1.1.5.6   1.x.3.1.1.5.7   1.x.3.1.1.5.8   1.x.3.1.1.5.9

Figure A-13. Ground Track (Infantry)

ENGINEER

1.x.3.1.1.6

COMBAT

CONSTRUCTION

1.x.3.1.1.6.1

1.x.3.1.1.6.1.1
AIR ASSAULT

1.x.3.1.1.6.1.2
AIRBORNE

1.x.3.1.1.6.1.3
ARCTIC

1.x.3.1.1.6.1.4
LIGHT

1.x.3.1.1.6.1.5
MEDIUM

1.x.3.1.1.6.1.6
HEAVY

1.x.3.1.1.6.1.7
MECHANIZED (TRACK)

1.x.3.1.1.6.1.8
MOTORIZED

1.x.3.1.1.6.1.9
MOUNTAIN

1.x.3.1.1.6.1.10
RECON

1.x.3.1.1.6.1.11
BRIDGING

1.x.3.1.1.6.1.12
MINE CLEARING

1.x.3.1.1.6.1.13
MINE LAYING

1.x.3.1.1.6.1.14
DIVING

1.x.3.1.1.6.2
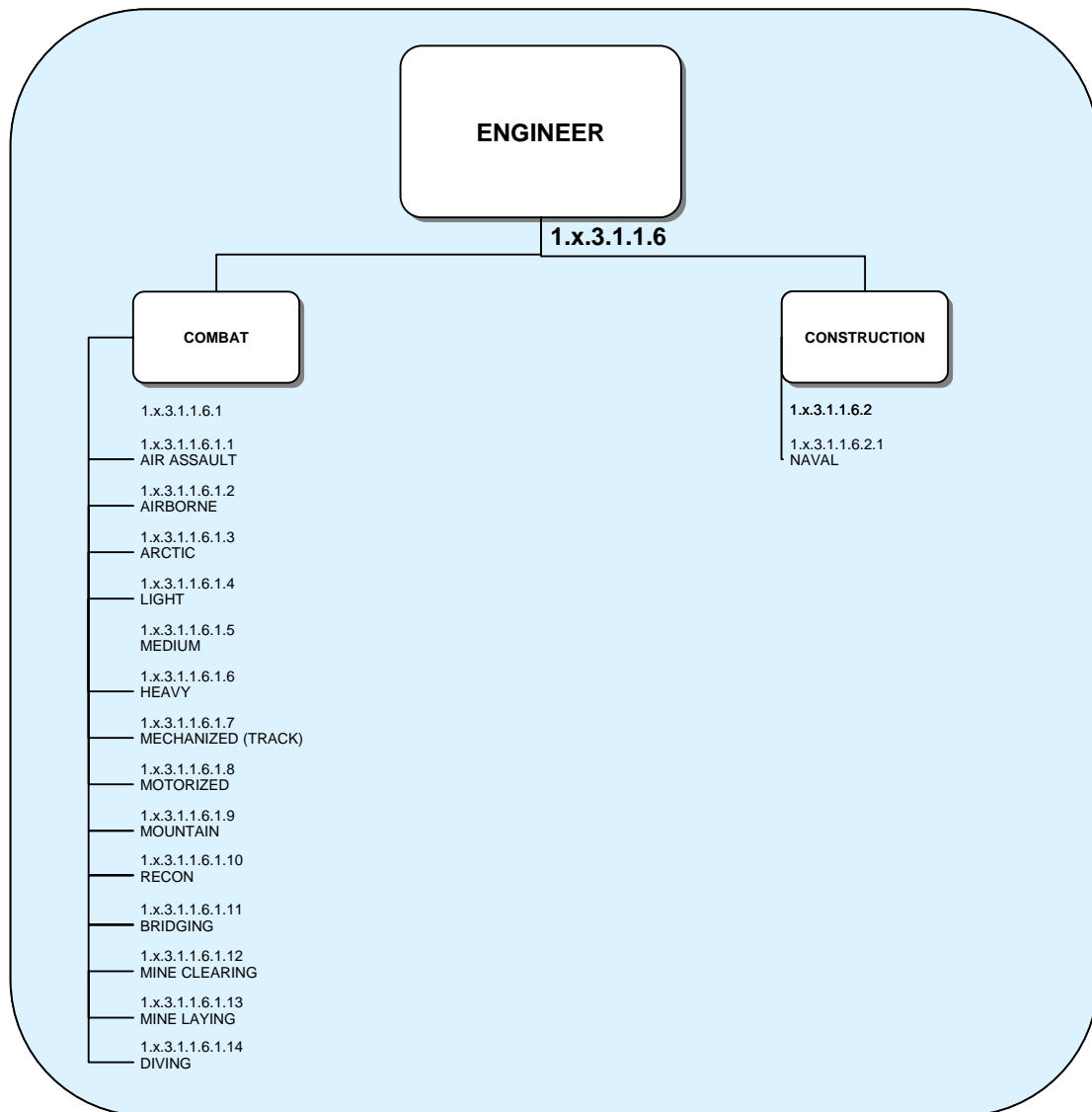
1.x.3.1.1.6.2.1
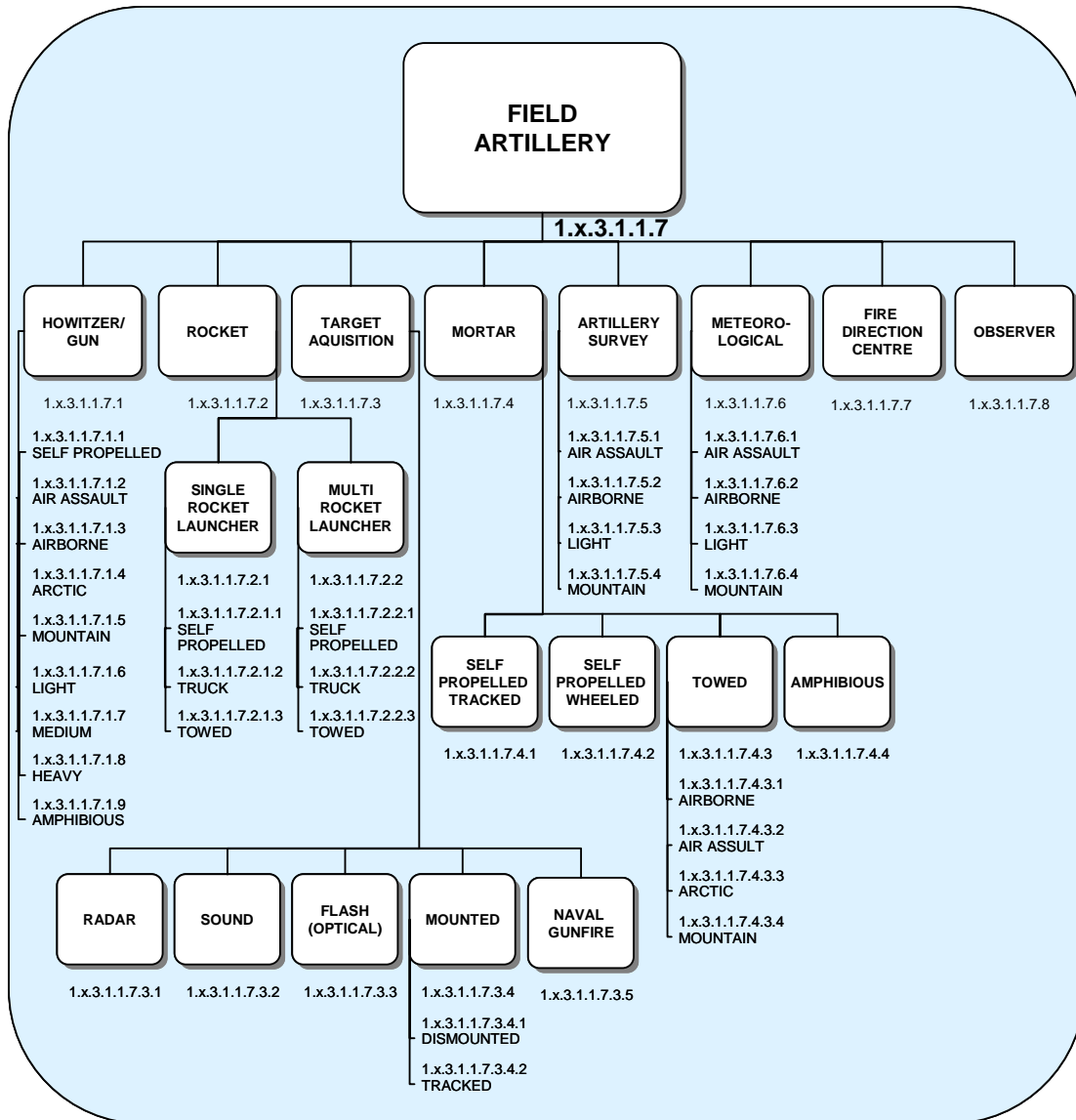NAVAL

Figure A-14. Ground Track (Engineer)

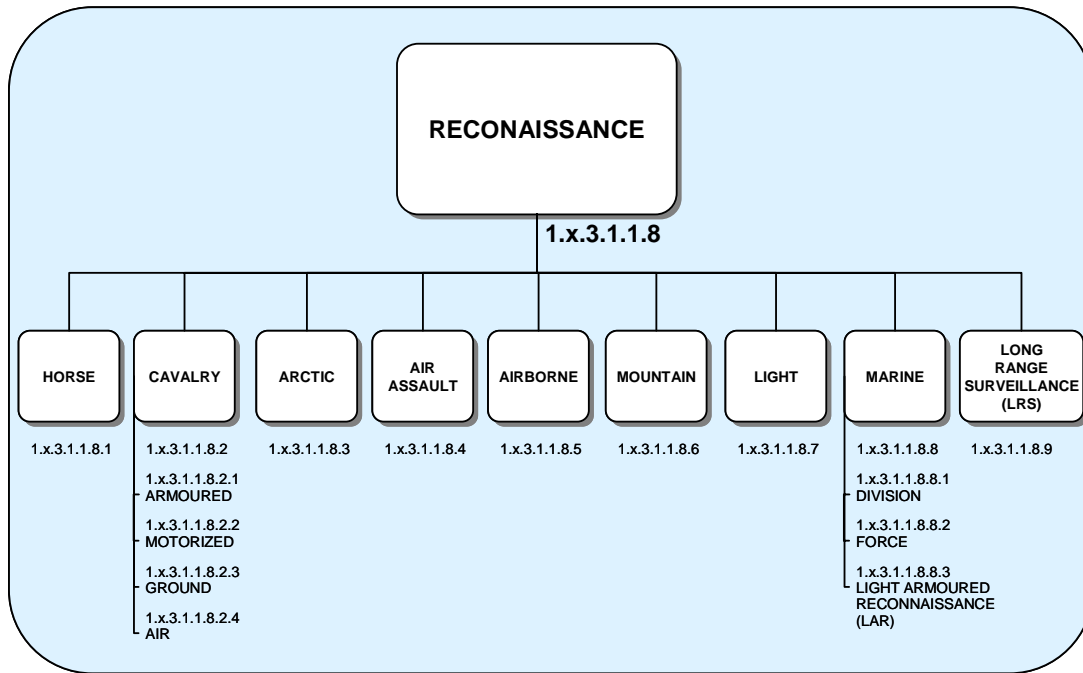**Figure A-15. Ground Track (Field Artillery)**

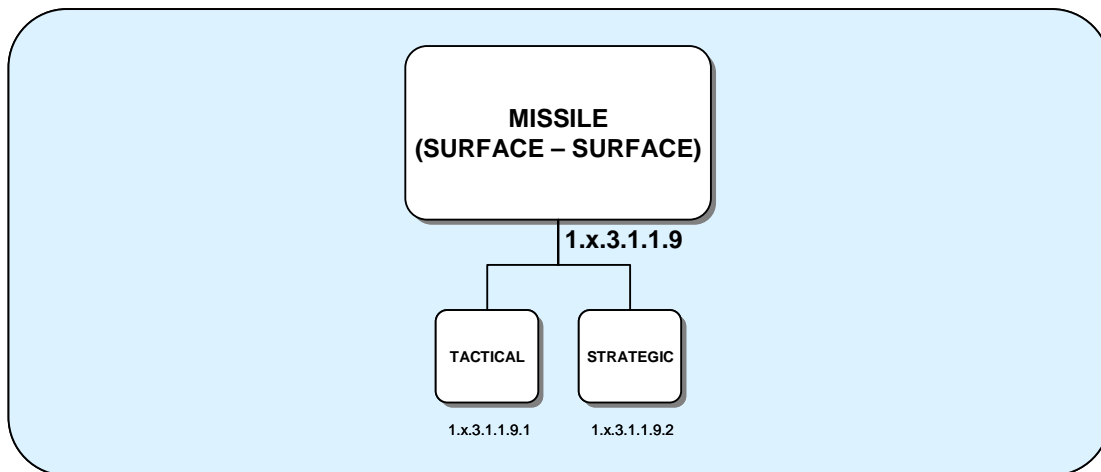**Figure A-16. Ground Track (Reconnaissance)**

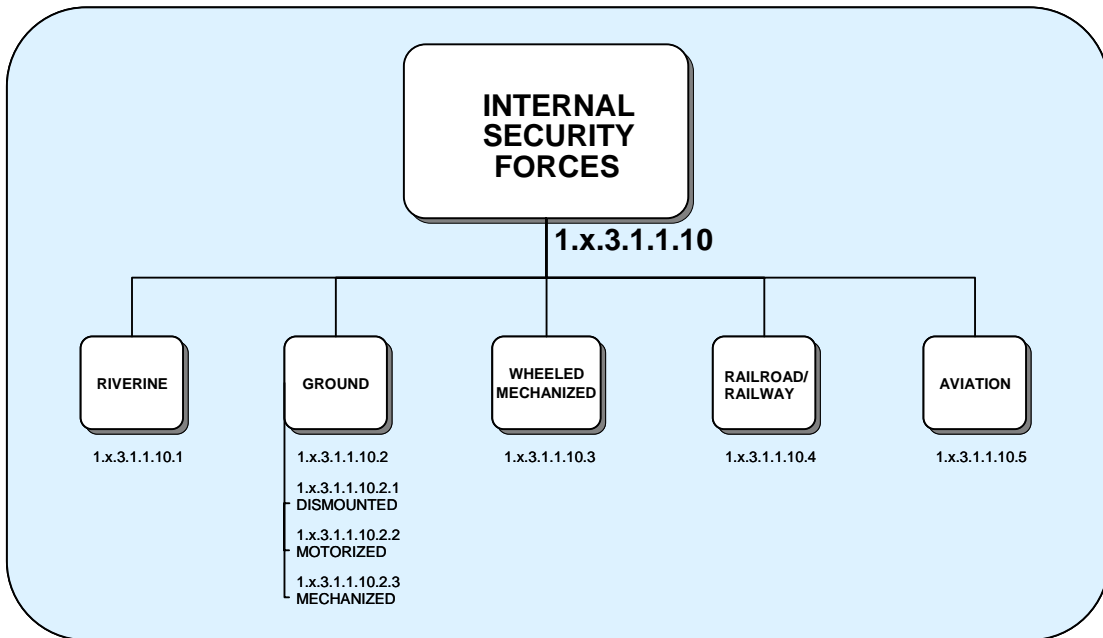

Figure A-17. Ground Track (Missile Surface to Surface)
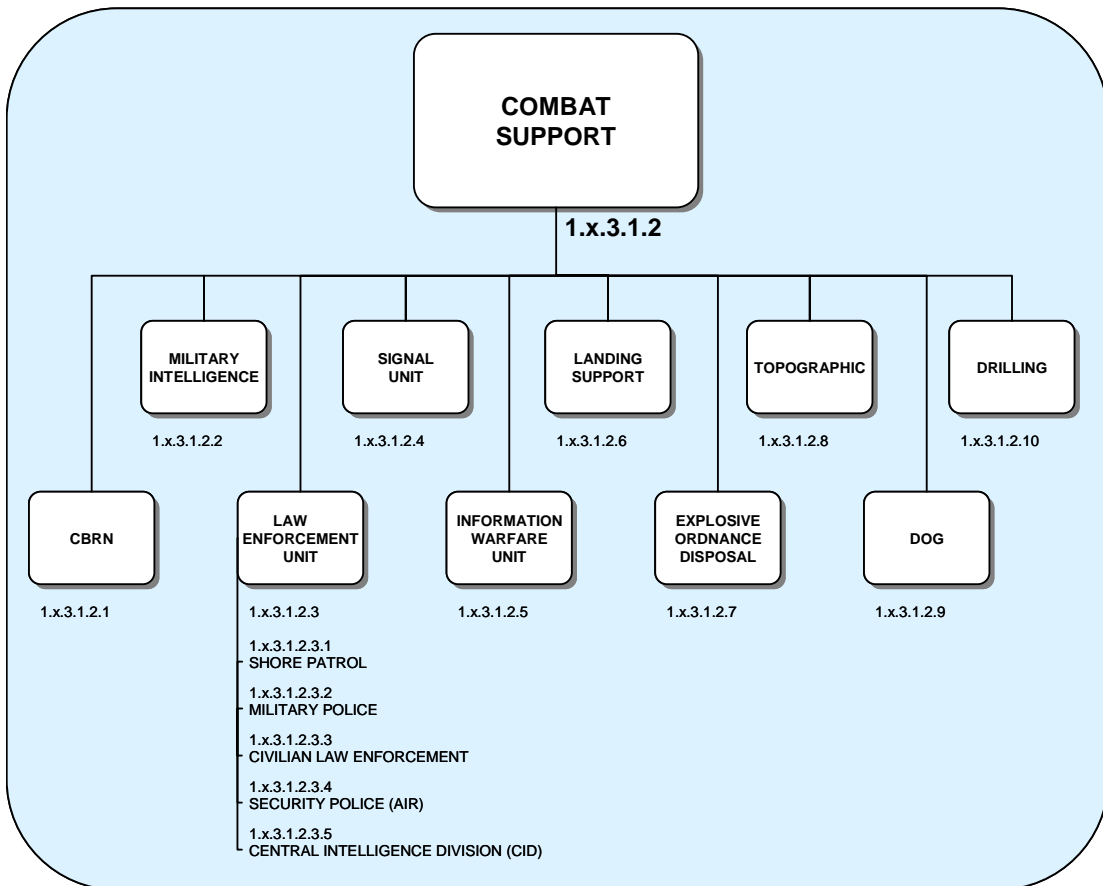
Figure A-18. Ground Track (Internal Security Forces)
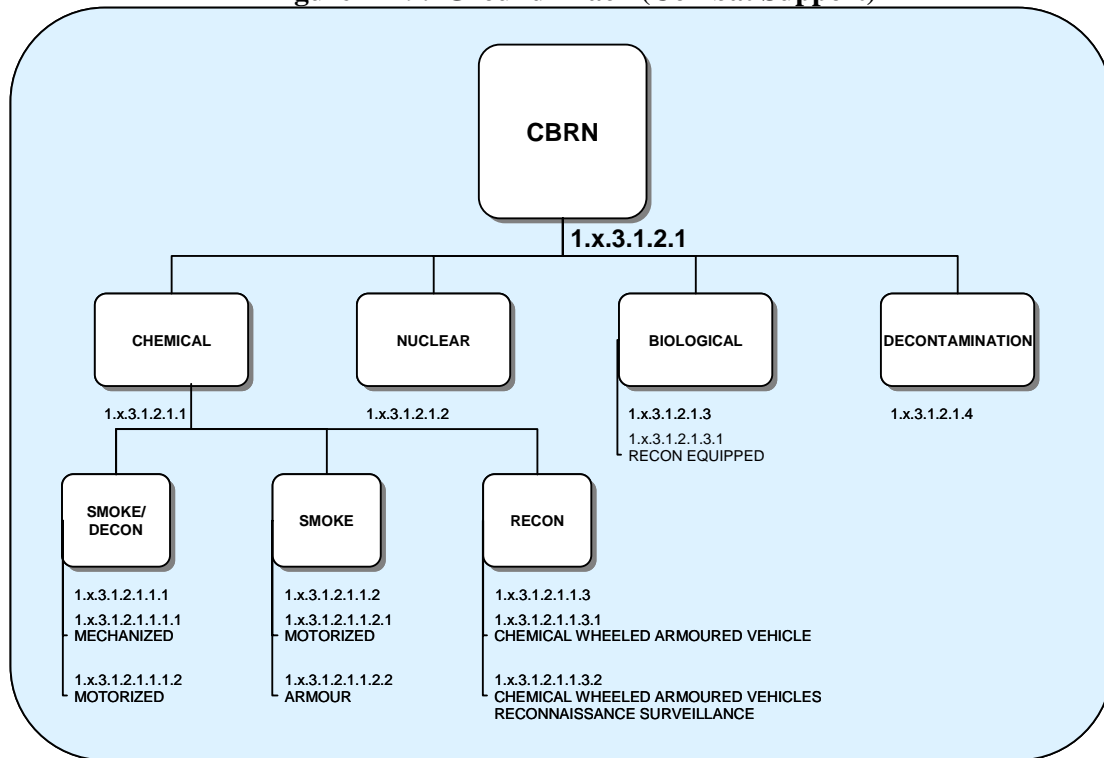
Figure A-19. Ground Track (Combat Support)

```
                              ┌──────────┐
                              │          │
                              │   CBRN   │
                              │          │
                              └────┬─────┘
                               1.x.3.1.2.1
        ┌──────────────┬────────────┼──────────────┬──────────────┐
   ┌─────────┐    ┌─────────┐   ┌──────────┐  ┌────────────────┐
   │ CHEMICAL │    │ NUCLEAR  │   │ BIOLOGICAL │  │ DECONTAMINATION │
   └────┬─────┘    └──────────┘   └──────────┘  └────────────────┘
1.x.3.1.2.1.1     1.x.3.1.2.1.2   1.x.3.1.2.1.3    1.x.3.1.2.1.4
                                  1.x.3.1.2.1.3.1
                                  RECON EQUIPPED
  ┌──────────┬──────────────┐
┌────────┐ ┌────────┐ ┌────────┐
│ SMOKE/ │ │ SMOKE  │ │ RECON  │
│ DECON  │ │        │ │        │
└────────┘ └────────┘ └────────┘
```

1.x.3.1.2.1.1.1   1.x.3.1.2.1.1.2   1.x.3.1.2.1.1.3
1.x.3.1.2.1.1.1.1   1.x.3.1.2.1.1.2.1   1.x.3.1.2.1.1.3.1
MECHANIZED   MOTORIZED   CHEMICAL WHEELED ARMOURED VEHICLE

1.x.3.1.2.1.1.1.2   1.x.3.1.2.1.1.2.2   1.x.3.1.2.1.1.3.2
MOTORIZED   ARMOUR   CHEMICAL WHEELED ARMOURED VEHICLES
                                                RECONNAISSANCE SURVEILLANCE

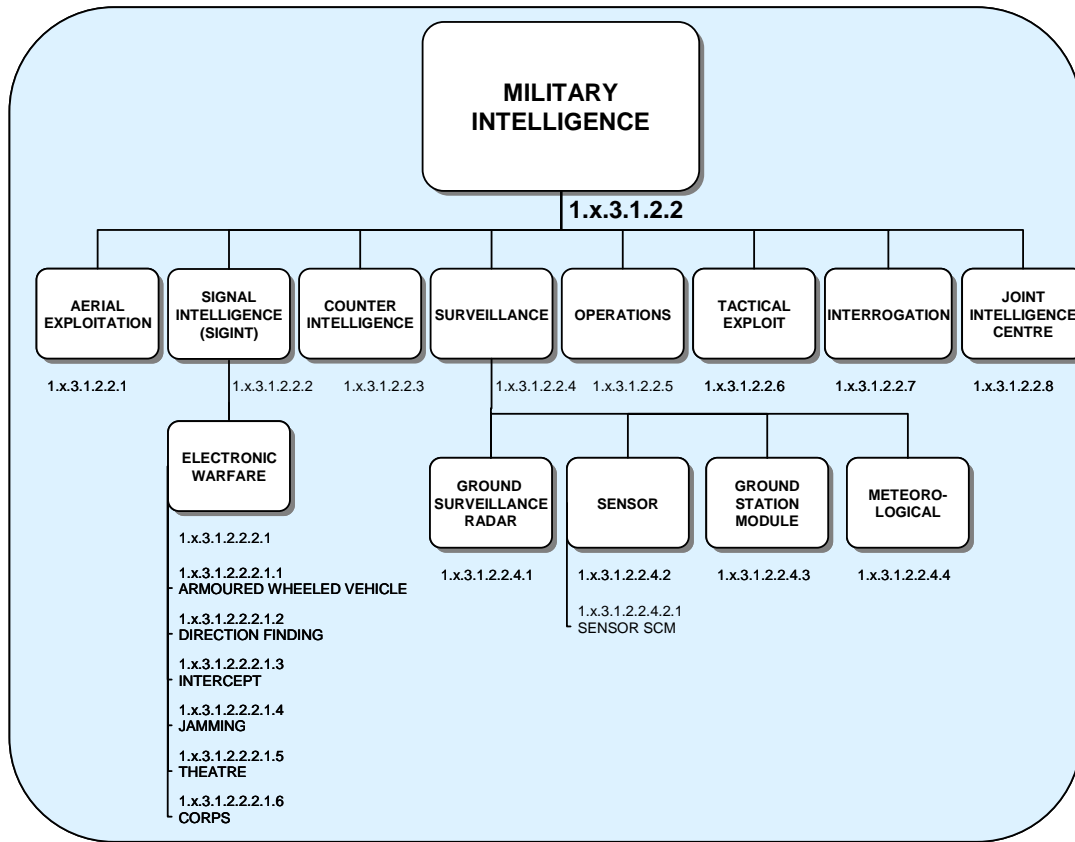**Figure A-20. Ground Track (CBRN)**

Figure A-21. Ground Track (Military Intelligence)
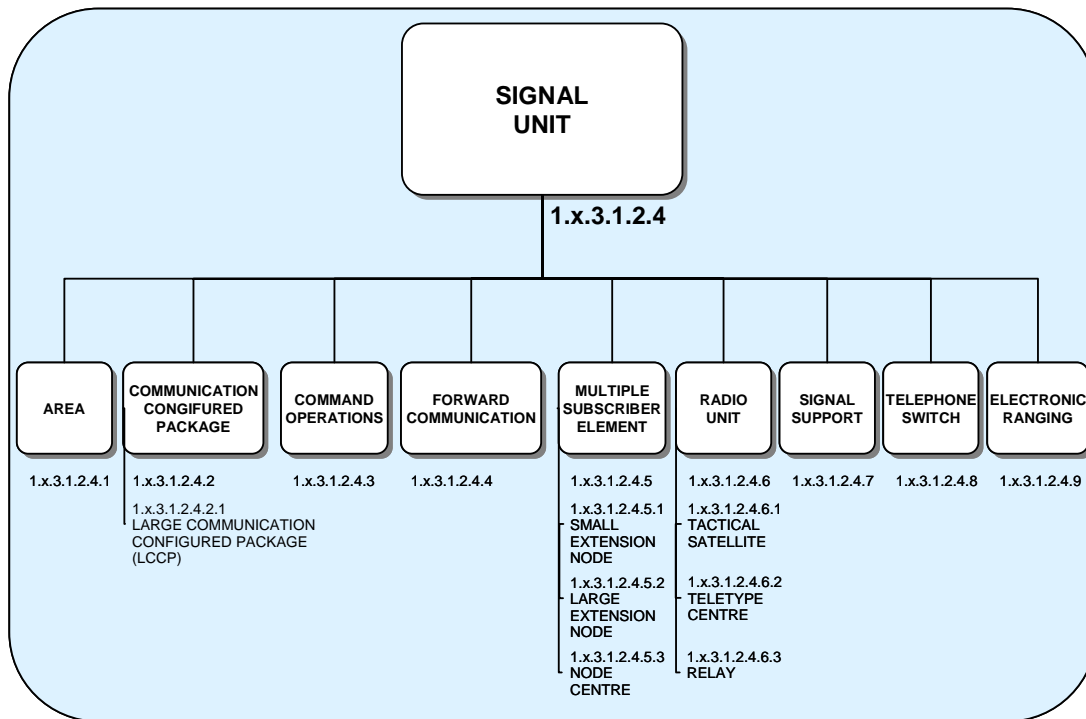

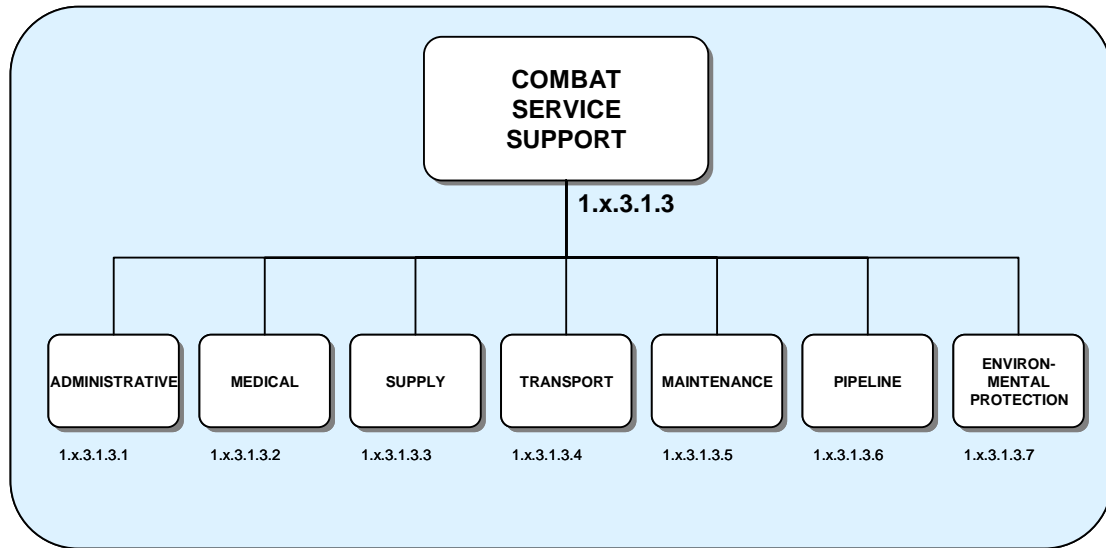**Figure A-22. Ground Track (Signal Unit)**

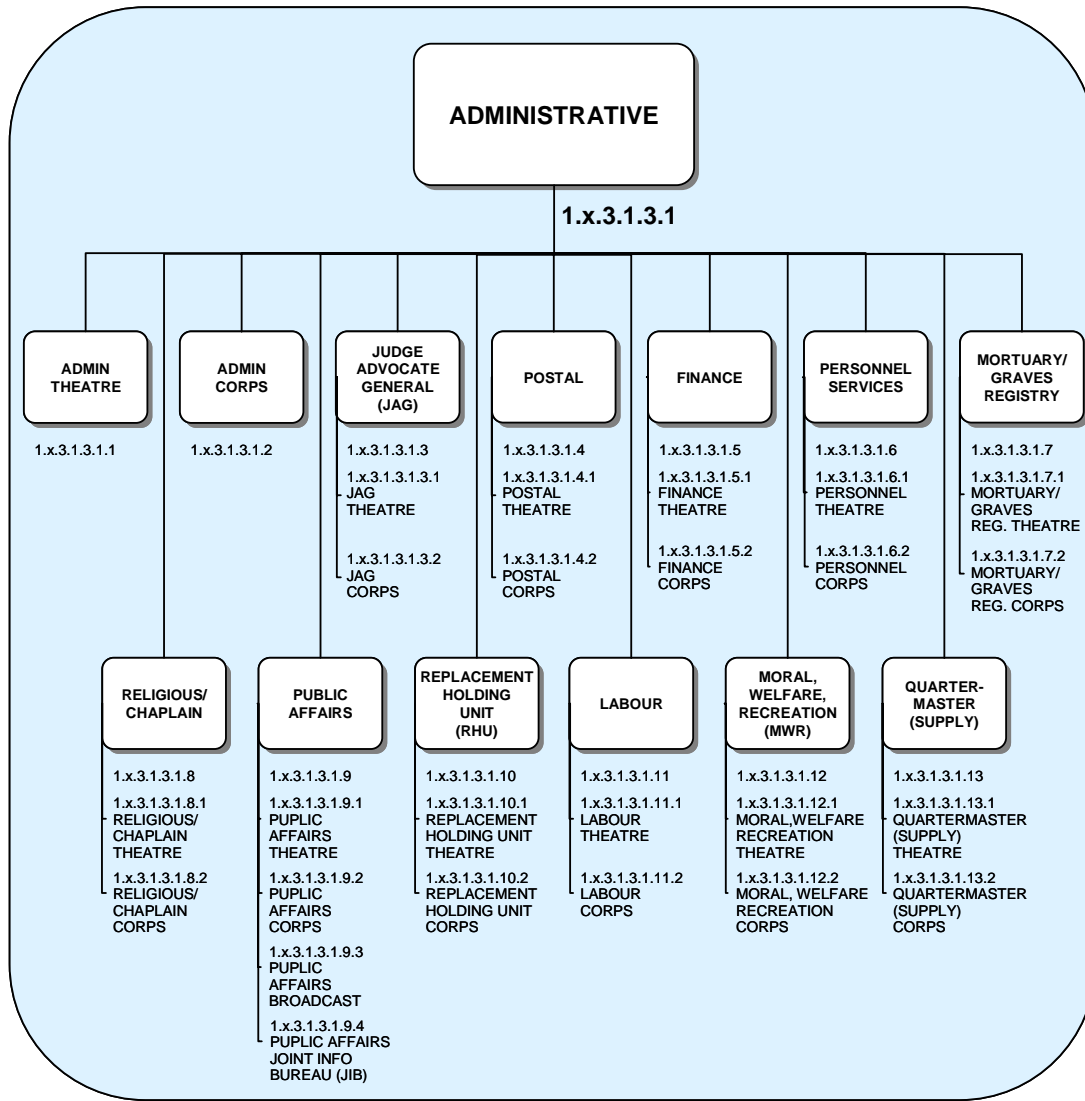**Figure A-23. Ground Track (Combat Service Support)**

Figure A-24. Ground Track (Administrative)

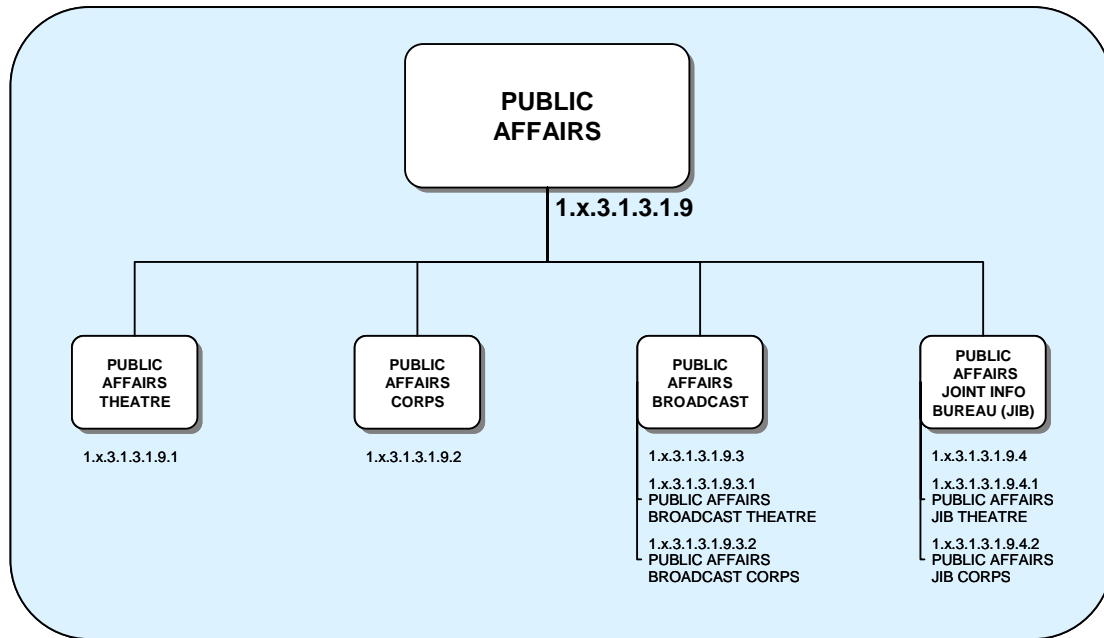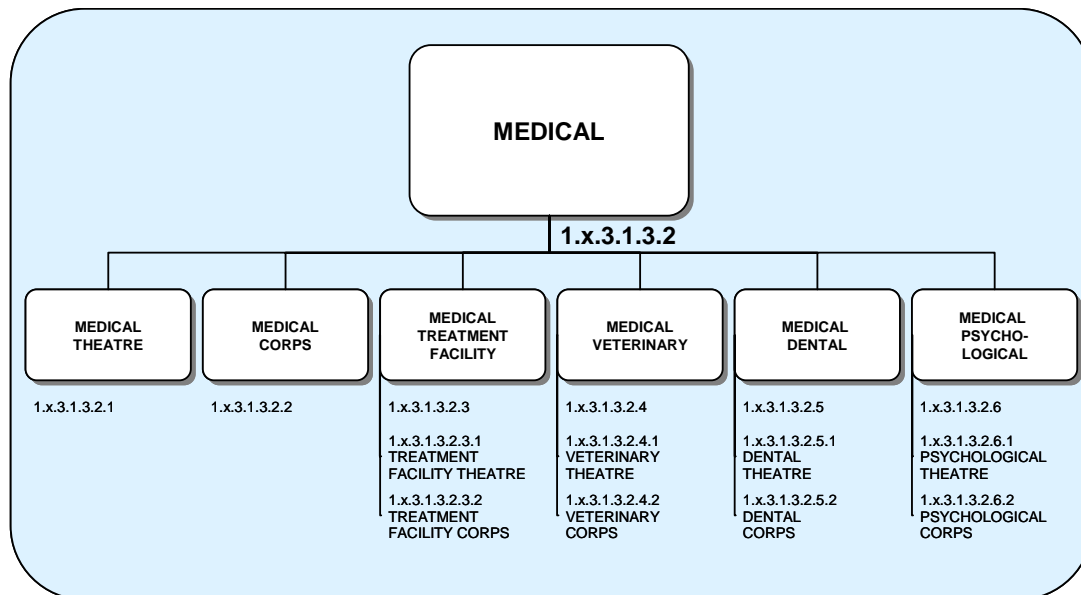**PUBLIC AFFAIRS**

1.x.3.1.3.1.9

| PUBLIC AFFAIRS THEATRE | PUBLIC AFFAIRS CORPS | PUBLIC AFFAIRS BROADCAST | PUBLIC AFFAIRS JOINT INFO BUREAU (JIB) |

1.x.3.1.3.1.9.1

1.x.3.1.3.1.9.2

1.x.3.1.3.1.9.3

1.x.3.1.3.1.9.3.1
PUBLIC AFFAIRS
BROADCAST THEATRE

1.x.3.1.3.1.9.3.2
PUBLIC AFFAIRS
BROADCAST CORPS

1.x.3.1.3.1.9.4

1.x.3.1.3.1.9.4.1
PUBLIC AFFAIRS
JIB THEATRE

1.x.3.1.3.1.9.4.2
PUBLIC AFFAIRS
JIB CORPS

Figure A-25. Ground Track (Public Affairs)

MEDICAL

1.x.3.1.3.2

| MEDICAL THEATRE | MEDICAL CORPS | MEDICAL TREATMENT FACILITY | MEDICAL VETERINARY | MEDICAL DENTAL | MEDICAL PSYCHO-LOGICAL |

1.x.3.1.3.2.1

1.x.3.1.3.2.2

1.x.3.1.3.2.3

1.x.3.1.3.2.3.1
TREATMENT
FACILITY THEATRE

1.x.3.1.3.2.3.2
TREATMENT
FACILITY CORPS

1.x.3.1.3.2.4

1.x.3.1.3.2.4.1
VETERINARY
THEATRE

1.x.3.1.3.2.4.2
VETERINARY
CORPS

1.x.3.1.3.2.5

1.x.3.1.3.2.5.1
DENTAL
THEATRE

1.x.3.1.3.2.5.2
DENTAL
CORPS

1.x.3.1.3.2.6

1.x.3.1.3.2.6.1
PSYCHOLOGICAL
THEATRE

1.x.3.1.3.2.6.2
PSYCHOLOGICAL
CORPS

Figure A-26. Ground Track (Medical Treatment Facility)

SUPPLY

1.x.3.1.3.3

SUPPLY THEATRE	SUPPLY CORPS	CLASS I	CLASS II	CLASS III	CLASS IV	CLASS V
1.x.3.1.3.3.1	1.x.3.1.3.3.2	1.x.3.1.3.3.3	1.x.3.1.3.3.4	1.x.3.1.3.3.5	1.x.3.1.3.3.6	1.x.3.1.3.3.7
		1.x.3.1.3.3.3.1 CLASS I THEATRE	1.x.3.1.3.3.4.1 CLASS II THEATRE	1.x.3.1.3.3.5.1 CLASS III THEATRE	1.x.3.1.3.3.6.1 CLASS IV THEATRE	1.x.3.1.3.3.7.1 CLASS V THEATRE
		1.x.3.1.3.3.3.2 CLASS I CORPS	1.x.3.1.3.3.4.2 CLASS II CORPS	1.x.3.1.3.3.5.2 CLASS III CORPS	1.x.3.1.3.3.6.2 CLASS IV CORPS	1.x.3.1.3.3.7.2 CLASS V CORPS
				1.x.3.1.3.3.5.3 CLASS III AVIATION		

CLASS VI	CLASS VII	CLASS VIII	CLASS IX	CLASS X	LAUNDRY/ BATH	WATER
1.x.3.1.3.3.8	1.x.3.1.3.3.9	1.x.3.1.3.3.10	1.x.3.1.3.3.11	1.x.3.1.3.3.12	1.x.3.1.3.3.13	1.x.3.1.3.3.14
1.x.3.1.3.3.8.1 CLASS VI THEATRE	1.x.3.1.3.3.9.1 CLASS VII THEATRE	1.x.3.1.3.3.10.1 CLASS VIII THEATRE	1.x.3.1.3.3.11.1 CLASS IX THEATRE	1.x.3.1.3.3.12.1 CLASS X THEATRE	1.x.3.1.3.3.13.1 LAUNDRY/BATH THEATRE	1.x.3.1.3.3.14.1 WATER THEATRE
1.x.3.1.3.3.8.2 CLASS VI CORPS	1.x.3.1.3.3.9.2 CLASS VII CORPS	1.x.3.1.3.3.10.2 CLASS VIII CORPS	1.x.3.1.3.3.11.2 CLASS IX CORPS	1.x.3.1.3.3.12.2 CLASS X CORPS	1.x.3.1.3.3.13.2 LAUNDRY/BATH CORPS	1.x.3.1.3.3.14.2 WATER CORPS
						1.x.3.1.3.3.14.3 WATER PURIFICATION

Figure A-27. Ground Track (Supply)

CLASS III

1.x.3.1.3.3.5

CLASS III THEATRE

1.x.3.1.3.3.5.1

CLASS III CORPS

1.x.3.1.3.3.5.2

CLASS III AVIATION

1.x.3.1.3.3.5.3

1.x.3.1.3.3.5.3.1
CLASS III AVIATION
THEATRE

1.x.3.1.3.3.5.3.2
CLASS III AVIATION
CORPS

Figure A-28. Ground Track (Class III)

WATER

1.x.3.1.3.3.14

WATER THEATRE

1.x.3.1.3.3.14.1

WATER CORPS

1.x.3.1.3.3.14.2

WATER PURIFICATION

1.x.3.1.3.3.14.3

1.x.3.1.3.3.14.3.1
WATER PURIFICATION
THEATRE

1.x.3.1.3.3.14.3.2
WATER PURIFICATION
CORPS

Figure A-29. Ground Track (Water)

Figure A-30. Ground Track (Transportation)

Figure A-31. Ground Track (Maintenance)

Figure A-32. Ground Track (Ordinance)

Figure A-33. Ground Track (Equipment)

WEAPONS

1.x.3.2.1

MISSILE LAUNCHERS (ML)	**SINGLE ROCKET LAUNCHER**	**MULTIPLE ROCKET LAUNCHER**	**ANTITANK ROCKET LAUNCHER**	**RIFLE/ AUTOMATIC WEAPON**	**GRENADE LAUNCHER**

1.x.3.2.1.1

1.x.3.2.1.1.1
AIR DEFENSE
ML

1.x.3.2.1.1.2
SURF-SURF
ML

1.x.3.2.1.1.3
ANTI-TANK
ML

1.x.3.2.1.2

1.x.3.2.1.2.1
LIGHT

1.x.3.2.1.2.2
MEDIUM

1.x.3.2.1.2.3
HEAVY

1.x.3.2.1.3

1.x.3.2.1.3.1
LIGHT

1.x.3.2.1.3.2
MEDIUM

1.x.3.2.1.3.3
HEAVY

1.x.3.2.1.4

1.x.3.2.1.4.1
LIGHT

1.x.3.2.1.4.2
MEDIUM

1.x.3.2.1.4.3
HEAVY

1.x.3.2.1.5

1.x.3.2.1.5.1
RIFLE

1.x.3.2.1.5.2
LIGHT
MACHINE GUN

1.x.3.2.1.5.3
HEAVY
MACHINE GUN

1.x.3.2.1.6

1.x.3.2.1.6.1
LIGHT

1.x.3.2.1.6.2
MEDIUM

1.x.3.2.1.6.3
HEAVY

MORTAR	**HOWITZER**	**ANTITANK GUN**	**DIRECT FIRE GUN**	**AIR DEFENSE GUN**

1.x.3.2.1.7

1.x.3.2.1.7.1
LIGHT

1.x.3.2.1.7.2
MEDIUM

1.x.3.2.1.7.3
HEAVY

1.x.3.2.1.8

1.x.3.2.1.8.1
LIGHT

1.x.3.2.1.8.2
MEDIUM

1.x.3.2.1.8.3
HEAVY

1.x.3.2.1.9

1.x.3.2.1.9.1
RECOILLESS

1.x.3.2.1.9.2
LIGHT

1.x.3.2.1.9.3
MEDIUM

1.x.3.2.1.9.4
HEAVY

1.x.3.2.1.10

1.x.3.2.1.10.11
LIGHT

1.x.3.2.1.10.2
MEDIUM

1.x.3.2.1.10.3
HEAVY

1.x.3.2.1.11

1.x.3.2.1.11.1
LIGHT

1.x.3.2.1.11.2
MEDIUM

1.x.3.2.1.11.3
HEAVY

Figure A-34. Ground Track (Weapons)

**MISSILE
LAUNCHERS
(ML)**

1.x.3.2.1.1

**AIR DEFENCE
ML**

**SURF-SURF
ML**

**ANTI-TANK
ML**

1.x.3.2.1.1.1

1.x.3.2.1.1.1.1
SHORT RANGE
AIR DEFENCE

1.x.3.2.1.1.1.2
INTERMEDIATE RANGE
AIR DEFENCE

1.x.3.2.1.1.1.3
LONG RANGE
AIR DEFENCE

1.x.3.2.1.1.1.4
THEATRE

1.x.3.2.1.1.2

1.x.3.2.1.1.2.1
SHORT RANGE
SURF-SURF

1.x.3.2.1.1.2.2
INTERMEDIATE RANGE
SURF-SURF

1.x.3.2.1.1.2.3
LONG RANGE
SURF-SURF

1.x.3.2.1.1.3

1.x.3.2.1.1.3.1
LIGHT

1.x.3.2.1.1.3.2
MEDIUM

1.x.3.2.1.1.3.3
HEAVY

Figure A-35. Ground Track (Missile Launchers)

HOWITZER

1.x.3.2.1.8

LIGHT

MEDIUM

HEAVY

1.x.3.2.1.8.1

1.x.3.2.1.8.1.1
SELF
PROPELLED

1.x.3.2.1.8.2

1.x.3.2.1.8.2.1
SELF
PROPELLED

1.x.3.2.1.8.3

1.x.3.2.1.8.3.1
SELF
PROPELLED
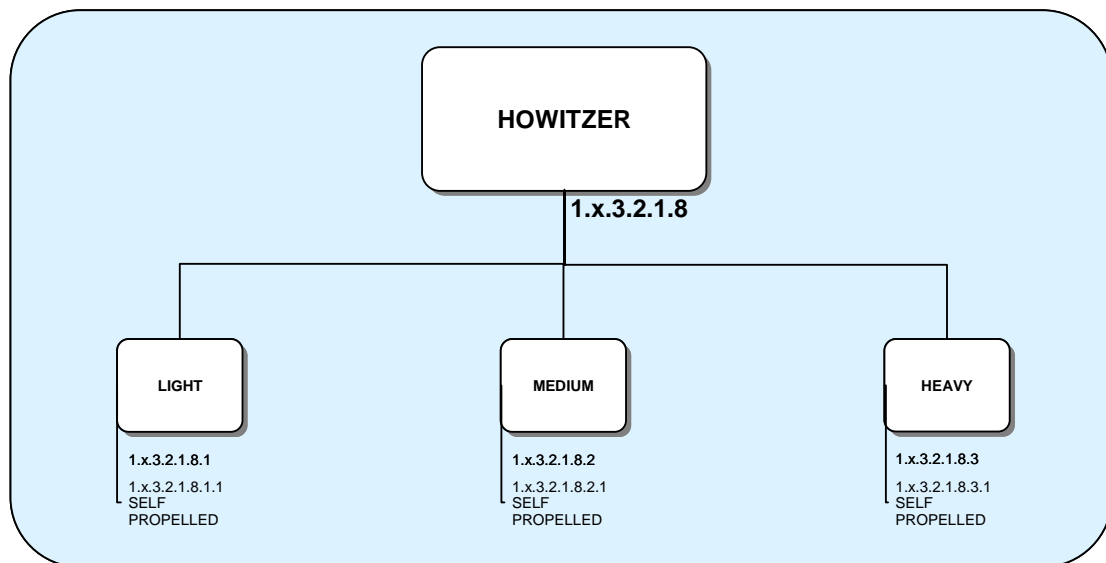
Figure A-36. Ground Track (Howitzer)

DIRECT FIRE GUN

1.x.3.2.1.10

LIGHT

1.x.3.2.1.10.1

1.x.3.2.1.10.1.1
SELF
PROPELLED

MEDIUM

1.x.3.2.1.10.2

1.x.3.2.1.10.2.1
SELF
PROPELLED

HEAVY

1.x.3.2.1.10.3

1.x.3.2.1.10.3.1
SELF
PROPELLED
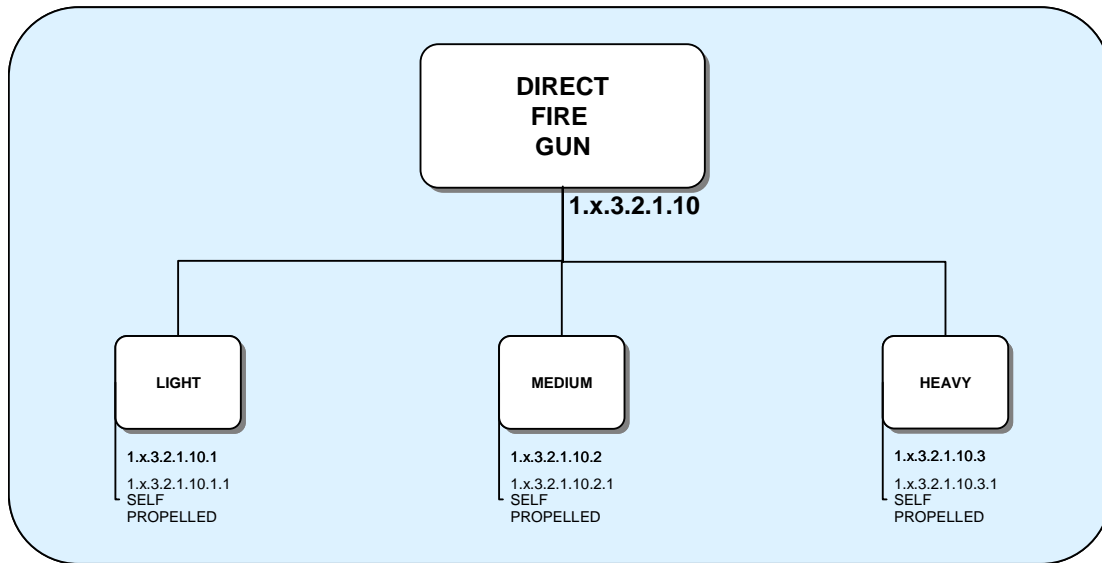
Figure A-37. Ground Track (Direct Fire Gun)

GROUND VEHICLE

1.x.3.2.2

ARMOURED

1.x.3.2.2.1

1.x.3.2.2.1.1
TANK

1.x.3.2.2.1.2
ARMOURED
PERSONNEL CARRIER

1.x.3.2.2.1.3
ARMOURED
INFANTRY

1.x.3.2.2.1.4
C2V/ACV

1.x.3.2.2.1.5
COMBAT SERVICE
SUPPORT VEHICLE

1.x.3.2.2.1.6
LIGHT ARMOURED
VEHICLE

UTILITY VEHICLE

1.x.3.2.2.2

1.x.3.2.2.2.1
BUS

1.x.3.2.2.2.2
SEMI

1.x.3.2.2.2.3
LIMITED CROSS
COUNTRY TRACK

1.x.3.2.2.2.4
CROSS COUNTRY
TRUCK

1.x.3.2.2.2.5
WATER CRAFT

ENGINEER VEHICLE

1.x.3.2.2.3

TRAIN LOCOMOTIVE

1.x.3.2.2.4

CIVILIAN VEHICLE

1.x.3.2.2.5

BRIDGE

1.x.3.2.2.3.1

EARTHMOVER

1.x.3.2.2.3.2

1.x.3.2.2.3.2.1
MULTIFUNCTIONAL
EARTHMOVER/
DIGGER

CON-STRUCTION VEHICLE

1.x.3.2.2.3.3

MINE LAYING VEHICLE

1.x.3.2.2.3.4

1.x.3.2.2.3.4.1
ARMOURED VEHICLE
MOUNTED

1.x.3.2.2.3.4.2
TRAILER
MOUNTED

1.x.3.2.2.3.4.3
ARMOURED CARRIER
WITH AIR DEFENCE

1.x.3.2.2.3.4.4
TRUCK MOUNTED
AIR DEFENCE

1.x.3.2.2.3.4.5
ARMOURED CARRIER
WITH SCATTERABLE MINES

DOZER

1.x.3.2.2.3.5

DRILLING VEHICLE

1.x.3.2.2.3.6

Figure A-38. Ground Track (Ground Vehicle)

A -26

ORIGINAL

TANK

1.x.3.2.2.1.1

LIGHT

1.x.3.2.2.1.1.1
1.x.3.2.2.1.1.1.1
RECOVERY

MEDIUM

1.x.3.2.2.1.1.2
1.x.3.2.2.1.1.2.1
RECOVERY

HEAVY

1.x.3.2.2.1.1.3
1.x.3.2.2.1.1.3.1
RECOVERY

Figure A-39. Ground Track (Tank)

ARMOURED
PERSONNNEL
CARRIER

1.x.3.2.2.1.2

RECOVERY

1.x.3.2.2.1.2.1

Figure A-40. Ground Track (Armoured Personnel Carrier)

Figure A-41. Ground Track (Special Equipment)

Figure A-42. Ground Track (Installation)

Figure A-43. Ground Track (Raw Material Production/Storage)

Figure A-44. Sea Surface Track

ORIGINAL

COMBATANT

1.x.4.1

LINE	AMPHIBIOUS WARFARE SHIP	MINE WARFARE VESSEL	PATROL	HOVERCRAFT	NAVY GROUP

1.x.4.1.1

1.x.4.1.1.1
CARRIER

1.x.4.1.1.2
BATTLESHIP

1.x.4.1.1.3
CRUISER

1.x.4.1.1.4
DESTROYER

1.x.4.1.1.5
FRIGATE/
CORVETTE

1.x.4.1.2

1.x.4.1.2.1
ASSAULT
VESSEL

1.x.4.1.2.2
LANDING SHIP

1.x.4.1.2.3
LANDING CRAFT

1.x.4.1.3

1.x.4.1.3.1
MINELAYER

1.x.4.1.3.2
MINESWEEPER

1.x.4.1.3.3
MINEHUNTER

1.x.4.1.3.4
MCM
SUPPORT

1.x.4.1.3.5
MCM
DRONE

1.x.4.1.4

1.x.4.1.4.1
ANTISUBMARINE
WARFARE

1.x.4.1.4.2
ANTISURFACE
WARFARE

1.x.4.1.5

1.x.4.1.6

1.x.4.1.6.1
NAVY TASK
FORCE

1.x.4.1.6.2
NAVY TASK
GROUP

1.x.4.1.6.3
NAVY TASK
UNIT

1.x.4.1.6.4
NAVY TASK
ELEMENT

1.x.4.1.6.5
CONVOY

Figure A-45. Sea Surface Track (Combatant)

NON
COMBATANT

1.x.4.2

UNDERWAY REPLENISH-MENT	FLEET SUPPORT TUG	INTELLIGENCE	HOSPITAL SHIP	REPAIR SHIP	SUBMARINE TENDER	HOVERCRAFT	SERVICE & SUPPORT HARBOUR

1.x.4.2.1

1.x.4.2.1.1
AMMUNITION

1.x.4.2.1.2
OILER

1.x.4.2.2

1.x.4.2.3

1.x.4.2.4

1.x.4.2.5

1.x.4.2.6

1.x.4.2.7

1.x.4.2.8
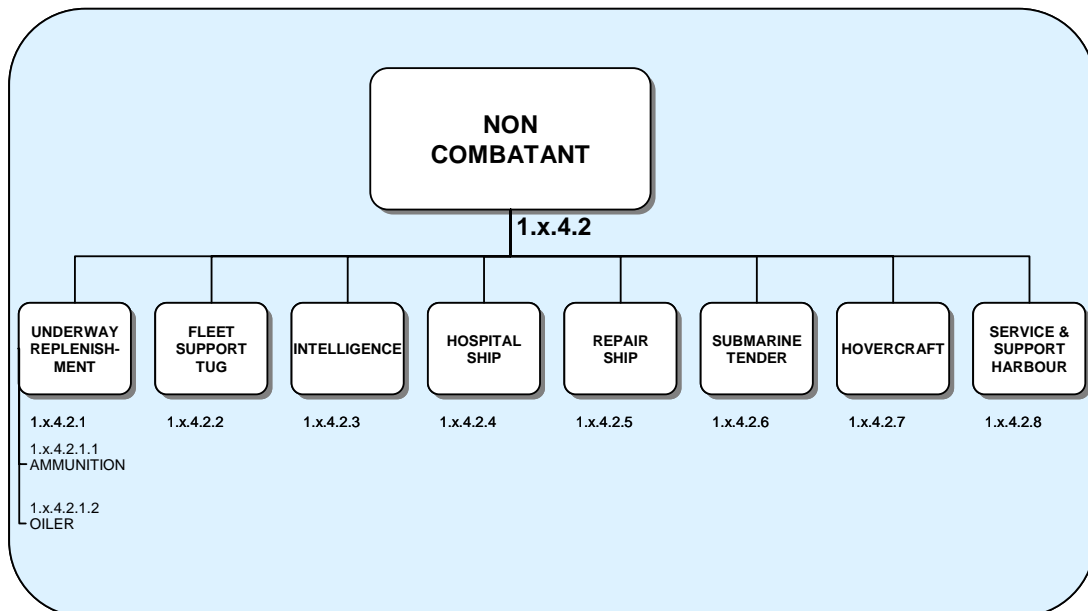
Figure A-46. Sea Surface Track (Non-Combatant)

NON MILITARY

1.x.4.3

MERCHANT	FISHING	LEISURE CRAFT	LAW ENFORCEMENT VESSEL	HOVERCRAFT
1.x.4.3.1	1.x.4.3.2	1.x.4.3.3	1.x.4.3.4	1.x.4.3.5

1.x.4.3.1.1
CARGO

1.x.4.3.2.1
DRIFTER

1.x.4.3.1.2
ROLL ON –
ROLL OFF

1.x.4.3.2.2
TRAWLER

1.x.4.3.1.3
OILER/
TANKER

1.x.4.3.1.4
TUG

1.x.4.3.1.5
FERRY

1.x.4.3.1.6
PASSENGER

1.x.4.3.1.7
HAZARDOUS
MATERIALS (HAZMAT)

1.x.4.3.1.8
DREDGE
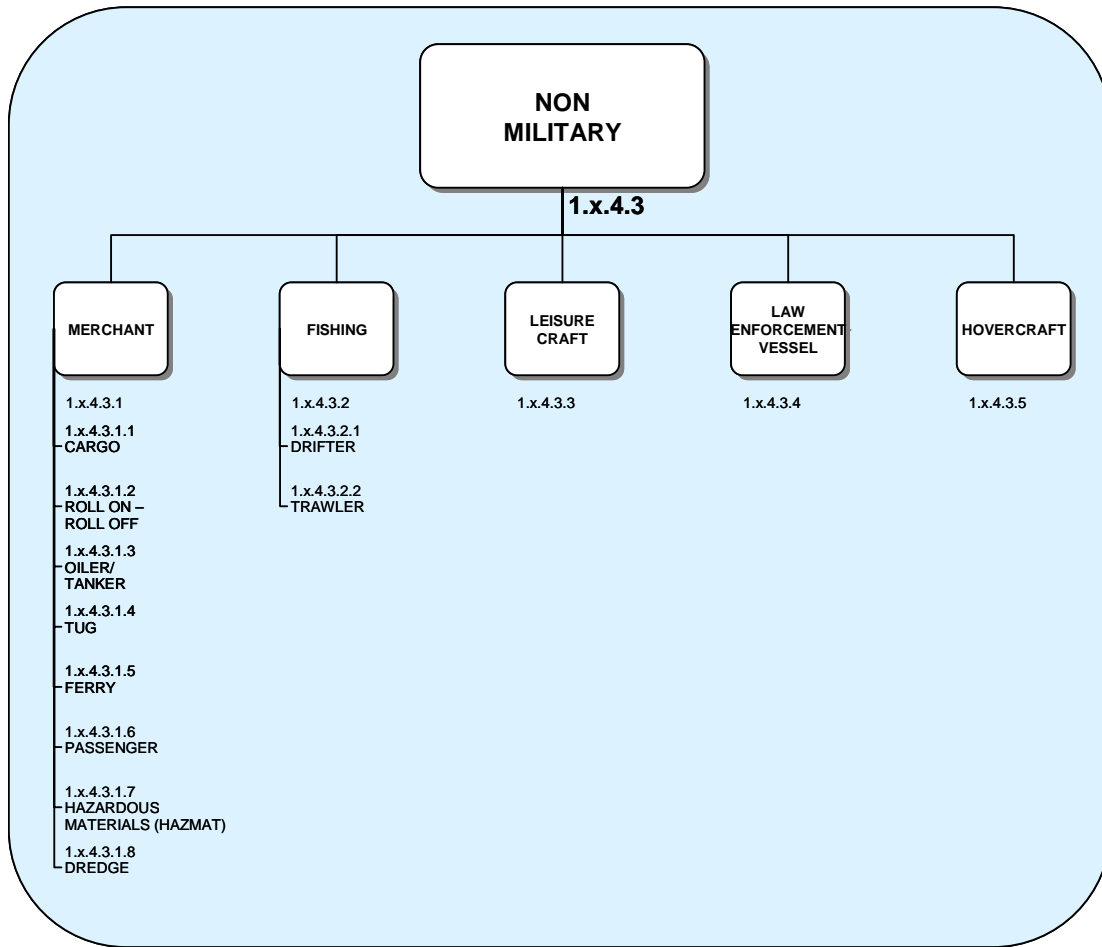
Figure A-47. Sea Surface Track (Non-Military)

EMERGENCY

1.x.4.5

DITCHED AIRCRAFT	PERSON IN WATER	DISTRESSED VESSEL
1.x.4.5.1	1.x.4.5.2	1.x.4.5.3
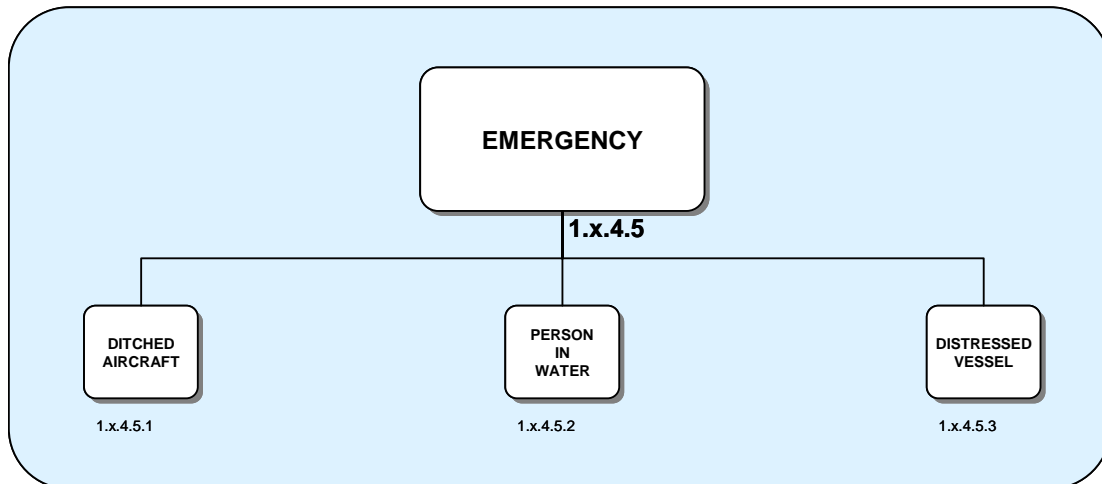
Figure A-48. Sea Surface Track (Emergency)
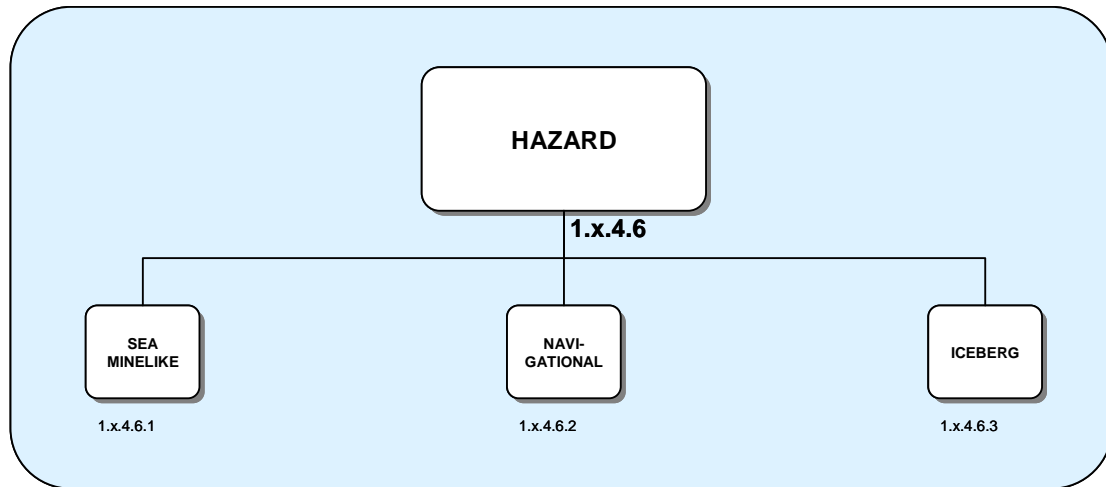
Figure A-49. Sea Surface Track (Hazard)
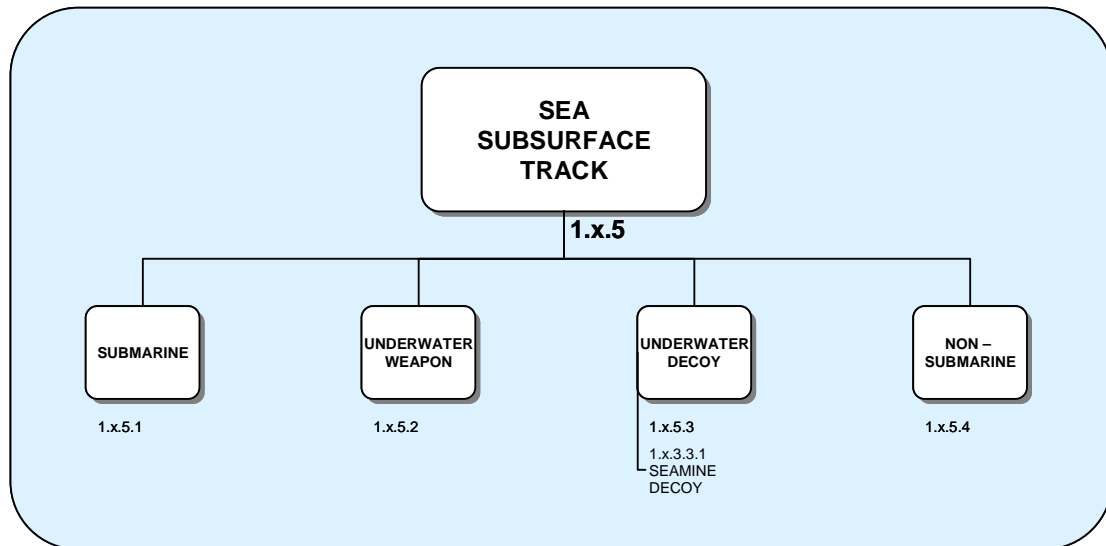
Figure A-50. Sea Sub Surface Track

SUBMARINE

1.x.5.1

| NUCLEAR PROPULSION | CON-VENTIONAL PROPULSION | OTHER SUBVERSIBLE | STATION |

1.x.5.1.1

1.x.5.1.2

1.x.5.1.3

1.x.5.1.4

1.x.5.1.4.1
└ ASW SUBMARINE
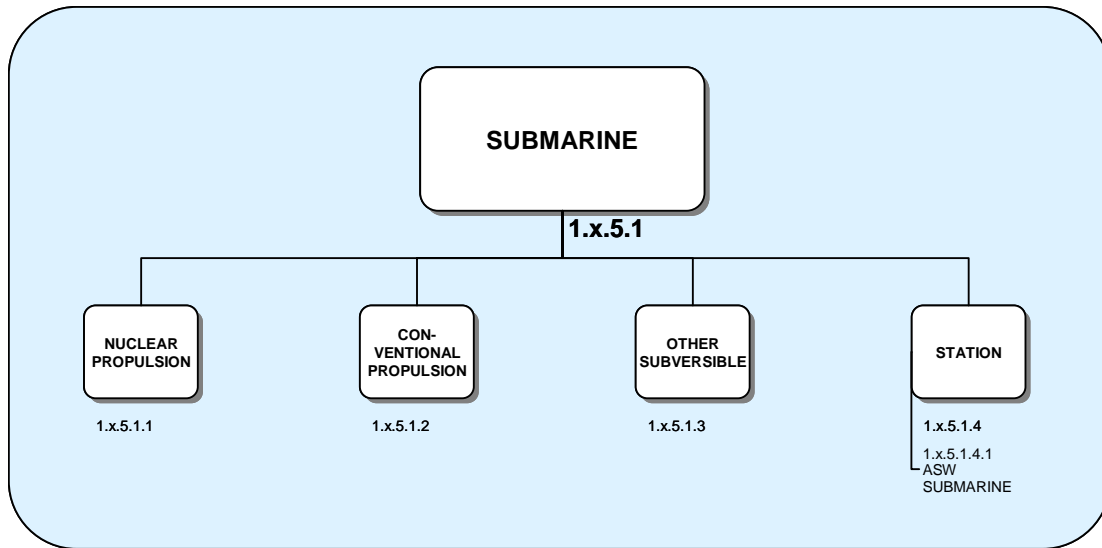
Figure A-51. Sea Sub Surface Track (Submarine)

UNDERWATER WEAPON

1.x.5.2

| TORPEDO | SEA MINE | UNDERWATER DRONE |

1.x.5.2.1

1.x.5.2.2

1.x.5.2.3

| SEA MINE DEALT | SEA MINE (GROUND) | SEA MINE (MOORED) | SEA MINE (FLOATING) | SEA MINE (IN OTHER POSITION´) |

1.x.5.2.2.1

1.x.5.2.2.2
1.x.5.2.2.2.1
└ DEALT

1.x.5.2.2.3
1.x.5.2.2.3.1
└ DEALT

1.x.5.2.2.4
1.x.5.2.2.4.1
└ DEALT

1.x.5.2.2.5
1.x.5.2.2.5.1
└ DEALT
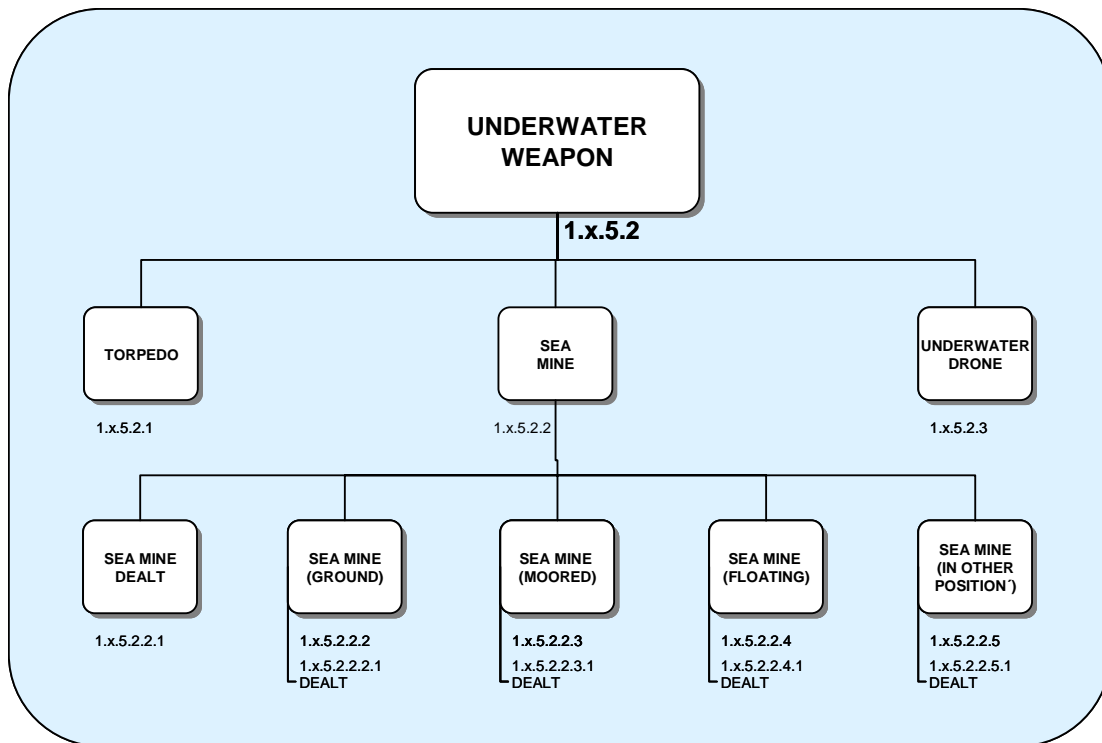
Figure A-52. Sea Sub Surface Track (Underwater Weapon)

NON - SUBMARINE

1.x.5.4

| DIVER | BOTTOM RETURN/ NOMBO | MARINE LIFE | SEA ANOMALY |

1.x.5.4.1

1.x.5.4.2

1.x.5.4.2.1
SEABED INSTALLATION/ MANMADE

1.x.5.4.2.2
SEABED/ROCKSTONE, OBSTACLE, OTHER

1.x.5.4.2.3
WRECK

1.x.5.1.3

1.x.5.1.4
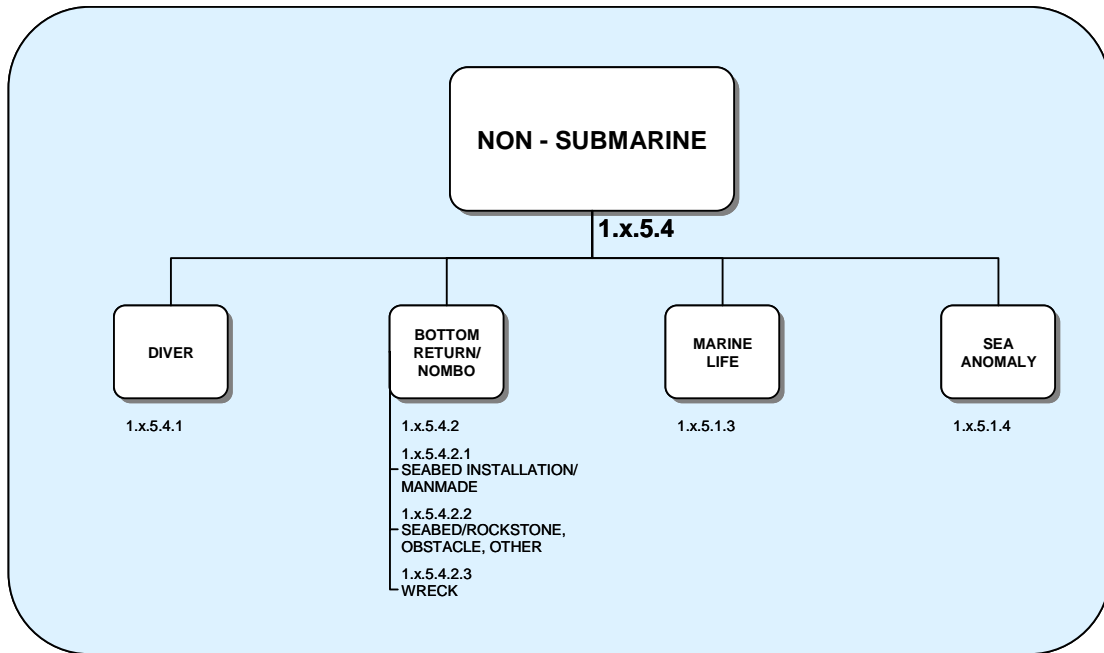
Figure A-53. Sea Sub Surface Track (Non-Submarine)

SPECIAL OPERATIONS FORCE (SOF) UNIT

1.x.6

| AVIATION | NAVAL | GROUND | SOF UNIT SUPPORT |

1.x.6.1

1.x.6.2

1.x.6.3

1.x.6.4
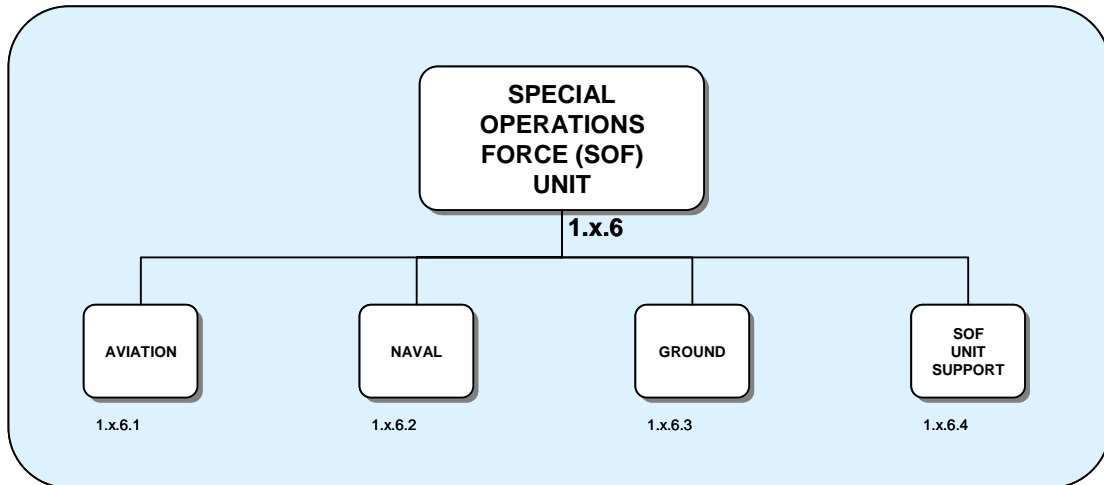
Figure A-54. Special Operations Force (SOF) Unit

Figure A-55. Special Operations Force (SOF) Unit (Aviation)

Figure A-56. Special Operations Force (SOF) Unit (Naval)

GROUND

1.x.6.3

SPECIAL ????

1.x.6.3.1

RANGER

1.x.6.3.2

PSYCHO-LOGICAL OERATIONS (PSYOPS)

1.x.6.3.3

1.x.6.3.3.1
FIXED AVIATION

CIVIL AFFAIRS

1.x.6.3.4

Figure A-57. Special Operations Force (SOF) Unit (Ground)

TACTICAL GRAPHICS

2.x

TASKS

2.x.1

2.x.1.1
TASK GRAPHICS

CONTROL MEASURES

2.x.2

NA5CRO

2.x.3

Figure A-58. Tactical Graphics

Figure A-59. Task Graphics

ORIGINAL

CONTROL
MEASURES

2.x.2

MANEUVER GRAPHICS	MOBILITY/ SURVIV- ABILITY	FIRE SUPPORT GRAPHICS	COMBAT SERVICE SUPPORT	COMMAND AND CONTROL
2.x.2.1	2.x.2.2	2.x.2.3	2.x.2.4	2.x.2.5

GENERAL MANEUVER GRAPHICS	AVIATION MANEUVER GRAPHICS	DECEPTION GRAPHICS	DEFENCE MANEUVER GRAPHIC	OFFENSiVE MANEUVER GRAPHIC	SPECIAL MANEUVER GRAPHIC
2.x.2.1.1	2.x.2.1.2	2.x.2.1.3	2.x.2.1.4	2.x.2.1.5	2.x.2.1.6

Figure A-60. Control Measures

GENERAL MANEUVER GRAPHICS

2.x.2.1.1

POINTS

2.x.2.1.1.1

LINES

2.x.2.1.1.2

AREAS

2.x.2.1.1.3

FIX

2.x.2.1.1.1.1

2.x.2.1.1.1.1.1
ELECTRO-
MAGNETIC

2.x.2.1.1.1.1.2
ACOUSTIC

2.x.2.1.1.1.1.3
ELECTRO-
OPTICAL

POINT OF INTEREST

2.x.2.1.1.1.2

BOUNDARIES

2.x.2.1.1.2.1

2.x.2.1.1.2.1.1
GENERAL
BOUNDARIES

2.x.2.1.1.2.1.2
LATERAL
BOUNDARIES

2.x.2.1.1.2.1.3
FORWARD
BOUNDARIES

2.x.2.1.1.2.1.4
REAR
BOUNDARIES

FORWARD LINE OF OWN TROOPS (FLOT)

2.x.2.1.1.2.2

LINE OF CONTACT

2.x.2.1.1.2.3

PHASE/ COORDINA- TION LINE

2.x.2.1.1.2.4

BEARING LINE

2.x.2.1.1.2.5

2.x.2.1.1.2.5.1
ELECTRONIC

2.x.2.1.1.2.5.2
ACOUSTIC

2.x.2.1.1.2.5.3
TORPEDO

2.x.2.1.1.2.5.4
ELECTRO-
OPTICAL
INTERCEPT

UNSPECIFIED AREA

2.x.2.1.1.3.1

2.x.2.1.1.3.1.1
GENERAL
AREA

2.x.2.1.1.3.1.2
ASSEMBLY
AREA

SPECIFIED AREA

2.x.2.1.1.3.2

2.x.2.1.1.3.2.1
DROP
ZONE (DZ)

2.x.2.1.1.3.2.2
EXTRACTION
ZONE (EZ)

2.x.2.1.1.3.2.3
LANDING
ZONE (LZ)

2.x.2.1.1.3.2.4
PICKUP
ZONE (PZ)

2.x.2.1.1.3.2.5
SEARCH /
RECCE AREA

2.x.2.1.1.3.2.6
LIM. ACCESS
AREA

2.x.2.1.1.3.2.7
ENGAGEMENT
AREA

2.x.2.1.1.3.2.8
FORTIFIED
AREA

2.x.2.1.1.3.2.9
STAGING
AREA

Figure A-61. General Manoeuvre Graphics

```
                        GENERAL
                        BOUNDARIES
                                    2.x.2.1.1.2.1.1

  FRIENDLY        FRIENDLY         ENEMY          ENEMY
  PRESENT         PLANNED          KNOWN          SUSPECTED
                  OR ON                           OR
                  ORDER                           TEMPLATED

2.x.2.1.1.2.1.1.1  2.x.2.1.1.2.1.1.2  2.x.2.1.1.2.1.1.3  2.x.2.1.1.2.1.1.4
```

Figure A-62. General Boundaries

```
                        GENERAL
                        AREA
                                    2.x.2.1.1.3.1.1

  FRIENDLY        FRIENDLY         ENEMY          ENEMY
                  PLANNED/         KNOWN/         SUSPECTED/
                  ON OWN           CONFIRMED      TEMPLATED
                  ORDER

2.x.2.1.1.3.1.1.1  2.x.2.1.1.3.1.1.2  2.x.2.1.1.3.1.1.3  2.x.2.1.1.3.1.1.4
```

Figure A-63. General Area

ASSEMBLY AREA

2.x.2.1.1.3.1.2

OCCUPIED

2.x.2.1.1.3.1.2.1

OCCUPIED BY MULTIPLE UNITS

2.x.2.1.1.3.1.2.2

PROPOSED/ ORDER

2.x.2.1.1.3.1.2.3

Figure A-64. Assembly Area

AVIATION MANEUVER GRAPHICS

2.x.2.1.2

AVIATION POINT

2.x.2.1.2.1

2.x.2.1.2.1.1
AIR CONTROL
POINT (ACP)

2.x.2.1.2.1.2
COMMUNICATIONS
CHECKPOINT (CCP)

2.x.2.1.2.1.3
POP-UP
POINT (PUP)

2.x.2.1.2.1.4
DOWNED AIRCREW
PICKUP POINT

AVIATION LINE

2.x.2.1.2.2

2.x.2.1.2.2.1
AIR
CORRIDOR

2.x.2.1.2.2.2
MINIMUM RISK
ROUTE (MMR)

2.x.2.1.2.2.3
STANDARD USE
ARMY A/c FLIGHT
ROUTE (SAAFR)

2.x.2.1.2.2.4
UNMANNED ARIAL
VEHICLE (UAV) ROUTE

2.x.2.1.2.2.5
LLOW LEVEL
TRANSIT ROUTE (LLTR)

2.x.2.1.2.2.6
IFF ON LINE

2.x.2.1.2.2.7
IFF OFF LINE

AVIATION AREA

2.x.2.1.2.3

RESTRICTED OPERATIONS ZONE (ROZ)

2.x.2.1.2.3.1

FORWARD AREA AIR DEFENCE ZONE (FAADZ)

2.x.2.1.2.3.2

HIGH DENSITY AIRSPACE CONTROL ZONE (HIDACZ)

2.x.2.1.2.3.3

MISSILE ENGAGEMENT ZONE (MEZ)

2.x.2.1.2.3.4

2.x.2.1.2.3.4.1
LOW ALTITUDE
MEZ

2.x.2.1.2.3.4.2
HIGH ALTITUDE
MEZ

WEAPONS FREE ZONE (WEZ)

2.x.2.1.2.3.5

Figure A-65. Aviation Manoeuvre Graphics

DECEPTION GRAPHICS

2.x.2.1.3

DUMMY (DECEPTION) (DECOY)	AXIS OF ADVANCE FOR FEINT	DIRECTION OF ATTACK FOR FEINT	DECOY MINED AREA	DECOY MINED AREA (FENCED)	DUMMY MINE-FIELD
2.x.2.1.3.1	2.x.2.1.3.2	2.x.2.1.3.3	2.x.2.1.3.4	2.x.2.1.3.5	2.x.2.1.3.6

Figure A-66. Deception Graphics

ORIGINAL

DEFENSE MANEUVER GRAPHICS

2.x.2.1.4

DEFENSE POINT GRAPHICS

2.x.2.1.4.1

DEFENSE LINE GRAPHICS

2.x.2.1.4.2

DEFENSE AREA GRAPHICS

2.x.2.1.4.3

TARGET REFERENCE POINT

2.x.2.1.4.1.1

BATTLE POSITION

2.x.2.1.4.1.2

2.x.2.1.4.1.2.1
OCCUPIED UNIT (BATTALION SIZED)

2.x.2.1.4.1.2.2
PREPARED BUT NOT OCCUPIED

2.x.2.1.4.1.2.3
PLANNED

STRONG POINT (SP)

2.x.2.1.4.1.3

2.x.2.1.4.1.3.1
FRIENDLY

2.x.2.1.4.1.3.2
ENEMY KNOWN AND CONFIRMED

OBSERVATION POST/ OUTPOST

2.x.2.1.4.1.4

2.x.2.1.4.1.4.1
COMBAT OUTPOST

2.x.2.1.4.1.4.2
OBSERVATION POST OCCUPIED BY DISMOUNTED SCOUTS OR RECCE

2.x.2.1.4.1.4.3
FORWARD OBSERVER POS.

2.x.2.1.4.1.4.4
SENSOR OUTPOST/ LISTENING POST

2.x.2.1.4.1.4.5
CBRN OBSERVATION POST (DISMOUNTED)

2.x.2.1.4.1.4.6
FORWARD AIR CONTROLLER POSITION

2.x.2.1.4.1.4.7
TACTICAL AIR CONTROL PARTY POSITION

FORWARD EDGE OF BATTLE AREA (FEBA)

2.x.2.1.4.2.1

2.x.2.1.4.2.1.1
ACTUAL TRACE OF THE FEBA

2.x.2.1.4.2.1.2
PROPOSED OR ON ORDER TRACE OF THE FEBA

PRINCIPLE DIRECTION OF FIRE (PDF)

2.x.2.1.4.2.2

ENGAGEMENT AREA (EA)

2.x.2.1.4.3.1

Figure A-67. Defence Manoeuvre Graphics

Figure A-68. Offensive Manoeuvre Graphics

AXIS
OF
ADVANCE

2.x.2.1.5

FRIENDLY
AVIATION

2.x.2.1.5.2.1.1

FRIENDLY
AIRBORNE

2.x.2.1.5.2.1.2

FRIENDLY
ATTACK
HELICOPTER

2.x.2.1.5.2.1.3

FRIENDLY
GROUND AXIS
OF SUPPORT-
ING ATTACK

2.x.2.1.5.2.1.4

FRIENDLY
GROUND AXIS
OF MAIN
ATTACK

2.x.2.1.5.2.1.5

FRIENDLY GND
AXIS ON ORDER
WITH DATE& TIME
(IF KNOWN)
EFFECTIVE

2.x.2.1.5.2.1.6

ENEMY
CONFIRMED

2.x.2.1.5.2.1.7

ENEMY
TEMPLATED

2.x.2.1.5.2.1.8

Figure A-69. Offensive Manoeuvre Graphics (Axis of Advance)

DIRECTION OF ATTACK

2.x.2.1.5.2.2

FRIENDLY AVIATION

2.x.2.1.5.2.2.1

FRIENDLY AVIATION PLANNED OR ON ORDER

2.x.2.1.5.2.2.2

ENEMY KNOWN/ CONFIRMED AVIATION

2.x.2.1.5.2.2.3

TEMPLATED ENEMY AVIATION

2.x.2.1.5.2.2.4

ENEMY CONFIRMED/ KNOWN GROUND

2.x.2.1.5.2.2.5

TEMPLATED ENEMY GROUND

2.x.2.1.5.2.2.6

FRIENDLY DIRECTION OF SUPPORTING

2.x.2.1.5.2.2.7

FRIENDLY DIRECTION OF MAIN ATTACK

2.x.2.1.5.2.2.8

FRIENDLY PLANNED OR ON ORDER

2.x.2.1.5.2.2.9

Figure A-70. Offensive Manoeuvre Graphics (Direction of Attack)

OFFENSIVE AREA GRAPHICS

2.x.2.1.5.3

ASSAULT POSITION

2.x.2.1.5.3.1

ATTACK POSITION

2.x.2.1.5.3.2

2.x.2.1.5.3.2.1
FRIENDLY ATTACK POSITION

2.x.2.1.5.3.2.2
FRIENDLY OCCUPIED (ONLY IF A UNIT MUST STOP IN THE ATTACK POSITION)

2.x.2.1.5.3.2.3
FRIENDLY, PLANNED, PROPOSED OR ON

ATTACK BY POSITION

2.x.2.1.5.3.3

SUPPORT BY POSITION

2.x.2.1.5.3.4

OBJECTIVE

2.x.2.1.5.3.5

PENETRATION BOX

2.x.2.1.5.3.6

RAID

2.x.2.1.5.3.7

A -47

Figure A-71. Offensive Area Graphics

SPECIAL MANEUVER GRAPHICS

2.x.2.1.6

GENERAL

2.x.2.1.6.1

LINE

2.x.2.1.6.2
2.x.2.1.6.2.1
AIRHEAD

2.x.2.1.6.2.2
BRIDGEHEAD

2.x.2.1.6.2.3
HOLDING LINE

2.x.2.1.6.2.4
RELEASE LINE

AREA

2.x.2.1.6.3
2.x.2.1.6.3.1
AREA OF OPERATIONS (AO)

2.x.2.1.6.3.2
NAMED AREA OF INTEREST

2.x.2.1.6.3.3
TARGET AREA OF INTEREST

ENCIRCLE-MENT

2.x.2.1.6.1.1
2.x.2.1.6.1.1.1
FRIENDLY

2.x.2.1.6.1.1.2
ENEMY

AMBUSH

2.x.2.1.6.1.2

Figure A-72. Special Manoeuvre Graphics

MOBILITY/ SURVIVABILITY

2.x.2.2

OBSTACLES

2.x.2.2.1

OBSTACLE BYPASS

2.x.2.2.2

SURVIV-ABILITY

2.x.2.2.3

NUCLEAR, BIOLOGICAL & CHEMICAL GRAPHICS

2.x.2.2.4

Figure A-73. Mobility Survivability

OBSTACLES

2.x.2.2.1

GENERAL

2.x.2.2.1.1

2.x.2.2.1.1.1
BELT

2.x.2.2.1.1.2
LINE

2.x.2.2.1.1.3
ZONE

ABATIS

2.x.2.2.1.2

**ANTITANK
OBSTACLES**

2.x.2.2.1.3

2.x.2.2.1.3.1
ANTITANK
DITCH

2.x.2.2.1.3.2
ANTITANK DITCH
REINFORCED
WITH ANTITANK
MINES

2.x.2.2.1.3.3
ANTITANK OBST-
ACLES,TETRA-
HEDRONS,
DRAGONS TEETH
AND OTHER
SIMILAR
OBSTACLES

2.x.2.2.1.3.4
ANTITANK WALL

**BOOBY
TRAPS**

2.x.2.2.1.4

MINES

2.x.2.2.1.5

2.x.2.2.1.5.1
ANTIPERSONNEL
(AP) MINE

2.x.2.2.1.5.2
ANTITANK
(AT) MINE

2.x.2.2.1.5.3
ANTITANK MINE
WITH ANTIHAND-
LING DEVISE

2.x.2.2.1.5.4
ANTITANK MINE
(ARROW SHOWS
EFFECTS)
„CLAYMORE MINE"

2.x.2.2.1.5.5
UNSPECIFIED
MINE

2.x.2.2.1.5.6
MINE
CLUSTER

2.x.2.2.1.5.7
WIDE AREA
MINES

**ROADBLOCKS,
CRATERS AND
BLOWN
BRIDGES**

2.x.2.2.1.11

2.x.2.2.1.11.1
ROADBLOCK
PLANNED

2.x.2.2.1.11.2
ROADBLOCK WITH
EXPLOSIVES,
STATE OF
READINESS 1
(SAFE)

2.x.2.2.1.11.3
ROADBLOCK WITH
EXPLOSIVES,
STATE OF
READINESS 2
(ARMED BUT
PASSABLE)

2.x.2.2.1.3.1
ROADBLOCK
COMPLETED
(EXECUTED)

**EXECUTED
VOLCANO
MINEFIELD**

2.x.2.2.1.7

**OSTACLE
EFFECT**

2.x.2.2.1.8

2.x.2.2.1.8.1
BLOCK

2.x.2.2.1.8.2
FIX

2.x.2.2.1.8.3
TURN

2.x.2.2.1.8.4
DISRUPT

**OBSTACLE
FREE
AREA**

2.x.2.2.1.9

2.x.2.2.1.9.1
OBSTACLE-
RESTRICTED
AREA

**UNEXPLODED
ORDINANCE
AREA**

2.x.2.2.1.10

MINEFIELDS

2.x.2.2.1.6

2.x.2.2.1.6.1
PLANNED
MINEFIELD

2.x.2.2.1.6.2
COMPLETED
MINEFIELD

2.x.2.2.1.6.3
ANTI PERSONNEL
(AP) MINEFIELD

2.x.2.2.1.6.4
ANTITANK (AT) MINE-
FIELD WITH GAP

2.x.2.2.1.6.5
ANTITANK (AT) MINEFIELD

2.x.2.2.1.6.6
SCATTERABLE MINES

2.x.2.2.1.6.7
ANTIPERSONNEL (AP)
MINEFIELD; REINFORCED
WITH SCATTERABLE,
SELF DESTRUCT DTG

2.x.2.2.1.6.8
SCATTERABLE
MINEFIELD WITH SELF-
DESTRUCT DTG

2.x.2.2.1.6.9
MINED AREA

**TRIP
WIRE**

2.x.2.2.1.12

**WIRE
OBSTACLES**

2.x.2.2.1.13

2.x.2.2.1.13.1
UNSPECIFIED

2.x.2.2.1.13.2
SINGLE FENCE

2.x.2.2.1.13.3
DOUBLE FENCE

2.x.2.2.1.13.4
DOUBLE
APRON FENCE

2.x.2.2.1.13.5
LOW WIRE
FENCE

2.x.2.2.1.13.6
HIGH WIRE
FENCE

2.x.2.2.1.13.7
SINGLE
CONCERTINA

2.x.2.2.1.13.8
DOUBLE STRAND
CONCERTINA

2.x.2.2.1.13.9
TRIPLE STRAND
CONCERTINA

Figure A-74. Obstacles

Figure A-75. Obstacle Bypass

Figure A-76. Survivability Support

ORIGINAL

CHEMICAL, BIOLOGICAL, RADIOLOGICAL AND NUCLEAR GRAPHICS

2.x.2.2.4

MINIMUM SAFE DISTANCE ZONE
2.x.2.2.4.1

NUCLEAR DETONATIONS FRIENDLY GND ZERO
2.x.2.2.4.2

ENEMY KNOWN GROUND ZERO
2.x.2.2.4.3

ENEMY TEMPLATED
2.x.2.2.4.4

FRIENDLY PLANNED OR ON ORDER
2.x.2.2.4.5

FALLOUT PRODUCING
2.x.2.2.4.6

RADIOACTIVE AREA
2.x.2.2.4.7

BOLOGICALLY CONTAMI- NATED AREA
2.x.2.2.4.8

CHEMICALLY CONTAMI- NATED AREA
2.x.2.2.4.9

BIO. & CHEM. ATTACK, RELEASE EVENTS
2.x.2.2.4.10

DECONTAMI- NATION (DECON) POINTS
2.x.2.2.4.11

2.x.2.2.4.11.1 DECON SITE/ POINT (UNSPECIFIED)

2.x.2.2.4.11.2 ALTERNATE DECON SITE/ POINT (UNSPECIFIED)

2.x.2.2.4.11.3 DECON SITE/ POINT (TROOPS)

2.x.2.2.4.11.4 DECON SITE/ POINT (EQUIPMENT)

2.x.2.2.4.11. DECON SITE/ PONT EQUIPMENT & TROOPS)

2.x.2.2.4.11.6 DECON SITE/ POINT (OPERATIONAL DECON)

2.x.2.2.4.11.7 DECON SITE/ POINT (THOROUGH DECON)

2.x.2.2.4.11.8 DECON POINT (MAIN EQUIPMENT)

2.x.2.2.4.11.9 DECON POINT (FORWARD) TROOPS

DOSE RATE CONTOUR LINES
2.x.2.2.4.12

Figure A-77. Chemical, Biological, Radiological and Nuclear Graphics

FIRE SUPPORT GRAPHICS

2.x.2.3

FIRE SUPPORT POINT

2.x.2.3.1

FIRE SUPPORT LINES

2.x.2.3.2

AREAS

2.x.2.3.3

TARGET

2.x.2.3.1.1

2.x.2.3.1.1.1
BELT

2.x.2.3.1.1.2
LINE

FIRE STATION

2.x.2.3.1.2

Figure A-78. Fire Support Graphics

FIRE SUPPORT LINES

2.x.2.3.2

FIRE SUPPORT COORDINATION LINE (FSCL)

2.x.2.3.2.1

COORDINATION FIRE LINE (CFL)

2.x.2.3.2.2

LINEAR TARGET

2.x.2.3.2.3

2.x.2.3.2.3.1
FINAL
PROTECTIVE FIRE

SMOKE

2.x.2.3.2.4

2.x.2.3.2.4.1
PLANNED WITH
DESIGNATED TIME SHOWN

2.x.2.3.2.4.2
SMOKE
(ACTUALLY IN PLACE)

2.x.2.3.2.4.3
LINEAR SMOKE
TARGET

NO FIRE LINE

2.x.2.3.2.5

RESTRICTED FIRE LINE (RFL)

2.x.2.3.2.6

Figure A-79. Fire Support Lines

ORIGINAL

AREAS

2.x.2.3.3

FIRE SUPPORT AREA	AIRSPACE COORDINATION AREA	AREA TARGET		RESTRICTED FIRE AREA (RRFA)	BOMB AREA	FREE FIRE AREA (FFA)
2.x.2.3.3.1	2.x.2.3.3.2	2.x.2.3.3.3		2.x.2.3.4.10	2.x.2.3.3.5	2.x.2.3.3.6

GROUP OF TARGET	NO FIRE AREA	NUCLEAR TARGET	SERIES TARGET	POSITION AREAFOR ARTILLERY (PAA)	TARGET ACQUISITION AREA (TAA)
2.x.2.3.3.7	2.x.2.3.3.8	2.x.2.3.3.9	2.x.2.3.3.4	2.x.2.3.3.11	2.x.2.3.3.12

2.x.2.3.3.7.1
GROUP OF TARGETS
USING REGULAR TARGETS

2.x.2.3.3.7.2
GROUP OF TARGETS
USING RECTANGULAR TARGETS

2.x.2.3.3.4.1
SERIES OF TARGETS
USING REGULAR TARGETS

2.x.2.3.3.4.2
SERIES OF TARGETS
USING RECTANGULAR TARGETS

Figure A-80. Areas

COMBAT SERVICE SUPPORT

2.x.2.4

POINTS	LINES	AREA
2.x.2.4.1	2.x.2.4.2	2.x.2.4.3

Figure A-81. Combat Service Support

Figure A-82. Combat Service Support (Points)

LINES

2.x.2.4.2

CONVOYS

2.x.2.4.2.1

2.x.2.4.2.1.1
MOVING CONVOY

2.x.2.4.2.1.2
HALTED CONVOY

SUPPLY
ROUTES

2.x.2.4.2.2

2.x.2.4.2.2.1
MAIN SUPPLY ROUTE

2.x.2.4.2.2.2
ALTERNATE SUPPLY ROUTE

2.x.2.4.2.2.3
ONE-WAY TRAFFIC

2.x.2.4.2.2.4
ALTERNATING TRAFFIC

2.x.2.4.2.2.5
TWO-WAY TRAFFIC

Figure A-83. Combat Service Support (Lines)

AREA

2.x.2.4.3

DETAINEE
HOLDING
AREA

2.x.2.4.3.1

ENEMY
PRISONER
OF WAR (EPW)
HOLDING
AREA

2.x.2.4.3.2

FORWARD
ARMING AND
REFUELING
AREA (FARP)

2.x.2.4.3.3

REFUGEE
HOLDING
AREA

2.x.2.4.3.4

SUPPORT
AREAS

2.x.2.4.3.5

2.x.2.4.3.5.1
BRIGADE (BSA)

2.x.2.4.3.5.2
DIVISION (DAS)

2.x.2.4.3.5.3
REGIMENTAL (RSA)

Figure A-84. Combat Service Support (Area)

Figure A-85. Command and Control

SPECIAL POINT

2.x.2.5.1

REFERENCE POINT

2.x.2.5.1.1

2.x.2.5.1.1.1
NAV REFERENCE

2.x.2.5.1.11.2
DLRP

UNDERWATER

2.x.2.5.1.2

2.x.2.5.1.2.1
DATUM

2.x.2.5.1.2.2
BRIEF CONTACT

2.x.2.5.1.2.3
LOST CONTACT

2.x.2.5.1.2.4
SINKER

FORMATION

2.x.2.5.1.5

HARBOR

2.x.2.5.1.6

2.x.2.5.1.6.1
POINT Q

2.x.2.5.1.6.2
POINT A

2.x.2.5.1.6.3
POINT Y

2.x.2.5.1.6.4
POINT X

ROUTE

2.x.2.5.1.7

2.x.2.5.1.7.1
RENDEZVOUS

2.x.2.5.1.7.2
DIVERSIONS

2.x.2.5.1.7.3
WAYPOINT

2.x.2.5.1.7.4
PIM

2.x.2.5.1.7.5
POINT R

SEARCH

2.x.2.5.1.9

2.x.2.5.1.9.1
SEARCH AREA

2.x.2.5.1.9.2
DIP POSITION

2.x.2.5.1.9.3
SEARCH CENTER

WEAPON

2.x.2.5.1.3

2.x.2.5.1.3.1
AIM POINT

2.x.2.5.1.3.2
DROP POINT

2.x.2.5.1.3.3
ENTRY POINT

2.x.2.5.1.3.4
GROUND ZERO

2.x.2.5.1.3.5
MSL DETECT POINT

2.x.2.5.1.3.6
IMPACT POINT

2.x.2.5.1.3.7
PREDICTED
IMPACT POINT

SONOBUOY

2.x.2.5.1.4

2.x.2.5.1.4.1
PATTERN CENTER

2.x.2.5.1.4.2
DIFAR

2.x.2.5.1.4.3
LOFAR

2.x.2.5.1.4.4
CASS

2.x.2.5.1.4.5
DICASS

2.x.2.5.1.4.6
BT

2.x.2.5.1.4.7
ANM

2.x.2.5.1.4.8
VLAD

2.x.2.5.1.4.9
ATAC

2.x.2.5.1.4.10
RO

2.x.2.5.1.4.11
KINGPIN

STATION

2.x.2.5.1.8

2.x.2.5.1.8.1
COMBATANT STATION

2.x.2.5.1.8.1.1
PICKET STATION

2.x.5.1.8.1.2
ASW SHIP STATION

2.x.2.5.1.8.2
RAS SHIP STATION

2.x.2.5.1.8.3
RESCUE STATION

2.x.2.5.1.8.4
SUBMARINE STATION

2.x.2.5.1.8.5
ASW SUB STATION

AIR CONTROL

2.x.2.5.1.10

2.x.2.5.1.10.1
COMBAT AIR PATROL (CAP)

2.x.2.5.1.11.2
AIRBORNE EARLY WARNING (AEW)

2.x.2.5.1.11.3
TACAN

2.x.2.5.1.11.4
TANKING

2.x.2.5.1.11.5
ANTISUBMARINE WARFARE FIXED WING

2.x.2.5.1.11.6
ANTISUBMARINE WARFARE ROTARY

2.x.2.5.1.10.7
TOMCAT

2.x.2.5.1.10.8
RESCUE

2.x.2.5.1.10.9
REPLENISH

2.x.2.5.1.10.10
MARSHALL

2.x.2.5.1.10.11
STRIKE IP

2.x.2.5.1.10.12
CORRIDOR TAB

Figure A-86. Command and Control (Special Point)

NON ARTICLE 5 CRISIS RESPONSE OPERATIONS (NA5CRO)

2.x.3

| VIOLENT ACTIVITIES (DEATH CAUSING) | LOCATION | OPERATIONS | ITEM |

2.x.3.1.

2.x.3.1.1
ARSON/FIRE

2.x.3.1.2
ARTILLERY/ARTILLERY FIRE

2.x.3.1.3
ASSASSINATION/MURDER/EXECUT.

2.x.3.1.4
BOMB/ BOMBING

2.x.3.1.5
BOOBYYTRAP

2.x.3.1.6
DRIVE-BY SHOOTING

2.x.3.1.7
INDIRECT FIRE (UNSPECIFIED TYPE)

2.x.3.1.8
MORTAR/ MORTAR FIRE

2.x.3.1.9
ROCKET/ ROCKET FIRE

2.x.3.1.10
SNIPING

2.x.3.1.11
POISONING

2.x.3.1.12
AMBUSH

2.x.3.1.13
AMMUNITION CACHE

2.x.3.1.14
HELICOPTER (CIVILIAN BEING USED BY HOSTILE OR INSURGENTS)

2.x.3.1.15
HOSTILE OR INSURGENT MOTORIZED INFANTRY

2.x.3.1.16
HOSTILE OR INSURGENT INFANTRY

2.x.3.1.17
RECONNAISSANCE/ SURVEILLANCE

2.x.3.1.18
SIGNAL/ RADIO STATION

2.x.3.1.19
SUPPLY CACHE

2.x.3.2

2.x.3.2.1
BLACK LIST

2.x.3.2.2
GRAY LIST

2.x.3.2.3
WHITE LIST

2.x.3.3

2.x.3.4

2.x.3.4.1
REFUGEES

2.x.3.4.2
SAFE HOUSE

2.x.3.4.3
GRAFFITTI

2.x.3.4.4
VANDALISM/ RAPE/ LOOT/ RANSACK/ PLUNDER/ SACK

2.x.3.4.5
KNOWN INSURGENT VEHICLE

2.x.3.4.6
DRUG VEHICLE

2.x.3.4.7
INTERNAL SECURITY FORCE

Figure A-87. NA5CRO

Figure A-88. Operations

WEATHER

3.x

PRESSURE SYSTEMS

3.x.1

TURBULANCE

3.x.2

3.x.2.1
LIGHT
TURBULANCE

3.x.2.2
MODERATE
TURBULANCE

3.x.2.3
SEVERE
TURBULANCE

3.x.2.4
EXTREME
TURBULANCE

ICING

3.x.3

WIND BARB

3.x.4

3.x.4.1
JET
STREAM

FLIGHT RULES

3.x.5

3.x.5.1
INSTRUMENT
CEILING

3.x.5.2
VISUAL
CEILING

COVERAGE SYMBOLS

3.x.6

3.x.6.1
CLEAR SKY
(SKC)

3.x.6.2
SCATTERED SKY
(SCT)

3.x.6.3
BROKEN SKY
(BKN)

3.x.6.4
OVERCAST
WITH BREAKS

3.x.6.5
OVERCAST
(OVC)

3.x.6.6
SKY OBSCURED OR
PARTIALLY OBSCURED

PRECIPITATION

3.x.7

STORMS

3.x.8

THUNDER-STORMS (TS)

3.x.8.1

3.x.8.1.1
THUNDERSTORM (TS)
WITH RAIN (RA)

3.x.8.1.2
FUNNEL CLOUD (FC)/
TORNADO/WATERSPOUT

3.x.8.1..3
LIGHTNING (LTG)

STORM SYSTEMS

3.x.8.2

3.x.8.2.1
TROPICAL
STORM

3.x.8.2.2
HURRICANE

OBSTRUC-TIONS TO VISIBILITY

3.x.9

3.x.9.1
BLOWING
SNOW (BLSN)

3.x.9.2
FOG
(FG)

3.x.9.2.1
FREEZING FOGG
(FZFG)

3.x.9.3
DUST/SAND STORM

3.x.9.4
DUST DEVIL

3.x.9.5
SMOKE
(FU)

3.x.9.6
HAZE
(HZ)

3.x.9.7
BLOWING DUST
OR STORM

Figure A-89. Weather

PRESSURE
SYSTEMS

3.x.1

LOW
PRESSURE
CENTER

3.x.1.1

HIGH
PRESSURE
CENTER

3.x.1.2

FRONTAL
SYSTEMS

3.x.1.3

LINES

3.x.1.4

3.x.1.4.1
TROUGH LINE

3.x.1.4.2
RIDGE LINE

3.x.1.4.3
SQUALL LINE

COLD
FRONT

3.x.1.3.1

3.x.1.3.1.1
UPPER COLD FRONT

WARM
FRONT

3.x.1.3.2

3.x.2.3.1
UPPER WARM FRONT

OCCLUDED
FRONT

3.x.1.3.3

STATIONARY
FRONT

3.x.1.3.4

Figure A-90. Weather (Pressure Systems)

ICING

3.x.3

CLEAR
ICING

3.x.3.1

3.x.3.1.1
LIGHT CLEAR ICING

3.x.3.1.2
MODERATE CLEAR ICING

3.x.3.1.3
SEVERE CLEAR ICING

RIME
ICING

3.x.3.2

3.x.3.2.1
LIGHT RIME ICING

3.x.3.2.2
MODERATE RIME ICING

3.x.3.2.3
SEVERE RIME ICINGG

MIXED
ICING

3.x.3.3

3.x.3.3.1
LIGHT MIXED ICING

3.x.3.3.2
MODERATE MIXED ICING

3.x.3.3.3
SEVERE MIXED ICING

Figure A-91. Weather (Icing)

Figure A-92. Precipitation

ANNEX B – SYMBOL IDENTIFICATION CODING

Scope

B0101. A scheme for symbol ID coding permits information systems to display and pass information about symbols and graphics to other systems for use and display. This Annex outlines an example of procedures for determining a symbol ID code.

Symbol ID coding scheme

B0102. **Symbol ID code.** A symbol identification (ID) code is a 15-character alphanumeric identifier that provides the information necessary to display a symbol or graphic. Characters need not be present in all 15 positions of a code. Table B-I identifies the 9 categories of information included in a symbol ID code and the position each occupies in the 15-character identifier.

a) **Code scheme, position 1.** This position indicates the overall symbology set to which a symbol belongs.

b) **Affiliation, battle dimension, and status, 2, 3, and 4.** These positions determine the frame shape of a symbol and indicate its actual or planned location.

c) **Function ID, positions 5 through 10.** These positions identify a symbol's function, with each position providing increasing levels of detail and specialization. The specific values for these positions are included with the symbol ID codes in Tables B-III through B-X.

d) **Size/mobility indicator code, positions 11 and 12.** These positions identify the size and mobility of a symbol. Table B-II contains the specific code values used in these positions.

e) **Country code, positions 13 and 14.** These positions identify the country with which a symbol is associated. Country code identifiers are listed in Federal Information Processing Standard (FIPS) Pub 10 series.

f) **Order of battle, position 15.** This position provides additional information about the role of a symbol in the battlespace. For example, a bomber that has nuclear weapons on board may be strategic force-related, or a tactical graphic may also perform the role of a control point.

g) **Symbol ID code tables.** Tables B-III through B-VIII list the codes for space, air, ground, sea surface, sea subsurface, and special operations symbols, respectively. Tables B-IX and B-X list the codes for tactical and weather graphics. In each table, an alphanumeric character indicates the known value for that position for a given symbol. An asterisk (*) indicates a position that is defined by the user based on specific symbol circumstances. A dash (-) indicates that no information is provided in the position.

Table B-I. Symbol ID code positions and categories.

CODING SCHEME (1) (POSITION 1)	AFFILIATION (1) (POSITION 2)	BATTLE DIMENSION (1) (POSITION 3)	STATUS (1) (POSITION 4)
S - WARFIGHTING G - TACTICAL GRAPHICS W - WEATHER I - INTELLIGENCE M - MAPPING (reserved - under development)	P - PENDING U - UNKNOWN A - ASSUMED FRIEND F - FRIEND N - NEUTRAL S - SUSPECT H - HOSTILE J - JOKER K - FAKER O - NONE SPECIFIED	P - SPACE A - AIR G - GROUND S - SEA SURFACE U - SEA SUB-SURFACE F - SOF X - OTHER T - TASKS C - CONTROL MEASURES O - OPERATIONS OTHER THAN WAR	A -ANTICIPATED/PLANNED P - PRESENT

Table B-I. Symbol ID code positions and categories (cont'd).

FUNCTION ID (6) (POSITION 5 - 10)	SIZE/MOBILITY (2) (POSITION 11, 12)	COUNTRY CODE (2) (POSITION 13, 14)	ORDER OF BATTLE (1) (POSITION 15)
See tables B-III through B-VIII for specific values.	See Table B-II for specific values	See FIPS Pub series 10	A - AIR OB E - ELECTRONIC OB C - CIVILIAN OB G - GROUND OB N - MARITIME OB S - STRATEGIC FORCE RELATED X - CONTROL MARKINGS

Table B-II. Symbol ID codes - size/mobility.

NOTE: In appendices B and D, the size/mobility columns show ** to indicate that these positions may be filled as --, -*, *-, or ** where * = [0 - 9, A,...,Z].				
CODE	DESCRIPTION		CODE	DESCRIPTION
- A	TEAM/CREW		AM	HQ REGION
- B	SQUAD			
- C	SECTION		B -	TASK FORCE (TF) HQ
- D	PLATOON		BA	TF HQ TEAM/CREW
- E	COMPANY		BB	TF HQ SQUAD
- F	BATTALION		BC	TF HQ SECTION
- G	REGIMENT/GROUP		BD	TF HQ PLATOON
- H	BRIGADE		BE	TF HQ COMPANY
- I	DIVISION		BF	TF HQ BATTALION
- J	CORPS/MEF		BG	TF HQ REGIMENT/GROUP
- K	ARMY		BH	TF HQ BRIGADE
- L	ARMY GROUP/FRONT		BI	TF HQ DIVISION
- M	REGION		BJ	TF HQ CORPS/MEF
- -	NULL		BK	TF HQ ARMY
			BL	TF HQ ARMY GROUP/FRONT
A -	HEADQUARTERS (HQ)		BM	TF HQ REGION
AA	HQ TEAM/CREW			
AB	HQ SQUAD		C -	FEINT DUMMY (FD) HQ
AC	HQ SECTION		CA	FD HQ TEAM/CREW
AD	HQ PLATOON		CB	FD HQ SQUAD
AE	HQ COMPANY		CC	FD HQ SECTION
AF	HQ BATTALION		CD	FD HQ PLATOON
AG	HQ REGIMENT/GROUP		CE	FD HQ COMPANY
AH	HQ BRIGADE		CF	FD HQ BATTALION
AI	HQ DIVISION		CG	FD HQ REGIMENT/GROUP
AJ	HQ CORP/MEF		CH	FD HQ BRIGADE
AK	HQ ARMY		CI	FD HQ DIVISION

Table B-II. Symbol ID codes - size/mobility (cont'd).

NOTE: In appendices B and D, the size/mobility columns show ** to indicate that these positions may be filled as --, -*, *-, or ** where * = [0 - 9, A,...,Z].

CODE	DESCRIPTION		CODE	DESCRIPTION
AL	HQ ARMY GROUP/FRONT		CJ	FD HQ CORPS/MEF
CK	FD HQ ARMY		EI	TF DIVISION
CL	FD HQ ARMY GROUP/FRONT		EJ	TF CORPS/MEF
CM	FD HQ REGION		EK	TF ARMY
			EL	TF ARMY GROUP/FRONT
D -	FEINT DUMMY/TASK FORCE (FD/TF) HQ		EM	TF REGION
DA	FD/TF HQ TEAM/CREW			
DB	FD/TF HQ SQUAD		F -	FEINT DUMMY (FD)
DC	FD/TF HQ SECTION		FA	FD TEAM/CREW
DD	FD/TF HQ PLATOON		FB	FD SQUAD
DE	FD/TF HQ COMPANY		FC	FD SECTION
DF	FD/TF HQ BATTALION		FD	FD PLATOON
DG	FD/TF HQ REGIMENT/GROUP		FE	FD COMPANY
DH	FD/TF HQ BRIGADE		FF	FD BATTALION
DI	FD/TF HQ DIVISION		FG	FD REGIMENT/GROUP
DJ	FD/TF HQ CORPS/MEF		FH	FD BRIGADE
DK	FD/TF HQ ARMY		FI	FD DIVISION
DL	FD/TF HQ ARMY GROUP/FRONT		FJ	FD CORPS/MEF
DM	FD/TF HQ REGION		FK	FD ARMY
			FL	FD ARMY GROUP/FRONT
K -	NUCLEAR YIELD IN KILOTONS - Size value located in field modifier B.			
M -	MOBILITY EQUIPMENT			
M F	MOBILITY FIXED WING			
M H	MOBILITY HELICOPTER			
M M	MOBILITY MISSILE			

Table B-II. Symbol ID codes - size/mobility (cont'd).

NOTE: In appendices B and D, the size/mobility columns show ** to indicate that these positions may be filled as --, -*, *-, or ** where * = [0 - 9, A,...,Z].				
CODE	DESCRIPTION		CODE	DESCRIPTION
MO	MOBILITY WHEELED/LIMITED CROSS COUNTRY			
MP	MOBILITY CROSS COUNTRY			
MQ	MOBILITY TRACKED			
MR	MOBILITY WHEELED AND TRACKED COMBINATION			
MS	MOBILITY TOWED			
MT	MOBILITY RAIL			
S-	MOBILITY SPACE			

Table B-III. Warfighting symbol ID codes - Space.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE / MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X	S	-	-	-	--	--	--	--	--	-	WARFIGHTING SYMBOLS
1.X.1	S	*	P	*	--	--	--	**	**	*	SPACE TRACK
1.X.1.1	S	*	P	*	S-	--	--	**	**	*	SATELLITE
1.X.1.2	S	*	P	*	V-	--	--	**	**	*	CREWED SPACE VEHICLE
1.X.1.3	S	*	P	*	T-	--	--	**	**	*	SPACE STATION

Table B-IV. Warfighting symbol ID codes - Air.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE / MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.2	S	*	A	*	--	--	--	**	**	*	AIR TRACK
1.X.2.1	S	*	A	*	M-	--	--	**	**	*	MILITARY
1.X.2.1.1	S	*	A	*	MF	--	--	**	**	*	FIXED WING
1.X.2.1.1.1	S	*	A	*	MF	B-	--	**	**	*	BOMBER
1.X.2.1.1.2	S	*	A	*	MF	F-	--	**	**	*	FIGHTER
1.X.2.1.1.2.1	S	*	A	*	MF	FI	--	**	**	*	INTERCEPTOR
1.X.2.1.1.3	S	*	A	*	MF	T-	--	**	**	*	TRAINER
1.X.2.1.1.4	S	*	A	*	MF	A-	--	**	**	*	ATTACK/STRIKE
1.X.2.1.1.5	S	*	A	*	MF	L-	--	**	**	*	VSTOL
1.X.2.1.1.6	S	*	A	*	MF	K-	--	**	**	*	TANKER
1.X.2.1.1.7	S	*	A	*	MF	C-	--	**	**	*	CARGO AIRLIFT (TRANSPORT)
1.X.2.1.1.7.1	S	*	A	*	MF	CL	--	**	**	*	CARGO AIRLIFT (LIGHT)
1.X.2.1.1.7.2	S	*	A	*	MF	CM	--	**	**	*	CARGO AIRLIFT (MEDIUM)
1.X.2.1.1.7.3	S	*	A	*	MF	CH	--	**	**	*	CARGO AIRLIFT (HEAVY)
1.X.2.1.1.8	S	*	A	*	MF	J-	--	**	**	*	ELECTRONIC COUNTERMEASURES (ECM/JAMMER)
1.X.2.1.1.9	S	*	A	*	MF	O-	--	**	**	*	MEDEVAC
1.X.2.1.1.10	S	*	A	*	MF	R-	--	**	**	*	RECONNAISSANCE
1.X.2.1.1.10.1	S	*	A	*	MF	RW	--	**	**	*	AIRBORNE EARLY WARNING (AEW)
1.X.2.1.1.10.2	S	*	A	*	MF	RZ	--	**	**	*	ELECTRONIC SURVEILLANCE MEASURES
1.X.2.1.1.10.3	S	*	A	*	MF	RX	--	**	**	*	PHOTOGRAPHIC
1.X.2.1.1.11	S	*	A	*	MF	P-	--	**	**	*	PATROL
1.X.2.1.1.11.1	S	*	A	*	MF	PN	--	**	**	*	ANTI SURFACE WARFARE/ASUW
1.X.2.1.1.11.2	S	*	A	*	MF	PM	--	**	**	*	MINE COUNTER MEASURES
1.X.2.1.1.12	S	*	A	*	MF	U-	--	**	**	*	UTILITY
1.X.2.1.1.12.1	S	*	A	*	MF	UL	--	**	**	*	UTILITY (LIGHT)

Table B-IV. Warfighting symbol ID codes - Air (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE / MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.2.1.1.12.2	S	*	A	*	MF	UM	--	**	**	*	UTILITY (MEDIUM)
1.X.2.1.1.12.3	S	*	A	*	MF	UH	--	**	**	*	UTILITY (HEAVY)
1.X.2.1.1.13	S	*	A	*	MF	Y-	--	**	**	*	COMMUNICATIONS (C3I)
1.X.2.1.1.14	S	*	A	*	MF	H-	--	**	**	*	SEARCH AND RESCUE (CSAR)
1.X.2.1.1.15	S	*	A	*	MF	D-	--	**	**	*	AIRBORNE COMMAND POST (C2)
1.X.2.1.1.16	S	*	A	*	MF	Q-	--	**	**	*	DRONE (RPV/UAV)
1.X.2.1.1.17	S	*	A	*	MF	S-	--	**	**	**	ANTI SUBMARINE WARFARE (ASW) CARRIER BASED
1.X.2.1.1.18	S	*	A	*	MF	M-	--	**	**	*	SPECIAL OPERATIONS FORCE (SOF)
1.X.2.1.2	S	*	A	*	MH	--	--	**	**	*	ROTARY WING
1.X.2.1.2.1	S	*	A	*	MH	A-	--	**	**	*	ATTACK
1.X.2.1.2.2	S	*	A	*	MH	S-	--	**	**	*	ANTISUBMARINE WARFARE
1.X.2.1.2.3	S	*	A	*	MH	U-	--	**	**	*	UTILITY
1.X.2.1.2.3.1	S	*	A	*	MH	UL	--	**	**	*	UTILITY (LIGHT)
1.X.2.1.2.3.2	S	*	A	*	MH	UM	--	**	**	*	UTILITY (MEDIUM)
1.X.2.1.2.3.3	S	*	A	*	MH	UH	--	**	**	*	UTILITY (HEAVY)
1.X.2.1.2.4	S	*	A	*	MH	I-	--	**	**	*	MINE COUNTER MEASURES
1.X.2.1.2.5	S	*	A	*	MH	H-	--	**	**	*	COMBAT SEARCH AND RESCUE (CSAR)
1.X.2.1.2.6	S	*	A	*	MH	R-	--	**	**	*	RECONNAISSANCE
1.X.2.1.2.7	S	*	A	*	MH	Q-	--	**	**	*	DRONE (RPV/UAV)
1.X.2.1.2.8	S	*	A	*	MH	C-	--	**	**	*	CARGO AIRLIFT (TRANSPORT)
1.X.2.1.2.8.1	S	*	A	*	MH	CL	--	**	**	*	CARGO AIRLIFT (LIGHT)
1.X.2.1.2.8.2	S	*	A	*	MH	CM	--	**	**	*	CARGO AIRLIFT (MEDIUM)
1.X.2.1.2.8.3	S	*	A	*	MH	CH	--	**	**	*	CARGO AIRLIFT (HEAVY)
1.X.2.1.2.9	S	*	A	*	MH	T-	--	**	**	*	TRAINER
1.X.2.1.2.10	S	*	A	*	MH	O-	--	**	**	*	MEDEVAC

Table B-IV. Warfighting symbol ID codes - Air (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE / MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.2.1.2.11	S	*	A	*	MH	M-	--	**	**	*	SPECIAL OPERATIONS FORCE (SOF)
1.X.2.1.2.12	S	*	A	*	MH	D-	--	**	**	*	AIRBORNE COMMAND POST (C2)
1.X.2.1.2.13	S	*	A	*	MH	K-	--	**	**	*	TANKER
1.X.2.1.2.14	S	*	A	*	MH	J-	--	**	**	*	ELECTRONIC COUNTER MEASURES (ECM/JAMMER)
1.X.2.1.3	S	*	A	*	ML	--	--	**	**	*	LIGHTER THAN AIR
1.X.2.2	S	*	A	*	W-	--	--	**	**	*	WEAPON
1.X.2.2.1	S	*	A	*	WM	--	--	**	**	*	MISSILE IN FLIGHT
1.X.2.2.1.1	S	*	A	*	WM	S-	--	**	**	*	SURFACE/LAND LAUNCHED MISSILE
1.X.2.2.1.1.1	S	*	A	*	WM	SS	--	**	**	*	SURFACE TO SURFACE MISSILE (SSM)
1.X.2.2.1.1.2	S	*	A	*	WM	SA	--	**	**	*	SURFACE TO AIR MISSILE (SAM)
1.X.2.2.1.2	S	*	A	*	WM	A-	--	**	**	*	AIR LAUNCHED MISSILE
1.X.2.2.1.2.1	S	*	A	*	WM	AS	--	**	**	*	AIR TO SURFACE MISSILE (ASM)
1.X.2.2.1.2.2	S	*	A	*	WM	AA	--	**	**	*	AIR TO AIR MISSILE (AAM)
1.X.2.2.1.3	S	*	A	*	WM	U-	--	**	**	*	SUBSURFACE TO SURFACE MISSILE (S/SSM)
1.X.2.2.1.4	S	*	A	*	WM	L-	--	**	**	*	LAND ATTACK MISSILE
1.X.2.2.2	S	*	A	*	WD	--	--	**	**	*	DECOY
1.X.2.3	S	*	A	*	C-	--	--	**	**	*	CIVIL AIRCRAFT
1.X.2.3.1	S	*	A	*	CF	--	--	**	**	*	FIXED WING
1.X.2.3.2	S	*	A	*	CH	--	--	**	**	*	ROTARY WING
1.X.2.3.3	S	*	A	*	CL	--	--	**	**	*	LIGHTER THAN AIR

Table B-V. Warfighting symbol ID codes - Ground.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE / MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3	S	*	G	*	--	--	--	**	**	*	GROUND TRACK
1.X.3.1	S	*	G	*	U-	--	--	**	**	*	UNIT
1.X.3.1.1	S	*	G	*	UC	--	--	**	**	*	COMBAT
1.X.3.1.1.1	S	*	G	*	UC	D-	--	**	**	*	AIR DEFENCE
1.X.3.1.1.1.1	S	*	G	*	UC	DS	--	**	**	*	SHORT RANGE
1.X.3.1.1.1.1.1	S	*	G	*	UC	DS	--	**	**	*	MISSILE
1.X.3.1.1.1.1.2	S	*	G	*	UC	DS	--	**	**	*	GUN
1.X.3.1.1.1.2	S	*	G	*	UC	DM	--	**	**	*	AIR DEFENCE MISSILE
1.X.3.1.1.1.2.1	S	*	G	*	UC	DM	L-	**	**	*	AIR DEFENCE MISSILE LIGHT
1.X.3.1.1.1.2.1.1	S	*	G	*	UC	DM	LA	**	**	*	AIR DEFENCE MISSILE MOTORIZED
1.X.3.1.1.1.2.2	S	*	G	*	UC	DM	M-	**	**	*	AIR DEFENCE MISSILE MEDIUM
1.X.3.1.1.1.2.3	S	*	G	*	UC	DM	H-	**	**	*	AIR DEFENCE MISSILE HEAVY
1.X.3.1.1.1.2.4	S	*	G	*	UC	DH	--	**	**	*	H/MAD
1.X.3.1.1.1.3	S	*	G	*	UC	DG	--	**	**	*	GUN UNIT
1.X.3.1.1.1.4	S	*	G	*	UC	DC	--	**	**	*	COMPOSITE
1.X.3.1.1.1.5	S	*	G	*	UC	DT	--	**	**	*	TARGETING UNIT
1.X.3.1.1.1.6	S	*	G	*	UC	DO	--	**	**	*	THEATRE MISSILE DEFENCE UNIT
1.X.3.1.1.2	S	*	G	*	UC	A-	--	**	**	*	ARMOUR
1.X.3.1.1.2.1	S	*	G	*	UC	AT	--	**	**	*	ARMOUR TRACK
1.X.3.1.1.2.1.1	S	*	G	*	UC	AT	A-	**	**	*	ARMOUR TRACK AIRBORNE
1.X.3.1.1.2.1.2	S	*	G	*	UC	AT	W-	**	**	*	ARMOUR TRACK AMPHIBIOUS
1.X.3.1.1.2.1.2.1	S	*	G	*	UC	AT	WR	**	**	*	ARMOUR TRACK AMPHIBIOUS RECOVERY
1.X.3.1.1.2.1.3	S	*	G	*	UC	AT	L-	**	**	*	ARMOUR TRACK, LIGHT
1.X.3.1.1.2.1.4	S	*	G	*	UC	AT	M-	**	**	*	ARMOUR TRACK, MEDIUM
1.X.3.1.1.2.1.5	S	*	G	*	UC	AT	H-	**	**	*	ARMOUR TRACK, HEAVY
1.X.3.1.1.2.1.6	S	*	G	*	UC	AT	R-	**	**	*	ARMOUR TRACK, RECOVERY
1.X.3.1.1.2.2	S	*	G	*	UC	AW	--	**	**	*	ARMOUR, WHEELED

Table B-IV. Warfighting symbol ID codes - Ground (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE / MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.1.1.2.2.1	S	*	G	*	UC	AW	S-	**	**	*	ARMOUR, WHEELED AIR ASSAULT
1.X.3.1.1.2.2.2	S	*	G	*	UC	AW	A-	**	**	*	ARMOUR, WHEELED AIRBORNE
1.X.3.1.1.2.2.3	S	*	G	*	UC	AW	A-	**	**	*	ARMOUR, WHEELED AMPHIBIOUS
1.X.3.1.1.2.2.4	S	*	G	*	UC	AW	L-	**	**	*	ARMOUR, WHEELED LIGHT
1.X.3.1.1.2.2.5	S	*	G	*	UC	AW	M-	**	**	*	ARMOUR, WHEELED MEDIUM
1.X.3.1.1.2.2.6	S	*	G	*	UC	AW	H-	**	**	*	ARMOUR, WHEELED HEAVY
1.X.3.1.1.2.2.7	S	*	G	*	UC	AW	R-	**	**	*	ARMOUR, WHEELED RECOVERY
1.X.3.1.1.3	S	*	G	*	UC	AA	--	**	**	*	ANTI ARMOUR
1.X.3.1.1.3.1	S	*	G	*	UC	AA	D-	**	**	*	ANTI ARMOUR DISMOUNTED
1.X.3.1.1.3.2	S	*	G	*	UC	AA	L-	**	**	*	ANTI ARMOUR LIGHT
1.X.3.1.1.3.3	S	*	G	*	UC	AA	M-	**	**	*	ANTI ARMOUR AIRBORNE
1.X.3.1.1.3.4	S	*	G	*	UC	AA	S-	**	**	*	ANTI ARMOUR AIR ASSAULT
1.X.3.1.1.3.5	S	*	G	*	UC	AA	U-	**	**	*	ANTI ARMOUR MOUNTAIN
1.X.3.1.1.3.6	S	*	G	*	UC	AA	C-	**	**	*	ANTI ARMOUR ARCTIC
1.X.3.1.1.3.7	S	*	G	*	UC	AA	A-	**	**	*	ANTI ARMOUR ARMOURED
1.X.3.1.1.3.7.1	S	*	G	*	UC	AA	AT	**	**	*	ANTI ARMOUR ARMOURED TRACKED
1.X.3.1.1.3.7.2	S	*	G	*	UC	AA	AW	**	**	*	ANTI ARMOUR ARMOURED WHEELED
1.X.3.1.1.3.7.3	S	*	G	*	UC	AA	AS	**	**	*	ANTI ARMOUR ARMOURED AIR ASSAULT
1.X.3.1.1.3.8	S	*	G	*	UC	AA	O-	**	**	*	ANTI ARMOUR MOTORIZED
1.X.3.1.1.3.8.1	S	*	G	*	UC	AA	OS	**	**	*	ANTI ARMOUR MOTORIZED AIR ASSAULT
1.X.3.1.1.4	S	*	G	*	UC	V-	--	**	**	*	AVIATION
1.X.3.1.1.4.1	S	*	G	*	UC	VF	--	**	**	*	FIXED WING
1.X.3.1.1.4.1.1	S	*	G	*	UC	VF	U-	**	**	*	UTILITY FIXED WING
1.X.3.1.1.4.1.2	S	*	G	*	UC	VF	A-	**	**	*	ATTACK FIXED WING
1.X.3.1.1.4.1.2.1	S	*	G	*	UC	VU	TP	**	**	*	TACTICAL AIR CONTROL PARTY (TACP)
1.X.3.1.1.4.1.2.2	S	*	G	*	UC	VU	FC	**	**	*	FORWARD AIR CONTROLLER (FAC)
1.X.3.1.1.4.1.3	S	*	G	*	UC	VF	R-	**	**	*	RECON FIXED WING
1.X.3.1.1.4.2	S	*	G	*	UC	VR	--	**	**	*	ROTARY WING
1.X.3.1.1.4.2.1	S	*	G	*	UC	VR	A-	**	**	*	ATTACK ROTARY WING
1.X.3.1.1.4.2.2	S	*	G	*	UC	VR	S-	**	**	*	SCOUT ROTARY WING

Table B-IV. Warfighting symbol ID codes - Ground (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE / MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.1.1.4.2.3	S	*	G	*	UC	VR	W-	**	**	*	ANTISUBMARINE WARFARE ROTARY WING
1.X.3.1.1.4.2.4	S	*	G	*	UC	VR	U-	**	**	*	UTILITY ROTARY WING
1.X.3.1.1.4.2.4.1	S	*	G	*	UC	VR	UL	**	**	*	LIGHT UTILITY ROTARY WING
1.X.3.1.1.4.2.4.2	S	*	G	*	UC	VR	UM	**	**	*	MEDIUM UTILITY ROTARY WING
1.X.3.1.1.4.2.4.3	S	*	G	*	UC	VR	UH	**	**	*	HEAVY UTILITY ROTARY WING
1.X.3.1.1.4.2.5	S	*	G	*	UC	VR	UC	**	**	*	C2 ROTARY WING
1.X.3.1.1.4.2.6	S	*	G	*	UC	VR	UE	**	**	*	MEDEVAC ROTARY WING
1.X.3.1.1.4.2.7	S	*	G	*	UC	VR	M-	**	**	*	MINE COUNTERMEASURE ROTARY WING
1.X.3.1.1.4.3	S	*	G	*	UC	VS	--	**	**	*	PERSONNEL RECOVERY
1.X.3.1.1.4.4	S	*	G	*	UC	VC	--	**	**	*	COMPOSITE
1.X.3.1.1.4.5	S	*	G	*	UC	VV	--	**	**	*	VERTICAL/SHORT TAKEOFF AND LANDING (V/STOL)
1.X.3.1.1.4.6	S	*	G	*	UC	VU	--	**	**	*	UNMANNED AERIAL VEHICLE
1.X.3.1.1.4.6.1	S	*	G	*	UC	VU	F-	**	**	*	UNMANNED AERIAL VEHICLE FIXED WING
1.X.3.1.1.4.6.2	S	*	G	*	UC	VU	R-	**	**	*	UNMANNED AERIAL VEHICLE ROTARY WING
1.X.3.1.1.4.6.3	S	*	G	*	UC	VU	TP	**	**	*	TACTICAL AIR CONTROL PARTY (TACP)
1.X.3.1.1.4.6.4	S	*	G	*	UC	VU	FC	**	**	*	FORWARD AIR CONTROLLER (FAC)
1.X.3.1.1.5	S	*	G	*	UC	I-	--	**	**	*	INFANTRY
1.X.3.1.1.5.1	S	*	G	*	UC	IL	--	**	**	*	INFANTRY LIGHT
1.X.3.1.1.5.2	S	*	G	*	UC	IM	--	**	**	*	INFANTRY MOTORIZED
1.X.3.1.1.5.3	S	*	G	*	UC	IO	--	**	**	*	INFANTRY MOUNTAIN
1.X.3.1.1.5.4	S	*	G	*	UC	IA	--	**	**	*	INFANTRY AIRBORNE
1.X.3.1.1.5.5	S	*	G	*	UC	IS	--	**	**	*	INFANTRY AIR ASSAULT
1.X.3.1.1.5.6	S	*	G	*	UC	IZ	--	**	**	*	INFANTRY MECHANIZED
1.X.3.1.1.5.7	S	*	G	*	UC	IN	--	**	**	*	INFANTRY NAVAL
1.X.3.1.1.5.8	S	*	G	*	UC	II	--	**	**	*	INFANTRY FIGHTING VEHICLE
1.X.3.1.1.5.9	S	*	G	*	UC	IC	--	**	**	*	INFANTRY ARCTIC
1.X.3.1.1.6	S	*	G	*	UC	E-	--	**	**	*	ENGINEER
1.X.3.1.1.6.1	S	*	G	*	UC	EC	--	**	**	*	ENGINEER COMBAT
1.X.3.1.1.6.1.1	S	*	G	*	UC	EC	S-	**	**	*	ENGINEER COMBAT AIR ASSAULT
1.X.3.1.1.6.1.2	S	*	G	*	UC	EC	A-	**	**	*	ENGINEER COMBAT AIRBORNE
1.X.3.1.1.6.1.3	S	*	G	*	UC	EC	C-	**	**	*	ENGINEER COMBAT ARCTIC
1.X.3.1.1.6.1.4	S	*	G	*	UC	EC	L-	**	**	*	ENGINEER COMBAT LIGHT

ORIGINAL

Table B-IV. Warfighting symbol ID codes - Ground (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE / MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.1.1.6.1.5	S	*	G	*	UC	EC	M-	**	**	*	ENGINEER COMBAT MEDIUM
1.X.3.1.1.6.1.6	S	*	G	*	UC	EC	H-	**	**	*	ENGINEER COMBAT HEAVY
1.X.3.1.1.6.1.7	S	*	G	*	UC	EC	T-	**	**	*	ENGINEER COMBAT MECHANIZED (TRACK)
1.X.3.1.1.6.1.8	S	*	G	*	UC	EC	W-	**	**	*	ENGINEER COMBAT MOTORIZED
1.X.3.1.1.6.1.9	S	*	G	*	UC	EC	O-	**	**	*	ENGINEER COMBAT MOUNTAIN
1.X.3.1.1.6.1.10	S	*	G	*	UC	EC	R-	**	**	*	ENGINEER COMBAT RECON
1.X.3.1.1.6.1.11	S	*	G	*	UC	EC	--	**	**	*	ENGINEER COMBAT BRIDGING
1.X.3.1.1.6.1.12	S	*	G	*	UC	EC	--	**	**	*	ENGINEER COMBAT MINE CLEARING
1.X.3.1.1.6.1.13	S	*	G	*	UC	EC	--	**	**	*	ENGINEER COMBAT MINE LAYING
1.X.3.1.1.6.1.14	S	*	G	*	UC	EC	--	**	**	*	ENGINEER COMBAT DIVING
1.X.3.1.1.6.2	S	*	G	*	UC	EN	--	**	**	*	ENGINEER CONSTRUCTION
1.X.3.1.1.6.2.1	S	*	G	*	UC	EN	N-	**	**	*	ENGINEER NAVAL CONSTRUCTION
1.X.3.1.1.7	S	*	G	*	UC	F-	--	**	**	*	FIELD ARTILLERY
1.X.3.1.1.7.1	S	*	G	*	UC	FH	--	**	**	*	HOWITZER/GUN
1.X.3.1.1.7.1.1	S	*	G	*	UC	FH	E-	**	**	*	SELF PROPELLED
1.X.3.1.1.7.1.2	S	*	G	*	UC	FH	S-	**	**	*	AIR ASSAULT
1.X.3.1.1.7.1.3	S	*	G	*	UC	FH	A-	**	**	*	AIRBORNE
1.X.3.1.1.7.1.4	S	*	G	*	UC	FH	C-	**	**	*	ARCTIC
1.X.3.1.1.7.1.5	S	*	G	*	UC	FH	O-	**	**	*	MOUNTAIN
1.X.3.1.1.7.1.6	S	*	G	*	UC	FH	L-	**	**	*	LIGHT
1.X.3.1.1.7.1.7	S	*	G	*	UC	FH	M-	**	**	*	MEDIUM
1.X.3.1.1.7.1.8	S	*	G	*	UC	FH	H-	**	**	*	HEAVY
1.X.3.1.1.7.1.9	S	*	G	*	UC	FH	X-	**	**	*	AMPHIBIOUS
1.X.3.1.1.7.2	S	*	G	*	UC	FR	--	**	**	*	ROCKET
1.X.3.1.1.7.2.1	S	*	G	*	UC	FR	S-	**	**	*	SINGLE ROCKET LAUNCHER
1.X.3.1.1.7.2.1.1	S	*	G	*	UC	FR	SS	**	**	*	SINGLE ROCKET SELF PROPELLED
1.X.3.1.1.7.2.1.2	S	*	G	*	UC	FR	SR	**	**	*	SINGLE ROCKET TRUCK
1.X.3.1.1.7.2.1.3	S	*	G	*	UC	FR	ST	**	**	*	SINGLE ROCKET TOWED
1.X.3.1.1.7.2.2	S	*	G	*	UC	FR	M-	**	**	*	MULTI ROCKET LAUNCHER
1.X.3.1.1.7.2.2.1	S	*	G	*	UC	FR	MS	**	**	*	MULTI ROCKET SELF PROPELLED
1.X.3.1.1.7.2.2.2	S	*	G	*	UC	FR	MR	**	**	*	MULTI ROCKET TRUCK
1.X.3.1.1.7.2.2.3	S	*	G	*	UC	FR	MT	**	**	*	MULTI ROCKET TOWED
1.X.3.1.1.7.3	S	*	G	*	UC	FT	--	**	**	*	TARGET ACQUISITION

Table B-IV. Warfighting symbol ID codes - Ground (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE / MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.1.1.7.3.1	S	*	G	*	UC	FT	R-	**	**	*	RADAR
1.X.3.1.1.7.3.2	S	*	G	*	UC	FT	S-	**	**	*	SOUND
1.X.3.1.1.7.3.3	S	*	G	*	UC	FT	F-	**	**	*	FLASH (OPTICAL)
1.X.3.1.1.7.3.4	S	*	G	*	UC	FT	C-	**	**	*	TARGET ACQUISITION MOUNTED
1.X.3.1.1.7.3.4.1	S	*	G	*	UC	FT	CD	**	**	*	TARGET ACQUISITION DISMOUNTED
1.X.3.1.1.7.3.4.2	S	*	G	*	UC	FT	CM	**	**	*	TARGET ACQUISITION TRACKED
1.X.3.1.1.7.3.5	S	*	G	*	UC	FT	A-	**	**	*	TARGET ACQUISITION NAVAL GUNFIRE
1.X.3.1.1.7.4	S	*	G	*	UC	FM	--	**	**	*	MORTAR
1.X.3.1.1.7.4.1	S	*	G	*	UC	FM	S-	**	**	*	SELF PROPELLED (SP) TRACKED MORTAR
1.X.3.1.1.7.4.2	S	*	G	*	UC	FM	SW	**	**	*	SP WHEELED MORTAR
1.X.3.1.1.7.4.3	S	*	G	*	UC	FM	T-	**	**	*	TOWED MORTAR
1.X.3.1.1.7.4.3.1	S	*	G	*	UC	FM	TA	**	**	*	TOWED AIRBORNE MORTAR
1.X.3.1.1.7.4.3.2	S	*	G	*	UC	FM	TS	**	**	*	TOWED AIR ASSAULT MORTAR
1.X.3.1.1.7.4.3.3	S	*	G	*	UC	FM	TC	**	**	*	TOWED ARCTIC MORTAR
1.X.3.1.1.7.4.3.4	S	*	G	*	UC	FM	TO	**	**	*	TOWED MOUNTAIN MORTAR
1.X.3.1.1.7.4.4	S	*	G	*	UC	FM	L-	**	**	*	AMPHIBIOUS MORTAR
1.X.3.1.1.7.5	S	*	G	*	UC	FS	--	**	**	*	ARTILLERY SURVEY
1.X.3.1.1.7.5.1	S	*	G	*	UC	FS	S-	**	**	*	AIR ASSAULT
1.X.3.1.1.7.5.2	S	*	G	*	UC	FS	A-	**	**	*	AIRBORNE
1.X.3.1.1.7.5.3	S	*	G	*	UC	FS	L-	**	**	*	LIGHT
1.X.3.1.1.7.5.4	S	*	G	*	UC	FS	O-	**	**	*	MOUNTAIN
1.X.3.1.1.7.6	S	*	G	*	UC	FO	--	**	**	*	METEOROLOGICAL
1.X.3.1.1.7.6.1	S	*	G	*	UC	FO	S-	**	**	*	AIR ASSAULT METEOROLOGICAL
1.X.3.1.1.7.6.2	S	*	G	*	UC	FO	A-	**	**	*	AIRBORNE METEOROLOGICAL
1.X.3.1.1.7.6.3	S	*	G	*	UC	FO	L-	**	**	*	LIGHT METEOROLOGICAL
1.X.3.1.1.7.6.4	S	*	G	*	UC	FO	O-	**	**	*	MOUNTAIN METEOROLOGICAL
1.X.3.1.1.7.7	S	*	G	*	UC	F-	--	**	**	*	FIRE DIRECTION CENTRE
1.X.3.1.1.7.8	S	*	G	*	UC	F-	--	**	**	*	OBERSERVER
1.X.3.1.1.8	S	*	G	*	UC	R-	--	**	**	*	RECONNAISSANCE
1.X.3.1.1.8.1	S	*	G	*	UC	RH	--	**	**	*	RECONNAISSANCE HORSE
1.X.3.1.1.8.2	S	*	G	*	UC	RV	--	**	**	*	RECONNAISSANCE CAVALRY
1.X.3.1.1.8.2.1	S	*	G	*	UC	RV	A-	**	**	*	RECONNAISSANCE CAVALRY ARMOURED
1.X.3.1.1.8.2.2	S	*	G	*	UC	RV	M-	**	**	*	RECONNAISSANCE CAVALRY MOTORIZED

Table B-IV. Warfighting symbol ID codes - Ground (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE / MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.1.1.8.2.3	S	*	G	*	UC	RV	G-	**	**	*	RECONNAISSANCE CAVALRY GROUND
1.X.3.1.1.8.2.4	S	*	G	*	UC	RV	O-	**	**	*	RECONNAISSANCE CAVALRY AIR
1.X.3.1.1.8.3	S	*	G	*	UC	RC	--	**	**	*	RECONNAISSANCE ARCTIC
1.X.3.1.1.8.4	S	*	G	*	UC	RS	--	**	**	*	RECONNAISSANCE AIR ASSAULT
1.X.3.1.1.8.5	S	*	G	*	UC	RA	--	**	**	*	RECONNAISSANCE AIRBORNE
1.X.3.1.1.8.6	S	*	G	*	UC	RO	--	**	**	*	RECONNAISSANCE MOUNTAIN
1.X.3.1.1.8.7	S	*	G	*	UC	RLL	--	**	**	*	RECONNAISSANCE LIGHT
1.X.3.1.1.8.8	S	*	G	*	UC	RR	--	**	**	*	RECONNAISSANCE MARINE
1.X.3.1.1.8.8.1	S	*	G	*	UC	RR	D-	**	**	*	RECONNAISSANCE MARINE DIVISION
1.X.3.1.1.8.8.2	S	*	G	*	UC	RR	F-	**	**	*	RECONNAISSANCE MARINE FORCE
1.X.3.1.1.8.8.3	S	*	G	*	UC	RR	L-	**	**	*	RECONNAISSANCE MARINE LIGHT ARMOURED RECONNAISSANCE (LAR)
1.X.3.1.1.8.9	S	*	G	*	UC	RX	--	**	**	*	RECONNAISSANCE LONG RANGE SURVEILLANCE (LRS)
1.X.3.1.1.9	S	*	G	*	UC	M-	--	**	**	*	MISSILE (SURFACE-SURFACE)
1.X.3.1.1.9.1	S	*	G	*	UC	MT	--	**	**	*	MISSILE (SURFACE-SURFACE) TACTICAL
1.X.3.1.1.9.2	S	*	G	*	UC	MS	--	**	**	*	MISSILE (SURFACE-SURFACE) STRATEGIC
1.X.3.1.1.10	S	*	G	*	UC	S-	--	**	**	*	INTERNAL SECURITY FORCES
1.X.3.1.1.10.1	S	*	G	*	UC	SW	--	**	**	*	RIVERINE
1.X.3.1.1.10.2	S	*	G	*	UC	SG	--	**	**	*	GROUND
1.X.3.1.1.10.2.1	S	*	G	*	UC	SG	D-	**	**	*	DISMOUNTED GROUND
1.X.3.1.1.10.2.2	S	*	G	*	UC	SG	M-	**	**	*	MOTORIZED GROUND
1.X.3.1.1.10.2.3	S	*	G	*	UC	SG	A-	**	**	*	MECHANIZED GROUND
1.X.3.1.1.10.3	S	*	G	*	UC	SM	--	**	**	*	WHEELED MECHANIZED
1.X.3.1.1.10.4	S	*	G	*	UC	SR	--	**	**	*	RAILROAD
1.X.3.1.1.10.5	S	*	G	*	UC	SA	--	**	**	*	AVIATION
1.X.3.1.2	S	*	G	*	UU	--	--	**	**	*	COMBAT SUPPORT
1.X.3.1.2.1	S	*	G	*	UU	A-	--	**	**	*	COMBAT SUPPORT CBRN
1.X.3.1.2.1.1	S	*	G	*	UU	AC	--	**	**	*	CHEMICAL
1.X.3.1.2.1.1.1	S	*	G	*	UU	AC	C-	**	**	*	SMOKE/DECON
1.X.3.1.2.1.1.1.1	S	*	G	*	UU	AC	CK	**	**	*	MECHANIZED SMOKE/DECON
1.X.3.1.2.1.1.1.2	S	*	G	*	UU	AC	CM	**	**	*	MOTORIZED SMOKE/DECON
1.X.3.1.2.1.1.2	S	*	G	*	UU	AC	S-	**	**	*	SMOKE

Table B-IV. Warfighting symbol ID codes - Ground (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE / MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.1.2.1.1.2.1	S	*	G	*	UU	AC	SM	**	**	*	MOTORIZED SMOKE
1.X.3.1.2.1.1.2.2	S	*	G	*	UU	AC	SA	**	**	*	ARMOUR SMOKE
1.X.3.1.2.1.1.3	S	*	G	*	UU	AC	R-	**	**	*	CHEMICAL RECON
1.X.3.1.2.1.1.3.1	S	*	G	*	UU	AC	RW	**	**	*	CHEMICAL WHEELED ARMOURED VEHICLE
1.X.3.1.2.1.1.3.2	S	*	G	*	UU	AC	RS	**	**	*	CHEMICAL WHEELED ARMOURED VEHICLE RECONNAISSANCE SURVEILLANCE
1.X.3.1.2.1.2	S	*	G	*	UU	AN	--	**	**	*	NUCLEAR
1.X.3.1.2.1.3	S	*	G	*	UU	AB	--	**	**	*	BIOLOGICAL
1.X.3.1.2.1.3.1	S	*	G	*	UU	AB	R-	**	**	*	RECON EQUIPPED
1.X.3.1.2.1.4	S	*	G	*	UU	AD	--	**	**	*	DECONTAMINATION
1.X.3.1.2.2	S	*	G	*	UU	M-	--	**	**	*	MILITARY INTELLIGENCE
1.X.3.1.2.2.1	S	*	G	*	UU	MA	--	**	**	*	AERIAL EXPLOITATION
1.X.3.1.2.2.2	S	*	G	*	UU	MS	--	**	**	*	SIGNAL INTELLIGENCE (SIGINT)
1.X.3.1.2.2.2.1	S	*	G	*	UU	MS	E-	**	**	*	ELECTRONIC WARFARE
1.X.3.1.2.2.2.1.1	S	*	G	*	UU	MS	EA	**	**	*	ARMOURED WHEELED VEHICLE
1.X.3.1.2.2.2.1.2	S	*	G	*	UU	MS	ED	**	**	*	DIRECTION FINDING
1.X.3.1.2.2.2.1.3	S	*	G	*	UU	MS	EI	**	**	*	INTERCEPT
1.X.3.1.2.2.2.1.4	S	*	G	*	UU	MS	EJ	**	**	*	JAMMING
1.X.3.1.2.2.2.1.5	S	*	G	*	UU	MS	ET	**	**	*	THEATRE
1.X.3.1.2.2.2.1.6	S	*	G	*	UU	MS	EC	**	**	*	CORPS
1.X.3.1.2.2.3	S	*	G	*	UU	MC	--	**	**	*	COUNTER INTELLIGENCE
1.X.3.1.2.2.4	S	*	G	*	UU	MR	--	**	**	*	SURVEILLANCE
1.X.3.1.2.2.4.1	S	*	G	*	UU	MR	G-	**	**	*	GROUND SURVEILLANCE RADAR
1.X.3.1.2.2.4.2	S	*	G	*	UU	MR	S-	**	**	*	SENSOR
1.X.3.1.2.2.4.2.1	S	*	G	*	UU	MR	SS	**	**	*	SENSOR SCM
1.X.3.1.2.2.4.3	S	*	G	*	UU	MR	X-	**	**	*	GROUND STATION MODULE
1.X.3.1.2.2.4.4	S	*	G	*	UU	MM	O-	**	**	*	METEOROLOGICAL
1.X.3.1.2.2.5	S	*	G	*	UU	MO	--	**	**	*	OPERATIONS
1.X.3.1.2.2.6	S	*	G	*	UU	MT	--	**	**	*	TACTICAL EXPLOIT
1.X.3.1.2.2.7	S	*	G	*	UU	MQ	--	**	**	*	INTERROGATION
1.X.3.1.2.2.8	S	*	G	*	UU	MJ	--	**	**	*	JOINT INTELLIGENCE CENTRE
1.X.3.1.2.3	S	*	G	*	UU	L-	--	**	**	*	LAW ENFORCEMENT UNIT
1.X.3.1.2.3.1	S	*	G	*	UU	LS	--	**	**	*	SHORE PATROL
1.X.3.1.2.3.2	S	*	G	*	UU	LM	--	**	**	*	MILITARY POLICE
1.X.3.1.2.3.3	S	*	G	*	UU	LC	--	**	**	*	CIVILIAN LAW ENFORCEMENT
1.X.3.1.2.3.4	S	*	G	*	UU	LF	--	**	**	*	SECURITY POLICE (AIR)

Table B-IV. Warfighting symbol ID codes - Ground (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE / MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.1.2.3.5	S	*	G	*	UU	LD	--	**	**	*	CENTRAL INTELLIGENCE DIVISION (CID)
1.X.3.1.2.4	S	*	G	*	UU	S-	--	**	**	*	SIGNAL UNIT
1.X.3.1.2.4.1	S	*	G	*	UU	SA	--	**	**	*	AREA
1.X.3.1.2.4.2	S	*	G	*	UU	SC	--	**	**	*	COMMUNICATION CONFIGURED PACKAGE
1.X.3.1.2.4.2.1	S	*	G	*	UU	SC	L-	**	**	*	LARGE COMMUNICATION CONFIGURED PACKAGE (LCCP)
1.X.3.1.2.4.3	S	*	G	*	UU	SO	--	**	**	*	COMMAND OPERATIONS
1.X.3.1.2.4.4	S	*	G	*	UU	SF	--	**	**	*	FORWARD COMMUNICATIONS
1.X.3.1.2.4.5	S	*	G	*	UU	SM	--	**	**	*	MULTIPLE SUBSCRIBER ELEMENT
1.X.3.1.2.4.5.1	S	*	G	*	UU	SM	S-	**	**	*	SMALL EXTENSION NODE
1.X.3.1.2.4.5.2	S	*	G	*	UU	SM	L-	**	**	*	LARGE EXTENSION NODE
1.X.3.1.2.4.5.3	S	*	G	*	UU	SM	N-	**	**	*	NODE CENTRE
1.X.3.1.2.4.6	S	*	G	*	UU	SR	--	**	**	*	RADIO UNIT
1.X.3.1.2.4.6.1	S	*	G	*	UU	SR	S-	**	**	*	TACTICAL SATELLITE
1.X.3.1.2.4.6.2	S	*	G	*	UU	SR	T-	**	**	*	TELETYPE CENTRE
1.X.3.1.2.4.6.3	S	*	G	*	UU	SR	W-	**	**	*	RELAY
1.X.3.1.2.4.7	S	*	G	*	UU	SS	--	**	**	*	SIGNAL SUPPORT
1.X.3.1.2.4.8	S	*	G	*	UU	SW	--	**	**	*	TELEPHONE SWITCH
1.X.3.1.2.4.9	S	*	G	*	UU	SX	--	**	**	*	ELECTRONIC RANGING
1.X.3.1.2.5	S	*	G	*	UU	I-	--	**	**	*	INFORMATION WARFARE UNIT
1.X.3.1.2.6	S	*	G	*	UU	X-	--	**	**	*	LANDING SUPPORT
1.X.3.1.2.7	S	*	G	*	UU	E-	--	**	**	*	EXPLOSIVE ORDINANCE DISPOSAL
1.X.3.1.2.8	S	*	G	*	UU	T-	--	**	**	*	TOPOGRAPHIC
1.X.3.1.2.9	S	*	G	*	UU	--	--	**	**	*	DOG
1.X.3.1.2.10	S	*	G	*	UU	D-	--	**	**	*	DRILLING
1.X.3.1.3	S	*	G	*	US	--	--	**	**	*	COMBAT SERVICE SUPPORT
1.X.3.1.3.1	S	*	G	*	US	A-	--	**	**	*	ADMINISTRATIVE (ADMIN)
1.X.3.1.3.1.1	S	*	G	*	US	AT	--	**	**	*	ADMIN THEATRE
1.X.3.1.3.1.2	S	*	G	*	US	AC	--	**	**	*	ADMIN CORPS
1.X.3.1.3.1.3	S	*	G	*	US	AJ	--	**	**	*	JUDGE ADVOCATE GENERAL (JAG)
1.X.3.1.3.1.3.1	S	*	G	*	US	AJ	T-	**	**	*	JAG THEATRE
1.X.3.1.3.1.3.2	S	*	G	*	US	AJ	C-	**	**	*	JAG CORPS
1.X.3.1.3.1.4	S	*	G	*	US	AO	--	**	**	*	POSTAL
1.X.3.1.3.1.4.1	S	*	G	*	US	AO	T-	**	**	*	POSTAL THEATRE

Table B-IV. Warfighting symbol ID codes - Ground (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE / MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.1.3.1.4.2	S	*	G	*	US	AO	C-	**	**	*	POSTAL CORPS
1.X.3.1.3.1.5	S	*	G	*	US	AF	--	**	**	*	FINANCE
1.X.3.1.3.1.5.1	S	*	G	*	US	AF	T-	**	**	*	FINANCE THEATRE
1.X.3.1.3.1.5.2	S	*	G	*	US	AF	C-	**	**	*	FINANCE CORPS
1.X.3.1.3.1.6	S	*	G	*	US	AS	--	**	**	*	PERSONNEL SERVICES
1.X.3.1.3.1.6.1	S	*	G	*	US	AS	T-	**	**	*	PERSONNEL THEATRE
1.X.3.1.3.1.6.2	S	*	G	*	US	AS	C-	**	**	*	PERSONNEL CORPS
1.X.3.1.3.1.7	S	*	G	*	US	AM	--	**	**	*	MORTUARY/GRAVES REGISTRY
1.X.3.1.3.1.7.1	S	*	G	*	US	AM	T-	**	**	*	MORTUARY/GRAVES REGISTRY THEATRE
1.X.3.1.3.1.7.2	S	*	G	*	US	AM	C-	**	**	*	MORTUARY/GRAVES REGISTRY CORPS
1.X.3.1.3.1.8	S	*	G	*	US	AR	--	**	**	*	RELIGIOUS/CHAPLAIN
1.X.3.1.3.1.8.1	S	*	G	*	US	AR	T-	**	**	*	RELIGIOUS/CHAPLAIN THEATRE
1.X.3.1.3.1.8.2	S	*	G	*	US	AR	C-	**	**	*	RELIGIOUS/CHAPLAIN CORPS
1.X.3.1.3.1.9	S	*	G	*	US	AP	--	**	**	*	PUBLIC AFFAIRS
1.X.3.1.3.1.9.1	S	*	G	*	US	AP	T-	**	**	*	PUBLIC AFFAIRS THEATRE
1.X.3.1.3.1.9.2	S	*	G	*	US	AP	C-	**	**	*	PUBLIC AFFAIRS CORPS
1.X.3.1.3.1.9.3	S	*	G	*	US	AP	B-	**	**	*	PUBLIC AFFAIRS BROADCAST
1.X.3.1.3.1.9.3.1	S	*	G	*	US	AP	BT	**	**	*	PUBLIC AFFAIRS BROADCAST THEATRE
1.X.3.1.3.1.9.3.2	S	*	G	*	US	AP	BC	**	**	*	PUBLIC AFFAIRS BROADCAST CORPS
1.X.3.1.3.1.9.4	S	*	G	*	US	AP	M-	**	**	*	PUBLIC AFFAIRS JOINT INFORMATION BUREAU (JIB)
1.X.3.1.3.1.9.4.1	S	*	G	*	US	AP	MT	**	**	*	PUBLIC AFFAIRS JIB THEATRE
1.X.3.1.3.1.9.4.2	S	*	G	*	US	AP	MC	**	**	*	PUBLIC AFFAIRS JIB CORPS
1.X.3.1.3.1.10	S	*	G	*	US	AX	--	**	**	*	REPLACEMENT HOLDING UNIT (RHU)
1.X.3.1.3.1.10.1	S	*	G	*	US	AX	T-	**	**	*	RHU THEATRE
1.X.3.1.3.1.10.2	S	*	G	*	US	AX	C-	**	**	*	RHU CORPS
1.X.3.1.3.1.11	S	*	G	*	US	AL	--	**	**	*	LABOUR
1.X.3.1.3.1.11.1	S	*	G	*	US	AL	T-	**	**	*	LABOUR THEATRE
1.X.3.1.3.1.11.2	S	*	G	*	US	AL	C-	**	**	*	LABOUR CORPS
1.X.3.1.3.1.12	S	*	G	*	US	AW	--	**	**	*	MORAL, WELFARE, RECREATION (MWR)
1.X.3.1.3.1.12.1	S	*	G	*	US	AW	T-	**	**	*	MWR THEATRE
1.X.3.1.3.1.12.2	S	*	G	*	US	AW	C-	**	**	*	MWR CORPS
1.X.3.1.3.1.13	S	*	G	*	US	AQ	--	**	**	*	QUARTERMASTER (SUPPLY)

Table B-IV. Warfighting symbol ID codes - Ground (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE / MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.1.3.1.13.1	S	*	G	*	US	AQ	T-	**	**	*	QUARTERMASTER (SUPPLY) THEATRE
1.X.3.1.3.1.13.2	S	*	G	*	US	AQ	C-	**	**	*	QUARTERMASTER (SUPPLY) CORPS
1.X.3.1.3.2	S	*	G	*	US	M-	--	**	**	*	MEDICAL
1.X.3.1.3.2.1	S	*	G	*	US	MT	--	**	**	*	MEDICAL THEATRE
1.X.3.1.3.2.2	S	*	G	*	US	MC	--	**	**	*	MEDICAL CORPS
1.X.3.1.3.2.3	S	*	G	*	US	MM	--	**	**	*	MEDICAL TREATMENT FACILITY
1.X.3.1.3.2.3.1	S	*	G	*	US	MM	T-	**	**	*	MEDICAL TREATMENT FACILITY THEATRE
1.X.3.1.3.2.3.2	S	*	G	*	US	MM	C-	**	**	*	MEDICAL TREATMENT FACILITY CORPS
1.X.3.1.3.2.4	S	*	G	*	US	MV	--	**	**	*	MEDICAL VETERINARY
1.X.3.1.3.2.4.1	S	*	G	*	US	MV	T-	**	**	*	MEDICAL VETERINARY THEATRE
1.X.3.1.3.2.4.2	S	*	G	*	US	MV	C-	**	**	*	MEDICAL VETERINARY CORPS
1.X.3.1.3.2.5	S	*	G	*	US	MD	--	**	**	*	MEDICAL DENTAL
1.X.3.1.3.2.5.1	S	*	G	*	US	MD	T-	**	**	*	MEDICAL DENTAL THEATRE
1.X.3.1.3.2.5.2	S	*	G	*	US	MD	C-	**	**	*	MEDICAL DENTAL CORPS
1.X.3.1.3.2.6	S	*	G	*	US	MP	--	**	**	*	MEDICAL PSYCHOLOGICAL
1.X.3.1.3.2.6.1	S	*	G	*	US	MP	T-	**	**	*	MEDICAL PSYCHOLOGICAL THEATRE
1.X.3.1.3.2.6.2	S	*	G	*	US	MP	C-	**	**	*	MEDICAL PSYCHOLOGICAL CORPS
1.X.3.1.3.3	S	*	G	*	US	S-	--	**	**	*	SUPPLY
1.X.3.1.3.3.1	S	*	G	*	US	ST	--	**	**	*	SUPPLY THEATRE
1.X.3.1.3.3.2	S	*	G	*	US	SC	--	**	**	*	SUPPLY CORPS
1.X.3.1.3.3.3	S	*	G	*	US	S1	--	**	**	*	SUPPLY CLASS I
1.X.3.1.3.3.3.1	S	*	G	*	US	S1	T-	**	**	*	SUPPLY CLASS I THEATRE
1.X.3.1.3.3.3.2	S	*	G	*	US	S1	C-	**	**	*	SUPPLY CLASS I CORPS
1.X.3.1.3.3.4	S	*	G	*	US	S2	--	**	**	*	SUPPLY CLASS II
1.X.3.1.3.3.4.1	S	*	G	*	US	S2	T-	**	**	*	SUPPLY CLASS II THEATRE
1.X.3.1.3.3.4.2	S	*	G	*	US	S2	C-	**	**	*	SUPPLY CLASS II CORPS
1.X.3.1.3.3.5	S	*	G	*	US	S3	--	**	**	*	SUPPLY CLASS III
1.X.3.1.3.3.5.1	S	*	G	*	US	S3	T-	**	**	*	SUPPLY CLASS III THEATRE
1.X.3.1.3.3.5.2	S	*	G	*	US	S3	C-	**	**	*	SUPPLY CLASS III CORPS
1.X.3.1.3.3.5.3	S	*	G	*	US	S3	A-	**	**	*	SUPPLY CLASS III AVIATION
1.X.3.1.3.3.5.3.1	S	*	G	*	US	S3	AT	**	**	*	SUPPLY CLASS III AVIATION THEATRE

Table B-IV. Warfighting symbol ID codes - Ground (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE / MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.1.3.3.5.3.2	S	*	G	*	US	S3	AC	**	**	*	SUPPLY CLASS III AVIATION CORPS
1.X.3.1.3.3.6	S	*	G	*	US	S4	--	**	**	*	SUPPLY CLASS IV
1.X.3.1.3.3.6.1	S	*	G	*	US	S4	T-	**	**	*	SUPPLY CLASS IV THEATRE
1.X.3.1.3.3.6.2	S	*	G	*	US	S4	C-	**	**	*	SUPPLY CLASS IV CORPS
1.X.3.1.3.3.7	S	*	G	*	US	S5	--	**	**	*	SUPPLY CLASS V
1.X.3.1.3.3.7.1	S	*	G	*	US	S5	T-	**	**	*	SUPPLY CLASS V THEATRE
1.X.3.1.3.3.7.2	S	*	G	*	US	S5	C-	**	**	*	SUPPLY CLASS V CORPS
1.X.3.1.3.3.8	S	*	G	*	US	S6	--	**	**	*	SUPPLY CLASS VI
1.X.3.1.3.3.8.1	S	*	G	*	US	S6	T-	**	**	*	SUPPLY CLASS VI THEATRE
1.X.3.1.3.3.8.2	S	*	G	*	US	S6	C-	**	**	*	SUPPLY CLASS VI CORPS
1.X.3.1.3.3.9	S	*	G	*	US	S7	--	**	**	*	SUPPLY CLASS VII
1.X.3.1.3.3.9.1	S	*	G	*	US	S7	T-	**	**	*	SUPPLY CLASS VII THEATRE
1.X.3.1.3.3.9.2	S	*	G	*	US	S7	C-	**	**	*	SUPPLY CLASS VII CORPS
1.X.3.1.3.3.10	S	*	G	*	US	S8	--	**	**	*	SUPPLY CLASS VIII
1.X.3.1.3.3.10.1	S	*	G	*	US	S8	T-	**	**	*	SUPPLY CLASS VIII THEATRE
1.X.3.1.3.3.10.2	S	*	G	*	US	S8	C-	**	**	*	SUPPLY CLASS VIII CORPS
1.X.3.1.3.3.11	S	*	G	*	US	S9	--	**	**	*	SUPPLY CLASS IX
1.X.3.1.3.3.11.1	S	*	G	*	US	S9	T-	**	**	*	SUPPLY CLASS IX THEATRE
1.X.3.1.3.3.11.2	S	*	G	*	US	S9	C-	**	**	*	SUPPLY CLASS IX CORPS
1.X.3.1.3.3.12	S	*	G	*	US	SX	--	**	**	*	SUPPLY CLASS X
1.X.3.1.3.3.12.1	S	*	G	*	US	SX	T-	**	**	*	SUPPLY CLASS X THEATRE
1.X.3.1.3.3.12.2	S	*	G	*	US	SX	C-	**	**	*	SUPPLY CLASS X CORPS
1.X.3.1.3.3.13	S	*	G	*	US	SL	--	**	**	*	SUPPLY LAUNDRY/BATH
1.X.3.1.3.3.13.1	S	*	G	*	US	SL	T-	**	**	*	SUPPLY LAUNDRY/BATH THEATRE
1.X.3.1.3.3.13.2	S	*	G	*	US	SL	C-	**	**	*	SUPPLY LAUNDRY/BATH CORPS
1.X.3.1.3.3.14	S	*	G	*	US	SW	--	**	**	*	SUPPLY WATER
1.X.3.1.3.3.14.1	S	*	G	*	US	SW	T-	**	**	*	SUPPLY WATER THEATRE
1.X.3.1.3.3.14.2	S	*	G	*	US	SW	C-	**	**	*	SUPPLY WATER CORPS
1.X.3.1.3.3.14.3	S	*	G	*	US	SW	P-	**	**	*	SUPPLY WATER PURIFICATION
1.X.3.1.3.3.14.3.1	S	*	G	*	US	SW	PT	**	**	*	SUPPLY WATER PURIFICATION THEATRE
1.X.3.1.3.3.14.3.2	S	*	G	*	US	SW	PC	**	**	*	SUPPLY WATER PURIFICATION CORPS
1.X.3.1.3.4	S	*	G	*	US	T-	--	**	**	*	TRANSPORTATION
1.X.3.1.3.4.1	S	*	G	*	US	TT	--	**	**	*	TRANSPORTATION THEATRE
1.X.3.1.3.4.2	S	*	G	*	US	TC	--	**	**	*	TRANSPORTATION CORPS

Table B-IV. Warfighting symbol ID codes - Ground (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE / MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.1.3.4.3	S	*	G	*	US	TM	--	**	**	*	MOVEMENT CONTROL CENTRE(MCC)
1.X.3.1.3.4.3.1	S	*	G	*	US	TM	T-	**	**	*	MCC THEATRE
1.X.3.1.3.4.3.2	S	*	G	*	US	TM	C-	**	**	*	MCC CORPS
1.X.3.1.3.4.4	S	*	G	*	US	TR	--	**	**	*	RAILHEAD
1.X.3.1.3.4.4.1	S	*	G	*	US	TR	T-	**	**	*	RAILHEAD THEATRE
1.X.3.1.3.4.4.2	S	*	G	*	US	TR	C-	**	**	*	RAILHEAD CORPS
1.X.3.1.3.4.5	S	*	G	*	US	TS	--	**	**	*	SPOD/SPOE
1.X.3.1.3.4.5.1	S	*	G	*	US	TS	T-	**	**	*	SPOD/SPOE THEATRE
1.X.3.1.3.4.5.2	S	*	G	*	US	TS	C-	**	**	*	SPOD/SPOE CORPS
1.X.3.1.3.4.6	S	*	G	*	US	TA	--	**	**	*	APOD/APOE
1.X.3.1.3.4.6.1	S	*	G	*	US	TA	T-	**	**	*	APOD/APOE THEATRE
1.X.3.1.3.4.6.2	S	*	G	*	US	TA	C-	**	**	*	APOD/APOE CORPS
1.X.3.1.3.4.7	S	*	G	*	US	TI	--	**	**	*	MISSILE
1.X.3.1.3.4.7.1	S	*	G	*	US	TI	T-	**	**	*	MISSILE THEATRE
1.X.3.1.3.4.7.2	S	*	G	*	US	TI	C-	**	**	*	MISSILE CORPS
1.X.3.1.3.5	S	*	G	*	US	X-	--	**	**	*	MAINTENANCE
1.X.3.1.3.5.1	S	*	G	*	US	XT	--	**	**	*	MAINTENANCE THEATRE
1.X.3.1.3.5.2	S	*	G	*	US	XC	--	**	**	*	MAINTENANCE CORPS
1.X.3.1.3.5.3	S	*	G	*	US	XH	--	**	**	*	MAINTENANCE HEAVY
1.X.3.1.3.5.3.1	S	*	G	*	US	XH	T-	**	**	*	MAINTENANCE HEAVY THEATRE
1.X.3.1.3.5.3.2	S	*	G	*	US	XH	C-	**	**	*	MAINTENANCE HEAVY CORPS
1.X.3.1.3.5.4	S	*	G	*	US	XR	--	**	**	*	MAINTENANCE RECOVERY
1.X.3.1.3.5.4.1	S	*	G	*	US	XR	T-	**	**	*	MAINTENANCE RECOVERY THEATRE
1.X.3.1.3.5.4.2	S	*	G	*	US	XR	C-	**	**	*	MAINTENANCE RECOVERY CORPS
1.X.3.1.3.5.5	S	*	G	*	US	XO	--	**	**	*	ORDINANCE
1.X.3.1.3.5.5.1	S	*	G	*	US	XO	T-	**	**	*	ORDINANCE THEATRE
1.X.3.1.3.5.5.2	S	*	G	*	US	XO	C-	**	**	*	ORDINANCE CORPS
1.X.3.1.3.5.5.3	S	*	G	*	US	XO	M-	**	**	*	ORDINANCE MISSILE
1.X.3.1.3.5.5.3.1	S	*	G	*	US	XO	MT	**	**	*	ORDINANCE MISSILE THEATRE
1.X.3.1.3.5.5.3.2	S	*	G	*	US	XO	MC	**	**	*	ORDINANCE MISSILE CORPS
1.X.3.1.3.5.6	S	*	G	*	US	XE	--	**	**	*	ELECTRO-OPTICAL
1.X.3.1.3.5.6.1	S	*	G	*	US	XE	T-	**	**	*	ELECTRO-OPTICAL THEATRE
1.X.3.1.3.5.6.2	S	*	G	*	US	XE	C-	**	**	*	ELECTRO-OPTICAL CORPS
1.X.3.1.3.5.7	S	*	G	*	US	XB	DR	**	**	*	BATTLE DAMAGE REPAIR
1.X.3.1.3.5.8	S	*	G	*	US	XP	M-	**	**	*	PREVENTIVE MAINTANANCE

Table B-IV. Warfighting symbol ID codes - Ground (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE / MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.1.3.6	S	*	G	*	US	XP	--	**	**	*	PIPELINE
1.X.3.1.3.7	S	*	G	*	US	XE	P-	**	**	*	ENVIRONMENTAL PROTECTION
1.X.3.1.4	S	*	G	*	UH	--	--	**	**	*	SPECIAL C2 HEADQUARTERS COMPONENT
1.X.3.1.5	S	*	G	*	UH	--	--	**	**	*	UNIT GENERAL HEADQUARTERS
1.X.3.1.6	S	*	G	*	UH	--	--	**	**	*	GENERAL HEADQUARTERS AND SERVICE
1.X.3.1.7	S	*	G	*	UH	GL	--	**	**	*	UNIT GENERAL LIAISON
1.X.3.2	S	*	G	*	E-	--	--	**	**	*	GROUND TRACK EQUIPMENT
1.X.3.2.1	S	*	G	*	EW	--	--	**	**	*	WEAPONS
1.X.3.2.1.1	S	*	G	*	EW	M-	--	**	**	*	MISSILE LAUNCHERS
1.X.3.2.1.1.1	S	*	G	*	EW	MA	--	**	**	*	AIR DEFENCE (AD) MISSILE LAUNCH
1.X.3.2.1.1.1.1	S	*	G	*	EW	MA	S-	**	**	*	SHORT RANGE AD MISSILE LAUNCHERS
1.X.3.2.1.1.1.2	S	*	G	*	EW	MA	I-	**	**	*	INTERMEDIATE RANGE AD MISSILE LAUNCH
1.X.3.2.1.1.1.3	S	*	G	*	EW	MA	L-	**	**	*	LONG RANGE AD MISSILE LAUNCH
1.X.3.2.1.1.1.4	S	*	G	*	EW	MA	T-	**	**	*	AD MISSILE LAUNCH THEATRE
1.X.3.2.1.1.2	S	*	G	*	EW	MS	--	**	**	*	SURFACE-SURFACE (SS) MISSILE LAUNCHER
1.X.3.2.1.1.2.1	S	*	G	*	EW	MS	S-	**	**	*	SHORT RANGE SS MISSILE LAUNCH
1.X.3.2.1.1.2.2	S	*	G	*	EW	MS	I-	**	**	*	INTERMEDIATE RANGE SS MISSILE LAUNCH
1.X.3.2.1.1.2.3	S	*	G	*	EW	MS	L-	**	**	*	LONG RANGE SS MISSILE LAUNCH
1.X.3.2.1.1.3	S	*	G	*	EW	MT	--	**	**	*	MISSILE LAUNCHERS ANTI TANK (AT)
1.X.3.2.1.1.3.1	S	*	G	*	EW	MT	L-	**	**	*	MISSILE LAUNCHERS AT LIGHT
1.X.3.2.1.1.3.2	S	*	G	*	EW	MT	M-	**	**	*	MISSILE LAUNCHER AT MEDIUM
1.X.3.2.1.1.3.3	S	*	G	*	EW	MT	H-	**	**	*	MISSILE LAUNCHER AT HEAVY
1.X.3.2.1.2	S	*	G	*	EW	S-	--	**	**	*	SINGLE ROCKET LAUNCHER
1.X.3.2.1.2.1	S	*	G	*	EW	SL	--	**	**	*	SINGLE ROCKET LAUNCHER LIGHT
1.X.3.2.1.2.2	S	*	G	*	EW	SM	--	**	**	*	SINGLE ROCKET LAUNCHER MEDIUM
1.X.3.2.1.2.3	S	*	G	*	EW	SH	--	**	**	*	SINGLE ROCKET LAUNCHER HEAVY
1.X.3.2.1.3	S	*	G	*	EW	X-	--	**	**	*	MULTIPLE ROCKET LAUNCHER

Table B-IV. Warfighting symbol ID codes - Ground (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE / MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.2.1.3.1	S	*	G	*	EW	XL	--	**	**	*	MULTIPLE ROCKET LAUNCHER LIGHT
1.X.3.2.1.3.2	S	*	G	*	EW	XM	--	**	**	*	MULTIPLE ROCKET LAUNCHER MEDIUM
1.X.3.2.1.3.3	S	*	G	*	EW	XH	--	**	**	*	MULTIPLE ROCKET LAUNCHER HEAVY
1.X.3.2.1.4	S	*	G	*	EW	T-	--	**	**	*	ANTITANK ROCKET LAUNCHER
1.X.3.2.1.4.1	S	*	G	*	EW	TL	--	**	**	*	ANTITANK ROCKET LAUNCHER LIGHT
1.X.3.2.1.4.2	S	*	G	*	EW	TM	--	**	**	*	ANTITANK ROCKET LAUNCHER MEDIUM
1.X.3.2.1.4.3	S	*	G	*	EW	TH	--	**	**	*	ANTITANK ROCKET LAUNCHER HEAVY
1.X.3.2.1.5	S	*	G	*	EW	R-	--	**	**	*	RIFLE/AUTOMATIC WEAPON
1.X.3.2.1.5.1	S	*	G	*	EW	RR	--	**	**	*	RIFLE
1.X.3.2.1.5.2	S	*	G	*	EW	RL	--	**	**	*	LIGHT MACHINE GUN
1.X.3.2.1.5.3	S	*	G	*	EW	RH	--	**	**	*	HEAVY MACHINE GUN
1.X.3.2.1.6	S	*	G	*	EW	Z-	--	**	**	*	GRENADE LAUNCHER
1.X.3.2.1.6.1	S	*	G	*	EW	ZL	--	**	**	*	GRENADE LAUNCHER LIGHT
1.X.3.2.1.6.2	S	*	G	*	EW	ZM	--	**	**	*	GRENADE LAUNCHER MEDIUM
1.X.3.2.1.6.3	S	*	G	*	EW	ZH	--	**	**	*	GRENADE LAUNCHER HEAVY
1.X.3.2.1.7	S	*	G	*	EW	O-	--	**	**	*	MORTAR
1.X.3.2.1.7.1	S	*	G	*	EW	OL	--	**	**	*	MORTAR LIGHT
1.X.3.2.1.7.2	S	*	G	*	EW	OM	--	**	**	*	MORTAR MEDIUM
1.X.3.2.1.7.3	S	*	G	*	EW	OH	--	**	**	*	MORTAR HEAVY
1.X.3.2.1.8	S	*	G	*	EW	H-	--	**	**	*	HOWITZER
1.X.3.2.1.8.1	S	*	G	*	EW	HL	--	**	**	*	HOWITZER LIGHT
1.X.3.2.1.8.1.1	S	*	G	*	EW	HL	S-	**	**	*	HOWITZER LIGHT SELF-PROPELLED
1.X.3.2.1.8.2	S	*	G	*	EW	HM	--	**	**	*	HOWITZER MEDIUM
1.X.3.2.1.8.2.1	S	*	G	*	EW	HM	S-	**	**	*	HOWITZER MEDIUM SELF-PROPELLED
1.X.3.2.1.8.3	S	*	G	*	EW	HH	--	**	**	*	HOWITZER HEAVY
1.X.3.2.1.8.3.1	S	*	G	*	EW	HH	S-	**	**	*	HOWITZER HEAVY SELF-PROPELLED
1.X.3.2.1.9	S	*	G	*	EW	G-	--	**	**	*	ANTITANK GUN
1.X.3.2.1.9.1	S	*	G	*	EW	GR	--	**	**	*	ANTITANK GUN RECOILLESS
1.X.3.2.1.9.2	S	*	G	*	EW	GL	--	**	**	*	ANTITANK GUN LIGHT
1.X.3.2.1.9.3	S	*	G	*	EW	GM	--	**	**	*	ANTITANK GUN MEDIUM

ORIGINAL

Table B-IV. Warfighting symbol ID codes - Ground (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE / MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.2.1.9.4	S	*	G	*	EW	GH	--	**	**	*	ANTITANK GUN HEAVY
1.X.3.2.1.10	S	*	G	*	EW	D-	--	**	**	*	DIRECT FIRE GUN
1.X.3.2.1.10.1	S	*	G	*	EW	DL	--	**	**	*	DIRECT FIRE GUN LIGHT
1.X.3.2.1.10.1.1	S	*	G	*	EW	DL	S-	**	**	*	DIRECT FIRE GUN LIGHT SELF-PROPELLED
1.X.3.2.1.10.2	S	*	G	*	EW	DM	--	**	**	*	DIRECT FIRE GUN MEDIUM
1.X.3.2.1.10.2.1	S	*	G	*	EW	DM	S-	**	**	*	DIRECT FIRE GUN MEDIUM SELF-PROPELLED
1.X.3.2.1.10.3	S	*	G	*	EW	DH	--	**	**	*	DIRECT FIRE GUN HEAVY
1.X.3.2.1.10.3.1	S	*	G	*	EW	DH	S-	**	**	*	DIRECT FIRE GUN HEAVY SELF-PROPELLED
1.X.3.2.1.11	S	*	G	*	EW	A-	--	**	**	*	AIR DEFENCE GUN
1.X.3.2.1.11.1	S	*	G	*	EW	AL	--	**	**	*	AIR DEFENCE GUN LIGHT
1.X.3.2.1.11.2	S	*	G	*	EW	AM	--	**	**	*	AIR DEFENCE GUN MEDIUM
1.X.3.2.1.11.3	S	*	G	*	EW	AH	--	**	**	*	AIR DEFENCE GUN HEAVY
1.X.3.2.2	S	*	G	*	EV	--	--	**	**	*	GROUND VEHICLE
1.X.3.2.2.1	S	*	G	*	EV	A-	--	**	**	*	ARMOURED VEHICLE
1.X.3.2.2.1.1	S	*	G	*	EV	AT	--	**	**	*	TANK
1.X.3.2.2.1.1.1	S	*	G	*	EV	AT	L-	**	**	*	TANK LIGHT
1.X.3.2.2.1.1.1.1	S	*	G	*	EV	AT	W-	**	**	*	TANK LIGHT RECOVERY
1.X.3.2.2.1.1.2	S	*	G	*	EV	AT	M-	**	**	*	TANK MEDIUM
1.X.3.2.2.1.1.2.1	S	*	G	*	EV	AT	X-	**	**	*	TANK MEDIUM RECOVERY
1.X.3.2.2.1.1.3	S	*	G	*	EV	AT	H-	**	**	*	TANK HEAVY
1.X.3.2.2.1.1.3.1	S	*	G	*	EV	AT	Y-	**	**	*	TANK HEAVY RECOVERY
1.X.3.2.2.1.2	S	*	G	*	EV	AA	--	**	**	*	ARMOURED PERSONNEL CARRIER
1.X.3.2.2.1.2.1	S	*	G	*	EV	AA	R-	**	**	*	ARMOURED PERSONNEL CARRIER RECOVERY
1.X.3.2.2.1.3	S	*	G	*	EV	AI	--	**	**	*	ARMOURED INFANTRY
1.X.3.2.2.1.4	S	*	G	*	EV	AC	--	**	**	*	C2V/ACV
1.X.3.2.2.1.5	S	*	G	*	EV	AS	--	**	**	*	COMBAT SERVICE SUPPORT VEHICLE
1.X.3.2.2.1.6	S	*	G	*	EV	AL	--	**	**	*	LIGHT ARMOURED VEHICLE
1.X.3.2.2.2	S	*	G	*	EV	U-	--	**	**	*	UTILITY VEHICLE
1.X.3.2.2.2.1	S	*	G	*	EV	UB	--	**	**	*	BUS
1.X.3.2.2.2.2	S	*	G	*	EV	US	--	**	**	*	SEMI
1.X.3.2.2.2.3	S	*	G	*	EV	UL	--	**	**	*	LIMITED CROSS-COUNTRY TRUCK
1.X.3.2.2.2.4	S	*	G	*	EV	UX	--	**	**	*	CROSS-COUNTRY TRUCK

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Table B-IV. Warfighting symbol ID codes - Ground (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE / MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.2.2.2.5	S	*	G	*	EV	UR	--	**	**	*	WATER CRAFT
1.X.3.2.2.3	S	*	G	*	EV	E-	--	**	**	*	ENGINEER VEHICLE
1.X.3.2.2.3.1	S	*	G	*	EV	EB	--	**	**	*	BRIDGE
1.X.3.2.2.3.2	S	*	G	*	EV	EE	--	**	**	*	EARTHMOVER
1.X.3.2.2.3.2.1	S	*	G	*	EV	EE	--	**	**	*	MULTIFUNCTIONAL EARTHMOVER/DIGGER
1.X.3.2.2.3.3	S	*	G	*	EV	EC	--	**	**	*	CONSTRUCTION VEHICLE
1.X.3.2.2.3.4	S	*	G	*	EV	EM	--	**	**	*	MINE LAYING VEHICLE
1.X.3.2.2.3.4.1	S	*	G	*	EV	EM	A-	**	**	*	ARMOURED VEHICLE MOUNTED
1.X.3.2.2.3.4.2	S	*	G	*	EV	EM	T-	**	**	*	TRAILER MOUNTED
1.X.3.2.2.3.4.3	S	*	G	*	EV	EM	V-	**	**	*	ARMOURED CARRIER WITH VOLCANO
1.X.3.2.2.3.4.5	S	*	G	*	EV	EM	SM	**	**	*	ARMOURED CARRIER WITH SCATTERABLE MINES
1.X.3.2.2.3.5	S	*	G	*	EV	ED	--	**	**	*	DOZER
1.X.3.2.2.3.6	S	*	G	*	EV	D-	--	**	**	*	DRILLING VEHICLE
1.X.3.2.2.4	S	*	G	*	EV	ST	--	**	**	*	TRAIN LOCOMOTIVE
1.X.3.2.2.5	S	*	G	*	EV	C-	--	**	**	*	CIVILIAN VEHICLE
1.X.3.2.3	S	*	G	*	ES	--	--	**	**	*	SENSOR
1.X.3.2.3.1	S	*	G	*	ES	R-	--	**	**	*	RADAR
1.X.3.2.3.2	S	*	G	*	ES	E-	--	**	**	*	EMPLACED SENSOR
1.X.3.2.4	S	*	G	*	EX	--	--	**	**	*	SPECIAL EQUIPMENT
1.X.3.2.4.1	S	*	G	*	EX	L-	--	**	**	*	LASER
1.X.3.2.4.2	S	*	G	*	EX	N-	--	**	**	*	CBRN EQUIPMENT
1.X.3.2.4.3	S	*	G	*	EX	F-	--	**	**	*	FLAME THROWER
1.X.3.2.4.4	S	*	G	*	EX	M-	--	**	**	*	LAND MINES
1.X.3.2.4.4.1	S	*	G	*	EX	MC	--	**	**	*	LAND MINES, LETHAL
1.X.3.2.4.4.2	S	*	G	*	EX	ML	--	**	**	*	LESS THAN LETHAL
1.X.3.3	S	*	G	*	I-	--	--	H*	**	*	INSTALLATION
1.X.3.3.1	S	*	G	*	IR	--	--	H*	**	*	RAW MATERIAL PRODUCTION/STORAGE
1.X.3.3.1.1	S	*	G	*	IR	M-	--	H*	**	*	MINE
1.X.3.3.1.2	S	*	G	*	IR	P-	--	H*	**	*	PETROLEUM/GAS/OIL
1.X.3.3.1.3	S	*	G	*	IR	N-	--	H*	**	*	CBRN
1.X.3.3.1.3.1	S	*	G	*	IR	NB	--	H*	**	*	BIOLOGICAL
1.X.3.3.1.3.2	S	*	G	*	IR	NC	--	H*	**	*	CHEMICAL
1.X.3.3.1.3.3	S	*	G	*	IR	NN	--	H*	**	*	NUCLEAR
1.X.3.3.2	S	*	G	*	IP	--	--	H*	**	*	PROCESSING FACILITY

Table B-IV. Warfighting symbol ID codes - Ground (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE / MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.3.3.2.1	S	*	G	*	IP	D-	--	H*	**	*	DECON
1.X.3.3.3	S	*	G	*	IE	--	--	H*	**	*	EQUIPMENT MANUFACTURE
1.X.3.3.4	S	*	G	*	IU	--	--	H*	**	*	SERVICE, RESEARCH, UTILITY FACILITY
1.X.3.3.4.1	S	*	G	*	IU	R-	--	H*	**	*	TECHNOLOGICAL RESEARCH FACILITY
1.X.3.3.4.2	S	*	G	*	IU	T-	--	H*	**	*	TELECOMMUNICATIONS FACILITY
1.X.3.3.4.3	S	*	G	*	IU	E-	--	H*	**	*	ELECTRIC POWER FACILITY
1.X.3.3.4.4	S	*	G	*	IU	P-	--	H*	**	*	PUBLIC WATER SERVICES
1.X.3.3.5	S	*	G	*	IM	--	--	H*	**	*	MILITARY MATERIEL FACILITY
1.X.3.3.5.1	S	*	G	*	IM	F-	--	H*	**	*	ATOMIC ENERGY PRODUCTION
1.X.3.3.5.2	S	*	G	*	IM	A-	--	H*	**	*	AIRCRAFT PRODUCTION & ASSEMBLY
1.X.3.3.5.3	S	*	G	*	IM	E-	--	H*	**	*	AMMUNITION AND EXPLOSIVES PRODUCTION
1.X.3.3.5.4	S	*	G	*	IM	G-	--	H*	**	*	ARMAMENT PRODUCTION
1.X.3.3.5.5	S	*	G	*	IM	V-	--	H*	**	*	MILITARY VEHICLE PRODUCTION
1.X.3.3.5.6	S	*	G	*	IM	N-	--	H*	**	*	ENGINEERING EQUIPMENT PRODUCTION
1.X.3.3.5.6.1	S	*	G	*	IM	NB	--	H*	**	*	BRIDGE
1.X.3.3.5.7	S	*	G	*	IM	C-	--	H*	**	*	CHEMICAL & BIOLOGICAL WARFARE PRODUCTION
1.X.3.3.5.8	S	*	G	*	IM	S-	--	H*	**	*	SHIP CONSTRUCTION
1.X.3.3.5.9	S	*	G	*	IM	M-	--	H*	**	*	MISSILE & SPACE SYSTEM PRODUCTION
1.X.3.3.6	S	*	G	*	IG	--	--	H*	**	*	GOVERNMENT LEADERSHIP
1.X.3.3.7	S	*	G	*	IB	--	--	H*	**	*	MILITARY BASE/FACILITY
1.X.3.3.7.1	S	*	G	*	IB	A-	--	H*	**	*	AIRPORT/AIRBASE
1.X.3.3.7.2	S	*	G	*	IB	N-	--	H*	**	*	SEAPORT/NAVAL BASE
1.X.3.3.8	S	*	G	*	IT	--	--	H*	**	*	TRANSPORT FACILITY
1.X.3.3.9	S	*	G	*	IX	--	--	H*	**	*	MEDICAL FACILITY
1.X.3.3.9.1	S	*	G	*	IX	H-	--	H*	**	*	HOSPITAL
1.X.3.4	S	*	G	*	IR	--	--	H*	**	*	SEA SURFACE INSTALLATION
1.X.3.4.1	S	*	G	*	IR	R-	--	H*	**	*	SEA SURFACE INSTALLATION, OIL RIG / PLATFORM

Table B-VI. Warfighting symbol ID codes - Sea Surface.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE / MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.4	S	*	S	*	--	--	--	**	**	*	SEA SURFACE TRACK
1.X.4.1	S	*	S	*	C-	--	--	**	**	*	COMBATANT
1.X.4.1.1	S	*	S	*	CL	--	--	**	**	*	LINE
1.X.4.1.1.1	S	*	S	*	CL	CV	--	**	**	*	CARRIER
1.X.4.1.1.2	S	*	S	*	CL	BB	--	**	**	*	BATTLESHIP
1.X.4.1.1.3	S	*	S	*	CL	CC	--	**	**	*	CRUISER
1.X.4.1.1.4	S	*	S	*	CL	DD	--	**	**	*	DESTROYER
1.X.4.1.1.5	S	*	S	*	CL	FF	--	**	**	*	FRIGATE/CORVETTE
1.X.4.1.2	S	*	S	*	CA	--	--	**	**	*	AMPHIBIOUS WARFARE SHIP
1.X.4.1.2.1	S	*	S	*	CA	LA	--	**	**	*	ASSAULT VESSEL
1.X.4.1.2.2	S	*	S	*	CA	LS	--	**	**	*	LANDING SHIP
1.X.4.1.2.3	S	*	S	*	CA	LC	--	**	**	*	LANDING CRAFT
1.X.4.1.3	S	*	S	*	CM	--	--	**	**	*	MINE WARFARE VESSEL
1.X.4.1.3.1	S	*	S	*	CM	ML	--	**	**	*	MINELAYER
1.X.4.1.3.2	S	*	S	*	CM	MS	--	**	**	*	MINESWEEPER
1.X.4.1.3.3	S	*	S	*	CM	MH	--	**	**	*	MINEHUNTER
1.X.4.1.3.4	S	*	S	*	CM	MA	--	**	**	*	MCM SUPPORT
1.X.4.1.3.5	S	*	S	*	CM	MD	--	**	**	*	MCM DRONE
1.X.4.1.4	S	*	S	*	CP	--	--	**	**	*	PATROL
1.X.4.1.4.1	S	*	S	*	CP	SB	--	**	**	*	ANTI SUBMARINE WARFARE
1.X.4.1.4.2	S	*	S	*	CP	SU	--	**	**	*	ANTI SURFACE WARFARE
1.X.4.1.5	S	*	S	*	CH	--	--	**	**	*	HOVERCRAFT
1.X.4.1.6	S	*	S	*	G-	--	--	**	**	*	NAVY GROUP
1.X.4.1.6.1	S	*	S	*	GT	--	--	**	**	*	NAVY TASK FORCE
1.X.4.1.6.2	S	*	S	*	GG	--	--	**	**	*	NAVY TASK GROUP
1.X.4.1.6.3	S	*	S	*	GU	--	--	**	**	*	NAVY TASK UNIT
1.X.4.1.6.4	S	*	S	*	GE	--	--	**	**	*	NAVY TASK ELEMENT
1.X.4.1.6.5	S	*	S	*	GC	--	--	**	**	*	CONVOY
1.X.4.2	S	*	S	*	N-	--	--	**	**	*	NONCOMBATANT
1.X.4.2.1	S	*	S	*	NR	--	--	**	**	*	UNDERWAY REPLENISHMENT
1.X.4.2.1.1	S	*	S	*	NR	A-	--	**	**	*	UNDERWAY REPLENISHMENT, AMMO
1.X.4.2.1.2	S	*	S	*	NR	O-	--	**	**	*	UNDERWAY REPLENISHMENT, OIL
1.X.4.2.2	S	*	S	*	NF	T-	--	**	**	*	FLEET SUPPORT, TUG, OCEAN GOING
1.X.4.2.3	S	*	S	*	NI	--	--	**	**	*	INTELLIGENCE

ORIGINAL

Table B-IV. Warfighting symbol ID codes – Sea Surface (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE / MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.4.2.4	S	*	S	*	NM	--	--	**	**	*	HOSPITAL SHIP
1.X.4.2.5	S	*	S	*	NR	--	--	**	**	*	REPAIR SHIP
1.X.4.2.6	S	*	S	*	NT	S-	--	**	**	*	SUBMARINE TENDER
1.X.4.2.7	S	*	S	*	NH	--	--	**	**	*	HOVERCRAFT
1.X.4.2.8	S	*	S	*	NS	--	--	**	**	*	SERVICE & SUPPORT HARBOUR
1.X.4.3	S	*	S	*	X-	--	--	**	**	*	NON MILITARY
1.X.4.3.1	S	*	S	*	XM	--	--	**	**	*	MERCHANT
1.X.4.3.1.1	S	*	S	*	XM	C-	--	**	**	*	CARGO
1.X.4.3.1.2	S	*	S	*	XM	E-	--	**	**	*	ROLL ON-ROLL OFF
1.X.4.3.1.3	S	*	S	*	XM	O-	--	**	**	*	OILER/TANKER
1.X.4.3.1.4	S	*	S	*	XM	T	--	**	**	*	TUG
1.X.4.3.1.5	S	*	S	*	XM	F-	--	**	**	*	FERRY
1.X.4.3.1.6	S	*	S	*	XM	P-	--	**	**	*	PASSENGER
1.X.4.3.1.7	S	*	S	*	XM	H-	--	**	**	*	HAZARDOUS MATERIALS
1.X.4.3.1.8	S	*	S	*	XM	D	--	**	**	*	DREDGE
1.X.4.3.2	S	*	S	*	XF	--	--	**	**	*	FISHING
1.X.4.3.2.1	S	*	S	*	XF	DF	--	**	**	*	DRIFTER
1.X.4.3.2.2	S	*	S	*	XF	DR	--	**	**	*	DREDGE
1.X.4.3.2.3	S	*	S	*	XF	TR	--	**	**	*	TRAWLER
1.X.4.3.3	S	*	S	*	XR	--	--	**	**	*	LEISURE CRAFT
1.X.4.3.4	S	*	S	*	XL	--	--	**	**	*	LAW ENFORCEMENT VESSEL
1.X.4.3.5	S	*	S	*	XH	--	--	**	**	*	HOVERCRAFT
1.X.4.4	S	*	S	*	O-	--	--	**	**	*	OWN TRACK
1.X.4.5	S	*	S	*	E-	--	--	**	**	*	EMERGENCY
1.X.4.5.1	S	*	S	*	ED	--	--	**	**	*	DITCHED AIRCRAFT
1.X.4.5.2	S	*	S	*	EP	--	--	**	**	*	PERSON IN WATER
1.X.4.5.3	S	*	S	*	EV	--	--	**	**	*	DISTRESSED VESSEL
1.X.4.6	S	*	S	*	Z-	--	--	**	**	*	HAZARD
1.X.4.6.1	S	*	S	*	ZM	--	--	**	**	*	SEA MINELIKE
1.X.4.6.2	S	*	S	*	ZN	--	--	**	**	*	NAVIGATIONAL
1.X.4.6.3	S	*	S	*	ZI	--	--	**	**	*	ICEBERG

Table B-VII. Warfighting symbol ID codes - Sea Subsurface.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE / MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.5	S	*	U	*	--	--	--	**	**	*	SUBSURFACE TRACK
1.X.5.1	S	*	U	*	S-	--	--	**	**	*	SUBMARINE
1.X.5.1.1	S	*	U	*	SN	--	--	**	**	*	NUCLEAR PROPULSION
1.X.5.1.2	S	*	U	*	SC	--	--	**	**	*	CONVENTIONAL PROPULSION
1.X.5.1.3	S	*	U	*	SO	--	--	**	**	*	OTHER SUBMERSIBLE
1.X.5.2	S	*	U	*	W-	--	--	**	**	*	UNDERWATER WEAPON
1.X.5.2.1	S	*	U	*	WT	--	--	**	**	*	TORPEDO
1.X.5.2.2	S	*	U	*	WM	--	--	**	**	*	SEA MINE
1.X.5.2.2.1	S	*	U	*	WM	D-	--	**	**	*	SEA MINE DEALT
1.X.5.2.2.2	S	*	U	*	WM	G-	--	**	**	*	SEA MINE (GROUND)
1.X.5.2.2.2.1	S	*	U	*	WM	GD	--	**	**	*	SEA MINE (GROUND) DEALT
1.X.5.2.2.3	S	*	U	*	WM	M-	--	**	**	*	SEA MINE (MOORED)
1.X.5.2.2.3.1	S	*	U	*	WM	MD	--	**	**	*	SEA MINE (MOORED DEALT
1.X.5.2.2.4	S	*	U	*	WM	F-	--	**	**	*	SEA MINE (FLOATING)
1.X.5.2.2.4.1	S	*	U	*	WM	FD	--	**	**	*	SEA MINE (FLOATING) DEALT
1.X.5.2.2.5	S	*	U	*	WM	O-	--	**	**	*	SEA MINE (IN OTHER POSITION)
1.X.5.2.2.5.1	S	*	U	*	WM	OD	--	**	**	*	SEA MINE (IN OTHER POSITION) DEALT
1.X.5.2.3	S	*	U	*	WV	--	--	**	**	*	DRONE (UUV)
1.X.5.3	S	*	U	*	WD	--	--	**	**	*	UNDERWATER DECOY
1.X.5.3.1	S	*	U	*	WD	M-	--	**	**	*	SEA MINE DECOY
1.X.5.4	S	*	U	*	N-	--	--	**	**	*	NON-SUBMARINE
1.X.5.4.1	S	*	U	*	ND	--	--	**	**	*	DIVER
1.X.5.4.2	S	*	U	*	NB	--	--	**	**	*	BOTTOM RETURN/NOMBO
1.X.5.4.2.1	S	*	U	*	NB	S-	--	**	**	*	SEABED INSTALLATION/ MANMADE
1.X.5.4.2.2	S	*	U	*	NB	R-	--	**	**	*	SEABED ROCK/STONE, OBSTACLE, OTHER
1.X.5.4.2.3	S	*	U	*	NB	W-	--	**	**	*	WRECK
1.X.5.4.3	S	*	U	*	NM	--	--	**	**	*	MARINE LIFE
1.X.5.4.4	S	*	U	*	NA	--	--	**	**	*	SEA ANOMALY

Table B-VIII. Warfighting symbol ID codes - Special Operations Force.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE / MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
1.X.6	S	*	F	*	--	--	--	**	**	*	SPECIAL OPERATIONS FORCE (SOF) UNIT
1.X.6.1	S	*	F	*	A-	--	--	**	**	*	SOF UNIT AVIATION
1.X.6.1.1	S	*	F	*	AF	--	--	**	**	*	SOF UNIT FIXED WING
1.X.6.1.1.1	S	*	F	*	AF	A-	--	**	**	*	SOF UNIT ATTACK
1.X.6.1.1.2	S	*	F	*	AF	K-	--	**	**	*	SOF UNIT REFUEL
1.X.6.1.1.3	S	*	F	*	AF	U-	--	**	**	*	SOF UNIT UTILITY
1.X.6.1.1.3.1	S	*	F	*	AF	UL	--	**	**	*	SOF UNIT UTILITY (LIGHT)
1.X.6.1.1.3.2	S	*	F	*	AF	UM	--	**	**	*	SOF UNIT UTILITY (MEDIUM)
1.X.6.1.1.3.3	S	*	F	*	AF	UH	--	**	**	*	SOF UNIT UTILITY (HEAVY)
1.X.6.1.2	S	*	F	*	AV	--	--	**	**	*	SOF UNIT VSTOL
1.X.6.1.3	S	*	F	*	AH	--	--	**	**	*	SOF UNIT ROTARY WING
1.X.6.1.3.1	S	*	F	*	AH	H-	--	**	**	*	SOF UNIT COMBAT SEARCH AND RESCUE
1.X.6.1.3.2	S	*	F	*	AH	A-	--	**	**	*	SOF UNIT ATTACK
1.X.6.1.3.3	S	*	F	*	AH	U-	--	**	**	*	SOF UNIT UTILITY
1.X.6.1.3.3.1	S	*	F	*	AH	UL	--	**	**	*	SOF UNIT UTILITY (LIGHT)
1.X.6.1.3.3.2	S	*	F	*	AH	UM	--	**	**	*	SOF UNIT UTILITY (MEDIUM)
1.X.6.1.3.3.3	S	*	F	*	AH	UH	--	**	**	*	SOF UNIT UTILITY (HEAVY)
1.X.6.2	S	*	F	*	SN	--	--	**	**	*	SOF UNIT SOF UNIT NAVAL
1.X.6.2.1	S	*	F	*	SN	S-	--	**	**	*	SOF UNIT SEAL
1.X.6.2.2	S	*	F	*	SN	U-	--	**	**	*	SOF UNIT UNDERWATER DEMOLITION TEAM
1.X.6.2.3	S	*	F	*	SN	B-	--	**	**	*	SOF UNIT SPECIAL BOAT
1.X.6.2.4	S	*	F	*	SN	N-	--	**	**	*	SOF UNIT SPECIAL SSNR
1.X.6.3	S	*	F	*	G-	--	--	**	**	*	SOF UNIT GROUND
1.X.6.3.1	S	*	F	*	GS	--	--	**	**	*	SOF UNIT SPECIAL FORCES
1.X.6.3.2	S	*	F	*	GS	R-	--	**	**	*	SOF UNIT RANGER
1.X.6.3.3	S	*	F	*	GS	P-	--	**	**	*	SOF UNIT PSYCHOLOGICAL OPERATIONS (PSYOPS)
1.X.6.3.3.1	S	*	F	*	GS	PA	--	**	**	*	SOF UNIT FIXED AVIATION
1.X.6.3.4	S	*	F	*	GC	A-	--	**	**	*	SOF UNIT CIVIL AFFAIRS
1.X.6.4	S	*	F	*	GB	--	--	**	**	*	SOF UNIT SUPPORT

Table B-IX. Tactical graphics symbol ID codes.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE / MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X	G	--	--	-	--	--	--	--	--	-	TACTICAL GRAPHICS
2.X.1	G	*	T	*	--	--	--	**	**	*	TASKS
2.X.1.1	G	*	T	*	G-	--	--	**	**	*	TASK GRAPHICS
2.X.1.1.1	G	*	T	*	GB	--	--	**	**	*	BLOCK
2.X.1.1.2	G	*	T	*	GH	--	--	**	**	*	BREACH
2.X.1.1.3	G	*	T	*	GY	--	--	**	**	*	BYPASS
2.X.1.1.4	G	*	T	*	GC	--	--	**	**	*	CANALIZE
2.X.1.1.5	G	*	T	*	GX	--	--	**	**	*	CLEAR
2.X.1.1.6	G	*	T	*	GJ	--	--	**	**	*	CONTAIN
2.X.1.1.7	G	*	T	*	GK	--	--	**	**	*	COUNTERATTACK (CATK)
2.X.1.1.7.1	G	*	T	*	GK	F-	--	**	**	*	COUNTERATTACK BY FIRE
2.X.1.1.8	G	*	T	*	GL	--	--	**	**	*	DELAY
2.X.1.1.8.1	G	*	T	*	GL	T-	--	**	**	*	DELAY (UNTIL A SPECIFIED TIME)
2.X.1.1.9	G	*	T	*	GD	--	--	**	**	*	DESTROY
2.X.1.1.10	G	*	T	*	GT	--	--	**	**	*	DISRUPT
2.X.1.1.11	G	*	T	*	GF	--	--	**	**	*	FIX
2.X.1.1.12	G	*	T	*	GA	--	--	**	**	*	FOLLOW AND ASSUME
2.X.1.1.12.1	G	*	T	*	GA	S-	--	**	**	*	FOLLOW AND SUPPORT
2.X.1.1.13	G	*	T	*	GI	--	--	**	**	*	INTERDICT
2.X.1.1.14	G	*	T	*	GE	--	--	**	**	*	ISOLATE
2.X.1.1.15	G	*	T	*	GN	--	--	**	**	*	NEUTRALIZE
2.X.1.1.16	G	*	T	*	GO	--	--	**	**	*	OCCUPY
2.X.1.1.17	G	*	T	*	GP	--	--	**	**	*	PENETRATE
2.X.1.1.18	G	*	T	*	GR	--	--	**	**	*	RELIEF IN PLACE (RIP)
2.X.1.1.19	G	*	T	*	GQ	--	--	**	**	*	RETAIN
2.X.1.1.20	G	*	T	*	GM	--	--	**	**	*	RETIREMENT
2.X.1.1.21	G	*	T	*	GS	--	--	**	**	*	SECURE
2.X.1.1.21.1	G	*	T	*	GS	S-	--	**	**	*	SECURITY (SCREEN)
2.X.1.1.21.2	G	*	T	*	GS	G-	--	**	**	*	SECURITY (GUARD)

Table B-IX. Tactical graphics symbol ID codes (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE / MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.1.1.21.3	G	*	T	*	GS	C-	--	**	**	*	SECURITY (COVER)
2.X.1.1.22	G	*	T	*	GZ	--	--	**	**	*	SEIZE
2.X.1.1.23	G	*	T	*	GW	--	--	**	**	*	WITHDRAW
2.X.1.1.23.1	G	*	T	*	GW	P-	--	**	**	*	WITHDRAW UNDER PRESSURE
2.X.2	G	*	C	*	--	--	--	**	**	*	CONTROL MEASURES
2.X.2.1	G	*	C	*	M-	--	--	**	**	*	MANOEUVRE GRAPHICS
2.X.2.1.1	G	*	C	*	MG	--	--	**	**	*	GENERAL MANOEUVRE GRAPHICS
2.X.2.1.1.1	G	*	C	*	MG	P-	--	**	**	*	POINTS
2.X.2.1.1.1.1	G	*	C	*	MG	PF	--	**	**	*	FIX
2.X.2.1.1.1.1.1	G	*	C	*	MG	PF	E-	**	**	*	ELECTRO-MAGNETIC
2.X.2.1.1.1.1.2	G	*	C	*	MG	PF	A-	**	**	*	ACOUSTIC
2.X.2.1.1.1.1.3	G	*	C	*	MG	PF	O-	**	**	*	ELECTRO-OPTICAL
2.X.2.1.1.1.2	G	*	C	*	MG	PI	--	**	**	*	POINT OF INTEREST
2.X.2.1.1.2	G	*	C	*	MG	L-	--	**	**	*	LINES
2.X.2.1.1.2.1	G	*	C	*	MG	LB	--	**	**	*	BOUNDARIES
2.X.2.1.1.2.1.1	G	*	C	*	MG	LB	G-	**	**	*	GENERAL BOUNDARIES
2.X.2.1.1.2.1.1.1	G	F	C	*	MG	LB	GF	**	**	*	FRIENDLY PRESENT
2.X.2.1.1.2.1.1.2	G	F	C	*	MG	LB	GO	**	**	*	FRIENDLY PLANNED OR ON ORDER
2.X.2.1.1.2.1.1.3	G	H	C	*	MG	LB	GK	**	**	*	ENEMY KNOWN
2.X.2.1.1.2.1.1.4	G	H	C	*	MG	LB	GS	**	**	*	ENEMY SUSPECTED OR TEMPLATED
2.X.2.1.1.2.1.2	G	*	C	*	MG	LB	L-	**	**	*	LATERAL BOUNDARY
2.X.2.1.1.2.1.3	G	*	C	*	MG	LB	F-	**	**	*	FORWARD BOUNDARY
2.X.2.1.1.2.1.4	G	*	C	*	MG	LB	R-	**	**	*	REAR BOUNDARY
2.X.2.1.1.2.2	G	*	C	*	MG	LF	--	**	**	*	FORWARD LINE OF TROOPS (FLOT)
2.X.2.1.1.2.3	G	*	C	*	MG	LL	--	**	**	*	LINE OF CONTACT
2.X.2.1.1.2.4	G	*	C	*	MG	LP	--	**	**	*	PHASE/COORDINATION LINE
2.X.2.1.1.2.5	G	*	C	*	MG	LE	--	**	**	*	BEARING LINE
2.X.2.1.1.2.5.1	G	*	C	*	MG	LE	E-	**	**	*	ELECTRONIC
2.X.2.1.1.2.5.2	G	*	C	*	MG	LE	A-	**	**	*	ACOUSTIC
2.X.2.1.1.2.5.3	G	*	C	*	MG	LE	T-	**	**	*	TORPEDO
2.X.2.1.1.2.5.4	G	*	C	*	MG	LE	O-	**	**	*	ELECTRO-OPTICAL INTERCEPT
2.X.2.1.1.3	G	*	C	*	MG	A-	--	**	**	*	AREAS
2.X.2.1.1.3.1	G	*	C	*	MG	AU	--	**	**	*	UNSPECIFIED AREA
2.X.2.1.1.3.1.1	G	*	C	*	MG	AU	A-	**	**	*	GENERAL AREA

Table B-IX. Tactical graphics symbol ID codes (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE / MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.2.1.1.3.1.1.1	G	F	C	*	MG	AU	AF	**	**	*	FRIENDLY
2.X.2.1.1.3.1.1.2	G	F	C	*	MG	AU	AP	**	**	*	FRIENDLY PLANNED/ON ORDER
2.X.2.1.1.3.1.1.3	G	H	C	*	MG	AU	AE	**	**	*	ENEMY KNOWN/CONFIRMED
2.X.2.1.1.3.1.1.4	G	H	C	*	MG	AU	AS	**	**	*	ENEMY SUSPECTED/TEMPLATED
2.X.2.1.1.3.1.2	G	*	C	*	MG	AU	B-	**	**	*	ASSEMBLY AREA
2.X.2.1.1.3.1.2.1	G	*	C	*	MG	AU	BO	**	**	*	OCCUPIED
2.X.2.1.1.3.1.2.2	G	*	C	*	MG	AU	BM	**	**	*	OCCUPIED BY MULTIPLE UNITS
2.X.2.1.1.3.1.2.3	G	*	C	*	MG	AU	BR	**	**	*	PROPOSED/ON ORDER
2.X.2.1.1.3.2	G	*	C	*	MG	AS	--	**	**	*	SPECIFIED AREA
2.X.2.1.1.3.2.1	G	*	C	*	MG	AS	D-	**	**	*	DROP ZONE (DZ)
2.X.2.1.1.3.2.2	G	*	C	*	MG	AS	E-	**	**	*	EXTRACTION ZONE (EZ)
2.X.2.1.1.3.2.3	G	*	C	*	MG	AS	L-	**	**	*	LANDING ZONE (LZ)
2.X.2.1.1.3.2.4	G	*	C	*	MG	AS	P-	**	**	*	PICKUP ZONE (PZ)
2.X.2.1.1.3.2.5	G	*	C	*	MG	AS	S-	**	**	*	SEARCH AREA/RECONNAISSANCE AREA
2.X.2.1.1.3.2.6	G	*	C	*	MG	AS	M-	**	**	*	LIMITED ACCESS AREA
2.X.2.1.1.3.2.7	G	*	C	*	MG	AS	G-	**	**	*	ENGAGEMENT AREA
2.X.2.1.1.3.2.8	G	*	C	*	MG	AS	F-	**	**	*	FORTIFIED AREA
2.X.2.1.1.3.2.9	G	*	C	*	MG	AS	T-	**	**	*	STAGING AREA
2.X.2.1.2	G	*	C	*	MA	--	--	**	**	*	AVIATION MANOEUVRE GRAPHICS
2.X.2.1.2.1	G	*	C	*	MA	A-	--	**	**	*	AVIATION POINTS
2.X.2.1.2.1.1	G	*	C	*	MA	AP	--	**	**	*	AIR CONTROL POINT (ACP)
2.X.2.1.2.1.2	G	*	C	*	MA	AC	--	**	**	*	COMMUNICATIONS CHECKPOINT (CCP)
2.X.2.1.2.1.3	G	*	C	*	MA	AU	--	**	**	*	POP UP POINT (PUP)
2.X.2.1.2.1.4	G	*	C	*	MA	AD	--	**	**	*	DOWNED AIRCREW PICK UP POINT
2.X.2.1.2.2	G	*	C	*	MA	L-	--	**	**	*	AVIATION LINES
2.X.2.1.2.2.1	G	*	C	*	MA	LC	--	**	**	*	AIR CORRIDOR
2.X.2.1.2.2.2	G	*	C	*	MA	LM	--	**	**	*	MINIMUM RISK ROUTE (MRR)
2.X.2.1.2.2.3	G	*	C	*	MA	LS	--	**	**	*	STANDARD-USE ARMY AIRCRAFT FLIGHT ROUTE (SAAFR)
2.X.2.1.2.2.4	G	*	C	*	MA	LU	--	**	**	*	UNMANNED AERIAL VEHICLE (UAV) ROUTE
2.X.2.1.2.2.5	G	*	C	*	MA	LL	--	**	**	*	LOW LEVEL TRANSIT ROUTE (LLTR)
2.X.2.1.2.2.6	G	*	C	*	MA	LI	N-	**	**	*	IFF ON LINE
2.X.2.1.2.2.7	G	*	C	*	MA	LI	F-	**	**	*	IFF OFF LINE
2.X.2.1.2.3	G	*	C	*	MA	V-	--	**	**	*	AVIATION AREAS

Table B-IX. Tactical graphics symbol ID codes (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE / MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.2.1.2.3.1	G	*	C	*	MA	VR	--	**	**	*	RESTRICTED OPERATIONS ZONE (ROZ)
2.X.2.1.2.3.2	G	*	C	*	MA	VF	--	**	**	*	FORWARD AREA AIR DEFENCE ZONE (FAADEZ)
2.X.2.1.2.3.3	G	*	C	*	MA	VH	--	**	**	*	HIGH DENSITY AIRSPACE CONTROL ZONE (HIDACZ)
2.X.2.1.2.3.4	G	*	C	*	MA	VM	--	**	**	*	MISSILE ENGAGEMENT ZONE (MEZ)
2.X.2.1.2.3.4.1	G	*	C	*	MA	VM	L-	**	**	*	LOW ALTITUDE MEZ
2.X.2.1.2.3.4.2	G	*	C	*	MA	VM	H-	**	**	*	HIGH ALTITUDE MEZ
2.X.2.1.2.3.5	G	*	C	*	MA	VW	--	**	**	*	WEAPONS FREE ZONE
2.X.2.1.3	G	*	C	*	MD	--	--	**	**	*	DECEPTION GRAPHICS
2.X.2.1.3.1	G	*	C	*	MD	D-	--	**	**	*	DUMMY (DECEPTION)(DECOY)
2.X.2.1.3.2	G	*	C	*	MD	A-	--	**	**	*	AXIS OF ADVANCE FOR FEINT
2.X.2.1.3.3	G	*	C	*	MD	F-	--	**	**	*	DIRECTION OF ATTACK FOR FEINT
2.X.2.1.3.4	G	*	C	*	MD	M-	--	**	**	*	DECOY MINED AREA
2.X.2.1.3.5	G	*	C	*	MD	Y-	--	**	**	*	DECOY MINED AREA, FENCED
2.X.2.1.3.6	G	*	C	*	MD	N-	--	**	**	*	DUMMY MINEFIELD
2.X.2.1.4	G	*	C	*	MM	--	--	**	**	*	DEFENCE MANOEUVRE GRAPHIC
2.X.2.1.4.1	G	*	C	*	MM	P-	--	**	**	*	DEFENCE POINT GRAPHIC
2.X.2.1.4.1.1	G	*	C	*	MM	PT	--	**	**	*	TARGET REFERENCE POINT (TRP)
2.X.2.1.4.1.2	G	*	C	*	MM	PB	--	**	**	*	BATTLE POSITION
2.X.2.1.4.1.2.1	G	*	C	*	MM	PB	O-	**	**	*	OCCUPIED (BATTALION SIZED UNIT)
2.X.2.1.4.1.2.2	G	*	C	*	MM	PB	P-	**	**	*	PREPARED "(P)" BUT NOT OCCUPIED
2.X.2.1.4.1.2.3	G	*	C	*	MM	PB	L-	**	**	*	PLANNED
2.X.2.1.4.1.3	G	*	C		MM	PS	--	**	**	*	STRONG POINT (SP)
2.X.2.1.4.1.3.1	G	F	C	*	MM	PS	F-	**	**	*	FRIENDLY
2.X.2.1.4.1.3.2	G	H	C	*	MM	PS	E-	**	**	*	ENEMY KNOWN AND CONFIRMED
2.X.2.1.4.1.4	G	*	C	*	MM	PO	--	**	**	*	OBSERVATION POST/OUTPOST
2.X.2.1.4.1.4.1	G	*	C	*	MM	PO	C-	**	**	*	COMBAT OUTPOST
2.X.2.1.4.1.4.2	G	*	C	*	MM	PO	R-	**	**	*	OBSERVATION POST OCCUPIED BY DISMOUNTED SCOUTS OR RECONNAISSANCE
2.X.2.1.4.1.4.3	G	*	C	*	MM	PO	F-	**	**	*	FORWARD OBSERVER POSITION
2.X.2.1.4.1.4.4	G	*	C	*	MM	PO	S-	**	**	*	SENSOR OUTPOST/LISTENING POST (OP/LP)
2.X.2.1.4.1.4.5	G	*	C	*	MM	PO	N-	**	**	*	CBRN OBSERVATION POST (DISMOUNTED)

Table B-IX. Tactical graphics symbol ID codes (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE / MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.2.1.4.1.4.6	G	*	C	*	MM	PO	N-	**	**	*	FORWARD AIR CONTROLLER (FAC)
2.X.2.1.4.1.4.7	G	*	C	*	MM	PO	N-	**	**	*	TACTICAL AIR CONTROL PARTY (TACP)
2.X.2.1.4.2	G	*	C	*	MM	D-	--	**	**	*	DEFENCE LINE GRAPHIC
2.X.2.1.4.2.1	G	*	C	*	MM	DF	--	**	**	*	FORWARD EDGE OF BATTLE AREA (FEBA)
2.X.2.1.4.2.1.1	G	*	C	*	MM	DF	A-	**	**	*	ACTUAL TRACE OF THE FEBA
2.X.2.1.4.2.1.2	G	*	C	*	MM	DF	P-	**	**	*	PROPOSED OR ON ORDER TRACE OF THE FEBA
2.X.2.1.4.2.2	G	*	C	*	MM	DP	--	**	**	*	PRINCIPLE DIRECTION OF FIRE (PDF)
2.X.2.1.4.3	G	*	C	*	MM	A-	--	**	**	*	DEFENCE AREA GRAPHIC
2.X.2.1.4.3.1	G	*	C	*	MM	AE	--	**	**	*	ENGAGEMENT AREA (EA)
2.X.2.1.5	G	*	C	*	MO	--	--	**	**	*	OFFENCE MANOEUVRE GRAPHICS
2.X.2.1.5.1	G	*	C	*	MO	P-	--	**	**	*	OFFENCE POINT GRAPHIC
2.X.2.1.5.1.1	G	*	C	*	MO	PD	--	**	**	*	POINT OF DEPARTURE
2.X.2.1.5.2	G	*	C	*	MO	L-	--	**	**	*	OFFENCE LINE GRAPHIC
2.X.2.1.5.2.1	G	*	C	*	MO	LA	--	**	**	*	AXIS OF ADVANCE
2.X.2.1.5.2.1.1	G	F	C	*	MO	LA	F-	**	**	*	FRIENDLY AVIATION
2.X.2.1.5.2.1.2	G	F	C	*	MO	LA	A-	**	**	*	FRIENDLY AIRBORNE
2.X.2.1.5.2.1.3	G	F	C	*	MO	LA	H-	**	**	*	FRIENDLY ATTACK HELICOPTER
2.X.2.1.5.2.1.4	G	F	C	*	MO	LA	S-	**	**	*	FRIENDLY GROUND AXIS OF SUPPORTING ATTACK
2.X.2.1.5.2.1.5	G	F	C	*	MO	LA	M-	**	**	*	FRIENDLY GROUND AXIS OF MAIN ATTACK
2.X.2.1.5.2.1.6	G	F	C	*	MO	LA	O-	**	**	*	FRIENDLY GROUND AXIS ON ORDER WITH DATE AND TIME (IF KNOWN) EFFECTIVE
2.X.2.1.5.2.1.7	G	H	C	*	MO	LA	E-	**	**	*	ENEMY CONFIRMED
2.X.2.1.5.2.1.8	G	H	C	*	MO	LA	T-	**	**	*	ENEMY TEMPLATED
2.X.2.1.5.2.2	G	*	C	*	MO	LD	--	**	**	*	DIRECTION OF ATTACK
2.X.2.1.5.2.2.1	G	F	C	*	MO	LD	F-	**	**	*	FRIENDLY AVIATION
2.X.2.1.5.2.2.2	G	F	C	*	MO	LD	Y-	**	**	*	FRIENDLY AVIATION PLANNED OR ON ORDER
2.X.2.1.5.2.2.3	G	H	C	*	MO	LD	E-	**	**	*	ENEMY KNOWN/CONFIRMED AVIATION
2.X.2.1.5.2.2.4	G	H	C	*	MO	LD	T-	**	**	*	TEMPLATED ENEMY AVIATION
2.X.2.1.5.2.2.5	G	H	C	*	MO	LD	G-	**	**	*	ENEMY CONFIRMED/KNOWN GROUND

Table B-IX. Tactical graphics symbol ID codes (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE / MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.2.1.5.2.2.6	G	H	C	*	MO	LD	R-	**	**	*	TEMPLATED ENEMY GROUND
2.X.2.1.5.2.2.7	G	F	C	*	MO	LD	S-	**	**	*	FRIENDLY DIRECTION OF SUPPORTING ATTACK
2.X.2.1.5.2.2.8	G	F	C	*	MO	LD	M-	**	**	*	FRIENDLY DIRECTION OF MAIN ATTACK
2.X.2.1.5.2.2.9	G	F	C	*	MO	LD	O-	**	**	*	FRIENDLY PLANNED OR ON ORDER
2.X.2.1.5.2.3	G	*	C	*	MO	LF	--	**	**	*	FINAL COORDINATION LINE
2.X.2.1.5.2.4	G	*	C	*	MO	LI	--	**	**	*	INFILTRATION LINE
2.X.2.1.5.2.5	G	*	C	*	MO	LL	--	**	**	*	LIMIT OF ADVANCE
2.X.2.1.5.2.6	G	*	C	*	MO	LT	--	**	**	*	LINE OF DEPARTURE
2.X.2.1.5.2.7	G	*	C	*	MO	LC	--	**	**	*	LINE OF DEPARTURE/LINE OF CONTACT (LD/LC)
2.X.2.1.5.2.8	G	*	C	*	MO	LP	--	**	**	*	PROBABLE LINE OF DEPLOYMENT (PLD)
2.X.2.1.5.2.9	G	*	C	*	MO	LR	--	**	**	*	RAID
2.X.2.1.5.3	G	*	C	*	MO	O-	--	**	**	*	OFFENCE AREA GRAPHIC
2.X.2.1.5.3.1	G	*	C	*	MO	OA	--	**	**	*	ASSAULT POSITION
2.X.2.1.5.3.2	G	*	C	*	MO	OT	--	**	**	*	ATTACK POSITION
2.X.2.1.5.3.2.1	G	F	C	*	MO	OT	F-	**	**	*	FRIENDLY ATTACK POSITION
2.X.2.1.5.3.2.2	G	F	C	*	MO	OT	C-	**	**	*	FRIENDLY OCCUPIED (ONLY IF A UNIT MUST STOP IN THE ATTACK POSITION)
2.X.2.1.5.3.2.3	G	F	C	*	MO	OT	P-	**	**	*	FRIENDLY PLANNED, PROPOSED OR ON ORDER
2.X.2.1.5.3.3	G	*	C	*	MO	OP	--	**	**	*	ATTACK BY FIRE POSITION
2.X.2.1.5.3.4	G	*	C	*	MO	OS	--	**	**	*	SUPPORT BY FIRE POSITION
2.X.2.1.5.3.5	G	*	C	*	MO	OJ	--	**	**	*	OBJECTIVE
2.X.2.1.5.3.6	G	*	C	*	MO	OX	--	**	**	*	PENETRATION BOX
2.X.2.1.5.3.7	G	*	C	*	MO	OR	--	**	**	*	RAID AREA
2.X.2.1.6	G	*	C	*	MS	--	--	**	**	*	SPECIAL MANOEUVRE GRAPHIC
2.X.2.1.6.1	G	*	C	*	MS	G-	--	**	**	*	GENERAL
2.X.2.1.6.1.1	G	*	C	*	MS	GE	--	**	**	*	ENCIRCLEMENT
2.X.2.1.6.1.1.1	G	F	C	*	MS	GE	F-	**	**	*	FRIENDLY
2.X.2.1.6.1.1.2	G	H	C	*	MS	GE	Y-	**	**	*	ENEMY
2.X.2.1.6.1.2	G	*	C	*	MS	GA	--	**	**	*	AMBUSH
2.X.2.1.6.2	G	*	C	*	MS	L-	--	**	**	*	LINE
2.X.2.1.6.2.1	G	*	C	*	MS	LA	--	**	**	*	AIR HEAD
2.X.2.1.6.2.2	G	*	C	*	MS	LB	--	**	**	*	BRIDGEHEAD
2.X.2.1.6.2.3	G	*	C	*	MS	LH	--	**	**	*	HOLDING LINE

Table B-IX. Tactical graphics symbol ID codes (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/ MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.2.1.6.2.4	G	*	C	*	MS	LR	--	**	**	*	RELEASE LINE
2.X.2.1.6.3	G	*	C	*	MS	A-	--	**	**	*	AREA
2.X.2.1.6.3.1	G	*	C	*	MS	AO	--	**	**	*	AREA OF OPERATIONS (AO)
2.X.2.1.6.3.2	G	*	C	*	MS	AN	--	**	**	*	NAMED AREA OF INTEREST
2.X.2.1.6.3.3	G	*	C	*	MS	AT	--	**	**	*	TARGETED AREA OF INTEREST
2.X.2.2	G	*	C	*	B-	--	--	**	**	*	MOBILITY/ SURVIVABILITY
2.X.2.2.1	G	*	C	*	BO	--	--	**	**	*	OBSTACLES
2.X.2.2.1.1	G	*	C	*	BO	G-	--	**	**	*	GENERAL
2.X.2.2.1.1.1	G	*	C	*	BO	GB	--	**	**	*	BELT
2.X.2.2.1.1.2	G	*	C	*	BO	GL	--	**	**	*	LINE
2.X.2.2.1.1.3	G	*	C	*	BO	GZ	--	**	**	*	ZONE
2.X.2.2.1.2	G	*	C	*	BO	A-	--	**	**	*	ABATIS
2.X.2.2.1.3	G	*	C	*	BO	AT	--	**	**	*	ANTITANK OBSTACLES
2.X.2.2.1.3.1	G	*	C	*	BO	AT	O-	**	**	*	ANTITANK DITCH
2.X.2.2.1.3.2	G	*	C	*	BO	AT	M-	**	**	*	ANTITANK DITCH REINFORCED WITH ANTITANK MINES
2.X.2.2.1.3.3	G	*	C	*	BO	AT	D-	**	**	*	ANTITANK OBSTACLES, TETRAHEDRONS, DRAGON'S TEETH AND OTHER SIMILAR OBSTACLES
2.X.2.2.1.3.4	G	*	C	*	BO	AT	W-	**	**	*	ANTITANK WALL
2.X.2.2.1.4	G	*	C	*	BO	AB	--	**	**	*	BOOBY TRAP
2.X.2.2.1.5	G	*	C	*	BO	AM	--	**	**	*	MINES
2.X.2.2.1.5.1	G	*	C	*	BO	AM	A-	**	**	*	ANTIPERSONNEL (AP) MINE
2.X.2.2.1.5.2	G	*	C	*	BO	AM	T-	**	**	*	ANTITANK (AT) MINE
2.X.2.2.1.5.3	G	*	C	*	BO	AM	D-	**	**	*	ANTITANK MINE WITH ANTIHANDLING DEVISE
2.X.2.2.1.5.4	G	*	C	*	BO	AM	C-	**	**	*	ANTITANK MINE (ARROW SHOWS EFFECTS) "CLAYMORE MINE"
2.X.2.2.1.5.5	G	*	C	*	BO	AM	U-	**	**	*	UNSPECIFIED MINE
2.X.2.2.1.5.6	G	*	C	*	BO	AM	N-	**	**	*	MINE CLUSTER
2.X.2.2.1.5.7	G	*	C	*	BO	AM	W-	**	**	*	WIDE AREA MINES
2.X.2.2.1.6	G	*	C	*	BO	AI	--	**	**	*	MINEFIELDS
2.X.2.2.1.6.1	G	*	C	*	BO	AI	P-	**	**	*	PLANNED MINEFIELD
2.X.2.2.1.6.2	G	*	C	*	BO	AI	C-	**	**	*	COMPLETED MINEFIELD
2.X.2.2.1.6.3	G	*	C	*	BO	AI	L-	**	**	*	ANTIPERSONNEL (AP) MINEFIELD
2.X.2.2.1.6.4	G	*	C	*	BO	AI	G-	**	**	*	ANTITANK (AT) MINEFIELD WITH GAP
2.X.2.2.1.6.5	G	*	C	*	BO	AI	N-	**	**	*	ANTITANK (AT) MINEFIELD
2.X.2.2.1.6.6	G	*	C	*	BO	AI	S-	**	**	*	SCATTERABLE MINES

ORIGINAL

Table B-IX. Tactical graphics symbol ID codes (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE / MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.2.2.1.6.7	G	*	C	*	BO	AI	H-	**	**	*	ANTIPERSONNEL (AP) MINEFIELD REINFORCED WITH SCATTERABLE WITH SELF-DESTRUCT DATE-TIME-GROUP
2.X.2.2.1.6.8	G	*	C	*	BO	AI	D-	**	**	*	SCATTERABLE MINEFIELD WITH SELF-DESTRUCT DATE-TIME-GROUP
2.X.2.2.1.6.9	G	*	C	*	BO	AI	M-	**	**	*	MINED AREA
2.X.2.2.1.7	G	*	C	*	BO	AV	--	**	**	*	EXECUTED VOLCANO MINEFIELD
2.X.2.2.1.8	G	*	C	*	BO	AE	--	**	**	*	OBSTACLE EFFECT
2.X.2.2.1.8.1	G	*	C	*	BO	AE	B-	**	**	*	BLOCK
2.X.2.2.1.8.2	G	*	C	*	BO	AE	F-	**	**	*	FIX
2.X.2.2.1.8.3	G	*	C	*	BO	AE	T-	**	**	*	TURN
2.X.2.2.1.8.4	G	*	C	*	BO	AE	D-	**	**	*	DISRUPT
2.X.2.2.1.9	G	*	C	*	BO	AF	--	**	**	*	OBSTACLE FREE AREA
2.X.2.2.1.9.1	G	*	C	*	BO	AF	R-	**	**	*	OBSTACLE-RESTRICTED AREA
2.X.2.2.1.10	G	*	C	*	BO	AU	--	**	**	*	UN-EXPLODED ORDNANCE AREA
2.X.2.2.1.11	G	*	C	*	BO	AR	--	**	**	*	ROAD BLOCKS, CRATERS, AND BLOWN BRIDGES
2.X.2.2.1.11.1	G	*	C	*	BO	AR	P-	**	**	*	ROADBLOCK PLANNED
2.X.2.2.1.11.2	G	*	C	*	BO	AR	E-	**	**	*	ROADBLOCK WITH EXPLOSIVES, STATE OF READINESS 1(SAFE)
2.X.2.2.1.11.3	G	*	C	*	BO	AR	S-	**	**	*	ROADBLOCK WITH EXPLOSIVES, STATE OF READINESS 2 (ARMED BUT PASSABLE)
2.X.2.2.1.11.4	G	*	C	*	BO	AR	C-	**	**	*	ROADBLOCK COMPLETED (EXECUTED)
2.X.2.2.1.12	G	*	C	*	BO	AP	--	**	**	*	TRIP WIRE
2.X.2.2.1.13	G	*	C	*	BO	AW	--	**	**	*	WIRE OBSTACLES
2.X.2.2.1.13.1	G	*	C	*	BO	AW	U-	**	**	*	UNSPECIFIED
2.X.2.2.1.13.2	G	*	C	*	BO	AW	S-	**	**	*	SINGLE FENCE
2.X.2.2.1.13.3	G	*	C	*	BO	AW	D-	**	**	*	DOUBLE FENCE
2.X.2.2.1.13.4	G	*	C	*	BO	AW	A-	**	**	*	DOUBLE APRON FENCE
2.X.2.2.1.13.5	G	*	C	*	BO	AW	L-	**	**	*	LOW WIRE FENCE
2.X.2.2.1.13.6	G	*	C	*	BO	AW	H-	**	**	*	HIGH WIRE FENCE
2.X.2.2.1.13.7	G	*	C	*	BO	AW	C-	**	**	*	SINGLE CONCERTINA
2.X.2.2.1.13.8	G	*	C	*	BO	AW	B-	**	**	*	DOUBLE STRAND CONCERTINA
2.X.2.2.1.13.9	G	*	C	*	BO	AW	R-	**	**	*	TRIPLE STRAND CONCERTINA
2.X.2.2.2	G	*	C	*	BY	--	--	**	**	*	OBSTACLE BYPASS
2.X.2.2.2.1	G	*	C	*	BY	O-	--	**	**	*	OBSTACLE BYPASS DIFFICULTY

Table B-IX. Tactical graphics symbol ID codes (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE / MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.2.2.2.1.1	G	*	C	*	BY	OE	--	**	**	*	BYPASS EASY
2.X.2.2.2.1.2	G	*	C	*	BY	OD	--	**	**	*	BYPASS DIFFICULT
2.X.2.2.2.1.3	G	*	C	*	BY	OI	--	**	**	*	BYPASS IMPOSSIBLE
2.X.2.2.2.2	G	*	C	*	BY	C-	--	**	**	*	CROSSING SITE/WATER CROSSING
2.X.2.2.2.2.1	G	*	C	*	BY	CA	--	**	**	*	ASSAULT CROSSING AREA
2.X.2.2.2.2.2	G	*	C	*	BY	CB	--	**	**	*	BRIDGE OR GAP
2.X.2.2.2.2.3	G	*	C	*	BY	CF	--	**	**	*	FERRY
2.X.2.2.2.2.4	G	*	C	*	BY	CE	--	**	**	*	FORD/FORD EASY
2.X.2.2.2.2.5	G	*	C	*	BY	CD	--	**	**	*	FORD DIFFICULT
2.X.2.2.2.2.6	G	*	C	*	BY	CL	--	**	**	*	LANE
2.X.2.2.2.2.7	G	*	C	*	BY	CR	--	**	**	*	RAFT SITE
2.X.2.2.2.2.8	G	*	C	*	BY	CG	--	**	**	*	ENGINEER REGULATING POINT
2.X.2.2.3	G	*	C	*	BS	--	--	**	**	*	SURVIVABILITY
2.X.2.2.3.1	G	*	C	*	BS	E-	--	**	**	*	EARTHWORK, SMALL TRENCH OR FORTIFICATION
2.X.2.2.3.2	G	*	C	*	BS	F-	--	**	**	*	FORT
2.X.2.2.3.3	G	*	C	*	BS	L-	--	**	**	*	FORTIFIED LINE
2.X.2.2.3.4	G	*	C	*	BS	W-	--	**	**	*	FOXHOLE, EMPLACEMENT OR WEAPON SITE
2.X.2.2.3.5	G	*	C	*	BS	P-	--	**	**	*	STRONG POINT
2.X.2.2.3.6	G	*	C	*	BS	H-	--	**	**	*	SURFACE SHELTER
2.X.2.2.3.7	G	*	C	*	BS	U-	--	**	**	*	UNDERGROUND SHELTER
2.X.2.2.4	G	*	C	*	BW	--	--	**	**	*	NUCLEAR, BIOLOGICAL AND CHEMICAL GRAPHICS
2.X.2.2.4.1	G	*	C	*	BW	M-	--	**	**	*	MINIMUM SAFE DISTANCE ZONES
2.X.2.2.4.2	G	*	C	*	BW	N-	--	**	**	*	NUCLEAR DETONATIONS FRIENDLY GROUND ZERO
2.X.2.2.4.3	G	H	C	*	BW	E-	--	**	**	*	ENEMY KNOWN GROUND ZERO
2.X.2.2.4.4	G	H	C	*	BW	I-	--	**	**	*	ENEMY TEMPLATED
2.X.2.2.4.5	G	F	C	*	BW	F-	--	**	**	*	FRIENDLY PLANNED OR ON-ORDER
2.X.2.2.4.6	G	*	C	*	BW	P-	--	**	**	*	FALLOUT PRODUCING
2.X.2.2.4.7	G	*	C	*	BW	A-	--	**	**	*	RADIOACTIVE AREA
2.X.2.2.4.8	G	*	C	*	BW	C-	--	**	**	*	BIOLOGICALLY CONTAMINATED AREA
2.X.2.2.4.9	G	*	C	*	BW	H-	--	**	**	*	CHEMICALLY CONTAMINATED AREA
2.X.2.2.4.10	G	*	C	*	BW	K-	--	**	**	*	BIOLOGICAL AND CHEMICAL ATTACK, RELEASE EVENTS

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Table B-IX. Tactical graphics symbol ID codes (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE / MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.2.2.4.11	G	*	C	*	BW	D-	--	**	**	*	DECONTAMINATION (DECON) POINTS
2.X.2.2.4.11.1	G	*	C	*	BW	DP	--	**	**	*	DECON SITE/POINT (UNSPECIFIED)
2.X.2.2.4.11.2	G	*	C	*	BW	DA	--	**	**	*	ALTERNATE DECON SITE/POINT (UNSPECIFIED)
2.X.2.2.4.11.3	G	*	C	*	BW	DT	--	**	**	*	DECON SITE/POINT (TROOPS)
2.X.2.2.4.11.4	G	*	C	*	BW	DE	--	**	**	*	DECON SITE/POINT (EQUIPMENT)
2.X.2.2.4.11.5	G	*	C	*	BW	DS	--	**	**	*	DECON SITE/POINT (EQUIPMENT AND TROOPS)
2.X.2.2.4.11.6	G	*	C	*	BW	DO	--	**	**	*	DECON SITE/POINT (OPERATIONAL DECONTAMINATION)
2.X.2.2.4.11.7	G	*	C	*	BW	DG	--	**	**	*	DECON SITE/POINT (THOROUGH DECONTAMINATION)
2.X.2.2.4.11.8	G	*	C	*	BW	DE	M-	**	**	*	DECON POINT (MAIN) EQUIPMENT
2.X.2.2.4.11.9	G	*	C	*	BW	DT	F-	**	**	*	DECON POINT (FORWARD) TROOPS
2.X.2.2.4.12	G	*	C	*	BW	R-	--	**	**	*	DOSE RATE CONTOUR LINES
2.X.2.3	G	*	C	*	F-	--	--	**	**	*	FIRE SUPPORT GRAPHICS
2.X.2.3.1	G	*	C	*	FS	--	--	**	**	*	FIRE SUPPORT POINT
2.X.2.3.1.1	G	*	C	*	FS	T-	--	**	**	*	TARGET
2.X.2.3.1.1.1	G	*	C	*	FS	TP	--	**	**	*	POINT /SINGLE TARGET
2.X.2.3.1.1.2	G	*	C	*	FS	TC	--	**	**	*	CIRCULAR TARGET
2.X.2.3.1.2	G	*	C	*	FS	S-	--	**	**	*	FIRE SUPPORT STATION
2.X.2.3.2	G	*	C	*	FL	--	--	**	**	*	FIRE SUPPORT LINES
2.X.2.3.2.1	G	*	C	*	FL	C-	--	**	**	*	FIRE SUPPORT COORDINATION LINE (FSCL)
2.X.2.3.2.2	G	*	C	*	FL	F-	--	**	**	*	COORDINATION FIRE LINE (CFL)
2.X.2.3.2.3	G	*	C	*	FL	T-	--	**	**	*	LINEAR TARGET
2.X.2.3.2.3.1	G	*	C	*	FL	TP	--	**	**	*	FINAL PROTECTIVE FIRE
2.X.2.3.2.4	G	*	C	*	FL	K-	--	**	**	*	SMOKE
2.X.2.3.2.4.1	G	*	C	*	FL	KP	--	**	**	*	PLANNED WITH DESIGNATED TIME SHOWN
2.X.2.3.2.4.2	G	*	C	*	FL	KS	--	**	**	*	SMOKE (ACTUALLY IN PLACE)
2.X.2.3.2.4.3	G	*	C	*	FL	KT	--	**	**	*	LINEAR SMOKE TARGET
2.X.2.3.2.5	G	*	C	*	FL	N-	--	**	**	*	NO FIRE LINE
2.X.2.3.2.6	G	*	C	*	FL	R-	--	**	**	*	RESTRICTED FIRE LINE (RFL)
2.X.2.3.3	G	*	C	*	FA	--	--	**	**	*	AREAS
2.X.2.3.3.1	G	*	C	*	FA	S-	--	**	**	*	FIRE SUPPORT AREA
2.X.2.3.3.2	G	*	C	*	FA	C-	--	**	**	*	AIRSPACE COORDINATION AREA

Table B-IX. Tactical graphics symbol ID codes (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE / MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.2.3.3.3	G	*	C	*	FA	T-	--	**	**	*	AREA TARGET
2.X.2.3.3.4	G	*	C	*	FA	R-	--	**	**	*	SERIES TARGET
2.X.2.3.3.4.1	G	*	C	*	FA	RS	--	**	**	*	SERIES OF TARGETS USING REGULAR TARGETS
2.X.2.3.3.4.2	G	*	C	*	FA	RU	--	**	**	*	SERIES OF TARGETS USING RECTANGULAR TARGETS
2.X.2.3.3.5	G	*	C	*	FA	B-	--	**	**	*	BOMB AREA
2.X.2.3.3.6	G	*	C	*	FA	I-	--	**	**	*	FREE FIRE AREA (FFA)
2.X.2.3.3.7	G	*	C	*	FA	Z-	--	**	**	*	GROUP OF TARGETS
2.X.2.3.3.7.1	G	*	C	*	FA	ZT	--	**	**	*	GROUP OF TARGETS USING REGULAR TARGETS
2.X.2.3.3.7.2	G	*	C	*	FA	ZU	--	**	**	*	GROUP OF TARGETS USING RECTANGULAR TARGETS
2.X.2.3.3.8	G	*	C	*	FA	N-	--	**	**	*	NO FIRE AREA
2.X.2.3.3.9	G	*	C	*	FA	U-	--	**	**	*	NUCLEAR TARGET
2.X.2.3.3.10	G	*	C	*	FA	D-	--	**	**	*	RESTRICTED FIRE AREA (RFA)
2.X.2.3.3.11	G	*	C	*	FA	P-	--	**	**	*	POSITION AREA FOR ARTILLERY (PAA)
2.X.2.3.3.12	G	*	C	*	FA	TA	--	**	**	*	TARGET ACQUISITION AREA (TAA)
2.X.2.4	G	*	C	*	S-	--	--	**	**	*	COMBAT SERVICE SUPPORT
2.X.2.4.1	G	*	C	*	SP	--	--	**	**	*	POINTS
2.X.2.4.1.1	G	*	C	*	SP	A-	--	**	**	*	AMBULANCE EXCHANGE POINT
2.X.2.4.1.2	G	*	C	*	SP	C-	--	**	**	*	CANNIBALIZATION POINT
2.X.2.4.1.3	G	*	C	*	SP	Y-	--	**	**	*	CASUALTY COLLECTION POINT
2.X.2.4.1.4	G	*	C	*	SP	T-	--	**	**	*	CIVILIAN COLLECTION POINT
2.X.2.4.1.5	G	*	C	*	SP	D-	--	**	**	*	DETAINEE COLLECTION POINT
2.X.2.4.1.6	G	*	C	*	SP	E-	--	**	**	*	ENEMY PRISONER OF WAR (EPW) COLLECTION POINT
2.X.2.4.1.7	G	*	C	*	SP	L-	--	**	**	*	LOGISTICS RELEASE POINT (LRP)
2.X.2.4.1.8	G	*	C	*	SP	M-	--	**	**	*	MAINTENANCE COLLECTION POINT
2.X.2.4.1.9	G	*	C	*	SP	R-	--	**	**	*	REARM, REFUEL AND RE-SUPPLY POINT
2.X.2.4.1.10	G	*	C	*	SP	U-	--	**	**	*	REFUEL ON THE MOVE (ROM) POINT
2.X.2.4.1.11	G	*	C	*	SP	O-	--	**	**	*	TRAFFIC CONTROL POST (TCP)
2.X.2.4.1.12	G	*	C	*	SP	I-	--	**	**	*	TRAILER TRANSFER POINT
2.X.2.4.1.13	G	*	C	*	SP	N-	--	**	**	*	UNIT MAINTENANCE COLLECTION POINT
2.X.2.4.1.14	G	*	C	*	SP	Q-	--	**	**	*	SUPPLY POINTS

Table B-IX. Tactical graphics symbol ID codes (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE/ MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.2.4.1.14.1	G	*	C	*	SP	QT	--	**	**	*	GENERAL
2.X.2.4.1.14.2	G	*	C	*	SP	QA	--	**	**	*	CLASS I
2.X.2.4.1.14.3	G	*	C	*	SP	QB	--	**	**	*	CLASS II
2.X.2.4.1.14.4	G	*	C	*	SP	QC	--	**	**	*	CLASS III
2.X.2.4.1.14.5	G	*	C	*	SP	QD	--	**	**	*	CLASS IV
2.X.2.4.1.14.6	G	*	C	*	SP	QE	--	**	**	*	CLASS V
2.X.2.4.1.14.7	G	*	C	*	SP	QF	--	**	**	*	CLASS VI
2.X.2.4.1.14.8	G	*	C	*	SP	QG	--	**	**	*	CLASS VII
2.X.2.4.1.14.9	G	*	C	*	SP	QH	--	**	**	*	CLASS VIII
2.X.2.4.1.14.10	G	*	C	*	SP	QI	--	**	**	*	CLASS IX
2.X.2.4.1.14.11	G	*	C	*	SP	QJ	--	**	**	*	CLASS X
2.X.2.4.1.15	G	*	C	*	SP	M-	--	**	**	*	AMMUNITION POINTS
2.X.2.4.1.15.1	G	*	C	*	SP	MA	--	**	**	*	AMMUNITION SUPPLY POINT (ASP)
2.X.2.4.1.15.2	G	*	C	*	SP	MT	--	**	**	*	AMMUNITION TRANSFER POINT (ATP)
2.X.2.4.2	G	*	C	*	SL	--	--	**	**	*	LINES
2.X.2.4.2.1	G	*	C	*	SL	C-	--	**	**	*	CONVOYS
2.X.2.4.2.1.1	G	*	C	*	SL	CM	--	**	**	*	MOVING CONVOY
2.X.2.4.2.1.2	G	*	C	*	SL	CH	--	**	**	*	HALTED CONVOY
2.X.2.4.2.2	G	*	C	*	SL	R-	--	**	**	*	SUPPLY ROUTES
2.X.2.4.2.2.1	G	*	C	*	SL	RM	--	**	**	*	MAIN SUPPLY ROUTE
2.X.2.4.2.2.2	G	*	C	*	SL	RA	--	**	**	*	ALTERNATE SUPPLY ROUTE
2.X.2.4.2.2.3	G	*	C	*	SL	RO	--	**	**	*	ONE-WAY TRAFFIC
2.X.2.4.2.2.4	G	*	C	*	SL	RT	--	**	**	*	ALTERNATING TRAFFIC
2.X.2.4.2.2.5	G	*	C	*	SL	RW	--	**	**	*	TWO-WAY TRAFFIC
2.X.2.4.3	G	*	C	*	SA	--	--	**	**	*	AREA
2.X.2.4.3.1	G	*	C	*	SA	D-	--	**	**	*	DETAINEE HOLDING AREA
2.X.2.4.3.2	G	*	C	*	SA	P-	--	**	**	*	ENEMY PRISONER OF WAR (EPW) HOLDING AREA
2.X.2.4.3.3	G	*	C	*	SA	R-	--	**	**	*	FORWARD ARMING AND REFUELLING AREA (FARP)
2.X.2.4.3.4	G	*	C	*	SA	H-	--	**	**	*	REFUGEE HOLDING AREA
2.X.2.4.3.5	G	*	C	*	SA	T-	--	**	**	*	SUPPORT AREAS
2.X.2.4.3.5.1	G	*	C	*	SA	TB	--	**	**	*	BRIGADE (BSA)
2.X.2.4.3.5.2	G	*	C	*	SA	TD	--	**	**	*	DIVISION (DSA)
2.X.2.4.3.5.3	G	*	C	*	SA	TR	--	**	**	*	REGIMENTAL (RSA)
2.X.2.4.3.6	G	*	C	*	SA	RR	--	**	**	*	REST (RA)
2.X.2.5	G	*	C	*	O-	--	--	**	**	*	COMMAND AND CONTROL

Table B-IX. Tactical graphics symbol ID codes (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE / MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.2.5.1	G	*	C	*	OX	--	--	**	**	*	SPECIAL POINT
2.X.2.5.1.1	G	*	C	*	OX	E-	--	**	**	*	REFERENCE POINT
2.X.2.5.1.1.1	G	*	C	*	OX	RN	--	**	**	*	NAV REFERENCE
2.X.2.5.1.1.2	G	*	C	*	OX	RD	--	**	**	*	DLRP
2.X.2.5.1.2	G	*	C	*	OX	U-	--	**	**	*	UNDERWATER
2.X.2.5.1.2.1	G	*	C	*	OX	UD	--	**	**	*	DATUM
2.X.2.5.1.2.2	G	*	C	*	OX	UB	--	**	**	*	BRIEF CONTACT
2.X.2.5.1.2.3	G	*	C	*	OX	UL	--	**	**	*	LOST CONTACT
2.X.2.5.1.2.4	G	*	C	*	OX	US	--	**	**	*	SINKER
2.X.2.5.1.3	G	*	C	*	OX	W-	--	**	**	*	WEAPON
2.X.2.5.1.3.1	G	*	C	*	OX	WA	--	**	**	*	AIM POINT
2.X.2.5.1.3.2	G	*	C	*	OX	WD	--	**	**	*	DROP POINT
2.X.2.5.1.3.3	G	*	C	*	OX	WE	--	**	**	*	ENTRY POINT
2.X.2.5.1.3.4	G	*	C	*	OX	WG	--	**	**	*	GROUND ZERO
2.X.2.5.1.3.5	G	*	C	*	OX	WM	--	**	**	*	MSL DETECT POINT
2.X.2.5.1.3.6	G	*	C	*	OX	WI	--	**	**	*	IMPACT POINT
2.X.2.5.1.3.7	G	*	C	*	OX	WP	--	**	**	*	PREDICTED IMPACT POINT
2.X.2.5.1.4	G	*	C	*	OX	Y-	--	**	**	*	SONOBUOY
2.X.2.5.1.4.1	G	*	C	*	OX	YP	--	**	**	*	PATTERN CENTRE
2.X.2.5.1.4.2	G	*	C	*	OX	YD	--	**	**	*	DIFAR
2.X.2.5.1.4.3	G	*	C	*	OX	YL	--	**	**	*	LOFAR
2.X.2.5.1.4.4	G	*	C	*	OX	YC	--	**	**	*	CASS
2.X.2.5.1.4.5	G	*	C	*	OX	YS	--	**	**	*	DICASS
2.X.2.5.1.4.6	G	*	C	*	OX	YB	--	**	**	*	BT
2.X.2.5.1.4.7	G	*	C	*	OX	YA	--	**	**	*	ANM
2.X.2.5.1.4.8	G	*	C	*	OX	YV	--	**	**	*	VLAD
2.X.2.5.1.4.9	G	*	C	*	OX	YT	--	**	**	*	ATAC
2.X.2.5.1.4.10	G	*	C	*	OX	YR	--	**	**	*	RO
2.X.2.5.1.4.11	G	*	C	*	OX	YK	--	**	**	*	KINGPIN
2.X.2.5.1.5	G	*	C	*	OX	N-	--	**	**	*	FORMATION
2.X.2.5.1.6	G	*	C	*	OX	H-	--	**	**	*	HARBOUR
2.X.2.5.1.6.1	G	*	C	*	OX	HQ	--	**	**	*	POINT Q
2.X.2.5.1.6.2	G	*	C	*	OX	HA	--	**	**	*	POINT A
2.X.2.5.1.6.3	G	*	C	*	OX	HY	--	**	**	*	POINT Y
2.X.2.5.1.6.4	G	*	C	*	OX	HX	--	**	**	*	POINT X
2.X.2.5.1.7	G	*	C	*	OX	R-	--	**	**	*	ROUTE
2.X.2.5.1.7.1	G	*	C	*	OX	RR	--	**	**	*	RENDEZVOUS
2.X.2.5.1.7.2	G	*	C	*	OX	RD	--	**	**	*	DIVERSIONS

Table B-IX. Tactical graphics symbol ID codes (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE / MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.2.5.1.7.3	G	*	C	*	OX	RW	--	**	**	*	WAYPOINT
2.X.2.5.1.7.4	G	*	C	*	OX	RP	--	**	**	*	PIM
2.X.2.5.1.7.5	G	*	C	*	OX	RT	--	**	**	*	POINT R
2.X.2.5.1.8	G	*	C	*	OX	ST	--	**	**	*	STATION
2.X.2.5.1.8.1	G	*	C	*	OX	ST	C-	**	**	*	COMBATANT STATION
2.X.2.5.1.8.1.1	G	*	C	*	OX	ST	CP	**	**	*	PICKET STATION
2.X.2.5.1.8.1.2	G	*	C	*	OX	ST	CA	**	**	*	ASW SHIP STATION
2.X.2.5.1.8.2	G	*	C	*	OX	ST	R-	**	**	*	REPLENISHMENT AT SEA (RAS) STATION
2.X.2.5.1.8.3	G	*	C	*	OX	ST	H	**	**	*	RESCUE STATION
2.X.2.5.1.8.4	G	*	C	*	OX	ST	S-	**	**	*	SUBMARINE STATION
2.X.2.5.1.8.5	G	*	C	*	OX	ST	SA	**	**	*	ASW SUBMARINE STATION
2.X.2.5.1.9	G	*	C	*	OX	S-	--	**	**	*	SEARCH
2.X.2.5.1.9.1	G	*	C	*	OX	SA	--	**	**	*	SEARCH AREA
2.X.2.5.1.9.2	G	*	C	*	OX	SD	--	**	**	*	DIP POSITION
2.X.2.5.1.9.3	G	*	C	*	OX	SC	--	**	**	*	SEARCH CENTRE
2.X.2.5.1.10	G	*	C	*	OX	A-	--	**	**	*	AIR CONTROL
2.X.2.5.1.10.1	G	*	C	*	OX	AC	--	**	**	*	COMBAT AIR PATROL (CAP)
2.X.2.5.1.10.2	G	*	C	*	OX	AA	--	**	**	*	AIRBORNE EARLY WARNING (AEW)
2.X.2.5.1.10.3	G	*	C	*	OX	AT	--	**	**	*	TACAN
2.X.2.5.1.10.4	G	*	C	*	OX	AK	--	**	**	*	TANKING
2.X.2.5.1.10.5	G	*	C	*	OX	AF	--	**	**	*	ANTISUBMARINE WARFARE FIXED WING
2.X.2.5.1.10.6	G	*	C	*	OX	AH	--	**	**	*	ANTISUBMARINE WARFARE ROTARY WING
2.X.2.5.1.10.7	G	*	C	*	OX	AO	--	**	**	*	TOMCAT
2.X.2.5.1.10.8	G	*	C	*	OX	AR	--	**	**	*	RESCUE
2.X.2.5.1.10.9	G	*	C	*	OX	AP	--	**	**	*	REPLENISH
2.X.2.5.1.10.10	G	*	C	*	OX	AM	--	**	**	*	MARSHALL
2.X.2.5.1.10.11	G	*	C	*	OX	AS	--	**	**	*	STRIKE IP
2.X.2.5.1.10.12	G	*	C	*	OX	AD	--	**	**	*	CORRIDOR TAB
2.X.2.5.2	G	*	C	*	OG	--	--	**	**	*	GENERAL OR UNSPECIFIED COMMAND AND CONTROL POINT
2.X.2.5.2.1	G	*	C	*	OG	C-	--	**	**	*	CHECKPOINT
2.X.2.5.2.2	G	*	C	*	OG	P-	--	**	**	*	CONTACT POINT
2.X.2.5.2.3	G	*	C	*	OG	T-	--	**	**	*	COORDINATION POINT
2.X.2.5.2.4	G	*	C	*	OG	D-	--	**	**	*	DECISION POINT
2.X.2.5.2.5	G	*	C	*	OG	L-	--	**	**	*	LINKUP POINT

Table B-IX. Tactical graphics symbol ID codes (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE / MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.2.5.2.6	G	*	C	*	OG	N-	--	**	**	*	PASSAGE POINT
2.X.2.5.2.7	G	*	C	*	OG	R-	--	**	**	*	RALLY POINT
2.X.2.5.2.8	G	*	C	*	OG	S-	--	**	**	*	RELEASE POINT
2.X.2.5.2.9	G	*	C	*	OG	I-	--	**	**	*	START POINT
2.X.2.5.2.10	G	*	C	*	OG	W-	--	**	**	*	WAY POINT
2.X.2.5.3	G	*	C	*	OL	--	--	**	**	*	LINE
2.X.2.5.3.1	G	*	C	*	OL	N-	--	**	**	*	LIGHT LINE
2.X.2.5.3.2	G	*	C	*	OL	P-	--	**	**	*	PHASE LINE
2.X.2.5.4	G	*	C	*	OA	--	--	**	**	*	AREA
2.X.2.5.4.1	G	*	C	*	OA	Z-	--	**	**	*	AIRFIELD ZONE
2.X.3	G	*	O	*	--	--	--	**	**	*	NON ARTICLE 5 CRISIS RESPONSE OPERATIONS (NA5CRO)
2.X.3.1	G	H	O	*	V-	--	--	**	**	*	VIOLENT ACTIVITIES (DEATH CAUSING)
2.X.3.1.1	G	H	O	*	VA	--	--	**	**	*	ARSON/FIRE
2.X.3.1.2	G	H	O	*	VR	--	--	**	**	*	ARTILLERY/ARTILLERY FIRE
2.X.3.1.3	G	H	O	*	VE	--	--	**	**	*	ASSASSINATION/MURDER/ EXECUTION
2.X.3.1.4	G	*	O	*	VB	--	--	**	**	*	BOMB/BOMBING
2.X.3.1.5	G	H	O	*	VY	--	--	**	**	*	BOOBYTRAP
2.X.3.1.6	G	H	O	*	VD	--	--	**	**	*	DRIVE-BY SHOOTING
2.X.3.1.7	G	H	O	*	VI	--	--	**	**	*	INDIRECT FIRE (UNSPECIFIED TYPE)
2.X.3.1.8	G	H	O	*	VM	--	--	**	**	*	MORTAR/MORTAR FIRE
2.X.3.1.9	G	H	O	*	VK	--	--	**	**	*	ROCKET/ROCKET FIRE
2.X.3.1.10	G	H	O	*	VS	--	--	**	**	*	SNIPING
2.X.3.1.11	G	H	O	*	VP	--	--	**	**	*	POISONING
2.X.3.1.12	G	H	O	*	VU	--	--	**	**	*	AMBUSH
2.X.3.1.13	G	H	O	*	VC	--	--	**	**	*	AMMUNITION CACHE
2.X.3.1.14	G	H	O	*	VH	--	--	**	**	*	HELICOPTER (CIVILIAN BEING USED BY HOSTILE OR INSURGENTS
2.X.3.1.15	G	H	O	*	VF	--	--	**	**	*	HOSTILE OR INSURGENT MOTORIZED INFANTRY
2.X.3.1.16	G	H	O	*	VO	--	--	**	**	*	HOSTILE OR INSURGENT INFANTRY
2.X.3.1.17	G	H	O	*	VL	--	--	**	**	*	RECONNAISSANCE/SURVEILLANCE
2.X.3.1.18	G	H	O	*	VX	--	--	**	**	*	SIGNAL/RADIO STATION
2.X.3.1.19	G	H	O	*	VZ	--	--	**	**	*	SUPPLY CACHE

Table B-IX. Tactical graphics symbol ID codes (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE / MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.3.2	G	H	O	*	L-	--	--	**	**	*	LOCATIONS
2.X.3.2.1	G	H	O	*	LB	--	--	**	**	*	BLACK LIST LOCATION
2.X.3.2.2	G	U	O	*	LG	--	--	**	**	*	GRAY LIST LOCATION
2.X.3.2.3	G	F	O	*	LW	--	--	**	**	*	WHITE LIST LOCATION
2.X.3.3	G	H	O	*	P-	--	--	**	**	*	OPERATIONS
2.X.3.3.1	G	H	O	*	PR	--	--	**	**	*	ROAD BLOCK
2.X.3.3.1.1	G	H	O	*	PR	B-	--	**	**	*	ROAD BLOCK (UNDER CONSTRUCTION)
2.X.3.3.2	G	H	O	*	PT	--	--	**	**	*	PATROLLING
2.X.3.3.3	G	H	O	*	PC	--	--	**	**	*	RECRUITMENT (WILLING)
2.X.3.3.3.1	G	H	O	*	PC	U-	--	**	**	*	RECRUITMENT (COERCED/IMPRESSED)
2.X.3.3.4	G	*	O	*	PD	--	--	**	**	*	DEMONSTRATION
2.X.3.3.5	G	H	O	*	PM	--	--	**	**	*	MINELAYING
2.X.3.3.6	G	H	O	*	PH	--	--	**	**	*	PSYCHOLOGICAL OPERATIONS (PSYOP)
2.X.3.3.6.1	G	H	O	*	PH	Y-	--	**	**	*	PSYOP (TV AND RADIO PROPAGANDA)
2.X.3.3.6.2	G	*	O	*	PH	W-	--	**	**	*	PSYOP (WRITTEN PROPAGANDA)
2.X.3.3.6.3	G	F	O	*	PH	G-	--	**	**	*	WRITTEN PROPAGANDA
2.X.3.3.6.4	G	F	O	*	PH	T-	--	**	**	*	HOUSE-TO-HOUSE PROPAGANDA
2.X.3.3.7	G	H	O	*	PG	--	--	**	**	*	FORAGING/SEARCHING
2.X.3.3.8	G	H	O	*	PS	--	--	**	**	*	SPY
2.X.3.3.9	G	N	O	*	PF	--	--	**	**	*	FOOD DISTRIBUTION
2.X.3.3.10	G	N	O	*	PI	--	--	**	**	*	MEDICAL TREATMENT FACILITY
2.X.3.3.11	G	H	O	*	PE	--	--	**	**	*	ELECTRONIC WARFARE INTERCEPT
2.X.3.3.12	G	H	O	*	PX	--	--	**	**	*	EXTORTION
2.X.3.3.13	G	H	O	*	PJ	--	--	**	**	*	HIJACKING
2.X.3.3.13.1	G	H	O	*	PJ	V-	--	**	**	*	HIJACKING (VEHICLE)
2.X.3.3.13.2	G	H	O	*	PJ	A-	--	**	**	*	HIJACKING (AIRPLANE)
2.X.3.3.13.3	G	H	O	*	PJ	B-	--	**	**	*	HIJACKING (BOAT)
2.X.3.3.14	G	H	O	*	PK	--	--	**	**	*	KIDNAPPING
2.X.3.3.15	G	F	O	*	PA	--	--	**	**	*	ARREST
2.X.3.3.16	G	H	O	*	PO	--	--	**	**	*	DRUG OPERATION
2.X.3.4	G	*	O	*	I-	--	--	**	**	*	ITEMS
2.X.3.4.1	G	*	O	*	IR	--	--	**	**	*	REFUGEES
2.X.3.4.2	G	*	O	*	IS	--	--	**	**	*	SAFE HOUSE
2.X.3.4.3	G	H	O	*	IG	--	--	**	**	*	GRAFFITI

Table B-IX. Tactical graphics symbol ID codes (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE / MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.3.4.4	G	H	O	*	IV	--	--	**	**	*	VANDALISM/RAPE/LOOT/ RANSACK/PLUNDER/SACK
2.X.3.4.5	G	H	O	*	IK	--	--	**	**	*	KNOWN INSURGENT VEHICLE
2.X.3.4.6	G	H	O	*	ID	--	--	**	**	*	DRUG VEHICLE
2.X.3.4.7	G	F	O	*	IF	--	--	**	**	*	INTERNAL SECURITY FORCE

Table B-X. Weather graphics symbol ID codes.

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE / MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
3.X	W	*	A	*	--	--	--	**	**	*	WEATHER
3.X.1	W	*	A	*	P-	--	--	**	**	*	PRESSURE SYSTEMS
3.X.1.1	W	*	A	*	PL	--	--	**	**	*	LOW PRESSURE CENTRE
3.X.1.2	W	*	A	*	PH	--	--	**	**	*	HIGH PRESSURE CENTRE
3.X.1.3	W	*	A	*	PF	--	--	**	**	*	FRONTAL SYSTEMS
3.X.1.3.1	W	*	A	*	PF	C-	--	**	**	*	COLD FRONT
3.X.1.3.1.1	W	*	A	*	PF	CU	--	**	**	*	UPPER COLD FRONT
3.X.1.3.2	W	*	A	*	PF	W-	--	**	**	*	WARM FRONT
3.X.1.3.2.1	W	*	A	*	PF	WU	--	**	**	*	UPPER WARM FRONT
3.X.1.3.3	W	*	A	*	PF	O-	--	**	**	*	OCCLUDED FRONT
3.X.1.3.4	W	*	A	*	PF	S-	--	**	**	*	STATIONARY FRONT
3.X.1.4	W	*	A	*	PX	--	--	**	**	*	LINES
3.X.1.4.1	W	*	A	*	PX	T-	--	**	**	*	TROUGH LINE
3.X.1.4.2	W	*	A	*	PX	R-	--	**	**	*	RIDGE LINE
3.X.1.4.3	W	*	A	*	PX	S-	--	**	**	*	SQUALL LINE
3.X.2	W	*	A	*	T-	--	--	**	**	*	TURBULENCE
3.X.2.1	W	*	A	*	TL	--	--	**	**	*	LIGHT TURBULENCE
3.X.2.2	W	*	A	*	TM	--	--	**	**	*	MODERATE TURBULENCE
3.X.2.3	W	*	A	*	TS	--	--	**	**	*	SEVERE TURBULENCE
3.X.2.4	W	*	A	*	TE	--	--	**	**	*	EXTREME TURBULENCE
3.X.3	W	*	A	*	I-	--	--	**	**	*	ICING
3.X.3.1	W	*	A	*	IC	--	--	**	**	*	CLEAR ICING
3.X.3.1.1	W	*	A	*	IC	L-	--	**	**	*	LIGHT CLEAR ICING
3.X.3.1.2	W	*	A	*	IC	M-	--	**	**	*	MODERATE CLEAR ICING
3.X.3.1.3	W	*	A	*	IC	S-	--	**	**	*	SEVERE CLEAR ICING
3.X.3.2	W	*	A	*	IR	--	--	**	**	*	RIME ICING
3.X.3.2.1	W	*	A	*	IR	L-	--	**	**	*	LIGHT RIME ICING
3.X.3.2.2	W	*	A	*	IR	M-	--	**	**	*	MODERATE RIME ICING
3.X.3.2.3	W	*	A	*	IR	S-	--	**	**	*	SEVERE RIME ICING
3.X.3.3	W	*	A	*	IM	--	--	**	**	*	MIXED ICING
3.X.3.3.1	W	*	A	*	IM	L-	--	**	**	*	LIGHT MIXED ICING
3.X.3.3.2	W	*	A	*	IM	M-	--	**	**	*	MODERATE MIXED ICING
3.X.3.3.3	W	*	A	*	IM	S-	--	**	**	*	SEVERE MIXED ICING
3.X.4	W	*	A	*	W-	--	--	**	**	*	WIND BARB

Table B-X. Weather graphics symbol ID codes (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE / MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
3.X.4.1	W	*	A	*	WJ	--	--	**	**	*	JET STREAM
3.X.5	W	*	A	*	F-	--	--	**	**	*	FLIGHT RULES
3.X.5.1	W	*	A	*	FI	--	--	**	**	*	INSTRUMENT CEILING
3.X.5.2	W	*	A	*	FV	--	--	**	**	*	VISUAL CEILING
3.X.6	W	*	A	*	C-	--	--	**	**	*	COVERAGE SYMBOLS
3.X.6.1	W	*	A	*	CC	--	--	**	**	*	CLEAR SKY (SKC)
3.X.6.2	W	*	A	*	CS	--	--	**	**	*	SCATTERED SKY (SCT)
3.X.6.3	W	*	A	*	CB	--	--	**	**	*	BROKEN SKY (BKN)
3.X.6.4	W	*	A	*	CW	--	--	**	**	*	OVERCAST WITH BREAKS
3.X.6.5	W	*	A	*	CO	--	--	**	**	*	OVERCAST (OVC)
3.X.6.6	W	*	A	*	CP	--	--	**	**	*	SKY OBSCURED OR PARTIALLY OBSCURED
3.X.7	W	*	A	*	R-	--	--	**	**	*	PRECIPITATION
3.X.7.1	W	*	A	*	RR	--	--	**	**	*	RAIN (RA)
3.X.7.1.1	W	*	A	*	RR	S-	--	**	**	*	RAIN SHOWER
3.X.7.1.2	W	*	A	*	RR	F-	--	**	**	*	FREEZING RAIN (FZRA)
3.X.7.1.3	W	*	A	*	RR	D-	--	**	**	*	DRIZZLE (DZ)
3.X.7.1.3.1	W	*	A	*	RR	DF	--	**	**	*	FREEZING DRIZZLE (FZDZ)
3.X.7.2	W	*	A	*	RS	--	--	**	**	*	SNOW(SN)
3.X.7.2.1	W	*	A	*	RS	S-	--	**	**	*	SNOW SHOWERS
3.X.7.2.2	W	*	A	*	RS	G-	--	**	**	*	SNOW GRAINS (SG)
3.X.7.3	W	*	A	*	RH	--	--	**	**	*	HAIL
3.X.7.4	W	*	A	*	RI	--	--	**	**	*	ICE PELLETS (PE)
3.X.7.5	W	*	A	*	RC	--	--	**	**	*	ICE CRYSTALS (IC)
3.X.8	W	*	A	*	S-	--	--	**	**	*	STORMS
3.X.8.1	W	*	A	*	ST	--	--	**	**	*	THUNDERSTORMS (TS)
3.X.8.1.1	W	*	A	*	ST	R-	--	**	**	*	THUNDERSTORM (TS) WITH RAIN (RA)
3.X.8.1.2	W	*	A	*	ST	F-	--	**	**	*	FUNNEL CLOUD (FC)/TORNADO/ WATERSPOUT
3.X.8.1.3	W	*	A	*	ST	L-	--	**	**	*	LIGHTNING (LTG)
3.X.8.2	W	*	A	*	SS	--	--	**	**	*	STORM SYSTEMS
3.X.8.2.1	W	*	A	*	SS	T-	--	**	**	*	TROPICAL STORM
3.X.8.2.2	W	*	A	*	SS	H-	--	**	**	*	HURRICANE
3.X.9	W	*	A	*	O-	--	--	**	**	*	OBSTRUCTIONS TO VISIBILITY
3.X.9.1	W	*	A	*	OS	--	--	**	**	*	BLOWING SNOW (BLSN)
3.X.9.2	W	*	A	*	OF	--	--	**	**	*	FOG (FG)

Table B-X. Weather graphics symbol ID codes (cont'd).

HIERARCHY	CODE SCHEME	AFFILIATION	BATTLE DIMENSION	STATUS	FUNCTION ID			SIZE / MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
3.X.9.2.1	W	*	A	*	OF	F-	--	**	**	*	FREEZING FOG (FZFG)
3.X.9.3	W	*	A	*	OT	--	--	**	**	*	DUST/SAND STORM
3.X.9.4	W	*	A	*	OD	--	--	**	**	*	DUST DEVIL
3.X.9.5	W	*	A	*	OK	--	--	**	**	*	SMOKE (FU)
3.X.9.6	W	*	A	*	OH	--	--	**	**	*	HAZE (HZ)
3.X.9.7	W	*	A	*	OB	--	--	**	**	*	BLOWING DUST OR SAND

ORIGINAL

ANNEX C – TECHNICAL SPECIFICATIONS

Scope
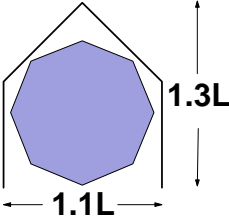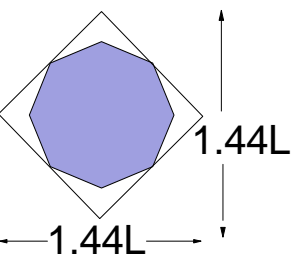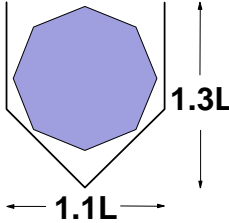
C0101. This Annex provides additional technical specifications concerning the display of warfighting symbology. These specifications are intended to present guidance to assist in defining effective implementations of both icon-based symbols and tactical graphics.

Technical Specification
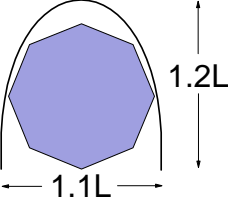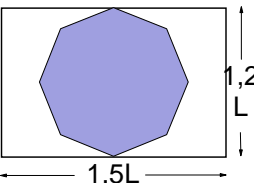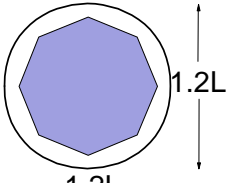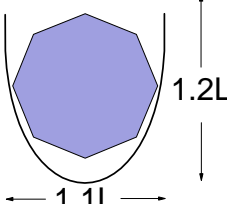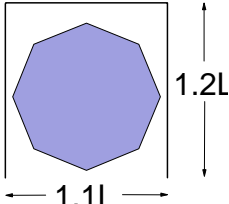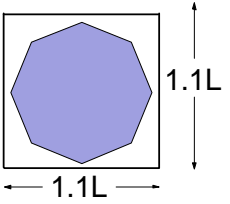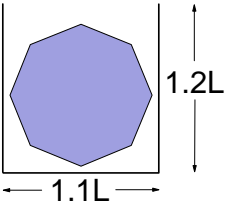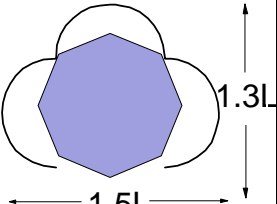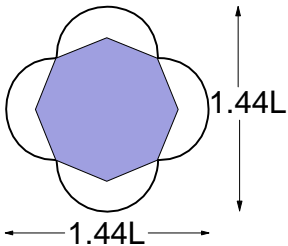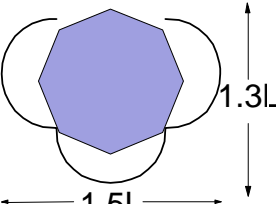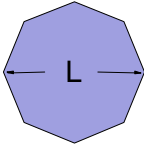
C0102. **Relative symbol and modifier dimensions.** The relative size of each symbol and symbol component shall be consistent within a given implementation. Each of these sizes can be related to length L (see C.4.2) as follows:

    a)   **Frame size** shall be determined in relation to an octagon defining the outer boundary for all icons. L is the default length and height of the octagon. Frame length and height should vary from 1.1L to 1.5L, depending on the particular shape, as shown in figure C-1. The minimum diameter of a dot should be .15L.

Figure C-1. Symbol frame relative sizes.

Air and Space	Surface Frames (units, equipment and installations)	Subsurface frames
1.3L 1.1L	1.44L 1.44L	1.3L 1.1L

Figure C-1. Symbol frame relative sizes (cont'd).

Air and Space	Surface Frames (units, equipment and installations)		Subsurface frames
1.2L / 1.1L	1,2 L / 1.5L	1.2L / 1.2L	1.2L / 1.1L
	Units and installations	Equipment	
1.2L / 1.1L	1.1L / 1.1L		1.2L / 1.1L
1.3L / 1.5L	1.44L / 1.44L		1.3L / 1.5L
L	**Regular octagon forms the basis of frame sizing.**		

b) In general, icons should not be so large as to touch the interior border of the frame. Figure C-2 illustrates example exceptions to this size rule. The icons in this Figure occupy the entire frame and must, therefore, touch the interior border of the frame. The dimensions of unframed icons should be the same as framed icons.
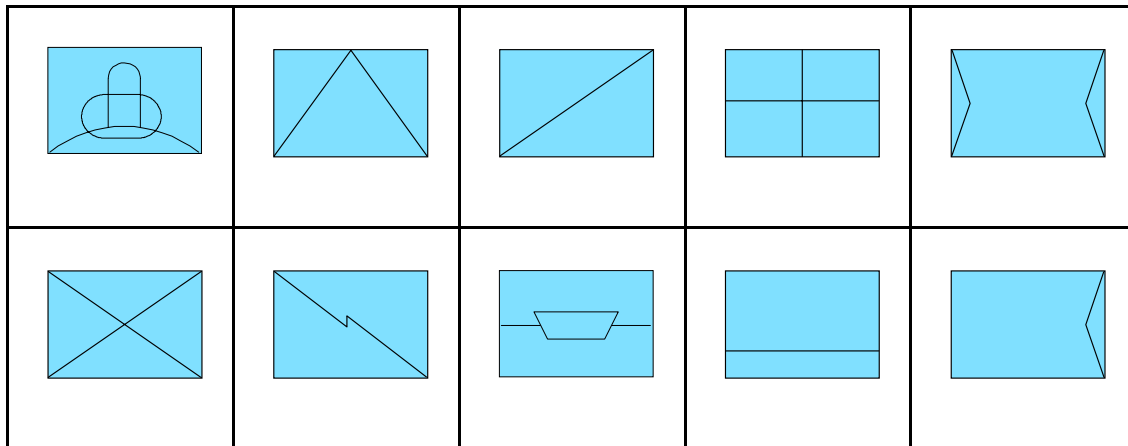
Figure C-2. Example exceptions to icon placement.

c)   The height of text information in a symbol modifier will be .3L. The length of the lines in a direction of movement indicator should be the same as the height of the symbol frame. The headquarters staff indicator should extend a distance of one frame height below the bottom of the frame. When a symbol is reduced to a size smaller than three lines text, the text will be positioned so that the symbol is centred relative to its associated field identifier text to maintain the relationship between the symbol and text.

Symbol Size

C0103.Symbol size is directly related to the viewing distance of the warfighter from the display surface on which the symbol is presented. This publication recommends a minimum size of 20 minutes of arc subtended visual angle (arc min.) for distinguishing targets of complex shape on a cathode ray tube, without regard to the effect of colour coding. The following formula can be used to determine symbol size for a given implementation:

$$L = \frac{(VA)(D)}{(57.3)(60)}$$

where VA is the visual angle in arc minutes, D is the viewing distance in inches, and L is the symbol size in inches. Table C-I presents symbol dimensions at 20, 30, and 40 arc minutes for selected viewing distances. In general, medium to large symbol sizes (i.e., subtending 30-40 arc minutes) are recommended; however, implementers should conduct usability testing to determine the optimum symbol size(s) at which warfighter performance is most effective

Table C-I. Minimum symbol size at selected viewing distances.

Symbol Size			
Viewing Distance (in inches)	20 arc min.	30 arc min.	40 arc min.
15	.087 in. (2.21 mm)	.131 in. (3.33 mm)	.175 in. (4.45 mm)
20	.116 in. (2.95 mm)	.175 in. (4.45 mm)	.233 in. (5.92 mm)
25	.145 in. (3.68 mm)	.218 in. (5.54 mm)	.291 in. (7.40 mm)
30	.175 in. (4.45 mm)	.262 in. (6.65 mm)	.349 in. (8.87 mm)
35	.204 in. (5.18 mm)	.305 in. (7.76 mm)	.407 in. (10.34 mm)
40	.233 in. (5.92 mm)	.349 in. (8.87 mm)	.465 in. (11.82 mm)

Placement of multiple icons

C0104. Symbols of some military units are complex and include original size icons overlaid onto each other. Some complex symbols require the icon to be shifted or reduced in size so that it will be visible (see figure C-3).
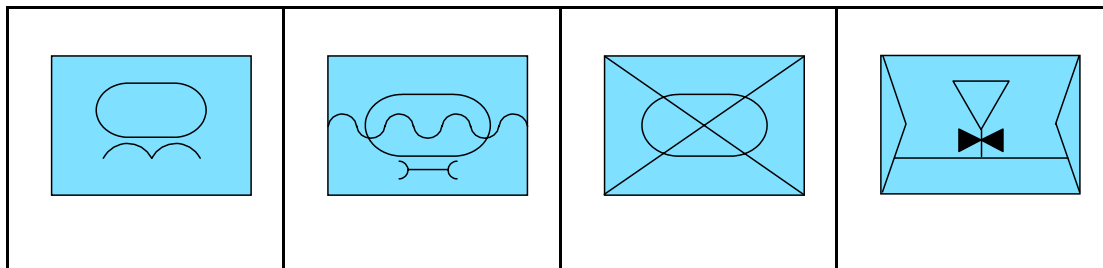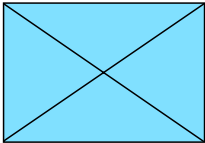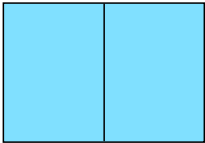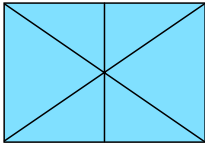
Figure C-3. Complex symbols with multiple icons.

Adding temporary features to standard symbols

C0105. The information taxonomy and symbol hierarchy included in this standard provides a logical structure from which to define a set of design rules for the construction of symbols. A single graphic feature or attribute was selected to represent each type of information known about a warfighting object, with the same feature included in the symbol whenever that type of information is represented. In Annex D, the description of an object in terms of its position within the information hierarchy directly maps to the graphic features included in the icon. For example, whenever a helicopter object is rendered, one feature of its icon is a "bow tie" graphic. Each icon in Annex D was constructed from the combination of graphics consistent with its position within the hierarchy. The approach taken in this standard differs from the concept of icons as composites of graphic "primitives" in that the placement of a given feature may vary as needed to maximize legibility when the icon is displayed within a frame. When implementations require temporary extensions to the symbology provided in this standard, the following display rules apply:

a) Implementations shall not modify the frame shapes defined in this standard to indicate affiliation, battle dimension, and status.

b) Implementations shall use the default frame colours defined in this standard to indicate affiliation. If differentiation is needed within an affiliation category, additional colours should be used (i.e., for the frame or colour fill) within that category, but the default colours for the other affiliations should not be changed. Hardware permitting and unless specifically prohibited by system specification for operational reasons, implementation of this standard should provide for operator control of colour to the individual icon level. The intent is maximum operational flexibility in those situations where the basic default colours are not sufficient for ready discrimination (i.e. multiple hostiles which must be differentiated from each other) and to assign a specific colour to a special interest target without reference to its affiliation.

c) Implementations needing to display additional role or mission information about a warfighting object should use the icons in appendix D as the basis from which to create any temporary symbols. Figure C-4 presents some of the graphic extensions that can be added to these icons. Whenever possible, the basic representation of the icon should not be altered; a graphic extension should be an addition to the basic icon and positioned to ensure that overall symbol legibility is not degraded. Figure C-4 provides an example of how the basic icon is combined with an extension to produce a temporary symbol.

Basic symbol	Icon extender	Extended symbol
Infantry	Motorized modifier	Motorized infantry

Figure C-4. Extending the symbol.

Line Width

C0106. Because the symbol frame indicates both the affiliation and battle dimension of an object, it is critical that line width be sufficient to ensure frame legibility and discriminability at normal viewing distance. The optimum line width may differ depending on frame size and be affected by whether the frame is filled or unfilled or displayed in colour or black/white. Usability testing should be performed to identify the optimum rendering for a given implementation.

Colour

C0107. It is important that implementations maximize the contrast between symbols and the display background in order to provide optimum discriminability. In general, this contrast can be provided by using black for the frame, icon, and modifiers

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when symbols are displayed on a light background, and using white for these elements when symbols are displayed on a dark background. Implementations choosing to display a colour fill shall also display the appropriate icon from table D-1 within the symbols. Implementers should select specific values (e.g., in CIE or RGB terms) for the default colours in table C-II based on considerations such as operational requirements, hardware configuration, display background, and viewing conditions (e.g., ambient lighting). If a symbol includes a frame and an icon, both components, as well as others, should be the same colour (e.g., black, white, or one of the default colours indicating affiliation). Implementers should conduct sufficient usability testing to ensure effective operator performance when using the symbology. While colour coding shall be the same throughout an implementation, colour saturation may need to vary depending on the display option(s) selected. For example, to ensure optimum symbol discriminability, different shades of red may be needed in a frame-only symbol as compared to the colour fill in a symbol with a black frame and icon.

Table C-II. Default colours.
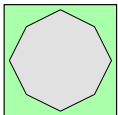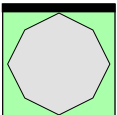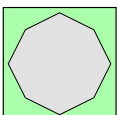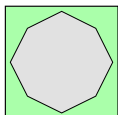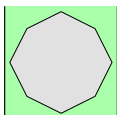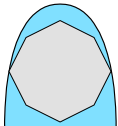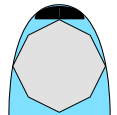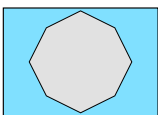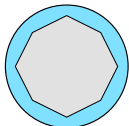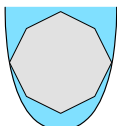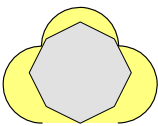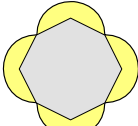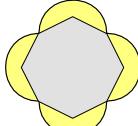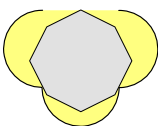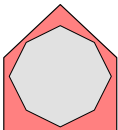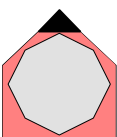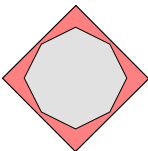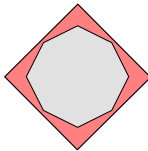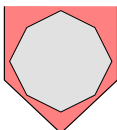
Description	Hand-Drawn	Computer Generated	
		ICON (RGB Value)	FILL (RGB Value)
Friend, Assumed Friend	Blue	Cyan (0, 255, 255)	Crystal Blue (128, 224, 255)
Unknown, Pending	Yellow	Yellow (255, 255, 0)	Light Yellow (255, 255, 128)
Neutral	Green	Neon Green (0, 255, 0)	Bamboo Green (170, 255, 170)
Hostile, Suspect, Joker, Faker	Red	Red (255, 0, 0)	Salmon (255, 128, 128)
Weather	Purple	Plumb Red (128, 0, 128)	Light Orchid (226, 159, 255)
Weather	Brown	Safari (128, 98, 16)	Khaki (210, 176, 106)
Boundaries, lines, areas, text, icons, and frames	Black	Black (0, 0, 0)	Black (0, 0, 0)
(See note)	White	White (255, 255, 255)	Off-White (6% Grey) (239, 239, 239)

Note: Off-white (vice black) may be used as the default colour depending on the background for boundaries, lines, areas, text, icons, and frames.

Icon placement within frames

C0108. The geometric centre of the icon should be placed at the geometric centre of the frame, as shown in table C-III, except in the hostile, friend, assumed friend, faker, joker, and suspect open frames. In these frames, the geometric centre of the icon should be placed one-third of the way down the vertical axis starting from the open end, as shown in Table C-III.

Figure C-5. Icon placement.

Dimension Affiliation	Air	Space	Land	Sea Surface and Land equipment	Subsurface
Neutral					
Friend					
Unknown					
Hostile					

Equipment mobility indicators

C0109. Table C-IV shows mobility indicators that shall be used only with equipment. These indicators are identified in positions 11-12, (size/mobility) of the symbol code described in Annex B.

Figure C-6. Equipment mobility indicators.

DESCRIPTION					
MOBILTY SYMBOL	**UN-FRAMED**	**UN-KNOWN**	**FRIEND**	**NEUTRAL**	**HOSTILE**
Wheeled (limited cross-country)					
Wheeled (cross-country)					
Tracked					
Wheeled and Tracked					
Towed					
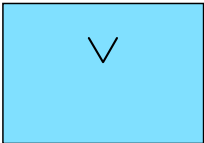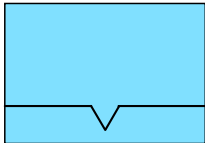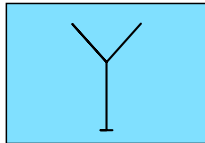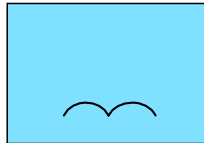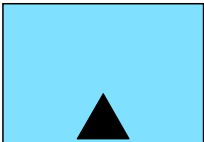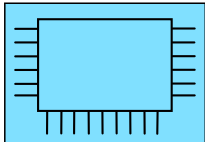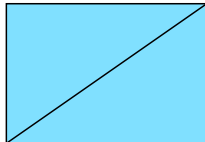
Figure C-6. Equipment mobility indicators (cont'd).

DESCRIPTION					
MOBILITY SYMBOL	**UN-FRAMED**	**UN-KNOWN**	**FRIEND**	**NEUTRAL**	**HOSTILE**
Railway					
Over-snow (prime mover)					
Sled					
Pack Animals					
Barge					
Amphibious					

Adding new modifiers

C0110. A number of symbol modifiers are incorporated into this standard (see table C-V), but additional modifiers may be required. Changes to these symbols and the addition of new symbol sets will be worked through NATO procedures.

Figure C-7. Sub-role identifiers.

DESCRIPTION/SYMBOL			
Air Assault	Air assault w/organic lift	Air assault w/organic Lift (US only)	Airborne
Mountain	Outpost (combat)	Reconnaissance	

ANNEX D – ICON SET

Scope

D0101. The icons generated to support common operational symbology have been divided into multiple sets. These sets present the icons that provide for information exchange within the functional areas. These functional areas are space, air, ground, special operations force and maritime (surface and sub-surface) and are complemented by tactical and environmental graphics.

Operational Symbology Icon Set

D0102. The icon set is ordered according to the tactical information hierarchy presented in Annex A and coded according to symbol coding presented in Annex B.

Icon Graphic Representation

D0103. The Appendices to this Annex provide a graphic representation of each approved icon. The sizes, shapes, and positioning of components of individual icons are important and should be faithfully reproduced both by C4I system automation and manually by symbology users. Icons portrayed are all the same size and their size is not affected by being framed or unframed. Annex C specifies both the minimum icon size and the relationship of icon size to frame size. Therefore, the relative size of the icons as shown in the Figure is not important.   Icon size is determined by the user or system developer, as long as the requirements of the standard are met. Icon axis as presented in the Figures are to be maintained when the icon, framed or unframed, is placed onto maps, charts, overlays, etc. Icons depicting equipment from a top-down view shall be oriented to point toward the top of the page.

Organization of Appendices A to F

D0104. In Appendices A to F the description column provides a concise description of each icon using terminology commonly used within the C4I community. The "Hierarchy" column presents the information hierarchy (taxonomy) number described in Annex A. The "Frame" column presents Icon framing codes described in Paragraph 0210.a.(1): F (framed), UF (unframed), FO (frame optional.) An icon with a framing code of F is presented only within its appropriate frame. An icon with a UF framing code is always presented unframed. An icon with an FO framing code can be presented with or without a frame and is shown both ways in Appendices A to F. The Symbol ID column presents a 15-character alphanumeric identifier used by some automated systems to create each specific icon. Since all symbols do not necessarily use all 15 characters, a dash (-) fills each unused position. An asterisk (*) in a position indicates that the position is user defined based on specific symbol circumstances.

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APPENDIX 1 TO ANNEX D
ICON SET SPACE

General

D1 0101. This Appendix covers the icon set SPACE. For ease of comparison, all icons are shown in affiliation "friend".

DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
SPACE TRACK	1.X.1	F	S*P*------*****	
SATELLITE	1.X.1.1	F	S*P*S-----*****	
CREWED SPACE VEHICLE	1.X.1.2	F	S*P*V-----*****	
SPACE STATION	1.X.1.3	F	S*P*T-----*****	

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APP-6(B)

APPENDIX 2 TO ANNEX D
ICON SET AIR

General

D2 0101.   This Appendix covers the icon set AIR. For ease of comparison, all icons are
shown in affiliation "friend".

DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
AIR TRACK	1.X.2	F	S*A*-----*****	
MILITARY	1.X.2.1	F	S*A*M-----*****	MIL
MILITARY FIXED WING	1.X.2.1.1	F	S*A*MF----*****	
BOMBER	1.X.2.1.1.1	F	S*A*MFB---*****	B
FIGHTER	1.X.2.1.1.2	F	S*A*MFF---*****	F
FIGHTER INTERCEPTOR	1.X.2.1.1.2.1	F	S*A*MFFI--*****	I
FIXED WING TRAINER	1.X.2.1.1.3	F	S*A*MFT---*****	T
FIXED WING ATTACK/STRIKE	1.X.2.1.1.4	F	S*A*MFA---*****	A
VSTOL	1.X.2.1.1.5	F	S*A*MFL---*****	V
FIXED WING TANKER	1.X.2.1.1.6	F	S*A*MFK---*****	K

ORIGINAL

APP-6(B)

DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
FIXED WING CARGO AIRLIFT (TRANSPORT)	1.X.2.1.1.7	F	S*A*MFC---*****	C
FIXED WING CARGO AIRLIFT LIGHT	1.X.2.1.1.7.1	F	S*A*MFCL--*****	C L
FIXED WING CARGO AIRLIFT MEDIUM	1.X.2.1.1.7.2	F	S*A*MFCM--*****	C M
FIXED WING CARGO AIRLIFT HEAVY	1.X.2.1.1.7.3	F	S*A*MFCH--*****	C H
ELECTRONIC COUNTERMEASURES (ECM/JAMMER)	1.X.2.1.1.8	F	S*A*MFJ---*****	J
FIXED WING MEDEVAC	1.X.2.1.1.9	F	S*A*MFO---*****	✚
FIXED WING RECONNAISSANCE	1.X.2.1.1.10	F	S*A*MFR---*****	R
RECONNAISSANCE AIRBORNE EARLY WARNING (AEW)	1.X.2.1.1.10.1	F	S*A*MFRW--*****	AEW
RECONNAISSANCE ELECTRONIC WARFARE SUPPORT	1.X.2.1.1.10.2	F	S*A*MFRZ--*****	ESM
RECONNAISSANCE PHOTOGRAPHIC	1.X.2.1.1.10.3	F	S*A*MFRX--*****	R P
FIXED WING PATROL	1.X.2.1.1.11	F	S*A*MFP---*****	P
FIXED WING PATROL ANTI SURFACE WARFARE/ASUW	1.X.2.1.1.11.1	F	S*A*MFPN--*****	ASUW

ORIGINAL

DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
FIXED WING PATROL MINE COUNTER MEASURES	1.X.2.1.1.11.2	F	S*A*MFPM--*****	MCM
FIXED WING UTILITY	1.X.2.1.1.12	F	S*A*MFU---*****	U
FIXED WING UTILITY LIGHT	1.X.2.1.1.12.1	F	S*A*MFUL--*****	U L
FIXED WING UTILITY MEDIUM	1.X.2.1.1.12.2	F	S*A*MFUM--*****	U M
FIXED WING UTILITY HEAVY	1.X.2.1.1.12.3	F	S*A*MFUH--*****	U H
FIXED WING COMMUNICATIONS (C3I)	1.X.2.1.1.13	F	S*A*MFY---*****	COM
FIXED WING PERSONNEL RECOVERY OPERATIONS (PRO)	1.X.2.1.1.14	F	S*A*MFH---*****	PRO
AIRBORNE COMMAND POST (C2)	1.X.2.1.1.15	F	S*A*MFD---*****	ACP
FIXED WING DRONE (RPV/UAV)	1.X.2.1.1.16	F	S*A*MFQ---*****	
FIXED WING ANTISUBMARINE WARFARE (ASW)	1.X.2.1.1.17	F	S*A*MFS---*****	ASW
FIXED WING SPECIAL OPERATIONS FORCE (SOF)	1.X.2.1.1.18	F	S*A*MFM---*****	SOF
MILITARY ROTARY WING	1.X.2.1.2	F	S*A*MH----*****	

D - 2 - 3

DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
ROTARY WING ATTACK	1.X.2.1.2.1	F	S*A*MHA---*****	
ROTARY WING ANTISUBMARINE WARFARE	1.X.2.1.2.2	F	S*A*MHS---*****	
ROTARY WING UTILITY	1.X.2.1.2.3	F	S*A*MHU---*****	
ROTARY WING UTILITY LIGHT	1.X.2.1.2.3.1	F	S*A*MHUL--*****	
ROTARY WING UTILITY MEDIUM	1.X.2.1.2.3.2	F	S*A*MHUM--*****	
ROTARY WING UTILITY HEAVY	1.X.2.1.2.3.3	F	S*A*MHUH--*****	
ROTARY WING MINE COUNTER MEASURES	1.X.2.1.2.4	F	S*A*MHI---*****	
ROTARY WING PERSONNEL RECOVERY OPERATIONS (PRO)	1.X.2.1.2.5	F	S*A*MHH---*****	
ROTARY WING RECONNAISSANCE	1.X.2.1.2.6	F	S*A*MHR---*****	
ROTARY WING DRONE (RPV/UAV)	1.X.2.1.2.7	F	S*A*MHQ---*****	
ROTARY WING CARGO AIRLIFT (TRANSPORT)	1.X.2.1.2.8	F	S*A*MHC---*****	
ROTARY WING CARGO AIRLIFT LIGHT	1.X.2.1.2.8.1	F	S*A*MHCL--*****	

DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
ROTARY WING CARGO AIRLIFT MEDIUM	1.X.2.1.2.8.2	F	S*A*MHCM--*****	
ROTARY WING CARGO AIRLIFT HEAVY	1.X.2.1.2.8.3	F	S*A*MHCH--*****	
ROTARY WING TRAINER	1.X.2.1.2.9	F	S*A*MHT---*****	
ROTARY WING MEDEVAC	1.X.2.1.2.10	F	S*A*MHO---*****	
ROTARY WING SPECIAL OPERATIONS FORCE (SOF)	1.X.2.1.2.11	F	S*A*MHM---*****	
ROTARY WING AIRBORNE COMMAND POST (C2)	1.X.2.1.2.12	F	S*A*MHD---*****	
ROTARY WING TANKER	1.X.2.1.2.13	F	S*A*MHK---*****	
ROTARY WING ELECTRONIC COUNTER MEASURES (ECM/JAMMER)	1.X.2.1.2.14	F	S*A*MHJ---*****	
MILITARY LIGHTER THAN AIR	1.X.2.1.3	F	S*A*ML----*****	
WEAPON	1.X.2.2	F	S*A*W-----*****	
MISSILE IN FLIGHT	1.X.2.2.1	F	S*A*WM----*****	
MISSILE IN FLIGHT SURFACE/LAND LAUNCHED MISSILE	1.X.2.2.1.1	F	S*A*WMS---*****	

DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
SURFACE/LAND LAUNCHED MISSILE SURFACE TO SURFACE MISSILE (SSM)	.X.2.2.1.1.1	F	S*A*WMSS--*****	
SURFACE/LAND LAUNCHED MISSILE SURFACE TO AIR MISSILE (SAM)	1.X.2.2.1.1.2	F	S*A*WMSA--*****	
MISSILE IN FLIGHT AIR LAUNCHED MISSILE	1.X.2.2.1.2	F	S*A*WMA---*****	
AIR LAUNCHED MISSILE AIR TO SURFACE MISSILE (ASM)	1.X.2.2.1.2.1	F	S*A*WMAS--*****	
AIR LAUNCHED MISSILE AIR TO AIR MISSILE (AAM)	1.X.2.2.1.2.2	F	S*A*WMAA--*****	
MISSILE IN FLIGHT SUBSURFACE TO SURFACE MISSILE (S/SSM)	1.X.2.2.1.3	F	S*A*WMU---*****	
MISSILE IN FLIGHT LAND ATTACK MISSILE	1.X.2.2.1.4	F	S*A*WML---*****	
WEAPON DECOY	1.X.2.2.2	F	S*A*WD----*****	
AIR TRACK CIVIL AIRCRAFT	1.X.2.3	F	S*A*C-----*****	
CIVIL FIXED WING	1.X.2.3.1	F	S*A*CF----*****	
CIVIL ROTARY WING	1.X.2.3.2	F	S*A*CH----*****	

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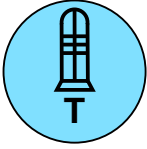| DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
CIVIL LIGHTER THAN AIR	1.X.2.3.3	F	S*A*CL----*****	
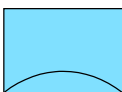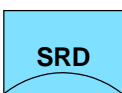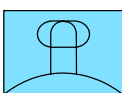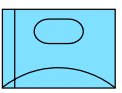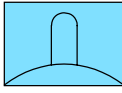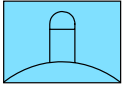
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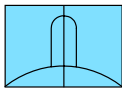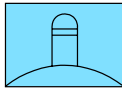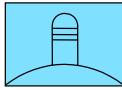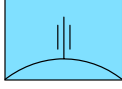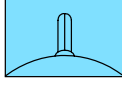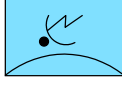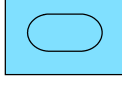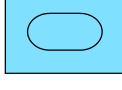
APPENDIX 3 PART 1 TO ANNEX D
ICON SET LAND UNIT
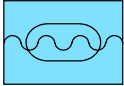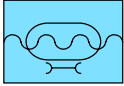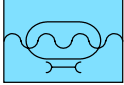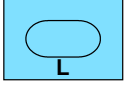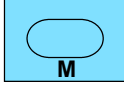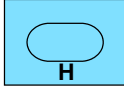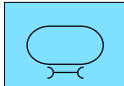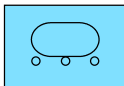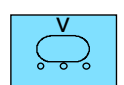
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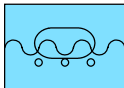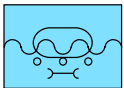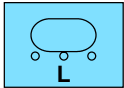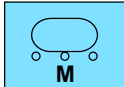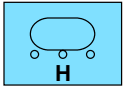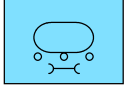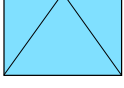
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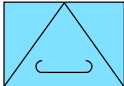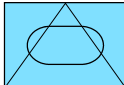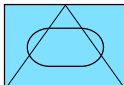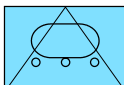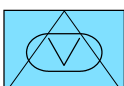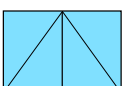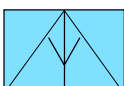
DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
GROUND TRACK	1.X.3			
GROUND TRACK UNIT	1.X.3.1	F	S*G*U-----*****	
GROUND TRACK UNIT COMBAT	1.X.3.1.1	F	S*G*UC----*****	CBT
AIR DEFENSE	1.X.3.1.1.1	F	S*G*UCD---*****	
AIR DEFENSE SHORT RANGE	1.X.3.1.1.1.1	F	S*G*UCDS--*****	SRD
AIR DEFENSE SHORT RANGE MISSILE	1.X.3.1.1.1.1.1	F	S*G*UCDS--*****	
AIR DEFENSE SHORT RANGE GUN	1.X.3.1.1.1.1.2	F	S*G*UCDS--*****	
AIR DEFENSE MISSILE	1.X.3.1.1.1.2	F	S*G*UCDM--*****	
AIR DEFENSE MISSILE LIGHT	1.X.3.1.1.1.2.1	F	S*G*UCDML-*****	

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DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
AIR DEFENSE MISSILE MOTORIZED	1.X.3.1.1.1.2.1.1	F	S*G*UCDMLA*****	
AIR DEFENSE MISSILE MEDIUM	1.X.3.1.1.1.2.2	F	S*G*UCDMM-*****	
AIR DEFENSE MISSILE HEAVY	1.X.3.1.1.1.2.3	F	S*G*UCDMH-*****	
AIR DEFENSE H/MAD	1.X.3.1.1.1.2.4	F	S*G*UCDH--*****	HMD
AIR DEFENSE GUN UNIT	1.X.3.1.1.1.3	F	S*G*UCDG--*****	
AIR DEFENSE COMPOSITE	1.X.3.1.1.1.4	F	S*G*UCDC--*****	
AIR DEFENSE TARGETING UNIT	1.X.3.1.1.1.5	F	S*G*UCDT--*****	
AIR DEFENSE THEATRE MISSILE DEFENSE UNIT	1.X.3.1.1.1.6	F	S*G*UCDO--*****	TMD
ARMOUR	1.X.3.1.1.2	F	S*G*UCA---*****	
ARMOUR TRACK	1.X.3.1.1.2.1	F	S*G*UCAT--*****	
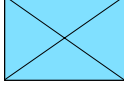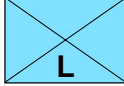
DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
ARMOUR TRACK AIRBORNE	1.X.3.1.1.2.1.1	F	S*G*UCATA-*****	
ARMOUR TRACK AMPHIBIOUS	1.X.3.1.1.2.1.2	F	S*G*UCATW-*****	
ARMOUR TRACK AMPHIBIOUS RECOVERY	1.X.3.1.1.2.1.2.1	F	*G*UCATWR*****	
ARMOUR TRACK AMPHIBIOUS RECOVERY	1.X.3.1.1.2.1.2.1	F	S*G*UCATWR*****	
ARMOUR TRACK LIGHT	1.X.3.1.1.2.1.3	F	S*G*UCATL-*****	
ARMOUR TRACK MEDIUM	1.X.3.1.1.2.1.4	F	S*G*UCATM-*****	
ARMOUR TRACK HEAVY	1.X.3.1.1.2.1.5	F	S*G*UCATH-*****	
ARMOUR TRACK RECOVERY	1.X.3.1.1.2.1.6	F	S*G*UCATR-*****	
ARMOUR WHEELED	1.X.3.1.1.2.2	F	S*G*UCAW--*****	
ARMOUR WHEELED AIR ASSAULT	1.X.3.1.1.2.2.1	F	S*G*UCAWS-*****	
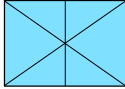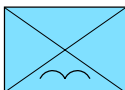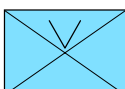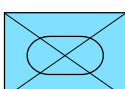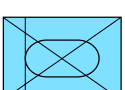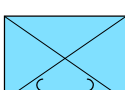
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ARMOUR WHEELED AMPHIBIOUS	1.X.3.1.1.2.2.3	F	S*G*UCAWW-*****	
ARMOUR WHEELED AMPHIBIOUS RECOVERY	1.X.3.1.1.2.2.3.1	F	S*G*UCAWWR*****	
ARMOUR WHEELED LIGHT	1.X.3.1.1.2.2.4	F	S*G*UCAWL-*****	
ARMOUR WHEELED MEDIUM	1.X.3.1.1.2.2.5	F	S*G*UCAWM-*****	
ARMOUR WHEELED HEAVY	1.X.3.1.1.2.2.6	F	S*G*UCAWH-*****	
ARMOUR WHEELED RECOVERY	1.X.3.1.1.2.2.7	F	S*G*UCAWR-*****	
ANTI ARMOUR	1.X.3.1.1.3	F	S*G*UCAA--*****	
ANTI ARMOUR DISMOUNTED	1.X.3.1.1.3.1	F	S*G*UCAAD-*****	
ANTI ARMOUR LIGHT	1.X.3.1.1.3.2	F	S*G*UCAAL-*****	
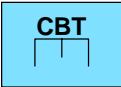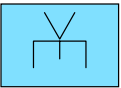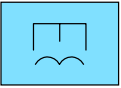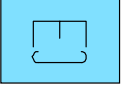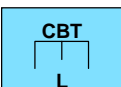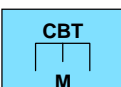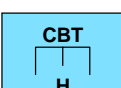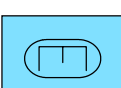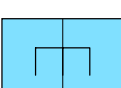
DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
ANTI ARMOUR AIRBORNE	1.X.3.1.1.3.3	F	S*G*UCAAM-*****	
ANTI ARMOUR AIR ASSAULT	1.X.3.1.1.3.4	F	S*G*UCAAS-*****	
ANTI ARMOUR MOUNTAIN	1.X.3.1.1.3.5	F	S*G*UCAAU-*****	
ANTI ARMOUR ARCTIC	1.X.3.1.1.3.6	F	S*G*UCAAC-*****	
ANTI ARMOUR ARMOURED	1.X.3.1.1.3.7	F	S*G*UCAAA-*****	
ANTI ARMOUR ARMOURED TRACKED	1.X.3.1.1.3.7.1	F	SFG*UCAAAT*****	
ANTI ARMOUR ARMOURED WHEELED	1.X.3.1.1.3.7.2	F	S*G*UCAAAW*****	
ANTI ARMOUR ARMOURED AIR ASSAULT	1.X.3.1.1.3.7.3	F	S*G*UCAAAS*****	
ANTI ARMOUR MOTORIZED	1.X.3.1.1.3.8	F	S*G*UCAAO-*****	
ANTI ARMOUR MOTORIZED AIR ASSAULT	1.X.3.1.1.3.8.1	F	S*G*UCAAOS*****	

DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
AVIATION	1.X.3.1.1.4	F	S*G*UCV---*****	
AVIATION FIXED WING	1.X.3.1.1.4.1	F	S*G*UCVF--*****	
AVIATION FIXED WING UTILITY	1.X.3.1.1.4.1.1	F	S*G*UCVFU-*****	U
AVIATION FIXED WING ATTACK	1.X.3.1.1.4.1.2	F	S*G*UCVFA-*****	A
AVIATION TACTICAL AIR CONTROL PARTY (TACP)	1.X.3.1.1.4.1.2.1	F	S*G*UCVUTP*****	TACP
AVIATION FORWARD AIR CONTROLLER (FAC)	1.X.3.1.1.4.1.2.2		S*G*UCVUFC*****	FAC
AVIATION FIXED WING RECON	1.X.3.1.1.4.1.3	F	S*G*UCVFR-*****	R
AVIATION ROTARY WING	1.X.3.1.1.4.2	F	S*G*UCVR--*****	
ROTARY WING ATTACK	1.X.3.1.1.4.2.1	F	S*G*UCVRA-*****	A
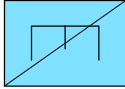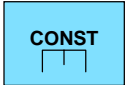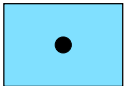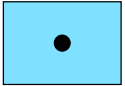
DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
AVIATION ROTARY WING SCOUT	1.X.3.1.1.4.2.2	F	S*G*UCVRS-*****	
AVIATION ROTARY WING ANTISUBMARINE WARFARE	1.X.3.1.1.4.2.3	F	S*G*UCVRW-*****	
AVIATION ROTARY WING UTILITY	1.X.3.1.1.4.2.4	F	S*G*UCVRU-*****	
AVIATION ROTARY WING UTILITY LIGHT	1.X.3.1.1.4.2.4.1	F	S*G*UCVRUL*****	
AVIATION ROTARY WING UTILITY MEDIUM	1.X.3.1.1.4.2.4.2	F	S*G*UCVRUM*****	
AVIATION ROTARY WING UTILITY HEAVY	1.X.3.1.1.4.2.4.3	F	S*G*UCVRUH*****	
AVIATION ROTARY WING C2	1.X.3.1.1.4.2.5	F	S*G*UCVRUC*****	
AVIATION ROTARY WING MEDEVAC	1.X.3.1.1.4.2.6	F	S*G*UCVRUE*****	
AVIATION ROTARY WING MINE COUNTER-MEASURE	1.X.3.1.1.4.2.7	F	S*G*UCVRM-*****	
AVIATION PERSONNEL RECOVERY	1.X.3.1.1.4.3	F	S*G*UCVS--*****	

APP-6(B)
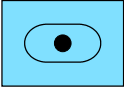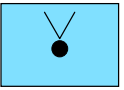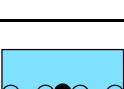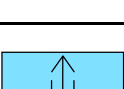
DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
AVIATION COMPOSITE	1.X.3.1.1.4.4	F	S*G*UCVC--*****	
AVIATION VERTICAL/SHORT TAKEOFF AND LANDING (V/STOL)	1.X.3.1.1.4.5	F	S*G*UCVV--*****	
AVIATION UNMANNED AERIAL VEHICLE	1.X.3.1.1.4.6	F	S*G*UCVU--*****	
AVIATION UNMANNED AERIAL VEHICLE FIXED WING	1.X.3.1.1.4.6.1	F	S*G*UCVUF-*****	
AVIATION UAV CONTROL	1.X.3.1.1.4.6.1.1	F	S*G*UCVU--*****	
AVIATION UAV LAUNCHER	1.X.3.1.1.4.6.1.2	F	S*G*UCVU--*****	
AVIATION UAV RECOVERY	1.X.3.1.1.4.6.1.3	F	S*G*UCVU--*****	
AVIATION UNMANNED AERIAL VEHICLE ROTARY WING	1.X.3.1.1.4.6.2	F	S*G*UCVUR-*****	
INFANTRY	1.X.3.1.1.5	F	S*G*UCI---*****	
INFANTRY LIGHT	1.X.3.1.1.5.1	F	S*G*UCIL--*****	

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ORIGINAL
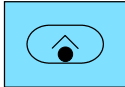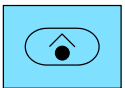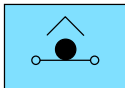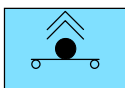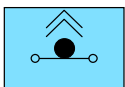
DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
INFANTRY MOTORIZED	1.X.3.1.1.5.2	F	S*G*UCIM--*****	
INFANTRY MOUNTAIN	1.X.3.1.1.5.3	F	S*G*UCIO--*****	
INFANTRY AIRBORNE	1.X.3.1.1.5.4	F	S*G*UCIA--*****	
INFANTRY AIR ASSAULT	1.X.3.1.1.5.5	F	S*G*UCIS--*****	
INFANTRY MECHANIZED	1.X.3.1.1.5.6	F	S*G*UCIZ--*****	
INFANTRY NAVAL	1.X.3.1.1.5.7	F	S*G*UCIN--*****	
INFANTRY FIGHTING VEHICLE	1.X.3.1.1.5.8	F	S*G*UCII--*****	
INFANTRY ARCTIC	1.X.3.1.1.5.9	F	S*G*UCIC--*****	
INFANTRY SNIPER	1.X.3.1.1.5.10	F	S*G*UCIC--*****	
ENGINEER	1.X.3.1.1.6	F	S**G*UCE---*****	

APP-6(B)
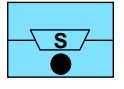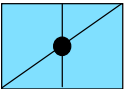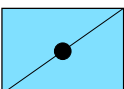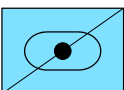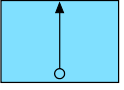
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ENGINEER COMBAT	1.X.3.1.1.6.1	F	S*G*UCEC--*****	
ENGINEER COMBAT AIR ASSAULT	1.X.3.1.1.6.1.1	F	S*G*UCECS-*****	
ENGINEER COMBAT AIRBORNE	1.X.3.1.1.6.1.2	F	S*G*UCECA-*****	
ENGINEER COMBAT ARCTIC	1.X.3.1.1.6.1.3	F	S*G*UCECC-*****	
ENGINEER COMBAT LIGHT	1.X.3.1.1.6.1.4	F	S*G*UCECL-*****	
ENGINEER COMBAT MEDIUM	1.X.3.1.1.6.1.5	F	S*G*UCECM-*****	
ENGINEER COMBAT HEAVY	1.X.3.1.1.6.1.6	F	S*G*UCECH-*****	
ENGINEER COMBAT MECH (TRACK)	1.X.3.1.1.6.1.7	F	S*G*UCECT-*****	
ENGINEER COMBAT MOTORIZED	1.X.3.1.1.6.1.8	F	S*G*UCECW-*****	
ENGINEER COMBAT MOUNTAIN	1.X.3.1.1.6.1.9	F	S*G*UCECO-*****	

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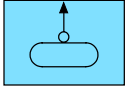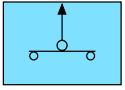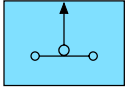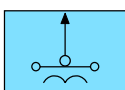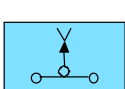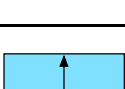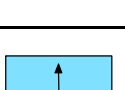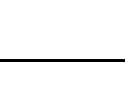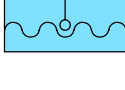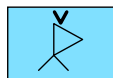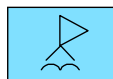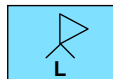
DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
ENGINEER COMBAT RECON	1.X.3.1.1.6.1.10	F	S*G*UCECR-*****	
ENGINEER COMBAT BRIDGING	1.X.3.1.1.6.1.11	F	S*G*UCEC--*****	
ENGINEER COMBAT MINE CLEARING	1.X.3.1.1.6.1.12	F	S*G*UCEC--*****	
ENGINEER COMBAT MINE LAYING	1.X.3.1.1.6.1.13	F	S*G*UCEC--*****	
ENGINEER COMBAT DIVING	1.X.3.1.1.6.1.14	F	S*G*UCEC--*****	
ENGINEER CONSTRUCTION	1.X.3.1.1.6.2	F	S*G*UCEN--*****	
ENGINEER CONSTRUCTION NAVAL	1.X.3.1.1.6.2.1	F	S*G*UCENN-*****	
FIELD ARTILLERY	1.X.3.1.1.7	F	S*G*UCF---*****	
FIELD ARTILLERY HOWITZER/GUN	1.X.3.1.1.7.1	F	S*G*UCFH--*****	
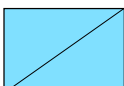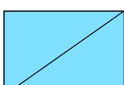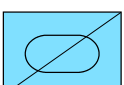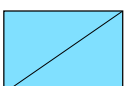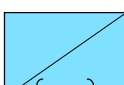
DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
FIELD ARTILLERY HOWITZER/GUN SELF-PROPELLED	1.X.3.1.1.7.1.1	F	S*G*UCFHE-*****	
FIELD ARTILLERY HOWITZER/GUN AIR ASSAULT	1.X.3.1.1.7.1.2	F	S*G*UCFHS-*****	
FIELD ARTILLERY HOWITZER/GUN AIRBORNE	1.X.3.1.1.7.1.3	F	S*G*UCFHA-*****	
FIELD ARTILLERY HOWITZER/GUN ARCTIC	1.X.3.1.1.7.1.4	F	S*G*UCFHC-*****	
FIELD ARTILLERY HOWITZER/GUN MOUNTAIN	1.X.3.1.1.7.1.5	F	S*G*UCFHO-*****	
FIELD ARTILLERY HOWITZER/GUN LIGHT	1.X.3.1.1.7.1.6	F	S*G*UCFHL-*****	
FIELD ARTILLERY HOWITZER/GUN MEDIUM	1.X.3.1.1.7.1.7	F	S*G*UCFHM-*****	
FIELD ARTILLERY HOWITZER/GUN HEAVY	1.X.3.1.1.7.1.8	F	S*G*UCFHH-*****	
FIELD ARTILLERY HOWITZER/GUN AMPHIBIOUS	1.X.3.1.1.7.1.9	F	S*G*UCFHX-*****	
FIELD ARTILLERY ROCKET	1.X.3.1.1.7.2	F	S*G*UCFR--*****	
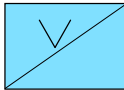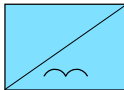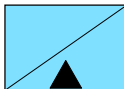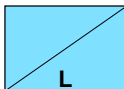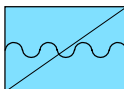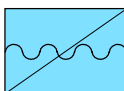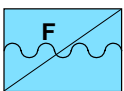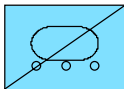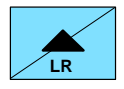
DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
FIELD ARTILLERY ROCKET SINGLE ROCKET LAUNCHER	1.X.3.1.1.7.2.1	F	S*G*UCFRS-*****	
FIELD ARTILLERY ROCK ROCKET LAUNCHER SINGLE ROCKET SELF- PROPELLED	1.X.3.1.1.7.2.1.1	F	S*G*UCFRSS*****	
FIELD ARTILLERY ROCKET SINGLE ROCKET LAUNCHER SINGLE ROCKET TRUCK	1.X.3.1.1.7.2.1.2	F	S*G*UCFRSR*****	
FIELD ARTILLERY ROCKET SINGLE ROCKET LAUNCHER SINGLE ROCKET TOWED	1.X.3.1.1.7.2.1.3	F	S*G*UCFRST*****	
FIELD ARTILLERY ROCKET MULTI ROCKET LAUNCHER	1.X.3.1.1.7.2.2	F	S*G*UCFRM-*****	
FIELD ARTILLERY ROCKET MULTI ROCKET LAUNCHER MULTI ROCKET SELF-PROPELLED	1.X.3.1.1.7.2.2.1	F	S*G*UCFRMS*****	
FIELD ARTILLERY ROCKET MULTI ROCKET LAUNCHER MULTI ROCKET TRUCK	1.X.3.1.1.7.2.2.2	F	S*G*UCFRMR*****	
FIELD ARTILLERY ROCKET MULTI ROCKET LAUNCHER MULTI ROCKET TOWED	1.X.3.1.1.7.2.2.3	F	S*G*UCFRMT*****	

ORIGINAL

DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
FIELD ARTILLERY TARGET ACQUISITION	1.X.3.1.1.7.3	F	S*G*UCFT--*****	
FIELD ARTILLERY TARGET ACQUISITION RADAR	1.X.3.1.1.7.3.1	F	S*G*UCFTR-*****	
FIELD ARTILLERY TARGET ACQUISITION SOUND	1.X.3.1.1.7.3.2	F	S*G*UCFTS-*****	
FIELD ARTILLERY TARGET ACQUISITION FLASH (OPTICAL)	1.X.3.1.1.7.3.3	F	S*G*UCFTF-*****	
FIELD ARTILLERY TARGET ACQUISITION MOUNTED	1.X.3.1.1.7.3.4	F	S*G*UCFTC-*****	
FIELD ARTILLERY TARGET ACQUISITION DISMOUNTED	1.X.3.1.1.7.3.4.1	F	S*G*UCFTCD*****	
FIELD ARTILLERY TARGET ACQUISITION TRACKED	1.X.3.1.1.7.3.4.2	F	S*G*UCFTCM*****	
FIELD ARTILLERY TARGET ACQUISITION NAVAL GUNFIRE	1.X.3.1.1.7.3.5	F	S*G*UCFTA-*****	
FIELD ARTILLERY MORTAR	1.X.3.1.1.7.4	F	S*G*UCFM--*****	
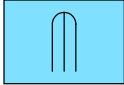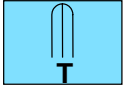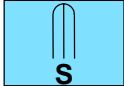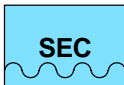
DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
FIELD ARTILLERY MORTAR SP TRACKED	1.X.3.1.1.7.4.1	F	S*G*UCFMS-*****	
FIELD ARTILLERY MORTAR SP WHEELED	1.X.3.1.1.7.4.2	F	S*G*UCFMSW*****	
FIELD ARTILLERY MORTAR TOWED	1.X.3.1.1.7.4.3	F	S*G*UCFMT-*****	
FIELD ARTILLERY MORTAR TOWED AIRBORNE	1.X.3.1.1.7.4.3.1	F	S*G*UCFMTA*****	
FIELD ARTILLERY MORTAR TOWED AIR ASSAULT	1.X.3.1.1.7.4.3.2	F	S*G*UCFMTS*****	
FIELD ARTILLERY MORTAR TOWED ARCTIC	1.X.3.1.1.7.4.3.3	F	S*G*UCFMTC*****	
FIELD ARTILLERY MORTAR TOWED MOUNTAIN	1.X.3.1.1.7.4.3.4	F	S*G*UCFMTO*****	
GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR AMPHIBIOUS	1.X.3.1.1.7.4.4	F	S*G*UCFML-*****	
FIELD ARTILLERY ARTILLERY SURVEY	1.X.3.1.1.7.5	F	S*G*UCFS--*****	

ORIGINAL
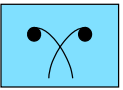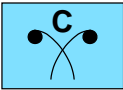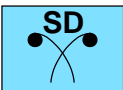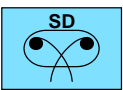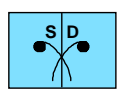
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FIELD ARTILLERY ARTILLERY SURVEY AIR ASSAULT	1.X.3.1.1.7.5.1	F	S*G*UCFSS-*****	
FIELD ARTILLERY ARTILLERY SURVEY AIRBORNE	1.X.3.1.1.7.5.2	F	S*G*UCFSA-*****	
FIELD ARTILLERY ARTILLERY SURVEY LIGHT	1.X.3.1.1.7.5.3	F	S*G*UCFSL-*****	
FIELD ARTILLERY ARTILLERY SURVEY MOUNTAIN	1.X.3.1.1.7.5.4	F	S*G*UCFSO-*****	
FIELD ARTILLERY METEOROLOGICAL	1.X.3.1.1.7.6	F	S*G*UCFO--*****	MET
FIELD ARTILLERY METEOROLOGICAL AIR ASSAULT	1.X.3.1.1.7.6.1	F	S*G*UCFOS-*****	MET
FIELD ARTILLERY METEOROLOGICAL AIRBORNE	1.X.3.1.1.7.6.2	F	S*G*UCFOA-*****	MET
FIELD ARTILLERY METEOROLOGICAL LIGHT	1.X.3.1.1.7.6.3	F	S*G*UCFOL-*****	MET L
FIELD ARTILLERY METEOROLOGICAL MOUNTAIN	1.X.3.1.1.7.6.4	F	S*G*UCFOO-*****	MET
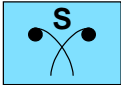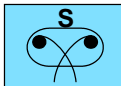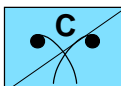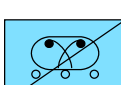
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FIELD ARTLLERY FIRE DIRECTION CENTRE	1.X.3.1.1.7.7	F	S*G*UCF---*****	
FIELD ARTILLERY OBERSERVER	1.X.3.1.1.7.8	F	S*G*UCF---*****	
RECONNAISSANCE	1.X.3.1.1.8	F	S*G*UCR---*****	
RECONNAISSANCE HORSE	1.X.3.1.1.8.1	F	S*G*UCRH--*****	
RECONNAISSANCE CAVALRY	1.X.3.1.1.8.2	F	S*G*UCRV--*****	
RECONNAISSANCE CAVALRY ARMOURED	1.X.3.1.1.8.2.1	F	S*G*UCRVA-*****	
RECONNAISSANCE CAVALRY MOTORIZED	1.X.3.1.1.8.2.2	F	S*G*UCRVM-*****	
RECONNAISSANCE CAVALRY GROUND	1.X.3.1.1.8.2.3	F	S*G*UCRVG-*****	
RECONNAISSANCE CAVALRY AIR	1.X.3.1.1.8.2.4	F	S*G*UCRVO-*****	
RECONNAISSANCE ARCTIC	1.X.3.1.1.8.3	F	S*G*UCRC--*****	
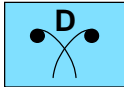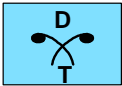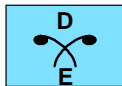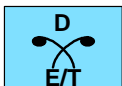
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RECONNAISSANCE AIR ASSAULT	1.X.3.1.1.8.4	F	S*G*UCRS--*****	
RECONNAISSANCE AIRBORNE	1.X.3.1.1.8.5	F	S*G*UCRA--*****	
RECONNAISSANCE MOUNTAIN	1.X.3.1.1.8.6	F	S*G*UCRO--*****	
RECONNAISSANCE LIGHT	1.X.3.1.1.8.7	F	S*G*UCRLL--*****	
RECONNAISSANCE AMPHIBIOUS	1.X.3.1.1.8.8	F	S*G*UCRR--*****	
RECONNAISSANCE AMPHIBIOUS DIVISION	1.X.3.1.1.8.8.1	F	S*G*UCRRD-*****	
RECONNAISSANCE AMPHIBIOUS FORCE	1.X.3.1.1.8.8.2	F	S*G*UCRRF-*****	
RECONNAISSANCE MARINE LIGHT ARMOURED RECONNAISSANCE (LAR)	1.X.3.1.1.8.8.3	F	S*G*UCRRL-*****	
RECONNAISSANCE SURVEILLANCE LONG RANGE (LR)	1.X.3.1.1.8.9	F	S*G*UCRX--*****	

APP-6(B)
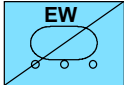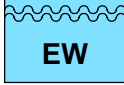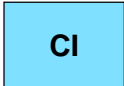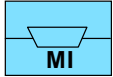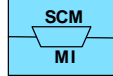
DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
MISSILE (SURF-SURF)	1.X.3.1.1.9	F	S*G*UCM---*****	
MISSILE (SURF-SURF) TACTICAL	1.X.3.1.1.9.1	F	S*G*UCMT--*****	
MISSILE (SURF-SURF) STRATEGIC	1.X.3.1.1.9.2	F	S*G*UCMS--*****	
INTERNAL SECURITY FORCES	1.X.3.1.1.10	F	S*G*UCI---*****	
INTERNAL SECURITY FORCES RIVERINE	1.X.3.1.1.10.1	F	S*G*UCIW--*****	
INTERNAL SECURITY FORCES GROUND	1.X.3.1.1.10.2	F	S*G*UCIG--*****	
INTERNAL SECURITY FORCES GROUND DISMOUNTED	1.X.3.1.1.10.2.1	F	S*G*UCIGD-*****	
INTERNAL SECURITY FORCES GROUND MOTORIZED	1.X.3.1.1.10.2.2	F	S*G*UCIGM-*****	
INTERNAL SECURITY FORCES GROUND MECHANIZED	1.X.3.1.1.10.2.3	F	S*G*UCIGA-*****	
INTERNAL SECURITY FORCES WHEELED MECHANIZED	1.X.3.1.1.10.3	F	S*G*UCIM--*****	

ORIGINAL
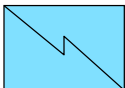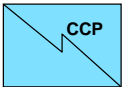
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INTERNAL SECURITY FORCES RAILROAD	1.X.3.1.1.10.4	F	S*G*UCIR--*****	
INTERNAL SECURITY FORCES AVIATION	1.X.3.1.1.10.5	F	S*G*UCIA--*****	
SURVEILLANCE	1.X.3.1.1.11	F	S*G* F-S---*****	
COMBAT SUPPORT	1.X.3.1.2	F	S*G*UU----*****	
CBRN	1.X.3.1.2.1	F	S*G*UUA---*****	
CBRN CHEMICAL	1.X.3.1.2.1.1	F	S*G*UUAC--*****	
CBRN CHEMICAL SMOKE/DECON	1.X.3.1.2.1.1.1	F	S*G*UUACC-*****	
CBRN CHEMICAL SMOKE/DECON MECHANIZED	1.X.3.1.2.1.1.1.1	F	S*G*UUACCK*****	
CBRN CHEMICAL SMOKE/DECON MOTORIZED	1.X.3.1.2.1.1.1.2	F	S*G*UUACCM*****	

DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
CBRN CHEMICAL SMOKE	1.X.3.1.2.1.1.2	F	S*G*UUACS-*****	
CBRN CHEMICAL SMOKE MOTORIZED	1.X.3.1.2.1.1.2.1	F	S*G*UUACSM*****	
CBRN CHEMICAL SMOKE ARMOUR	1.X.3.1.2.1.1.2.2	F	S*G*UUACSA*****	
CBRN CHEMICAL RECON	1.X.3.1.2.1.1.3	F	S*G*UUACR-*****	
CBRN CHEMICAL WHEELED ARMOURED VEHICLE	1.X.3.1.2.1.1.3.1	F	S*G*UUACRW*****	
CBRN CHEMICAL WHEELED ARMOURED VEHICLE RECONNAISSANCE SURVEILLANCE	1.X.3.1.2.1.1.3.2	F	S*G*UUACRS*****	
CBRN NUCLEAR	1.X.3.1.2.1.2	F	S*G*UUAN--*****	
CBRN BIOLOGICAL	1.X.3.1.2.1.3	F	S*G*UUAB--*****	
CBRN BIOLOGICAL RECON EQUIPPED	1.X.3.1.2.1.3.1		S*G*UUABR-*****	

DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
CBRN DECON	1.X.3.1.2.1.4	F	S*G*UUAD--*****	
CBRN DECON TROOP	1.X.3.1.2.1.4.1	F	S*G*UUADT-*****	
CBRN DECON EQUIMENT	1.X.3.1.2.1.4.2	F	S*G*UUADE-*****	
CBRN DECON EQUIMENT/TROOP	1.X.3.1.2.1.4.3	F	S*G*UUADET*****	
CBRN LABORATORY	1.X.3.1.2.1.5	F	S*G*UUAL--*****	
MILITARY INTELLIGENCE	1.X.3.1.2.2	F	S*G*UUM---*****	
MILITARY INTELLIGENCE AERIAL EXPLOITATION	1.X.3.1.2.2.1	F	S*G*UUMA--*****	
MILITARY INTELLIGENCE SIGNALS INTELLIGENCE (SIGINT)	1.X.3.1.2.2.2	F	S*G*UUMS--*****	
MILITARY INTELLIGENCE ELECTRONIC WARFARE	1.X.3.1.2.2.2.1	F	S*G*UUMSE-*****	
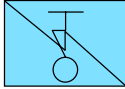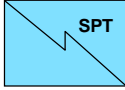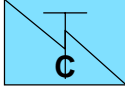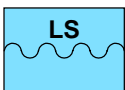
DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
MILITARY INTELLIGENCE ELECTRONIC WARFARE ARMOURED WHEELED VEHICLE	1.X.3.1.2.2.2.1.1	F	S*G*UUMSEA*****	
MILITARY INTELLIGENCE ELECTRONIC WARFARE DIRECTION FINDING	1.X.3.1.2.2.2.1.2	F	S*G*UUMSED*****	
MILITARY INTELLIGENCE ELECTRONIC WARFARE INTERCEPT	1.X.3.1.2.2.2.1.3	F	S*G*UUMSEI*****	
MILITARY INTELLIGENCE ELECTRONIC WARFARE JAMMING	1.X.3.1.2.2.2.1.4	F	S*G*UUMSEJ*****	
MILITARY INTELLIGENCE ELECTRONIC WARFARE THEATRE	1.X.3.1.2.2.2.1.5	F	S*G*UUET--*****	
MILITARY INTELLIGENCE ELECTRONIC WARFARE CORPS	1.X.3.1.2.2.2.1.6	F	S*G*USEC--*****	
MILITARY INTELLIGENCE COUNTER INTELLIGENCE	1.X.3.1.2.2.3	F	S*G*UUMC--*****	
MILITARY INTELLIGENCE SURVEILLANCE	1.X.3.1.2.2.4	F	S*G*UUMR--*****	
MILITARY INTELLIGENCE SURVEILLANCE GROUND SURVEILLANCE RADAR	1.X.3.1.2.2.4.1	F	S*G*UUMRG-*****	

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ORIGINAL

DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
MILITARY INTELLIGENCE SURVEILLANCE SENSOR	1.X.3.1.2.2.4.2	F	S*G*UUMRS-*****	MI
MILITARY INTELLIGENCE SURVEILLANCE SENSOR SCM	1.X.3.1.2.2.4.2.1	F	S*G*UUMRSS*****	SCM MI
MILITARY INTELLIGENCE SURVEILLANCE GROUND STATION MODULE	1.X.3.1.2.2.4.3	F	S*G*UUMRX-*****	GSM MI
MILITARY INTELLIGENCE SURVEILLANCE METEOROLOGICAL	1.X.3.1.2.2.4.4	F	S*G*UUMMO-*****	MET MI
MILITARY INTELLIGENCE OPERATIONS	1.X.3.1.2.2.5	F	S*G*UUMO--*****	OPS MI
MILITARY INTELLIGENCE TACTICAL EXPLOIT	1.X.3.1.2.2.6	F	S*G*UUMT--*****	TE MI
MILITARY INTELLIGENCE INTERROGATION	1.X.3.1.2.2.7	F	S*G*UUMQ--*****	IPW
MILITARY INTELLIGENCE JOINT INTELLIGENCE CENTRE	1.X.3.1.2.2.8	F	S*G*UUMJ--*****	JIC
LAW ENFORCEMENT UNIT	1.X.3.1.2.3	F	S*G*UUL---*****	MP
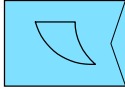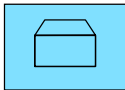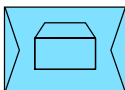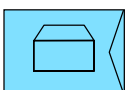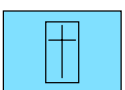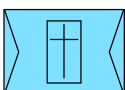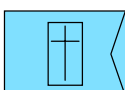
DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
LAW ENFORCEMENT UNIT SHORE PATROL	1.X.3.1.2.3.1	F	S*G*UULS--*****	SP
LAW ENFORCEMENT UNIT MILITARY POLICE	1.X.3.1.2.3.2	F	S*G*UULM--*****	MP
LAW ENFORCEMENT UNIT CIVILIAN LAW ENFORCEMENT	1.X.3.1.2.3.3	F	S*G*UULC--*****	
LAW ENFORCEMENT UNIT SECURITY POLICE (AIR)	1.X.3.1.2.3.4	F	S*G*UULF--*****	SP
LAW ENFORCEMENT UNIT CRIMINAL INVESTIGATION DIVISION (CID)	1.X.3.1.2.3.5	F	S*G*UULD--*****	CID
SIGNAL UNIT	1.X.3.1.2.4	F	S*G*UUS---*****	
SIGNAL UNIT AREA	1.X.3.1.2.4.1		S*G*UUSA--*****	AREA
SIGNAL UNIT COMMUNICATION CONFIGURED PACKAGE	1.X.3.1.2.4.2	F	S*G*UUSC--*****	CCP
SIGNAL UNIT COMMUNICATION CONFIGURED PACKAGE LARGE COMMUNICATION CONFIGURED PACKAGE (LCCP)	1.X.3.1.2.4.2.1	F	S*G*UUSCL-*****	LCCP

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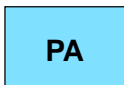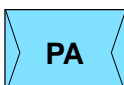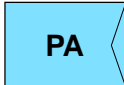
DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
SIGNAL UNIT COMMAND OPERATIONS	1.X.3.1.2.4.3	F	S*G*UUSO--*****	OPS
SIGNAL UNIT FORWARD COMMUNICATIONS	1.X.3.1.2.4.4	F	S*G*UUSF--*****	FWD
SIGNAL UNIT MULTIPLE SUBSCRIBER ELEMENT	1.X.3.1.2.4.5	F	S*G*UUSM--*****	MSE
SIGNAL UNIT MULTIPLE SUBSCRIBER ELEMENT SMALL EXTENSION NODE	1.X.3.1.2.4.5.1	F	S*G*UUSMS-*****	SEN
SIGNAL UNIT MULTIPLE SUBSCRIBER ELEMENT LARGE EXTENSION NODE	1.X.3.1.2.4.5.2	F	S*G*UUSML-*****	LEN
SIGNAL UNIT MULTIPLE SUBSCRIBER ELEMENT NODE CENTRE	1.X.3.1.2.4.5.3	F	S*G*UUSMN-*****	NC
SIGNAL UNIT RADIO UNIT	1.X.3.1.2.4.6	F	S*G*UUSR--*****	
SIGNAL UNIT RADIO UNIT TACTICAL SATELLITE	1.X.3.1.2.4.6.1	F	S*G*UUSRS-*****	
SIGNAL UNIT RADIO UNIT TELETYPE CENTRE	1.X.3.1.2.4.6.2	F	S*G*UUSRT-*****	C

APP-6(B)
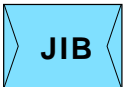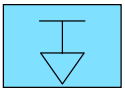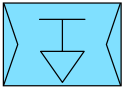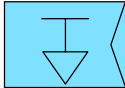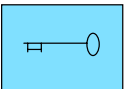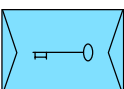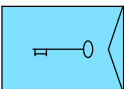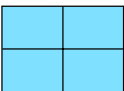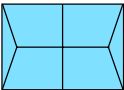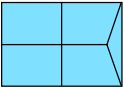
DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
SIGNAL UNIT RADIO UNIT RELAY	1.X.3.1.2.4.6.3	F	S*G*UUSRW-*****	
SIGNAL UNIT SIGNAL SUPPORT	1.X.3.1.2.4.7	F	S*G*UUSS--*****	
SIGNAL UNIT TELEPHONE SWITCH	1.X.3.1.2.4.8	F	S*G*UUSW--*****	
SIGNAL UNIT ELECTRONIC RANGING	1.X.3.1.2.4.9	F	S*G*UUSX--*****	
INFORMATION OPERATIONS	1.X.3.1.2.5	F	S*G*UUI---*****	
LANDING SUPPORT	1.X.3.1.2.6	F	S*G*UUL---*****	
EXPLOSIVE ORDNANCE DISPOSAL	1.X.3.1.2.7	F	S*G*UUE---*****	
TOPOGRAPHIC	1.X.3.1.2.8	F	S*G*UUT---*****	
DOG	1.X.3.1.2.9	F	S*G*UU----****	

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DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
DRILLING	1.X.3.1.2.10	F	S*G*UUD---*****	
COMBAT SERVICE SUPPORT	1.X.3.1.3	F	S*G*US----*****	**CSS**
COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN)	1.X.3.1.3.1	F	S*G*USA---*****	**ADM**
ADMINISTRATIVE THEATRE	1.X.3.1.3.1.1	F	S*G*USAT--*****	**ADM**
ADMINISTRATIVE CORPS	1.X.3.1.3.1.2	F	S*G*USAC--*****	**ADM**
ADMINISTRATIVE JUDGE ADVOCATE GENERAL (JAG)	1.X.3.1.3.1.3	F	S*G*USAJ--*****	**JAG**
ADMINISTRATIVE JAG THEATRE	1.X.3.1.3.1.3.1	F	S*G*USAJT-*****	**JAG**
ADMINISTRATIVE JAG CORPS	1.X.3.1.3.1.3.2	F	S*G*USAJC-*****	**JAG**
ADMINISTRATIVE POSTAL	1.X.3.1.3.1.4	F	S*G*USAO--*****	
ADMINISTRATIVE POSTAL THEATRE	1.X.3.1.3.1.4.1	F	S*G*USAOT-*****	
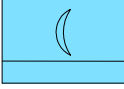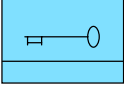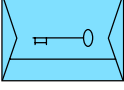
DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
ADMINISTRATIVE POSTAL CORPS	1.X.3.1.3.1.4.2	F	S*G*USAOC-*****	
ADMINISTRATIVE FINANCE	1.X.3.1.3.1.5	F	S*G*USAF--*****	
ADMINISTRATIVE FINANCE THEATRE	1.X.3.1.3.1.5.1	F	S*G*USAFT-*****	
ADMINISTRATIVE FINANCE CORPS	1.X.3.1.3.1.5.2	F	S*G*USAFC-*****	
ADMINISTRATIVE PERSONNEL SERVICES	1.X.3.1.3.1.6	F	S*G*USAS--*****	PS
ADMINISTRATIVE PERSONNEL SERVICES THEATRE	1.X.3.1.3.1.6.1	F	S*G*USAST-*****	PS
ADMINISTRATIVE PERSONNEL SERVICES CORPS	1.X.3.1.3.1.6.2	F	S*G*USASC-*****	PS
ADMINISTRATIVE MORTUARY/GRAVE REGISTRY	1.X.3.1.3.1.7	F	S*G*USAM--*****	
ADMINISTRATIV MORTUARY/GRAVE REGISTRY THEATRE	1.X.3.1.3.1.7.1	F	S*G*USAMT-*****	
ADMINISTRATIVE MORTUARY/GRAVES REGISTRY CORPS	1.X.3.1.3.1.7.2	F	S*G*USAMC-*****	

DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
ADMINISTRATIVE RELIGIOUS/ CHAPLAIN	1.X.3.1.3.1.8	F	S*G*USAR--*****	REL
ADMINISTRATIVE ELIGIOUS/ CHAPLAIN THEATRE	1.X.3.1.3.1.8.1	F	S*G*ART-*****	REL
ADMINISTRATIVE RELIGIOUS/ CHAPLAIN CORPS	1.X.3.1.3.1.8.2	F	S*G*USARC-*****	REL
ADMINISTRATIVE PUBLIC AFFAIRS	1.X.3.1.3.1.9	F	S*G*USAP--*****	PA
ADMINISTRATIVE PUBLIC AFFAIRS THEATRE	1.X.3.1.3.1.9.1	F	S*G*USAPT-*****	PA
ADMINISTRATIVE PUBLIC AFFAIRS CORPS	1.X.3.1.3.1.9.2	F	S*G*USAPC-*****	PA
ADMINISTRATIVE PUBLIC AFFAIRS BROADCAST	1.X.3.1.3.1.9.3	F	S*G*USAPB-*****	BPAD
ADMINISTRATIVE PUBLIC AFFAIRS BROADCAST THEATRE	1.X.3.1.3.1.9.3.1	F	S*G*USAPBT*****	BPAD
ADMINISTRATIVE PUBLIC AFFAIRS BROADCAST CORPS	1.X.3.1.3.1.9.3.2	F	S*G*USAPBC*****	BPAD
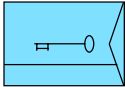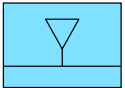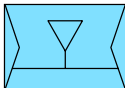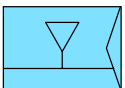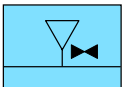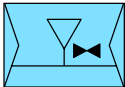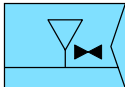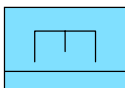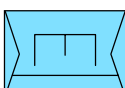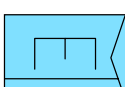
DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
ADMINISTRATIVE PUBLIC AFFAIRS JOINT INFORMATION BUREAU (JIB)	1.X.3.1.3.1.9.4	F	S*G*USAPM-*****	JIB
ADMINISTRATIVE PUBLIC AFFAIRS JOINT INFORMATION BUREAU THEATRE	1.X.3.1.3.1.9.4.1	F	S*G*USAPMT*****	JIB
ADMINISTRATIVE PUBLIC AFFAIRS JOINT INFORMATION BUREAU CORPS	1.X.3.1.3.1.9.4.2	F	S*G*USAPMC*****	JIB
ADMINISTRATIVE REPLACEMENT HOLDING UNIT (RHV)	1.X.3.1.3.1.10	F	S*G*USAX--*****	RHU
ADMINISTRATIVE REPLACEMENT HOLDING UNIT THEATRE	1.X.3.1.3.1.10.1	F	S*G*USAXT-*****	RHU
ADMINISTRATIVE REPLACEMENT HOLDING UNIT CORPS	1.X.3.1.3.1.10.2	F	S*G*USAXC-*****	RHU
ADMINISTRATIVE LABOUR	1.X.3.1.3.1.11	F	S*G*USAL--*****	
ADMINISTRATIVE LABOUR THEATRE	1.X.3.1.3.1.11.1	F	S*G*USALT-*****	
ADMINISTRATIVE LABOUR CORPS	1.X.3.1.3.1.11.2	F	S*G*USALC-*****	
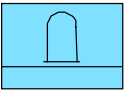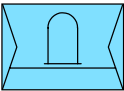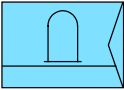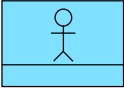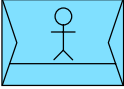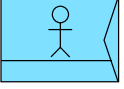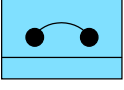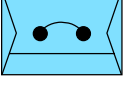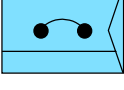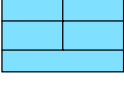
DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
ADMINISTRATIVE MORAL, WELFARE, RECREATION (MWR)	1.X.3.1.3.1.12	F	S*G*USAW--*****	MWR
ADMINISTRATIVE MORAL, WELFARE, RECREATION THEATRE	1.X.3.1.3.1.12.1	F	S*G*USAWT-*****	MWR
ADMINISTRATIVE MORAL, WELFARE, RECREATION CORPS	1.X.3.1.3.1.12.2	F	S*G*USAWC-*****	MWR
ADMINISTRATIVE QUARTERMASTER (SUPPLY)	1.X.3.1.3.1.13	F	S*G*USAQ--*****	
ADMINISTRATIVE QUARTERMASTER (SUPPLY) THEATRE	1.X.3.1.3.1.13.1	F	S*G*USAQT-*****	
ADMINISTRATIVE QUARTERMASTER (SUPPLY) CORPS	1.X.3.1.3.1.13.2	F	S*G*USAQC-*****	
SERVICE SUPPORT MEDICAL	1.X.3.1.3.2	F	S*G*USM---*****	
MEDICAL THEATRE	1.X.3.1.3.2.1	F	S*G*USMT--*****	
MEDICAL CORPS	1.X.3.1.3.2.2	F	S*G*USMC--*****	
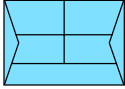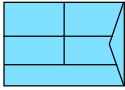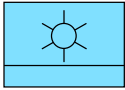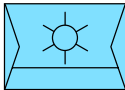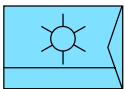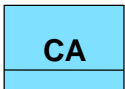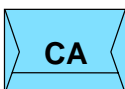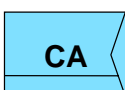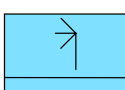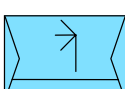
DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
MEDICAL TREATMENT FACILITY	1.X.3.1.3.2.3	F	S*G*USMM--*****	
MEDICAL MEDICAL TREATMENT FACILITY THEATRE	1.X.3.1.3.2.3.1	F	S*G*USMMT-*****	
MEDICAL MEDICAL TREATMENT FACILITY CORPS	1.X.3.1.3.2.3.2	F	S*G*USMMC-*****	
MEDICAL VETERINARY	1.X.3.1.3.2.4	F	S*G*USMV--*****	
MEDICAL VETERINARY THEATRE	1.X.3.1.3.2.4.1	F	S*G*USMVT-*****	
MEDICAL VETERINARY CORPS	1.X.3.1.3.2.4.2	F	S*G*USMVC-*****	
MEDICAL DENTAL	1.X.3.1.3.2.5	F	S*G*USMD--*****	
MEDICAL DENTAL THEATRE	1.X.3.1.3.2.5.1	F	S*G*USMDT-*****	
MEDICAL DENTAL CORPS	1.X.3.1.3.2.5.2	F	S*G*USMDC-*****	
MEDICAL PSYCHOLOGICAL	1.X.3.1.3.2.6	F	S*G*USMP--*****	
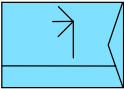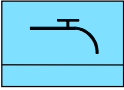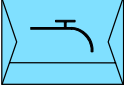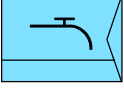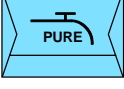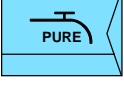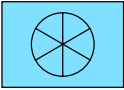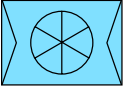
DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
MEDICAL PSYCHOLOGICAL THEATRE	1.X.3.1.3.2.6.1	F	S*G*USMPT-*****	
MEDICAL PSYCHOLOGICAL CORPS	1.X.3.1.3.2.6.2	F	S*G*USMPC-*****	
SUPPLY	1.X.3.1.3.3	F	S*G*USS---*****	
SUPPLY THEATRE	1.X.3.1.3.3.1	F	S*G*USST--*****	
SUPPLY CORPS	1.X.3.1.3.3.2	F	S*G*USSC--*****	
SUPPLY CLASS I	1.X.3.1.3.3.3	F	S*G*USS1--*****	
SUPPLY CLASS I THEATRE	1.X.3.1.3.3.3.1	F	S*G*USS1T-*****	
SUPPLY CLASS I CORPS	1.X.3.1.3.3.3.2	F	S*G*USS1C-*****	
SUPPLY CLASS II	1.X.3.1.3.3.4	F	S*G*USS2--*****	
SUPPLY CLASS II THEATRE	1.X.3.1.3.3.4.1	F	S*G*USS2T-*****	

ORIGINAL
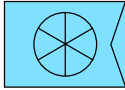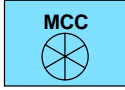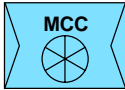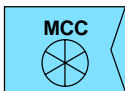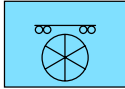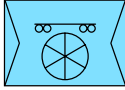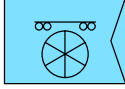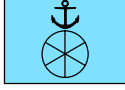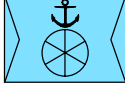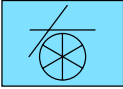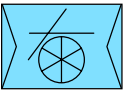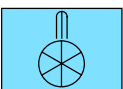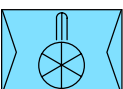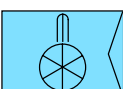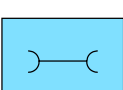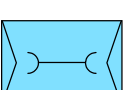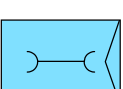
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SUPPLY CLASS II CORPS	1.X.3.1.3.3.4.2	F	S*G*USS2C-*****	
SUPPLY CLASS III	1.X.3.1.3.3.5	F	S*G*USS3--*****	
SUPPLY CLASS III THEATRE	1.X.3.1.3.3.5.1	F	S*G*USS3T-*****	
SUPPLY CLASS III CORPS	1.X.3.1.3.3.5.2	F	S*G*USS3C-*****	
SUPPLY CLASS III AVIATION	1.X.3.1.3.3.5.3	F	S*G*USS3A-*****	
SUPPLY CLASS III AVIATION THEATRE	1.X.3.1.3.3.5.3.1	F	S*G*USS3AT*****	
SUPPLY CLASS III AVIATION CORPS	1.X.3.1.3.3.5.3.2	F	S*G*USS3AC*****	
SUPPLY CLASS IV	1.X.3.1.3.3.6	F	S*G*USS4--*****	
SUPPLY CLASS IV THEATRE	1.X.3.1.3.3.6.1	F	S*G*USS4T-*****	
SUPPLY CLASS IV CORPS	1.X.3.1.3.3.6.2	F	S*G*USS4C-*****	
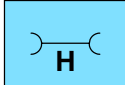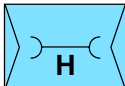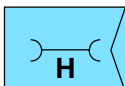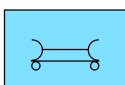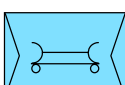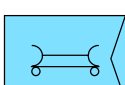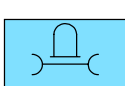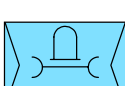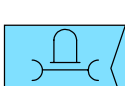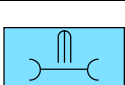
DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
SUPPLY CLASS V	1.X.3.1.3.3.7	F	S*G*USS5--*****	
SUPPLY CLASS V THEATRE	1.X.3.1.3.3.7.1	F	S*G*USS5T-*****	
SUPPLY CLASS V CORPS	1.X.3.1.3.3.7.2	F	S*G*USS5C-*****	
SUPPLY CLASS VI	1.X.3.1.3.3.8	F	S*G*USS6--*****	
SUPPLY CLASS VI THEATRE	1.X.3.1.3.3.8.1	F	S*G*USS6T-*****	
SUPPLY CLASS VI CORPS	1.X.3.1.3.3.8.2	F	S*G*USS6C-*****	
SUPPLY CLASS VII	1.X.3.1.3.3.9	F	S*G*USS7--*****	
SUPPLY CLASS VII THEATRE	1.X.3.1.3.3.9.1	F	S*G*USS7T-*****	
SUPPLY CLASS VII CORPS	1.X.3.1.3.3.9.2	F	S*G*USS7C-*****	
SUPPLY CLASS VIII	1.X.3.1.3.3.10	F	S*G*USS8--*****	

ORIGINAL
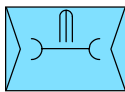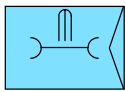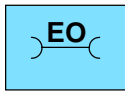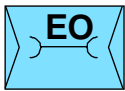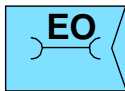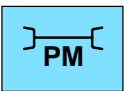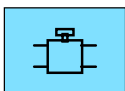
DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
SUPPLY CLASS VIII THEATRE	1.X.3.1.3.3.10.1	F	S*G*USS8T-*****	
SUPPLY CLASS VIII CORPS	1.X.3.1.3.3.10.2	F	S*G*USS8C-*****	
SUPPLY CLASS IX	1.X.3.1.3.3.11	F	S*G*USS9--*****	
SUPPLY CLASS IX THEATRE	1.X.3.1.3.3.11.1	F	S*G*USS9T-*****	
SUPPLY CLASS IX CORPS	1.X.3.1.3.3.11.2	F	S*G*USS9C-*****	
SUPPLY CLASS X	1.X.3.1.3.3.12	F	S*G*USSX--*****	CA
SUPPLY CLASS X THEATRE	1.X.3.1.3.3.12.1	F	S*G*USSXT-*****	CA
SUPPLY CLASS X CORPS	1.X.3.1.3.3.12.2	F	S*G*USSXC-*****	CA
SUPPLY LAUNDRY/BATH	1.X.3.1.3.3.13	F	S*G*USSL--*****	
SUPPLY LAUNDRY/BATH THEATRE	1.X.3.1.3.3.13.1	F	S*G*USSLT-*****	

DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
SUPPLY LAUNDRY/BATH CORPS	1.X.3.1.3.3.13.2	F	S*G*USSLC-*****	
SUPPLY WATER	1.X.3.1.3.3.14	F	S*G*USSW--*****	
SUPPLY WATER THEATRE	1.X.3.1.3.3.14.1	F	S*G*USSWT-*****	
SUPPLY WATER CORPS	1.X.3.1.3.3.14.2	F	S*G*USSWC-*****	
SUPPLY WATER PURIFICATION	1.X.3.1.3.3.14.3	F	S*G*USSWP-*****	
SUPPLY WATER PURIFICATION THEATRE	1.X.3.1.3.3.14.3.1	F	S*G*USSWPT*****	
SUPPLY WATER PURIFICATION CORPS	1.X.3.1.3.3.14.3.2	F	S*G*USSWPC*****	
SUPPLY MATERIEL (STOCK)	1.X.3.1.3.3.15	F	S*G*US**--*****	
SERVICE SUPPORT TRANSPORTATION	1.X.3.1.3.4	F	S*G*UST---*****	
TRANSPORTATION THEATRE	1.X.3.1.3.4.1	F	S*G*USTT--*****	
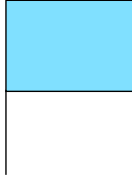
DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
TRANSPORTATION CORPS	1.X.3.1.3.4.2	F	S*G*USTC--*****	
TRANSPORTATION MOVEMENT CONTROL CENTRE (MCC)	1.X.3.1.3.4.3	F	S*G*USTM--*****	
TRANSPORTATION MOVEMENT CONTROL CENTRE (MCC) THEATRE	1.X.3.1.3.4.3.1	F	S*G*USTMT-*****	
TRANSPORTATION MOVEMENT CONTROL CENTRE (MCC) CORPS	1.X.3.1.3.4.3.2	F	S*G*USTMC-*****	
TRANSPORTATIONR AILHEAD	1.X.3.1.3.4.4	F	S*G*USTR--*****	
TRANSPORTATION RAILHEAD THEATRE	1.X.3.1.3.4.4.1	F	S*G*USTRT-*****	
TRANSPORTATION RAILHEAD CORPS	1.X.3.1.3.4.4.2	F	S*G*USTRC-*****	
TRANSPORTATION SPOD/SPOE	1.X.3.1.3.4.5	F	S*G*USTS--*****	
TRANSPORTATION SPOD/SPOE THEATRE	1.X.3.1.3.4.5.1	F	S*G*USTST-*****	
TRANSPORTATION SPOD/SPOE CORPS	1.X.3.1.3.4.5.2	F	S*G*USTSC-*****	

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DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
TRANSPORTATION APOD/APOE	1.X.3.1.3.4.6	F	S*G*USTA--*****	
TRANSPORTATION APOD/APOE THEATRE	1.X.3.1.3.4.6.1	F	S*G*USTAT-*****	
TRANSPORTATION APOD/APOE CORPS	1.X.3.1.3.4.6.2	F	S*G*USTAC-*****	
TRANSPORTATION MISSILE	1.X.3.1.3.4.7	F	S*G*USTI--*****	
TRANSPORTATION MISSILE THEATRE	1.X.3.1.3.4.7.1	F	S*G*USTIT-*****	
TRANSPORTATION MISSILE CORPS	1.X.3.1.3.4.7.2	F	S*G*USTIC-*****	
TRANSPORTATION INTERMODAL	1.X.3.1.3.4.8	F	S*G*UST---*****	
MAINTENANCE	1.X.3.1.3.5	F	S*G*USX---*****	
MAINTENANCE THEATRE	1.X.3.1.3.5.1	F	S*G*USXT--*****	
MAINTENANCE CORPS	1.X.3.1.3.5.2	F	S*G*USXC--*****	

DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
MAINTENANCE HEAVY	1.X.3.1.3.5.3	F	S*G*USXH--*****	
MAINTENANCE HEAVY THEATRE	1.X.3.1.3.5.3.1	F	S*G*USXHT-*****	
MAINTENANCE HEAVY CORPS	1.X.3.1.3.5.3.2	F	S*G*USXHC-*****	
MAINTENANCE RECOVERY	1.X.3.1.3.5.4	F	S*G*USXR--*****	
MAINTENANCE RECOVERY THEATRE	1.X.3.1.3.5.4.1	F	S*G*USXRT-*****	
MAINTENANCE RECOVERY CORPS	1.X.3.1.3.5.4.2	F	S*G*USXRC-*****	
MAINTENANCE ORDINANCE	1.X.3.1.3.5.5	F	S*G*USXO--*****	
MAINTENANCE ORDNANCE THEATRE	1.X.3.1.3.5.5.1	F	S*G*USXOT-*****	
MAINTENANCE ORDNANCE CORPS	1.X.3.1.3.5.5.2	F	S*G*USXOC-*****	
MAINTENANCE ORDNANCE MISSILE	1.X.3.1.3.5.5.3	F	S*G*USXOM-*****	

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ORIGINAL

DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
MAINTENANCE ORDNANCE MISSILE THEATRE	1.X.3.1.3.5.5.3.1	F	S*G*USXOMT*****	
MAINTENANCE ORDNANCE MISSILE CORPS	1.X.3.1.3.5.5.3.2	F	S*G*USXOMC*****	
MAINTENANCE ELECTRO-OPTICAL	1.X.3.1.3.5.6	F	S*G*USXE--*****	
MAINTENANCE ELECTRO-OPTICAL THEATRE	1.X.3.1.3.5.6.1	F	S*G*USXET-*****	
MAINTENANCE ELECTRO-OPTICAL CORPS	1.X.3.1.3.5.6.2	F	S*G*USXEC-*****	
MAINTENANCE BATTLE DAMAGE REPAIR	1.X.3.1.3.5.7	F	S*G*USXBDR*****	
MAINTENANCE PREVENTIVE MAINTANANCE	1.X.3.1.3.5.8	F	S*G*USXPM-*****	
PIPELINE	1.X.3.1.3.6	F	S*G*USXP--*****	
ENVIRONMENTAL PROTECTION	1.X.3.1.3.7	F	S*G*USXEP-*****	

ORIGINAL

DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
SPECIAL C2 HEADQUARTERS COMPONENT NOTE: Refer to paragraph C.4.4.2 for construction of Special C2 Headquarters symbols.	1.X.3.1.4	F	S*G*UH----*****	
GROUND TRACK UNIT GENERAL HEADQUARTERS (Indicates a headquarters unit, such as a headquarters company or a staff element of a headquarters, such as J-3.)	1.X.3.1.5	F	S*G*UH----*****	
GENERAL HEADQUARTERS AND SERVICE	1.X.3.1.6	F	S*G*UH----*****	
UNIT GENERAL LIAISON	1.X.3.1.7	F	SFG*GL----*****	LO
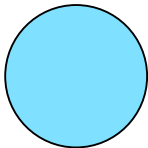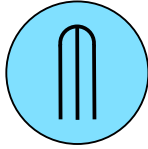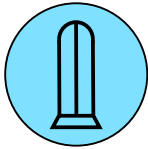
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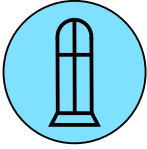
APPENDIX 3 PART 2 TO ANNEX D
ICONS GROUND EQUIPMENT AND INSTALLATIONS
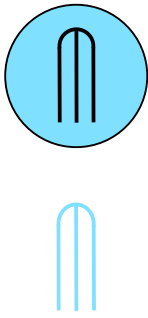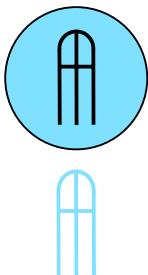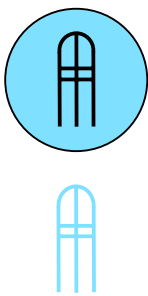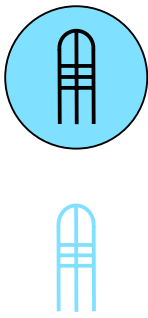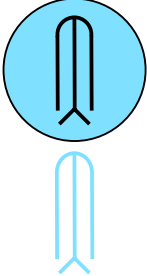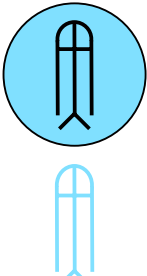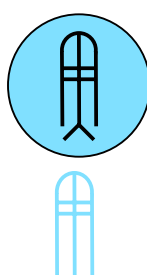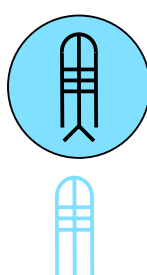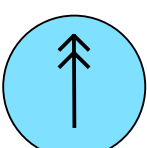
General
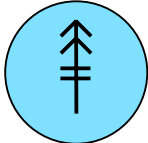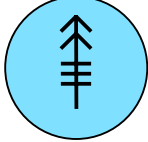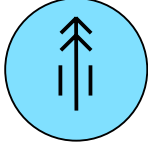
D3 0101.   This Appendix covers the icon set GROUND part 2: EQUIPMENT AND INSTALLATIONS. For ease of comparison, all icons are shown in affiliation "friend".
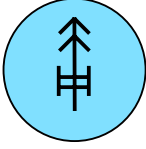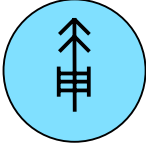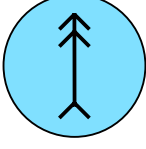
DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
GROUND TRACK EQUIPMENT	1.X.3.2	F	S*G*E------*****	
WEAPONS	1.X.3.2.1			
MISSILE LAUNCHERS	1.X.3.2.1.1	F O	S*G*EWM---*****	
AIR DEFENCE (AD) MISSILE LAUNCH	1.X.3.2.1.1.1	F O	S*G*EWMA--*****	

ORIGINAL

DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
SHORT RANGE AD MISSILE LAUNCHERS	1.X.3.2.1.1.1.1	F O	S*G*EWMAS-*****	
INTERMEDIATE RANGE AD MISSILE LAUNCH	1.X.3.2.1.1.1.2	F O	S*G*EWMAI-*****	
LONG RANGE AD MISSILE LAUNCH	1.X.3.2.1.1.1.3	F O	S*G*EWMAL-*****	
AD MISSILE LAUNCH THEATRE	1.X.3.2.1.1.1.4	F O	S*G*EWMAT-*****	
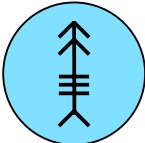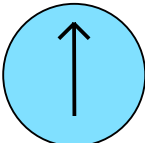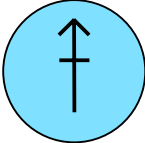
DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
SURFACE-SURFACE (SS) MISSILE LAUNCHER	1.X.3.2.1.1.2	F O	S*G*EWMS--*****	
SHORT RANGE SS MISSILE LAUNCH	1.X.3.2.1.1.2.1	F O	S*G*EWMSS-*****	
INTERMEDIATE RANGE SS MISSILE LAUNCH	1.X.3.2.1.1.2.2	F O	S*G*EWMSI-*****	
LONG RANGE SS MISSILE LAUNCH	1.X.3.2.1.1.2.3	F O	S*G*EWMSL-*****	
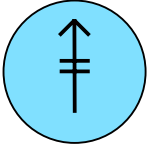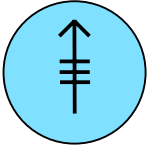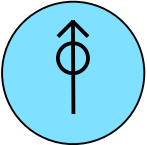
DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
MISSILE LAUNCHERS ANTI TANK (AT)	1.X.3.2.1.1.3	F O	S*G*EWMT--*****	
MISSILE LAUNCHERS AT LIGHT	1.X.3.2.1.1.3.1	F O	S*G*EWMTL-*****	
MISSILE LAUNCHER AT MEDIUM	1.X.3.2.1.1.3.2	F O	S*G*EWMTM-*****	
MISSILE LAUNCHER AT HEAVY	1.X.3.2.1.1.3.3	F O	S*G*EWMTH-*****	
SINGLE ROCKET LAUNCHER	1.X.3.2.1.2	F	S*G*EWS---*****	
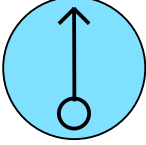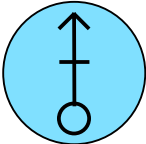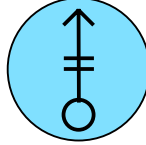
DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
		O		
SINGLE ROCKET LAUNCHER LIGHT	1.X.3.2.1.2.1	F O	S*G*EWSL--*****	
SINGLE ROCKET LAUNCHER MEDIUM	1.X.3.2.1.2.2	F O	S*G*EWSM--*****	
SINGLE ROCKET LAUNCHER HEAVY	1.X.3.2.1.2.3	F O	S*G*EWSH--*****	
MULTIPLE ROCKET LAUNCHER	1.X.3.2.1.3	F O	S*G*EWX---*****	

ORIGINAL
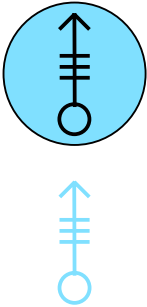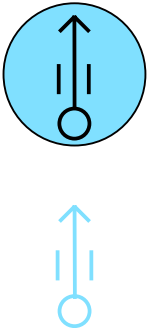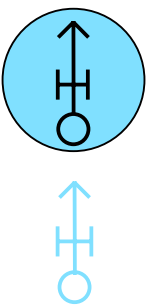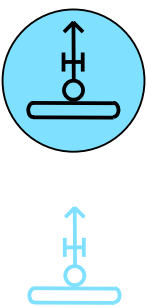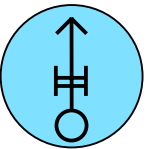
DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
MULTIPLE ROCKET LAUNCHER LIGHT	1.X.3.2.1.3.1	F O	S*G*EWXL--*****	
MULTIPLE ROCKET LAUNCHER MEDIUM	1.X.3.2.1.3.2	F O	S*G*EWXM--*****	
MULTIPLE ROCKET LAUNCHER HEAVY	1.X.3.2.1.3.3	F O	S*G*EWXH--*****	
ANTITANK ROCKET LAUNCHER	1.X.3.2.1.4	F O	S*G*EWT---*****	
ANTITANK ROCKET LAUNCHER LIGHT	1.X.3.2.1.4.1	F	S*G*EWTL--*****	
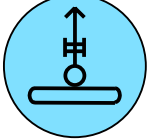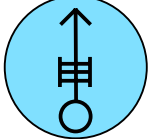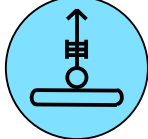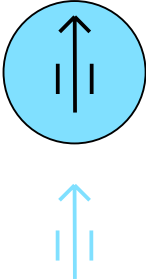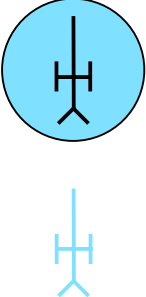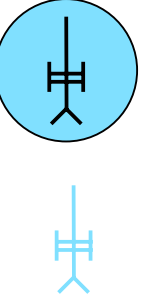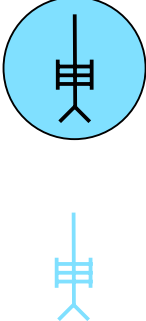
DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
		O		
ANTITANK ROCKET LAUNCHER MEDIUM	1.X.3.2.1.4.2	F O	S*G*EWTM--*****	
ANTITANK ROCKET LAUNCHER HEAVY	1.X.3.2.1.4.3	F O	S*G*EWTH--*****	
RIFLE/AUTOMATIC WEAPON	1.X.3.2.1.5	F O	S*G*EWR---*****	
RIFLE	1.X.3.2.1.5.1	F O	S*G*EWRR--*****	
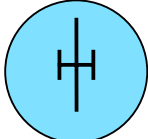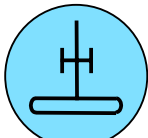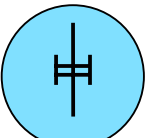
DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
LIGHT MACHINE GUN	1.X.3.2.1.5.2	F O	S*G*EWRL--*****	
HEAVY MACHINE GUN	1.X.3.2.1.5.3	F O	S*G*EWRH--*****	
GRENADE LAUNCHER	1.X.3.2.1.6	F O	S*G*EWZ---*****	
GRENADE LAUNCHER LIGHT	1.X.3.2.1.6.1	F O	S*G*EWZL--*****	
GRENADE LAUNCHER MEDIUM	1.X.3.2.1.6.2	F	S*G*EWZM--*****	
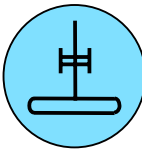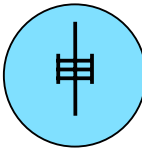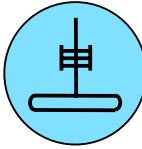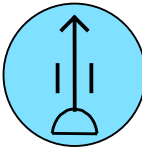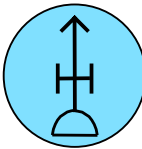
DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
		O		
GRENADE LAUNCHER HEAVY	1.X.3.2.1.6.3	F O	S*G*EWZH--*****	
MORTAR	1.X.3.2.1.7	F O	S*G*EWO---*****	
MORTAR LIGHT	1.X.3.2.1.7.1	F O	S*G*EWOL--*****	
MORTAR MEDIUM	1.X.3.2.1.7.2	F O	S*G*EWOM--*****	

DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
MORTAR HEAVY	1.X.3.2.1.7.3	F O	S*G*EWOH--*****	
HOWITZER	1.X.3.2.1.8	F O	S*G*EWH---*****	
HOWITZER LIGHT	1.X.3.2.1.8.1	F	S*G*EWHL--*****	
HOWITZER LIGHT SELF-PROPELLED	1.X.3.2.1.8.1.1	F O	S*G*EWHLS-*****	
HOWITZER MEDIUM	1.X.3.2.1.8.2	F	S*G*EWHM--*****	
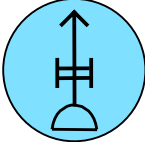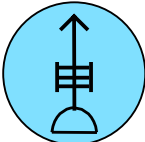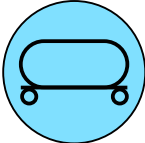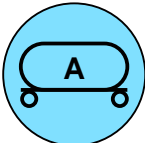
DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
		O		
HOWITZER MEDIUM SELF-PROPELLED	1.X.3.2.1.8.2.1	F O	S*G*EWHMS-*****	
HOWITZER HEAVY	1.X.3.2.1.8.3	F O	S*G*EWHH--*****	
HOWITZER HEAVY SELF-PROPELLED	1.X.3.2.1.8.3.1	F O	S*G*EWHHS-*****	
ANTITANK GUN	1.X.3.2.1.9	F O	S*G*EWG---*****	

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ORIGINAL
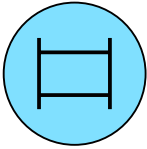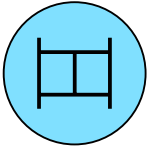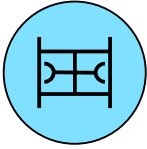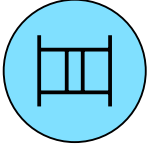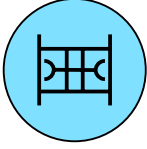
DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
ANTITANK GUN RECOILLESS	1.X.3.2.1.9.1	F O	S*G*EWGR--*****	
ANTITANK GUN LIGHT	1.X.3.2.1.9.2	F O	S*G*EWGL--*****	
ANTITANK GUN MEDIUM	1.X.3.2.1.9.3	F O	S*G*EWGM--*****	
ANTITANK GUN HEAVY	1.X.3.2.1.9.4	F O	S*G*EWGH--*****	
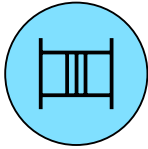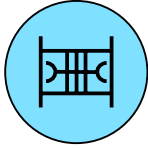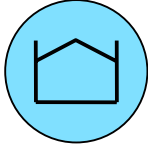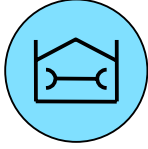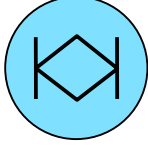
DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
DIRECT FIRE GUN	1.X.3.2.1.10	F O	S*G*EWD---*****	
DIRECT FIRE GUN LIGHT	1.X.3.2.1.10.1	F O	S*G*EWDL--*****	
DIRECT FIRE GUN LIGHT SELF-PROPELLED	1.X.3.2.1.10.1.1	F O	S*G*EWDLS-*****	
DIRECT FIRE GUN MEDIUM	1.X.3.2.1.10.2	F O	S*G*EWDM--*****	
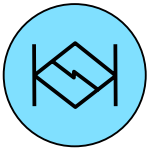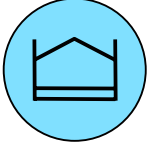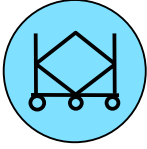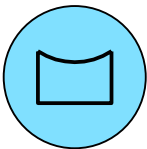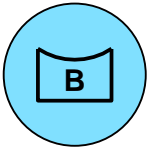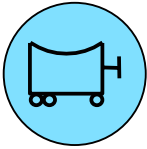
DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
DIRECT FIRE GUN MEDIUM SELF-PROPELLED	1.X.3.2.1.10.2.1	F O	S*G*EWDMS-*****	
DIRECT FIRE GUN HEAVY	1.X.3.2.1.10.3	F O	S*G*EWDH--*****	
DIRECT FIRE GUN HEAVY SELF-PROPELLED	1.X.3.2.1.10.3.1	F O	S*G*EWDHS-*****	
AIR DEFENCE GUN	1.X.3.2.1.11	F O	S*G*EWA---*****	
AIR DEFENCE GUN LIGHT	1.X.3.2.1.11.1	F	S*G*EWAL--*****	
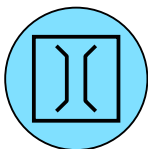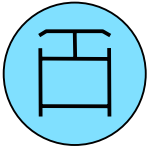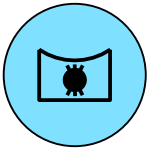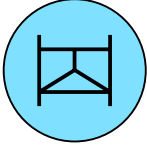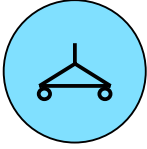
DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
		O		
AIR DEFENCE GUN MEDIUM	1.X.3.2.1.11.2	F O	S*G*EWAM-*****	
AIR DEFENCE GUN HEAVY	1.X.3.2.1.11.3	F O	S*G*EWAH-*****	
GROUND VEHICLE	1.X.3.2.2	F O	S*G*EV----*****	
ARMOURED VEHICLE	1.X.3.2.2.1	F	S*G*EVA---*****	

ORIGINAL
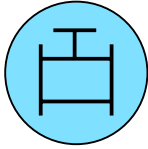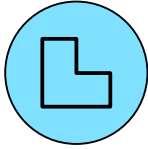
DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
TANK	1.X.3.2.2.1.1	F O	S*G*EVAT--***** **	
TANK LIGHT	1.X.3.2.2.1.1.1	F O	S*G*EVATL-*****	
TANK LIGHT RECOVERY	1.X.3.2.2.1.1.1.1	F O	S*G*EVATW-*****	
TANK MEDIUM	1.X.3.2.2.1.1.2	F O	S*G*EVATM-*****	
TANK MEDIUM RECOVERY	1.X.3.2.2.1.1.2.1	F O	S*G*EVATX-*****	
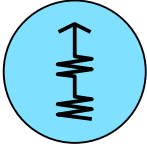
DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
TANK HEAVY	1.X.3.2.2.1.1.3	F O	S*G*EVATH-*****	
TANK HEAVY RECOVERY	1.X.3.2.2.1.1.3.1	F O	S*G*EVATY-*****	
ARMOURED PERSONNEL CARRIER	1.X.3.2.2.1.2	F O	S*G*EVAA--*****	
ARMOURED PERSONNEL CARRIER RECOVERY	1.X.3.2.2.1.2.1	F O	S*G*EVAAR-*****	
ARMOURED INFANTRY	1.X.3.2.2.1.3	F O	S*G*EVAI--*****	

DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
C2V/ACV	1.X.3.2.2.1.4	F O	S*G*EVAC--*****	
COMBAT SERVICE SUPPORT VEHICLE	1.X.3.2.2.1.5	F O	S*G*EVAS--*****	
LIGHT ARMOURED VEHICLE	1.X.3.2.2.1.6	F O	S*G*EVAL--*****	
UTILITY VEHICLE	1.X.3.2.2.2	F O	S*G*EVU---*****	
BUS	1.X.3.2.2.2.1	F O	S*G*EVUB--*****	
SEMI	1.X.3.2.2.2.2	F	S*G*EVUS--*****	
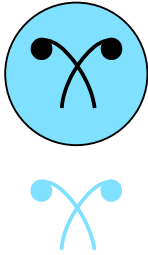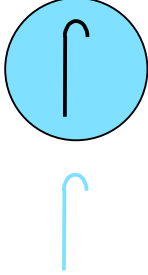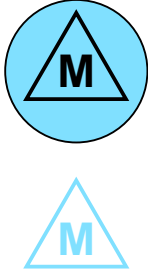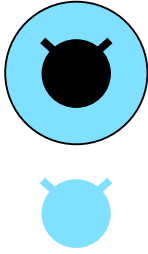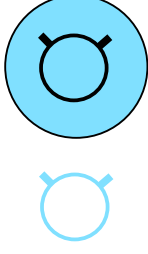
DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
		O		
LIMITED CROSS-COUNTRY TRUCK	1.X.3.2.2.2.3	F / O	S*G*EVUL--*****	
CROSS-COUNTRY TRUCK	1.X.3.2.2.2.4	F / O	S*G*EVUX--*****	
WATER CRAFT	1.X.3.2.2.2.5	F / O	S*G*EVUR--*****	
ENGINEER VEHICLE	1.X.3.2.2.3	F / O	S*G*EVE---*****	
BRIDGE	1.X.3.2.2.3.1	F / O	S*G*EVEB--*****	
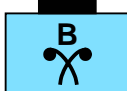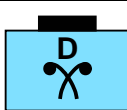
DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
EARTHMOVER	1.X.3.2.2.3.2	F O	S*G*EVEE--*****	
MULTI-FUNCTIONAL EARTHMOVER/ DIGGER	1.X.3.2.2.3.2 .1	F O	S*G*EVEE--*****	
CONSTRUCTION VEHICLE	1.X.3.2.2.3.3	F O	S*G*EVEC--*****	
MINE LAYING VEHICLE	1.X.3.2.2.3.4	F O	S*G*EVEM--*****	
ARMOURED VEHICLE MOUNTED	1.X.3.2.2.3.4.1	F O	S*G*EVEMA-*****	
TRAILER MOUNTED	1.X.3.2.2.3.4.2	F	S*G*EVEMT-*****	
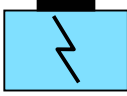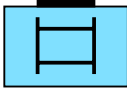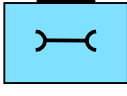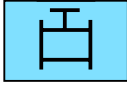
DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
		O		
ARMOURED CARRIER WITH SCATTERABLE MINES	1.X.3.2.2.3.4.5	F / O	S*G*EVEMSM*****	
DOZER	1.X.3.2.2.3.5	F / O	S*G*EVED--*****	
DRILLING VEHICLE	1.X.3.2.2.3.6	F / O	S*G*EVD---*****	
TRAIN LOCOMOTIVE	1.X.3.2.2.4	F / O	S*G*EVST--*****	
CIVILIAN VEHICLE	1.X.3.2.2.5	F	S*G*EVC---*****	
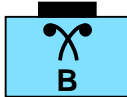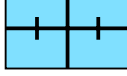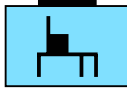
DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
		O		CIV
SENSOR	1.X.3.2.3	F O	S*G*ES----*****	
RADAR	1.X.3.2.3.1	F O	S*G*ESR---*****	
EMPLACED SENSOR	1.X.3.2.3.2	F O	S*G*ESE---*****	
SPECIAL EQUIPMENT	1.X.3.2.4			
LASER	1.X.3.2.4.1	F O	S*G*EXL---*****	

DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
CBRN EQUIPMENT	1.X.3.2.4.2	F O	S*G*EXN---*****	
FLAME THROWER	1.X.3.2.4.3	F O	S*G*EXF---*****	
LAND MINES	1.X.3.2.4.4	F O	S*G*EXM---*****	
LAND MINES, LETHAL	1.X.3.2.4.4.1	F O	S*G*EXMC--*****	
LESS THAN LETHAL	1.X.3.2.4.4.2	F O	S*G*EXML--*****	
INSTALLATION	1.X.3.3	F	S*G*I-----H****	

DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
RAW MATERIAL PRODUCTION/ STORAGE	1.X.3.3.1	F	S*G*IR----H****	PS RM
MINE	1.X.3.3.1.1	F	S*G*IRM---H****	
PETROLEUM/GAS/ OIL	1.X.3.3.1.2	F	S*G*IRP---H****	
CBRN	1.X.3.3.1.3	F	S*G*IRN---H****	
BIOLOGICAL	1.X.3.3.1.3.1	F	S*G*IRNB--H****	B
CHEMICAL	1.X.3.3.1.3.2	F	S*G*IRNC--H****	C
NUCLEAR	1.X.3.3.1.3.3	F	S*G*IRNN--H****	N
PROCESSING FACILITY	1.X.3.3.2	F	S*G*IP----H****	PROC FAC
DECON	1.X.3.3.2.1	F	S*G*IPD---H****	D
EQUIPMENT MANUFACTURE	1.X.3.3.3	F	S*G*IE---H****	
SERVICE, RESEARCH, UTILITY FACILITY	1.X.3.3.4	F	S*G*IU----H****	UTIL
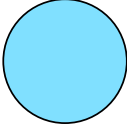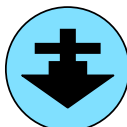
DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
TECHNOLOGICAL RESEARCH FACILITY	1.X.3.3.4.1	F	S*G*IUR---H****	R&D
TELECOMMUNICATIONS FACILITY	1.X.3.3.4.2	F	S*G*IUT---H****	
ELECTRIC POWER FACILITY	1.X.3.3.4.3	F	S*G*IUE---H****	
PUBLIC WATER SERVICES	1.X.3.3.4.4	F	S*G*IUP---H****	
MILITARY MATERIEL FACILITY	1.X.3.3.5			
ATOMIC ENERGY PRODUCTION	1.X.3.3.5.1	F	S*G*IMF---H****	
AIRCRAFT PRODUCTION & ASSEMBLY	1.X.3.3.5.2	F	S*G*IMA---H****	
AMMUNITION AND EXPLOSIVES PRODUCTION	1.X.3.3.5.3	F	S*G*IME---H****	
ARMAMENT PRODUCTION	1.X.3.3.5.4	F	S*G*IMG---H****	
MILITARY VEHICLE PRODUCTION	1.X.3.3.5.5	F	S*G*IMV---H****	
ENGINEERING EQUIPMENT PRODUCTION	1.X.3.3.5.6	F	S*G*IMN---H****	
BRIDGE	1.X.3.3.5.6.1	F	S*G*IMNB--H****	
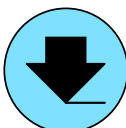
DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
CHEMICAL & BIOLOGICAL WARFARE PRODUCTION	1.X.3.3.5.7	F	S*G*IMC---H****	
SHIP CONSTRUCTION	1.X.3.3.5.8	F	S*G*IMS---H****	
MISSILE & SPACE SYSTEM PRODUCTION	1.X.3.3.5.9	F	S*G*IMM---H****	
GOVERNMENT LEADERSHIP	1.X.3.3.6	F	S*G*IG----H****	
MILITARY BASE/FACILITY	1.X.3.3.7	F	S*G*IB----H****	
AIRPORT/ AIRBASE	1.X.3.3.7.1	F	S*G*IBA---H****	
SEAPORT/NAVAL BASE	1.X.3.3.7.2	F	S*G*IBN---H****	
TRANSPORT FACILITY	1.X.3.3.8	F	S*G*IT----H****	
MEDICAL FACILITY	1.X.3.3.9	F	S*G*IX----H****	
HOSPITAL	1.X.3.3.9.1	F	S*G*IXH---H****	
SEA SURFACE INSTALLATION	1.X.3.4			
SEA SURFACE INSTALLATION, OIL RIG / PLATFORM	1.X.3.4.1	F	S*G*IRSR--H****	
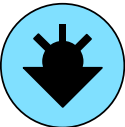
APPENDIX 4 TO ANNEX D
ICON SET SEA SURFACE

General

D4 0101.   This Appendix covers the icon set SEA SURFACE. For ease of comparison, all icons are shown in affiliation "friend".
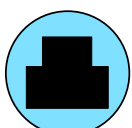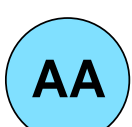
DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
SEA SURFACE TRACK	1.X.4	F	S*S*------*****	
COMBATANT	1.X.4.1	F	S*S*C-----*****	
LINE	1.X.4.1.1	F	S*S*CL----*****	
CARRIER	1.X.4.1.1.1	F	S*S*CLCV--*****	
BATTLESHIP	1.X.4.1.1.2	F	S*S*CLBB--*****	BB
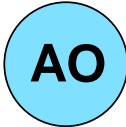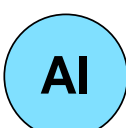
DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
CRUISER	1.X.4.1.1.3	F	S*S*CLCC--*****	CC
DESTROYER	1.X.4.1.1.4	F	S*S*CLDD--*****	DD
FRIGATE/ CORVETTE	1.X.4.1.1.5	F	S*S*CLFF--*****	FF
AMPHIBIOUS WARFARE SHIP	1.X.4.1.2	F	S*S*CA----*****	⬇
ASSAULT VESSEL	1.X.4.1.2.1	F	S*S*CALA--*****	LHA
LANDING SHIP	1.X.4.1.2.2	F	S*S*CALS--*****	LS
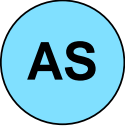
DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
LANDING CRAFT	1.X.4.1.2.3	F	S*S*CALC--*****	LC
MINE WARFARE VESSEL	1.X.4.1.3	F	S*S*CM----*****	
MINELAYER	1.X.4.1.3.1	F	S*S*CMML--*****	ML
MINESWEEPER	1.X.4.1.3.2	F	S*S*CMMS--*****	MS
MINEHUNTER	1.X.4.1.3.3	F	S*S*CMMH--*****	MH
MCM SUPPORT	1.X.4.1.3.4	F	S*S*CMMS--*****	MCS

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ORIGINAL
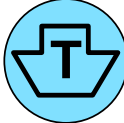
DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
MCM DRONE	1.X.4.1.3.5	F	S*S*CMMD--*****	MSD
PATROL	1.X.4.1.4	F	S*S*CP----*****	
ANTI SUBMARINE WARFARE	1.X.4.1.4.1	F	S*S*CPSB--*****	PC
ANTI SURFACE WARFARE	1.X.4.1.4.2	F	S*S*CPSU--*****	
HOVERCRAFT	1.X.4.1.5	F	S*S*CH----*****	
NAVY GROUP	1.X.4.1.6			
NAVY TASK FORCE	1.X.4.1.6.1	F	S*S*GF----*****	TF

DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
NAVY TASK GROUP	1.X.4.1.6.2	F	S*S*GG----*****	
NAVY TASK UNIT	1.X.4.1.6.3	F	S*S*GU----*****	
NAVY TASK ELEMENT	1.X.4.1.6.4	F	S*S*GE----*****	
CONVOY	1.X.4.1.6.5	F	S*S*GC----*****	
NONCOMBATANT	1.X.4.2	F	S*S*N-----*****	
UNDERWAY REPLENISHMENT	1.X.4.2.1	F	S*S*NR----*****	

DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
UNDERWAY REPLENISHMENT, AMMO	1.X.4.2.1.1	F	S*S*NRA---*****	AE
UNDERWAY REPLENISHMENT, OIL	1.X.4.2.1.2	F	S*S*NOT---*****	AO
FLEET SUPPORT, TUG, OCEAN GOING	1.X.4.2.2	F	S*S*NFT---*****	AT
INTELLIGENCE	1.X.4.2.3	F	S*S*NI----*****	AI
HOSPITAL SHIP	1.X.4.2.4	F	S*S*NM----*****	AH
REPAIR SHIP	1.X.4.2.5	F	S*S*NR----*****	AR

DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
SUBMARINE TENDER	1.X.4.2.6	F	S*S*NTS---*****	AS
HOVERCRAFT	1.X.4.2.7	F	S*S*NH----*****	
SERVICE & SUPPORT HARBOUR	1.X.4.2.8	F	S*S*NS----*****	YT
SEA SURFACE TRACK NONMILITARY	1.X.4.3			
MERCHANT	1.X.4.3.1	F / O	S*S*XM----*****	
CARGO, GENERAL	1.X.4.3.1.1	F	S*S*XMC---*****	A

DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
		O		
ROLL ON-ROLL OFF	1.X.4.3.1.2	F	S*S*XME---*****	
		O		
OILER/TANKER	1.X.4.3.1.3	F	S*S*XMO---*****	
		O		
TUG	1.X.4.3.1.4	F	S*S*XMT---*****	

DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
		O		
FERRY	1.X.4.3.1.5	F / O	S*S*XMF---*****	
PASSENGER SHIP	1.X.4.3.1.6	F / O	S*S*XMP---*****	
HAZARDOUS MATERIALS TRANSPORT SHIP	1.X.4.3.1.7	F	S*S*XMHZ--*****	

DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
		O		
DREDGE	1.X.4.3.1.8	F O	S*S*XMD---*****	
FISHING VESSEL	1.X.4.3.2	F O	S*S*XF----*****	
DRIFTER	1.X.4.3.2.1	F	S*S*XMDF--*****	

ORIGINAL

DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
		O		
TRAWLER	1.X.4.3.2.2	F	S*S*XMTR--*****	
		O		
LEISURE CRAFT	1.X.4.3.3	F	S*S*XR----*****	
		O		
LAW ENFORCEMENT VESSEL	1.X.4.3.4	F	S*S*XL----*****	

DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
		O		
HOVERCRAFT	1.X.4.3.5	F	S*S*XH----*****	
		O		
OWN SHIP	1.X.4.4	F	S*S*O-----*****	
EMERGENCY	1.X.4.5			
DITCHED AIRCRAFT	1.X.4.5.1	F	S*S*ED----*****	
PERSON IN WATER	1.X.4.5.2	F	S*S*EP----*****	
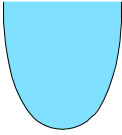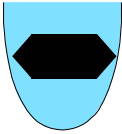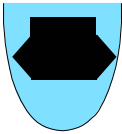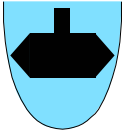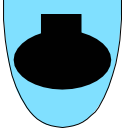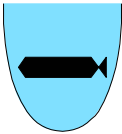
DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
DISTRESSED VESSEL	1.X.4.5.3	F	S*S*EV----*****	
HAZARD	1.X.4.6			
SEA MINELIKE	1.X.4.6.1	F	S*S*ZM----*****	
NAVIGATIONAL	1.X.4.6.2	-	S*S*ZN----*****	
ICEBERG	1.X.4.6.3	F	S*S*ZI----*****	
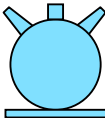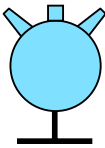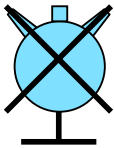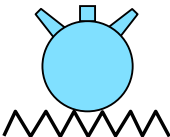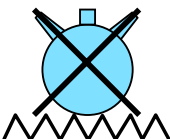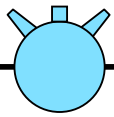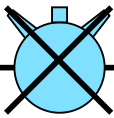
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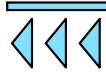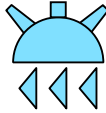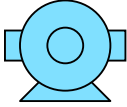
APPENDIX 5 TO ANNEX D
ICON SET SEA SUBSURFACE

General

D5 0101.   This Appendix covers the icon set SEA SUBSURFACE. For ease of comparison, all icons are shown in affiliation "friend".

DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
SUBSURFACE TRACK	1.X.5	F	S*U*------*****	
SUBMARINE	1.X.5.1	F	S*U*S-----*****	
NUCLEAR PROPULSION	1.X.5.1.1	F	S*U*SN----*****	
CONVENTIONAL PROPULSION	1.X.5.1.2	F	S*U*SC----*****	
OTHER SUBMERSIBLE	1.X.5.1.3	F	S*U*SO----*****	
UNDERWATER WEAPON	1.X.5.2	F	S*U*W-----*****	**WPN**
TORPEDO	1.X.5.2.1	F	S*U*WT----*****	
SEA MINE	1.X.5.2.2	F	S*U*WM----*****	

ORIGINAL

DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
SEA MINE DEALT	1.X.5.2.2.1	F	S*U*WMD---*****	
SEA MINE (GROUND)	1.X.5.2.2.2	F	S*U*WMG---*****	
SEA MINE (GROUND) DEALT	1.X.5.2.2.2.1	F	S*U*WMGD--*****	
SEA MINE (MOORED)	1.X.5.2.2.3	F	S*U*WMM---*****	
SEA MINE (MOORED DEALT	1.X.5.2.2.3.1	F	S*U*WMMD-- *****	
SEA MINE (FLOATING)	1.X.5.2.2.4	F	S*U*WMF---*****	
SEA MINE (FLOATING) DEALT	1.X.5.2.2.4.1	F	S*U*WMFD--*****	
SEA MINE (IN OTHER POSITION)	1.X.5.2.2.5	F	S*U*WMO---*****	
SEA MINE (IN OTHER POSITION) DEALT	1.X.5.2.2.5.1	F	S*U*WMOD--*****	
DRONE (UUV)	1.X.5.2.3	F	S*U*WV----*****	

DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
UNDERWATER DECOY	1.X.5.3	F	S*U*WD----*****	
SEA MINE DECOY	1.X.5.3.1	F	S*U*WDM---*****	
NON-SUBMARINE	1.X.5.4	F	S*U*N-----*****	
DIVER	1.X.5.4.1	F	S*U*ND----*****	
BOTTOM RETURN/NOMBO	1.X.5.4.2			
SEABED INSTALLATION/ MANMADE	1.X.5.4.2.1		S*U*NBS---*****	
SEABED ROCK/STONE, OBSTACLE, OTHER	1.X.5.4.2.2	-	S-U*NBR---*****	
WRECK	1.X.5.4.2.3	-	S-U*NBW---*****	
MARINE LIFE	1.X.5.4.3	-	S-U*NM----*****	
SEA ANOMALY	1.X.5.4.4	-	S-U*NA----*****	

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APPENDIX 6 TO ANNEX D
ICONS SPECIAL FORCES

General
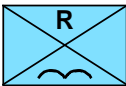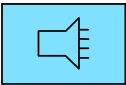
D6 0101.   This Appendix covers the icon set SPECIAL FORCES. For ease of comparison, all icons are shown in affiliation "friend".

DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
SPECIAL OPERATIONS FORCE (SOF) UNIT	1.X.6	F	S*F*------*****	SOF
SOF AVIATION	1.X.6.1			
SOF AVIATION FIXED WING	1.X.6.1.1	F	S*F*AF----*****	SOF
SOF AVIATION FIXED WING ATTACK	1.X.6.1.1.1	F	S*F*AFA---*****	SOF A
SOF AVIATION FIXED WING REFUEL	1.X.6.1.1.2	F	S*F*AFK---*****	SOF K
SOF AVIATION FIXED WING UTILITY	1.X.6.1.1.3	F	S*F*AFU---*****	SOF U
SOF AVIATION FIXED WING UTILITY (LIGHT)	1.X.6.1.1.3.1	F	S*F*AFUL--*****	SOF L

DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
SOF AVIATION FIXED WING UTILITY (MEDIUM)	1.X.6.1.1.3.2	F	S*F*AFUM--*****	SOF M
SOF AVIATION FIXED WING UTILITY (HEAVY)	1.X.6.1.1.3.3	F	S*F*AFUH--*****	SOF H
SOF AVIATION VSTOL	1.X.6.1.2	F	S*F*AV----*****	SOF VSTOL
SOF AVIATION ROTARY WING	1.X.6.1.3	F	S*F*AH----*****	SOF
SOF AVIATION ROTARY WING COMBAT SEARCH AND RESCUE	1.X.6.1.3.1	F	S*F*AHH---*****	SOF H
SOF AVIATION ROTARY WING ATTACK	1.X.6.1.3.2	F	S*F*AHA---*****	SOF A
SOF AVIATION ROTARY WING UTILITY	1.X.6.1.3.3	F	S*F*AHU---*****	SOF U
SOF AVIATION ROTARY WING UTILITY (LIGHT)	1.X.6.1.3.3.1	F	S*F*AHUL--*****	SOF L

ORIGINAL

DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
SOF AVIATION ROTARY WING UTILITY (MEDIUM)	1.X.6.1.3.3.2	F	S*F*AHUM--*****	
SOF AVIATION ROTARY WING UTILITY (HEAVY)	1.X.6.1.3.3.3	F	S*F*AHUH--*****	
SOF UNIT NAVAL	1.X.6.2	F	S*F*SN----*****	
SOF UNIT NAVAL SEAL	1.X.6.2.1	F	S*F*SNS---*****	
SOF UNIT NAVAL UNDERWATER DEMOLITION TEAM	1.X.6.2.2	F	S*F*SNU---*****	
SOF UNIT NAVAL SPECIAL BOAT	1.X.6.2.3	F	S*F*SNB---*****	
SOF UNIT NAVAL SPECIAL SSNR	1.X.6.2.4	F	S*F*SNN---*****	
SOF UNIT GROUND	1.X.6.3	F	S*F*G-----*****	

ORIGINAL

DESCRIPTION	HIERARCHY	FRAME	SYM-ID	SYMBOL
SOF UNIT GROUND SPECIAL FORCES	1.X.6.3.1	F	S*F*GS----*****	**SF**
SOF UNIT GROUND RANGER	1.X.6.3.2	F	S*F*GSR---*****	R
SOF UNIT PSYCHOLOGICAL OPERATIONS (PSYOPS)	1.X.6.3.3	F	S*F*GSP---*****	
SOF UNIT PSYOPS FIXED WING AVIATION	1.X.6.3.3.1	F	S*F*GSPA--*****	
SOF UNIT GROUND CIVIL AFFAIRS	1.X.6.3.4	F	S*F*GCA---*****	**CA**
SOF UNIT SUPPORT	1.X.6.4	F	S*F*GB----*****	**SOF SPT**

ORIGINAL

ANNEX E – TACTICAL GRAPHICS

Scope

E0101.   This Annex provides operational information in the form of tactical graphics related to battlespace geometry. These graphics are necessary for battlefield planning and management, but cannot be presented as icon-based symbols alone.

Battlespace geometry

E0102.   Battlespace geometry includes tasks, control measures, points, areas, lines, aviation manoeuvre graphics, deception graphics, offence manoeuvre graphics, special manoeuvre graphics, mobility/survivability, fire support graphics, combat service support, command and control, and NA5CRO, along with the symbols/icons presented in the publication including the use of text and indicators to convey operational information which cannot be presented via symbols/icons alone. The rules for generation and display, including optional use of colour, follow the guidelines presented previously unless stated otherwise in this section. The ID coding is presented in appendix B. Battlespace geometry codes used in symbol ID code position 3, Battle Dimension are T (tasks), C (control measures), and O (NA5CRO).

NOTE: The numbers displayed within the battlespace graphics are used as examples and not as specific parts of the graphic. They are shown to designate place holders.
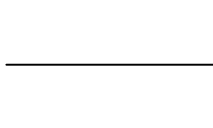
Figure E-1. Tactical graphics.		
DESCRIPTION	HIERARCHY SYMBOL ID	BATTLESPACE GRAPHIC
Tactical Graphics	2.X	
Tasks	2.X.1	
Task Graphics	2.X.1.1	
Block A tactical task assigned to a unit which requires it to deny the enemy access to a given area or to prevent enemy advance in a given direction or an avenue of approach. It may be for a specified time. Units assigned this mission may have to retain terrain and accept decisive engagement. **2.** An obstacle effect that integrates fire planning and obstacle effort to stop an attacker on a specific avenue of approach or to prevent an enemy from exiting an engagement area.	2.X.1.1.1 G*T*GB---- *****	
Breach	2.X.1.1.2	

E -1
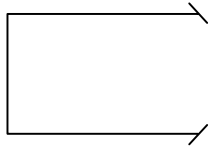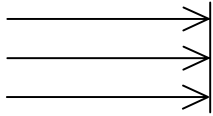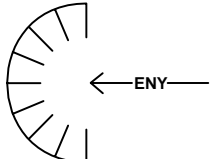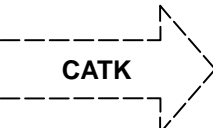
	HIERARCHY	
DESCRIPTION	SYMBOL ID	BATTLESPACE GRAPHIC
A tactical task where any means available are employed to break through or secure a passage through an enemy defence, obstacle, minefield, or fortification.	G*T*GH----*****	
Bypass A tactical task which involves manoeuvring around an obstacle, position, or enemy force to maintain the momentum of advance. Bypassed obstacles and enemy forces are reported to higher HQ.	2.X.1.1.3 G*T*GY----*****	
Canalize To restrict operations to a narrow zone by use of existing or reinforcing obstacles or by fire or bombing. (Army)--A tactical task used to restrict operations to a narrow zone by the use of obstacles, fires, and/or unit manoeuvring or positioning.	2.X.1.1.4 G*T*GC----*****	
Clear To clear the air to gain either temporary or permanent air superiority or control in a given sector. (Army)--**1.** A tactical task to remove all enemy forces from a specific location, area, or zone. **2.** To eliminate transmissions on a tactical radio net in order to allow a higher precedence transmission to occur. **3.** The total elimination or neutralization of an obstacle that is usually performed by follow-on engineers and is not done under fire.	2.X.1.1.5 G*T*GX----*****	
Contain To stop, hold, or surround the forces of the enemy or to cause the enemy to centre activity on a given front and to prevent his withdrawing any part of his forces for use elsewhere. (Army)--A tactical task to restrict enemy movement.	2.X.1.1.6 G*T*GJ----*****	
Counterattack (CATK) A form of offensive operation in which an attack by a part or all of a defending force is made against an enemy attacking force, for such specific purposes as regaining ground lost, cutting off or destroying lead enemy units, and with the general objective of regaining the initiative and denying the enemy the attainment of his goal or purpose in attacking.	2.X.1.1.7 G*T*GK----*****	
Counterattack By Fire	2.X.1.1.7.1	

Figure E-1. Tactical graphics.
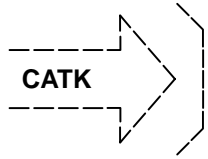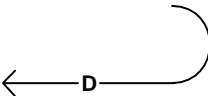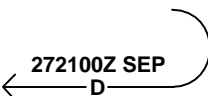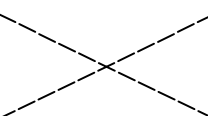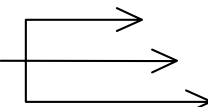
Figure E-1. Tactical graphics.		
DESCRIPTION	**HIERARCHY**	BATTLESPACE GRAPHIC
	SYMBOL ID	
	G*T*GKF--- *****	
Delay **1.** The ground distance from a point directly beneath the aircraft to the beginning of the area of radar scan. **2.** In radar, the electronic delay of the start of the time base used to select a particular segment of the total. **3.** A report from the firing ship to the observer or the spotter to inform that the ship will be unable to provide the requested fire immediately. It will normally be followed by the estimated duration of the delay.	2.X.1.1.8 G*T*GL----*****	
Delay (until a specified time)	2.X.1.1.8.1 G*T*GLT--- *****	
Destroy **1.** A tactical task to physically render an enemy force combat-ineffective unless it is reconstituted. **2.** To render a target so damaged that it cannot function as intended nor be restored to a usable condition without being entirely rebuilt. In aviation missions, requires 70 percent incapacitation/destruction of enemy force. In artillery, requires 30 percent incapacitation/destruction of enemy force.	2.X.1.1.9 G*T*GD---- *****	
Disrupt A tactical task or obstacle effect (that integrates fire planning and obstacle effort) that breaks apart an enemy's formation and tempo, interrupts the enemy's time table, causes premature commitment of forces, and/or splinters their attack.	2.X.1.1.10 G*T*GT----*****	
Fix A tactical task in which actions are taken to prevent the enemy from moving any part of his forces from a specific location and/or for a specific period of time by holding or surrounding them to prevent their withdrawal for use elsewhere	2.X.1.1.11 G*T*GF----*****	
Follow and Assume	2.X.1.1.12	
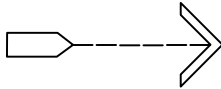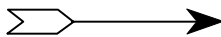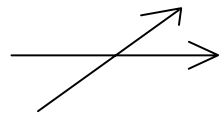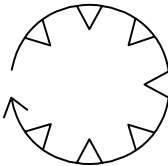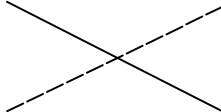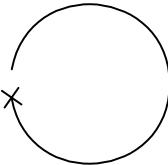
E -3

Figure E-1. Tactical graphics.		
DESCRIPTION	**HIERARCHY** **SYMBOL ID**	**BATTLESPACE GRAPHIC**
An operation in which a committed force follows a force conducting an offensive operation, and is prepared to continue the mission of the force it is following when that force is fixed, attrited, or otherwise unable to continue. Such a force is not a reserve but is committed to accomplish specified tasks.	G*T*GA---- *****	
Follow and Support An operation in which a committed force follows and supports the mission accomplishment of a force conducting an offensive operation. Such a force is not a reserve, but is committed to accomplish specified tasks.	2.X.1.1.12.1 G*T*GAS--- *****	
Interdict To divert, disrupt, delay, or destroy enemy's surface military potential before it can be used effectively against friendly forces. (Army)--Using fire support or manoeuvre forces; **1.** To seal off an area by any means; to deny use of a route or approach. **2.** To carry out a tactical task to prevent, hinder, or delay the use of an area or route by enemy forces.	2.X.1.1.13 G*T*GI----*****	
Isolate A tactical task given to a unit to seal off (both physically and psychologically) an enemy from its sources of support, to deny an enemy freedom of movement, and prevent an enemy unit from having contact with other enemy forces. An enemy must not be allowed sanctuary within its present position.	2.X.1.1.14 G*T*GE----*****	
Neutralize As pertains to military operations, to render ineffective or unusable. (Army)--**1.** To render enemy personnel or material incapable of interfering with a particular operation. **2.** To render safe mines, bombs, missiles, and booby traps. **3.** To make harmless anything contaminated with a chemical agent.	2.X.1.1.15 G*T*GN---- *****	
Occupy **1.** A tactical task in which a force moves onto an objective, key terrain, or other manmade or natural terrain area without opposition and controls that entire area. **2.** To remain in an area and retain control of that area.	2.X.1.1.16 G*T*GO---- *****	
Penetrate	2.X.1.1.17	
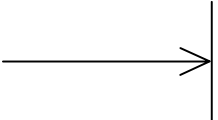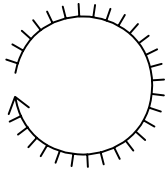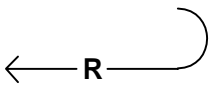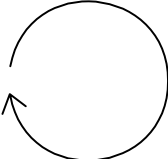
DESCRIPTION	HIERARCHY SYMBOL ID	BATTLESPACE GRAPHIC
Figure E-1. Tactical graphics.		
In land operations, the breaking through of the enemy's defence and disrupting the defensive system.	G*T*GP----*****	
Relief In Place (RIP) An operation in which, by direction of higher authority, all or part of a unit is replaced in an area by the incoming unit. The responsibilities of the replaced elements for the mission and the assigned zone of operations are transferred to the incoming unit. The incoming unit continues the operation as ordered.	2.X.1.1.18 G*T*GR---- *****	**RIP**
Retain When used in the context of deliberate planning, the directed command will keep the referenced operation plan, operation plan in concept format, or concept summary and any associated Joint Operation Planning System or Joint Operation Planning and Execution System automated data processing files in an inactive library or status. The plan and its associated files will not be maintained unless directed by follow-on guidance. (Army)--A tactical task to occupy and hold a terrain feature to ensure it is free of enemy occupation or use.	2.X.1.1.19 G*T*GQ---- *****	
Retirement An operation in which a force out of contact moves away from the enemy. Army--A form of retrograde operations; a directed, rearward movement by a force that is not in contact with the enemy and does not anticipate significant contact with the enemy.	2.X.1.1.20 G*T*GM---- *****	R
Secure In an operational context, to gain possession of a position or terrain feature, with or without force, and to make such disposition as will prevent, as far as possible, his destruction or loss by enemy action. Army--A tactical task to gain possession of a position or terrain feature, with or without force, and to deploy in a manner which prevents its destruction or loss to enemy action.	2.X.1.1.21 G*T*GS----*****	
Security (screen)	2.X.1.1.21.1 G*T*GSS--- *****	S☐S
Security (guard)	2.X.1.1.21.2	
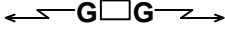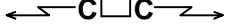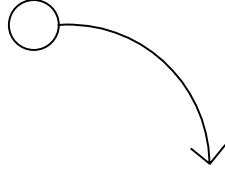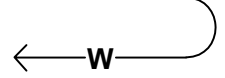
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
	G*T*GSG---*****	←↯—G☐G—↯→
Security (cover)	2.X.1.1.21.3	
	G*T*GSC---*****	←↯—C☐C—↯→
Seize A tactical task to clear a designated area and obtain control of it.	2.X.1.1.22	
	G*T*GZ---*****	
Withdraw A planned operation in which a force in contact disengages from an enemy force. Army--A tactical task where a force in contact plans to disengage from the enemy and move in a direction away from the enemy.	2.X.1.1.23	
	G*T*GW----*****	←——W——
Withdraw Under Pressure	2.X.1.1.23.1	
	G*T*GWP---*****	←——WP——
Control Measures Directives given graphically or orally by a commander to subordinate commands in order to assign responsibilities, coordinate fires and manoeuvre, and control combat operations.	2.X.2	
Manoeuvre Graphics	2.X.2.1	
General Manoeuvre Graphics	2.X.2.1.1	
Points	2.X.2.1.1.1	

Figure E-1. Tactical graphics.

Figure E-1. Tactical graphics.		
DESCRIPTION	HIERARCHY / SYMBOL ID	BATTLESPACE GRAPHIC
Fix	2.X.2.1.1.1.1	
Fix, Electro-Magnetic a position determined from terrestrial, electronic, or astronomical data (bearings)	2.X.2.1.1.1.1.1 G*C*MGPFE-*****	
Fix, Acoustic a position determined from terrestrial, electronic, or astronomical data (bearings)	2.X.2.1.1.1.1.2 G*C*MGPFA-*****	
Fix, Electro-Optical a position determined from terrestrial, electronic, or astronomical data (bearings)	2.X.2.1.1.1.1.3 G*C*MGPFO-*****	
Point of Interest	2.X.2.1.1.1.2 G*C*MGPI---*****	
Lines	2.X.2.1.1.2	
Boundaries **1.** A line which delineates surface areas (or airspace) for the purpose of facilitating coordination and deconfliction of operations between adjacent units, formations or areas. **2.** A control measure normally drawn along identifiable terrain features and used to delineate areas of tactical responsibility between adjacent units and between higher headquarters to the rear of the subordinate units.	2.X.2.1.1.2.1	
General Boundaries	2.X.2.1.1.2.1.1	

APP-6(B)
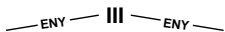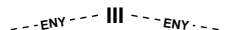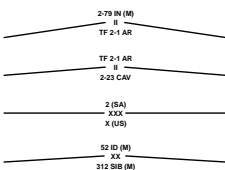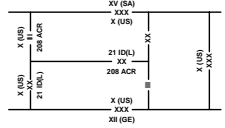
Figure E-1. Tactical graphics.		
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Friendly Present	2.X.2.1.1.2.1.1.1	
	GFC*MGLBGF* ****	—————XX—————
Friendly Planned or On Order	2.X.2.1.1.2.1.1.2	
	GFC*MGLBGO* ****	- - - - -XX- - - - -
Enemy Known	2.X.2.1.1.2.1.1.3	
	GHC*MGLBGK* ****	——ENY —— III —— ENY——
Enemy Suspected or Templated	2.X.2.1.1.2.1.1.4	
	GHC*MGLBGS* ****	- - -ENY- - - III - - -ENY - -
Lateral Boundary Control measures which define the left and right limits of a unit's zone of action or sector. Together with the rear and forward boundary and a coordinating altitude, lateral boundaries define the area of operations for a commander.	2.X.2.1.1.2.1.2	
	G*C*MGLBL- *****	2-79 IN (M) / II / TF 2-1 AR ——TF 2-1 AR—— II 2-23 CAV ——2 (SA)—— XXX X (US) ——52 ID (M)—— XX 312 SIB (M)
Forward Boundary The farthest limit, in the direction of the enemy, of an organization's responsibility. It is responsible for deep operations to that limit. The next higher headquarters is responsible for coordinating deep operations beyond that limit. In offensive operations it may move from phase line to phase line dependent on the battlefield situation.	2.X.2.1.1.2.1.3	
	G*C*MGLBF- *****	XV (SA) / XXX / X (US); X (US) / II / 208 ACR; 21 ID(L) / XX / 208 ACR; X (US) / XX / 21 ID(L); X (US) / XXX / XII (GE); X (US) / XXX
Rear Boundary	2.X.2.1.1.2.1.4	

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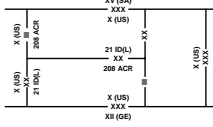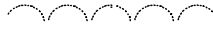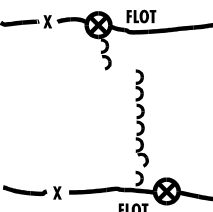
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Define the rear of a sector or zone of action assigned to a particular unit. The area behind a rear boundary belongs to the next higher commander and positioning of elements behind it must be coordinated with that commander.	G*C*MGLBR-*****	
Forward Line of Troops (FLOT) A line that indicates the most forward positions of forces in any kind of military operation at a specific time. It normally identifies the forward location of covering and screening forces. Army-- The FLOT may be at, beyond, or short of the FEBA .**Friendly Present**	2.X.2.1.1.2.2	
Friendly Planned or On Order	G*C*MGLF--*****	
Enemy Known or Confirmed		
Enemy Suspected or Templated		
Example of a Forward Line of Troops (FLOT)	Example	
Line of Contact	2.X.2.1.1.2.3	

Figure E-1. Tactical graphics.

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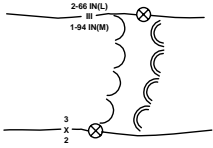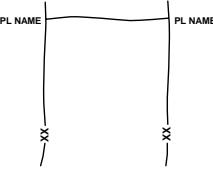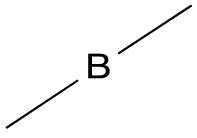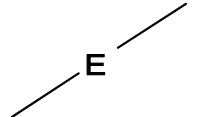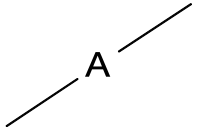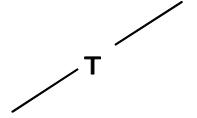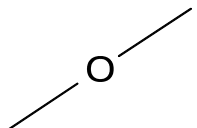
	Figure E-1. Tactical graphics.	
	HIERARCHY	
DESCRIPTION	SYMBOL ID	BATTLESPACE GRAPHIC
A general trace delineating the location where two opposing forces are engaged.	G*C*MGLL--*****	
Phase/Coordination Line A line used for control and coordination of military operations, usually a terrain feature extending across the zone of action. Army-- A line used for control and coordination of military operations. It is usually along a recognizable terrain feature extending across the sector or zone of action. Units normally report crossing PL, but do not halt unless specifically directed.	2.X.2.1.1.2.4 G*C*MGLP--*****	
Bearing Line	2.X.2.1.1.2.5 G*C*MGLE--*****	
Electronic	2.X.2.1.1.2.5.1 G*C*MGLEE-*****	
Acoustic	2.X.2.1.1.2.5.2 G*C*MGLEA-*****	
Torpedo	2.X.2.1.1.2.5.3 G*C*MGLET-*****	
Electro-Optical Intercept	2.X.2.1.1.2.5.4 G*C*MGLEO-*****	
Areas	2.X.2.1.1.3	
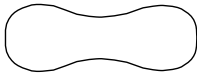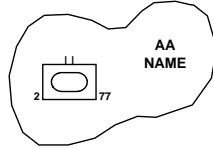
| | HIERARCHY | |
DESCRIPTION	SYMBOL ID	BATTLESPACE GRAPHIC
Unspecified Area	2.X.2.1.1.3.1	
General Area	2.X.2.1.1.3.1.1	
Friendly	2.X.2.1.1.3.1.1.1	
	GFC*MGAUAF*****	
Friendly Planned/On Order	2.X.2.1.1.3.1.1.2	
	GFC*MGAUAP*****	
Enemy Known/Confirmed	2.X.2.1.1.3.1.1.3	
	GHC*MGAUAE*****	
Enemy Suspected/Templated	2.X.2.1.1.3.1.1.4	
	GHC*MGAUAS*****	
Assembly Area **1.** An area in which a command is assembled preparatory to further action. **2.** In a supply installation, the gross area used for collecting and combining components into complete units, kits, or assemblies.	2.X.2.1.1.3.1.2 G*C*MGAUB-*****	
Occupied	2.X.2.1.1.3.1.2.1	

Figure E-1. Tactical graphics.
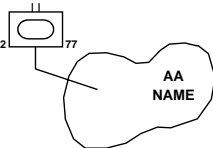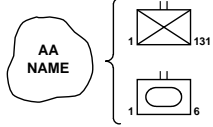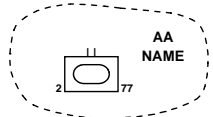
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
	G*C*MGAUBO* ****	
Occupied by Multiple Units	2.X.2.1.1.3.1.2.2	
	G*C*MGAUBM *****	
Proposed/ On Order	2.X.2.1.1.3.1.2.3	
	G*C*MGAUBR* ****	
Specified Area	2.X.2.1.1.3.2	
Drop Zone (DZ) A specific area upon which airborne troops, equipment, or supplies are airdropped by parachute.	2.X.2.1.1.3.2.1	DZ NAME
	G*C*MGASD- *****	
Extraction Zone (EZ) A specified drop zone used for the delivery of equipment and/or supplies by means of an extraction technique from an aircraft flying very close to the ground.	2.X.2.1.1.3.2.2	EZ NAME
	G*C*MGASE- *****	
Landing Zone (LZ) A specified area used for landing aircraft.	2.X.2.1.1.3.2.3	LZ NAME
	G*C*MGASL- *****	
Pickup Zone (PZ)	2.X.2.1.1.3.2.4	

Figure E-1. Tactical graphics.

Figure E-1. Tactical graphics.
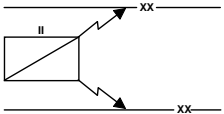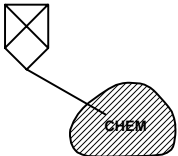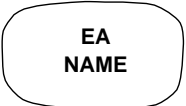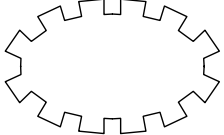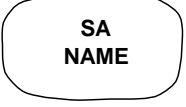
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
A geographic area used to pick up troops and/or equipment by helicopter.	G*C*MGASP-*****	PZ NAME
Search Area/Reconnaissance Area Used to depict the area within which a unit or formation is responsible for reconnaissance. As shown, the points of the arrows indicate the width of that area but *not* its forward edge.	2.X.2.1.1.3.2.5 G*C*MGASS-*****	
Limited Access Area Superimposed on the basic symbol are other symbols to indicate to what personnel or equipment the area is impassable.	2.X.2.1.1.3.2.6 G*C*MGASM-*****	
Engagement Area	2.X.2.1.1.3.2.7 G*C*MGASG-*****	EA NAME
Fortified Area	2.X2.1.1.3.2.8 G*C*MGASF-*****	
StagingArea 1. An area located between the mounting area and the objective area through which all or part of the forces pass after mounting, for the purpose of refuelling, regrouping, training, inspection and distribution of troops and materiel. 2. A general locality established for the concentration of troop units and transient personnel between movements over lines of communications. (AAP-6).	2.X.2.1.1.3.2.9 G*C*MGAST-*****	SA NAME
Aviation Manoeuvre Graphics	2.X.2.1.2	
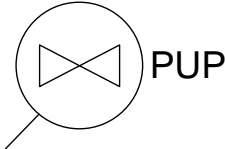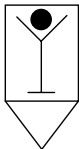
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Figure E-1. Tactical graphics.

DESCRIPTION	HIERARCHY SYMBOL ID	BATTLESPACE GRAPHIC
Aviation Points	2.X.2.1.2.1	
Air Control Point (ACP) An easily identifiable point on the terrain or an electronic navigational aid used to provide necessary control during air movement. ACP are generally designated at each point where the flight route or air corridor makes a definite change in direction and any other point deemed necessary for timing or control of the operation.	2.X.2.1.2.1.1 G*C*MAAP-- *****	**ACP 4**
Communications Checkpoint (CCP) An air control point that requires serial leaders to report either to the aviation mission commander or the terminal control facility.	2.X.2.1.2.1.2 G*C*MAAC-- *****	**CCP 8**
Pop-Up Point (PUP) The location at which aircraft quickly gain altitude for target acquisition and engagement.	2.X.2.1.2.1.3 G*C*MAAU-- *****	PUP
Downed Aircrew Pickup Point A point to where aviators will attempt to evade and escape to be recovered by friendly forces.	2.X.2.1.2.1.4 G*C*MAAD-- *****	
Aviation Lines	2.X.2.1.2.2	
Air Corridor The Air Corridor is punctuated with Air Control Points (ACP) at the appropriate places.	2.X.2.1.2.2.1 G*C*MALC-- *****	

Figure E-1. Tactical graphics.

DESCRIPTION	HIERARCHY SYMBOL ID	BATTLESPACE GRAPHIC
Example of an Air Corridor		
Minimum Risk Route (MRR) A temporary corridor of defined dimensions recommended for use by high-speed, fixed-wing aircraft that presents the minimum known hazards to low-flying aircraft transiting the combat zone. Army--An MRR is a temporary flight route recommended for USAF use. It presents the minimum known hazards to low-flying aircraft in the control zone (CZ). The MRR must be approved by the airspace control authority and avoids fire support targets such as air defence weapons, landing zones, pick-up zones, FARP, and Army airfields.	2.X.2.1.2.2.2 G*C*MALM-- *****	
Standard-Use Army Aircraft Flight Route (SAAFR) Routes which are established below the coordinating altitude to facilitate the movement of Army aviation assets. Normally, these routes are located in the corps through brigade rear area of operations.	2.X.2.1.2.2.3 G*C*MALS-- *****	
Unmanned Aerial Vehicle (UAV) Route An unmanned vehicle capable of being controlled from a distant location through a communication link. It is normally designed to be recoverable.	2.X.2.1.2.2.4 G*C*MALU-- *****	
Low Level Transit Route (LLTR) A temporary corridor of defined dimensions established in the forward area to minimize the risk to friendly aircraft from friendly air defences or surface forces.	2.X.2.1.2.2.5 G*C*MALL-- *****	
Identification Friend or Foe (IFF) On Line A line where equipment that has an IFF system turns that system on for an automatic response that distinguishes it from enemy systems.	2.X.2.1.2.2.6 G*C*MALIN- *****	
Identification Friend or Foe (IFF) Off Line A line where equipment that has an IFF system turns that system off, no	2.X.2.1.2.2.7	

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	HIERARCHY	
DESCRIPTION	SYMBOL ID	BATTLESPACE GRAPHIC
longer providing an automatic response that distinguishes it from enemy systems.	G*C*MALIF-*****	**IFF OFF** **IFF OFF**
Aviation Areas	2.X.2.1.2.3	
Restricted Operations Zone (ROZ) A volume of airspace of defined dimensions designated for a specific operational mission. Entry into that zone is authorized only by the originating headquarters.	2.X.2.1.2.3.1 G*C*MAVR--*****	**ROZ** **(Unit ID)** **MIN ALT:** **MAX ALT:** **TIME FROM:** **TIME TO:**
Forward Area Air Defence Zone (FAADEZ)	2.X.2.1.2.3.2 G*C*MAVF--*****	**FAADEZ** **(Unit ID)** **MIN ALT:** **MAX ALT:** **TIME FROM:** **TIME TO:**
High Density Airspace Control Zone (HIDACZ) Airspace designated in an airspace control plan or airspace control order in which there is a concentrated employment of numerous and varied weapons and airspace users. A high-density airspace control zone has defined dimensions which usually coincide with geographical features or navigational aids. Access to a high-density airspace control zone is normally controlled by the manoeuvre commander. The manoeuvre commander can also direct a more restrictive weapons status within the high-density airspace control zone.	2.X.2.1.2.3.3 G*C*MAVH--*****	**HIDACZ** **(Unit ID)** **MIN ALT:** **MAX ALT:** **TIME FROM:** **TIME TO:**
Missile Engagement Zone (MEZ) **1.** High-Altitude Missile Engagement Zone (HIMEZ). In air defence, that airspace of defined dimensions within which the responsibility for engagement of air threats normally rests with high-altitude surface-to-air missiles. **2.** Low-Altitude Missile Engagement Zone (LOMEZ). In air defence, that airspace of defined dimensions within which the responsibility for engagement of air treats normally rests with low to medium altitude surface-to-air missiles. **3.** In air defence, that airspace of defined dimensions within which the responsibility for engagement of air threats normally rests with short-range air defence weapons. It may be established within a low or high altitude missile engagement. **4.** Joint Engagement Zone (JEZ). In air defence, that airspace of defined dimensions within which multiple air defence systems (surface-to-air missiles and aircraft) are simultaneously employed to engage air threats.	2.X.2.1.2.3.4 G*C*MAVM--*****	**MEZ** **(Unit ID)** **MIN ALT:** **MAX ALT:** **TIME FROM:** **TIME TO:**
Low Altitude MEZ	2.X.2.1.2.3.4.1	
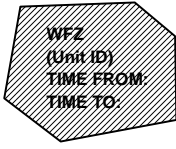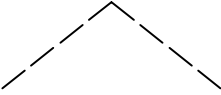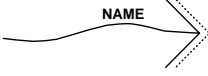
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
	G*C*MAVML-*****	LOMEZ (Unit ID) MIN ALT: MAX ALT: TIME FROM: TIME TO:
High Altitude MEZ	2.X.2.1.2.3.4.2	
	G*C*MAVMH-*****	HIMEZ (Unit ID) MIN ALT: MAX ALT: TIME FROM: TIME TO:
Weapons Free Zone	2.X.2.1.2.3.5	
	G*C*MAVW--*****	WFZ (Unit ID) TIME FROM: TIME TO:
Deception Graphics Those measures designed to mislead the enemy by manipulation, distortion, or falsification of evidence to include him to react in a manner prejudicial to his interests (or more vulnerable to the effects of weapons, manoeuvre, and operations of his enemy).	2.X.2.1.3	
Dummy (Deception) (Decoy)	2.X.2.1.3.1	
	G*C*MDD---*****	
Axis of Advance for Feint	2.X.2.1.3.2	
	G*C*MDA---*****	NAME
Direction of Attack for Feint	2.X.2.1.3.3	
	G*C*MDF---*****	NAME
Decoy Mined Area	2.X.2.1.3.4	

Figure E-1. Tactical graphics.
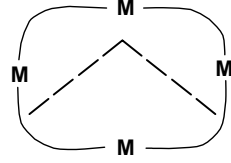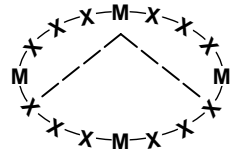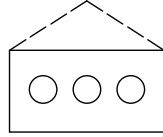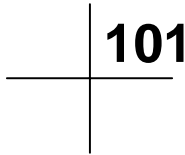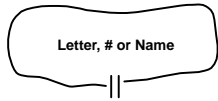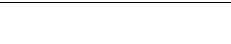
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
	G*C*MDM--- *****	
Decoy Mined Area, Fenced	2.X.2.1.3.5	
	G*C*MDY--- *****	
Dummy Minefield A minefield containing no live mines and presenting only a psychological threat.	2.X.2.1.3.6	
	G*C*MDN--- ******	
Defence Manoeuvre Graphic	2.X.2.1.4	
Defence Point Graphic	2.X.2.1.4.1	
Target Reference Point (TRP) An easily recognizable point on the ground (either natural or man-made) used to initiate, distribute, and control fires. TRP can also designate the centre of an area where the commander plans to distribute or converge the fires of all his weapons rapidly. They are used by task force and below, and can further delineate sectors of fire within an engagement area. TRP are designated using the standard target symbol and numbers issued by the fire support officer. Once designated, TRP also constitute indirect fire targets.	2.X.2.1.4.1.1	
	G*C*MMPT-- *****	
Battle Position	2.X.2.1.4.1.2	
Occupied (Battalion sized unit)	2.X.2.1.4.1.2.1	
	G*C*MMPBO- *****	
Prepared "(P)" but not occupied	2.X.2.1.4.1.2.2	

E -18
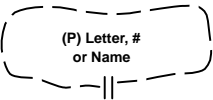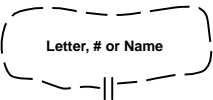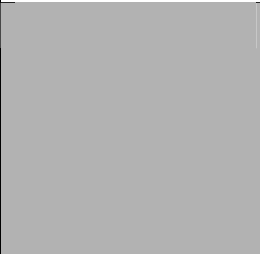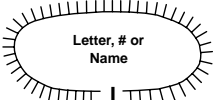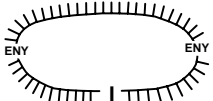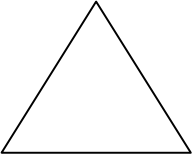
| | HIERARCHY | |
DESCRIPTION	SYMBOL ID	BATTLESPACE GRAPHIC
	G*C*MMPBP-*****	(P) Letter, # or Name
Planned	2.X.2.1.4.1.2.3	
	G*C*MMPBL-*****	Letter, # or Name
Strong Point (SP) A defensive position, usually strongly fortified and heavily armed with automatic weapons around which other positions are grouped for its protection. Army--A position requiring extensive engineering effort for obstacles and survivability positions and positioned to control or block an avenue of approach. Normally, command and control, aid stations, and critical supply stockpiles will be dug-in with overhead protection. Trenches and other protective construction will be done to protect soldiers and weapons from damage during assault by mounted and dismounted forces.	2.X.2.1.4.1.3	
Friendly	2.X.2.1.4.1.3.1	
	GFC*MMPSF-*****	Letter, # or Name
Enemy Known and Confirmed	2.X.2.1.4.1.3.2	
	GHC*MMPSE-*****	ENY ENY
Observation Post/Outpost	2.X.2.1.4.1.4	
	G*C*MMPO--*****	
Combat Outpost	2.X.2.1.4.1.4.1	

Figure E-1. Tactical graphics.
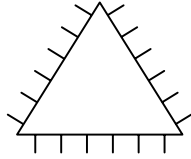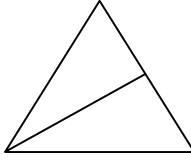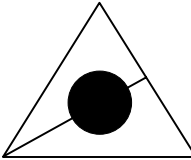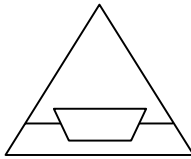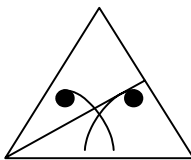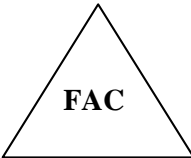
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
	G*C*MMPOC-*****	
Observation Post Occupied by Dismounted Scouts or Reconnaissance	2.X.2.1.4.1.4.2	
	G*C*MMPOR-*****	
Forward Observer Position	2.X.2.1.4.1.4.3	
Sensor Outpost/Listening Post (OP/LP)	2.X.2.1.4.1.4.4	
	G*C*MMPOS-*****	
CBRN Observation Post (Dismounted)	2.X.2.1.4.1.4.5	
	G*C*MMPON-*****	
Forward Air Controller Position	2.X.2.1.4.1.4.6	

Figure E-1. Tactical graphics.
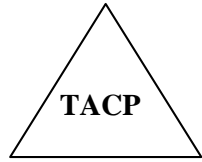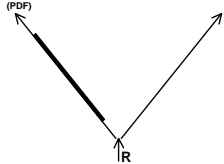
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ORIGINAL

Figure E-1. Tactical graphics.		
DESCRIPTION	HIERARCHY SYMBOL ID	BATTLESPACE GRAPHIC
Tactical Air Control Party Position	2.X.2.1.4.1.4.7	TACP
Defence Line Graphic	2.X.2.1.4.2	
Forward Edge of the Battle Area (FEBA) The foremost limits of a series of areas in which ground combat units are deployed, excluding the areas in which the covering or screening forces are operating. It is designated to coordinate fire support, the positioning of forces, or the manoeuvre of units.	2.X.2.1.4.2.1 G*C*MMDF-- *****	FEBA⊗ ⊗FEBA
Actual Trace of the FEBA	2.X.2.1.4.2.1.1 G*C*MMDFA- *****	FEBA⊗———⊗FEBA
Proposed or On Order Trace of the FEBA	2.X.2.1.4.2.1.2 G*C*MMDFP- ******	FEBA⊗·······⊗FEBA
Principal Direction of Fire (PDF) The direction of fire assigned or designated as the main direction in which a weapon will be oriented. It is selected based on the enemy, mission, terrain, and weapons capability.	2.X.2.1.4.2.2 G*C*MMDP-- *****	(PDF) R
Defence Area Graphic	2.X.2.1.4.3	
Engagement Area (EA)	2.X.2.1.4.3.1	
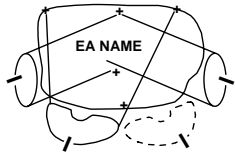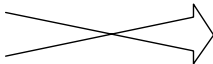
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
An area along an enemy avenue of approach where the commander intends to contain and destroy an enemy force with the massed fires of all available weapons. The size and shape of the engagement area is determined by the relatively unobstructed inter-visibility from the weapon systems in their firing positions and the maximum range of those weapons.	G*C*MMAE--*****	
Offence Manoeuvre Graphics	2.X.2.1.5	
Offensive Point Graphic	2.X.2.1.5.1	
Point of Departure In night or limited visibility attacks, a specific place on the line of departure (LD) where a unit will cross.	2.X.2.1.5.1.1 G*C*MOPD--******	
Offence Line Graphic	2.X.2.1.5.2	
Axis of Advance A line of advance assigned for purposes of control; often a road or a group of roads, or a designated series of locations, extending in the direction of the enemy. Army--A general route of advance, assigned for purposes of control, which extends toward the enemy. An axis of advance symbol graphically portrays a commander's intention, such as avoidance of built-up areas or envelopment of an enemy force. It follows terrain suitable for the size of the force assigned the axis, and is often a road, a group of roads, or a designated series of locations. A commander may manoeuvre his forces and supporting fires to either side of an axis of advance provided the unit remains oriented on the axis and the objective. Deviations from an assigned axis of advance must not interfere with the manoeuvre of adjacent units without prior approval of the higher commander. Enemy forces that do not threaten security or jeopardize mission accomplishment may be bypassed. An axis of advance is not used to direct the control of terrain or the clearance of enemy forces from specific locations. Intermediate objectives normally are assigned for these purposes.	2.X.2.1.5.2.1	
Friendly Aviation	2.X.2.1.5.2.1.1 GFC*MOLAF-*****	
Friendly Airborne	2.X.2.1.5.2.1.2	

Figure E-1. Tactical graphics.
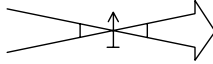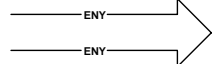
	HIERARCHY	BATTLESPACE GRAPHIC
DESCRIPTION	SYMBOL ID	
	GFC*MOLAA-*****	
Friendly Attack Helicopter	2.X.2.1.5.2.1.3	
	GFC*MOLAH-*****	
Friendly Ground Axis of Supporting Attack	2.X.2.1.5.2.1.4	
	GFC*MOLAS-*****	
Friendly Ground Axis of Main Attack	2.X.2.1.5.2.1.5	
	GFC*MOLAM-*****	
Friendly Ground Axis On Order with Date and Time (if known) Effective	2.X.2.1.5.2.1.6	
	GFC*MOLAO-*****	RED EFF 040500Z NOV
Enemy Confirmed	2.X.2.1.5.2.1.7	
	GHC*MOLAE-*****	ENY ENY
Enemy Templated	2.X.2.1.5.2.1.8	

Figure E-1. Tactical graphics.

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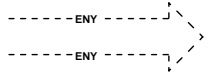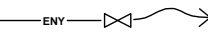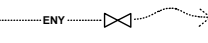
Figure E-1. Tactical graphics.		
DESCRIPTION	**HIERARCHY**	**BATTLESPACE GRAPHIC**
	SYMBOL ID	
	GHC*MOLAT-*****	
Direction of Attack A specific direction or route that the main attack or the centre of mass of the unit main body of the force will follow. The unit is restricted, required to attack as indicated, and is not normally allowed to bypass the enemy. The direction of attack is used primarily in counterattacks or to ensure that supporting attacks make maximal contribution to the attack. (In NATO, it is referred to as an attack route.) If used, it is normally at battalion and lower levels. Direction of attack is a more restrictive control measure than axis of advance, and units are not free to manoeuvre off the assigned route. It usually is associated with infantry units conducting nights.	2.X.2.1.5.2.2	
Friendly Aviation	2.X.2.1.5.2.2.1	
	GFC*MOLDF-*****	
Friendly Aviation Planned or On Order	2.X.2.1.5.2.2.2	
	GFC*MOLDY-*****	
Enemy Known/Confirmed Aviation	2.X.2.1.5.2.2.3	
	GHC*MOLDE-*****	
Templated Enemy Aviation	2.X.2.1.5.2.2.4	
	GHC*MOLDT-*****	
Enemy Confirmed/Known Ground	2.X.2.1.5.2.2.5	
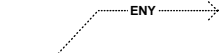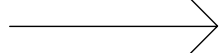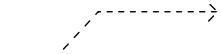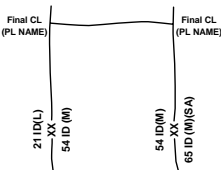
| | HIERARCHY | |
DESCRIPTION	SYMBOL ID	BATTLESPACE GRAPHIC
	GHC*MOLDG- *****	
Templated Enemy Ground	2.X.2.1.5.2.2.6	
	GHC*MOLDR- *****	
Friendly Direction of Supporting Attack	2.X.2.1.5.2.2.7	
	GFC*MOLDS- *****	
Friendly Direction of Main Attack	2.X.2.1.5.2.2.8	
	GFC*MOLDM- *****	
Friendly Planned or On Order	2.X.2.1.5.2.2.9	
	GFC*MOLDO- *****	
Final Coordination Line A line close to the enemy position used to coordinate the lifting and/or shifting of supporting fires with the final deployment of manoeuvre elements. It should be recognizable on the ground. It is not a fire support coordination measure.	2.X.2.1.5.2.3	
	G*C*MOLF-- *****	
Infiltration Line	2.X.2.1.5.2.4	

Figure E-1. Tactical graphics.
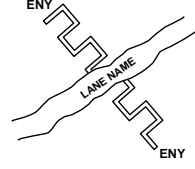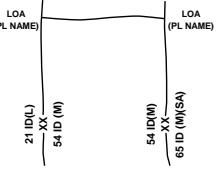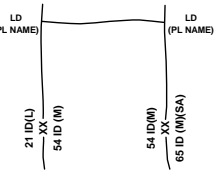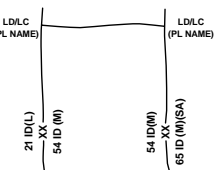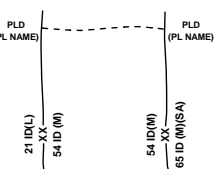
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
	G*C*MOLI--*****	
Limit of Advance An easily recognized terrain feature beyond which attacking elements will not advance.	2.X.2.1.5.2.5 G*C*MOLL--*****	
Line of Departure **1.** In land warfare, a line designated to coordinate the departure of attack elements (commitment of attacking units or scouting elements at a specific time). **2.** In amphibious warfare, a suitably marked offshore coordinating line to assist assault craft to land on designated beaches at scheduled times.	2.X.2.1.5.2.6 G*C*MOLT--*****	
Line of Departure/Line of Contact (LD/LC) The designation of forward friendly positions as the LD when opposing forces are in contact.	2.X.2.1.5.2.7 G*C*MOLC--*****	
Probable Line of Deployment (PLD) A line selected on the ground, usually the last covered and concealed position prior to the objective and forward of the line of departure, where attacking units deploy prior to beginning an assault; it is generally used under conditions of limited visibility.	2.X.2.1.5.2.8 G*C*MOLP--*****	
Raid An operation, usually small scale, involving a swift penetration of hostile territory to secure information, confuse the enemy, or destroy his installations. It ends with a planned withdrawal upon completion of the assigned mission. (AAP-6).	2.X.2.1.5.2.9 G*C*MOLR--*****	
Offence Area Graphic	2.X.2.1.5.3	
Assault Position	2.X.2.1.5.3.1	

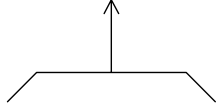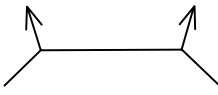Figure E-1. Tactical graphics.

E -26

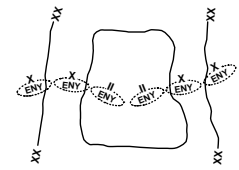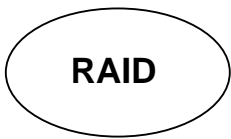|	HIERARCHY	BATTLESPACE GRAPHIC
DESCRIPTION	SYMBOL ID	
That position between the line of departure (LD) and the objective in an attack from which forces assault the objective. Ideally, it is the last covered and concealed position before reaching the objective.	G*C*MOOA--*****	ASLT PSN NAME
Attack Position The last position occupied or passed through by the assault echelon before crossing the line of departure (LD).	2.X.2.1.5.3.2	
Friendly Attack Position	2.X.2.1.5.3.2.1	ATK NAME
	GFC*MOOTF-*****	
Friendly Occupied (only if a unit must stop in the attack position)	2.X.2.1.5.3.2.2	ATK NAME
	GFC*MOOTC-*****	
Friendly Planned, Proposed, or On Order	2.X.2.1.5.3.2.3	ATK NAME
	GFC*MOOTP-*****	
Attack By Fire Position Fires employed to destroy the enemy from a distance, normally used when the mission does not dictate or support occupation of the objective. This task is usually given to the supporting element during the offensive and as a counterattack option for the reserve during defensive operations.	2.X.2.1.5.3.3	
	G*C*MOOP--*****	
Support By Fire Position A tactical task by which a manoeuvre element moves to a position on the battlefield where it can engage the enemy by direct fire. The manoeuvre element does not attempt to manoeuvre to capture enemy forces or terrain.	2.X.2.1.5.3.4	
	G*C*MOOS--*****	

Figure E-1. Tactical graphics.

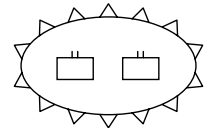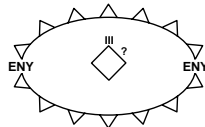| Figure E-1. Tactical graphics.		
DESCRIPTION	HIERARCHY SYMBOL ID	BATTLESPACE GRAPHIC
Objective The physical object of the action taken, e.g., a definite tactical feature, the seizure and/or holding of which is essential to the commander's plan. Army--**1.** The physical object of the action taken (for example, a definite terrain feature, the seizure and/or holding or which is essential to the commander's plan, or the destruction of an enemy force without regard to terrain features). **2.** The clearly defined, decisive, and attainable aims towards which every military operation should be directed.	2.X.2.1.5.3.5	OBJ NAME
Penetration Box	2.X.2.1.5.3.6 G*C*MOOX-- *****	
Raid Area	2.X.2.1.5.3.7 G*C*MOOR-- *****	**RAID**
Special Manoeuvre Graphic	2.X.2.1.6	
General	2.X.2.1.6.1	
Encirclement The loss of freedom of manoeuvre to one force resulting from an enemy force's control of all routes of egress and reinforcement.	2.X.2.1.6.1.1	
Friendly	2.X.2.1.6.1.1.1 GFC*MSGEF- *****	
Enemy	2.X.2.1.6.1.1.2 GHC*MSGEY- *****	
Ambush	2.X.2.1.6.1.2	
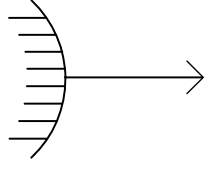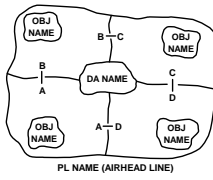
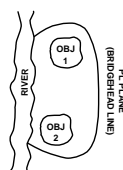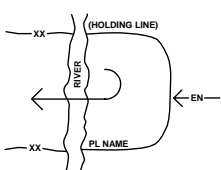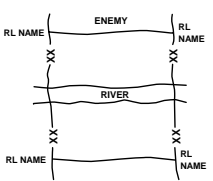| Figure E-1. Tactical graphics.		
	HIERARCHY	BATTLESPACE GRAPHIC
DESCRIPTION	SYMBOL ID	
A surprise attack by fire from concealed positions on a moving or temporarily halted enemy.	G*C*MSGA-- *****	
Line	2.X.2.1.6.2	
Airhead A designated area in a hostile or threatened territory which, when seized and held, ensures the continuous air landing of troops and material and provides manoeuvre space for operations. Normally it is the area seized in the assault phase of an airborne or air assault operation. Army--The airhead contains enough drop zones (DZ), landing zones (LZ), and extraction zones (EZ) to ensure mass, interior lines of communication and defence in depth.	2.X.2.1.6.2.1 G*C*MSLA-- *****	
Bridgehead An area of ground held or to be gained on the enemy's side of an obstacle. Army--In river-crossing operations, an area on the enemy's side of the water obstacle that is large enough to accommodate the majority of the crossing force, has adequate terrain to permit defence of the crossing sites, and provides a base for continuing the attack.	2.X.2.1.6.2.2 G*C*MSLB-- *****	
Holding Line In retrograde river-crossing operations, the outer limit of the area established between the enemy and the water obstacle to preclude direct and observed indirect fires into crossing areas.	2.X.2.1.6.2.3 G*C*MSLH-- *****	
Release Line Phase line used in river-crossing operations that delineates a change in the headquarters controlling movement.	2.X.2.1.6.2.4 G*C*MSLR-- *****	
Area	2.X.2.1.6.3	
Area of Operations (AO)	2.X.2.1.6.3.1	

DESCRIPTION	HIERARCHY SYMBOL ID	BATTLESPACE GRAPHIC
That portion of an area necessary for military operations and for the administration of such operations. Army--A geographical area, usually defined by lateral, forward, and rear boundaries assigned to a commander, by a higher commander, in which he has responsibility and the authority to conduct military operations.	G*C*MSAO-- *****	AO NAME
Named Area of Interest A point or area along a particular avenue of approach through which enemy activity is expected to occur. Activity or lack of activity within an NAI will help to confirm or deny a particular enemy course of action.	2.X.2.1.6.3.2 G*C*MSAN-- *****	NAI NAME
Targeted Area of Interest The geographical area or point along a mobility corridor the successful interdiction of which will cause an enemy to either abandon a particular course of action or require him to use specialized engineer support to continue and where he can be acquired and engaged by friendly forces. Not all TAI will form part of the friendly COA; only TAI associated with higher payoff targets (HTP) are of interest to the staff. These are identified during staff planning and wargaming. TAI differ from engagement areas in degree. Engagement areas plan for the use of all available weapons; TAI might be engaged by a single weapon.	2.X.2.1.6.3.3	TAI NAME
Mobility/Survivability A battlefield operating system (BOS) which preserves the freedom of manoeuvre of friendly forces (includes breaching enemy obstacles, increasing battlefield circulation, improving existing routes, etc.) and protects them from the effects of enemy weapon systems and from natural occurrences (includes hardening of facilities and fortification of battle positions).	2.X.2.2	
Obstacles An obstruction designed or employed to disrupt, fix, turn, or block the movement of an opposing force and to impose additional losses in personnel, time, and equipment on the opposing force. Obstacles can exist naturally or can be man-made, or can be a combination of both. Obstacles can be used to protect friendly forces from close assault.	2.X.2.2.1	
General	2.X.2.2.1.1	
Belt Normally, a brigade-level obstacle control measure that specifies the intent and location of subordinate obstacles. It also supports the intent of the higher headquarters obstacle zone.	2.X.2.2.1.1.1 G*C*BOGB-- *****	3/27 AD
Line	2.X.2.2.1.1.2	

Figure E-1. Tactical graphics.		
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
	G*C*BOGL--*****	
Zone A division-level command and control measure, normally done graphically, to designate specific land areas where lower echelons are allowed to employ tactical obstacles.	2.X.2.2.1.1.3 G*C*BOGZ--*****	27 AD
Abatis A vehicular obstacle constructed by felling trees (leaving a 1-2 metre stump above the ground on both sides of a road, trail, gap, or defile) so that they fall, interlocking, toward the expected direction of enemy approach. The trees should remain attached to the stumps, be at a 45 degree angle to the roadway, and the obstacle itself should be at least 75 metres in depth to be most effective.	2.X.2.2.1.2 G*C*BOA---*****	
Antitank Obstacles	2.X.2.2.1.3	
Antitank Ditch	2.X.2.2.1.3.1 G*C*BOATO-*****	Toward Enemy Under Construction Complete
Antitank Ditch Reinforced with Antitank Mines	2.X.2.2.1.3.2 G*C*BOATM-*****	
Antitank Obstacles, Tetrahedrons, Dragon's Teeth and Other Similar Obstacles	2.X.2.2.1.3.3 G*C*BOATD-*****	Fixed and Prefabricated ▲ Movable Movable and Prefabricated
Antitank Wall	2.X.2.2.1.3.4	

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APP-6(B)
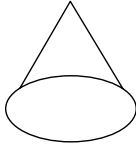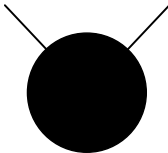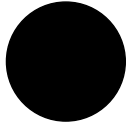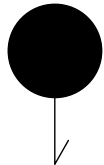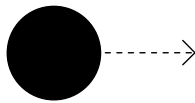
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
	G*C*BOATW-*****	
Booby Trap An explosive or non-explosive device or other material deliberately placed to cause casualties when an apparently harmless object is disturbed or a normally safe act is performed.	2.X.2.2.1.4 G*C*BOAB--*****	
Mines	2.X.2.2.1.5	
Antipersonnel (AP) Mines	2.X.2.2.1.5.1 G*C*BOAMA-*****	
Antitank Mine (AT)	2.X.2.2.1.5.2 G*C*BOAMT-*****	
Antitank Mine with Anti Handling Device	2.X.2.2.1.5.3 G*C*BOAMD-*****	
Antitank Mine (Arrow Shows Effects) "Claymore Mine"	2.X.2.2.1.5.4 G*C*BOAMC-*****	
Unspecified Mine	2.X.2.2.1.5.5	

Figure E-1. Tactical graphics.
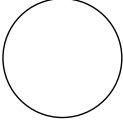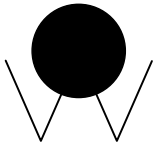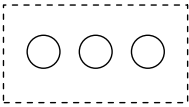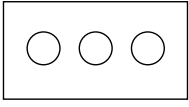
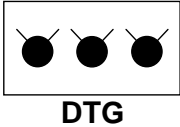| Figure E-1. Tactical graphics.		
DESCRIPTION	**HIERARCHY**	**BATTLESPACE GRAPHIC**
	SYMBOL ID	
	G*C*BOAMU-*****	
Mine Cluster	2.X.2.2.1.5.6	
	G*C*BOAMN-*****	
Wide Area Mines	2.X.2.2.1.5.7	
	G*C*BOAMW-*****	
Minefields An area of ground containing mines laid with or without pattern.	2.X.2.2.1.6	
Planned Minefield	2.X.2.2.1.6.1	
	G*C*BOAIP-*****	
Completed Minefield	2.X.2.2.1.6.2	
	G*C*BOAIC-*****	
Antipersonnel (AP) Minefield	2.X.2.2.1.6.3	
	G*C*BOAIL-*****	
Antitank (AT) Minefield with Gap	2.X.2.2.1.6.4	
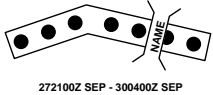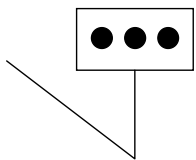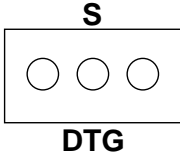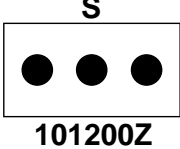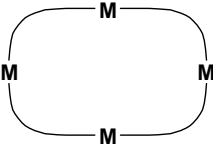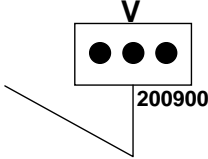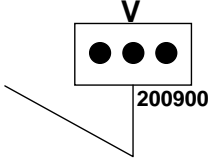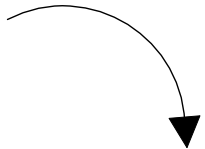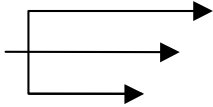
Figure E-1. Tactical graphics.		
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
	G*C*BOAIG-*****	272100Z SEP - 300400Z SEP
Antitank (AT) Minefield	2.X.2.2.1.6.5	
	G*C*BOAIN-*****	
Scatterable Mines	2.X.2.2.1.6.6	
	G*C*BOAIS-*****	
Antipersonnel (AP) Minefield Reinforced with Scatterable with Self-Destruct Date-Time-Group	2.X.2.2.1.6.7	
	G*C*BOAIH-*****	
Scatterable Minefield (Antitank Mines) with Self-Destruct Date-Time-Group	2.X.2.2.1.6.8	
	G*C*BOAID-*****	
Mined Area	2.X.2.2.1.6.9	
	G*C*BOAIM-*****	
Executed Volcano Minefield	2.X.2.2.1.7	

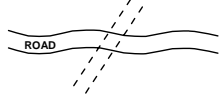|	HIERARCHY	BATTLESPACE GRAPHIC
DESCRIPTION	SYMBOL ID	
	G*C*BOAV-- *****	**V** ●●● **200900**
Obstacle Effect	2.X.2.2.1.8	
Block	2.X.2.2.1.8.1	
	G*C*BOAEB- *****	
Fix A tactical obstacle effect that integrates fire planning and obstacle effort to slow an attacker within a specified area-normally an engagement area.	2.X.2.2.1.8.2	
	G*C*BOAEF- *****	
Turn	2.X.2.2.1.8.3	
	G*C*BOAET- *****	
Disrupt	2.X.2.2.1.8.4	
	G*C*BOAED- *****	
Obstacle Free Area An area the commander designates as restricted from the emplacement of man-made obstacles, normally to facilitate future operations.	2.X.2.2.1.9	FREE 23 AD
	G*C*BOAF-- *****	
Obstacle-Restricted Area	2.X.2.2.1.9.1	

Figure E-1. Tactical graphics.
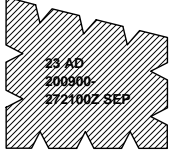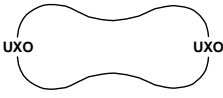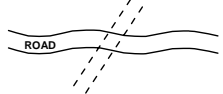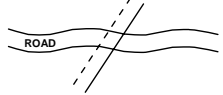
	HIERARCHY	
DESCRIPTION	SYMBOL ID	BATTLESPACE GRAPHIC
A command and control measure used to limit the type or number of obstacles within an area.	G*C*BOAFR-*****	
Un-exploded ordnance Area (UXO) An area in which there are unexploded ordnance. (Explosive ordnance which has been primed, fused, armed, or otherwise prepared for action, and which has been fired, dropped, launched, or placed in such a manner as to constitute a hazard to operations, installations, personnel, or material, and remains unexploded either by malfunction or for any other cause).	2.X.2.2.1.10 G*C*BOAU--*****	
Roadblocks, Craters, and Blown Bridges A barrier or obstacle (usually covered by fire) used to block or limit the section of the road.	2.X.2.2.1.11	
Planned (usually used to close a lane through an antitank ditch or other obstacles)	2.X.2.2.1.11.1	
Explosives, State of Readiness 1 (Safe)	2.X.2.2.1.11.2 G*C*BOARE-*****	
Explosives, State of Readiness 2 (armed but passable)	2.X.2.2.1.11.3 G*C*BOARS-*****	
Roadblock Complete (Executed)	2.X.2.2.1.11.4 G*C*BOARC-*****	
Trip Wire	2.X.2.2.1.12	

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ORIGINAL
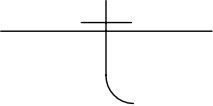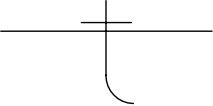
DESCRIPTION	HIERARCHY SYMBOL ID	BATTLESPACE GRAPHIC
	G*C*BOAP-- *****	
Wire Obstacles	2.X.2.2.1.13	
Unspecified	2.X.2.2.1.13.1 G*C*BOAWU- *****	X X X X X X X
Single Fence	2.X.2.2.1.13.2 G*C*BOAWS- *****	X X X
Double Fence	2.X.2.2.1.13.3 G*C*BOAWD- *****	XX XX XX
Double Apron Fence	2.X.2.2.1.13.4 G*C*BOAWA- *****	X X X X X X X
Low Wire Fence	2.X.2.2.1.13.5 G*C*BOAWL- *****	X X X X X X X
High Wire Fence	2.X.2.2.1.13.6	

Figure E-1. Tactical graphics.
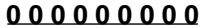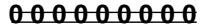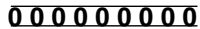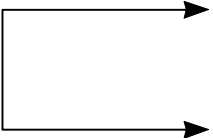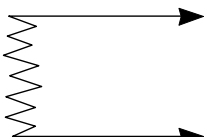
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
	G*C*BOAWH-*****	XXXXXXXX
Single Concertina	2.X.2.2.1.13.7	
	G*C*BOAWC-*****	o o o o o o o o
Double Strand Concertina	2.X.2.2.1.13.8	
	G*C*BOAWB-*****	o o o o o o o o
Triple Strand Concertina	2.X.2.2.1.13.9	
	G*C*BOAWR-*****	o o o o o o o o
Obstacle Bypass A tactical task which involves manoeuvring around an obstacle, position, or enemy force to maintain the momentum of advance.	2.X.2.2.2	
Obstacle Bypass Difficulty	2.X.2.2.2.1	
Bypass Easy	2.X.2.2.2.1.1	
	G*C*BYOE--*****	
Bypass Difficult	2.X.2.2.2.1.2	
	G*C*BYOD--*****	
Bypass Impossible	2.X.2.2.2.1.3	
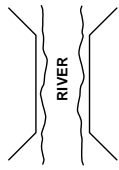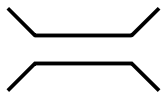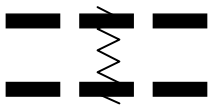
Figure E-1. Tactical graphics.		
DESCRIPTION	HIERARCHY SYMBOL ID	BATTLESPACE GRAPHIC
	G*C*BYOI-- *****	
Crossing Site/Water Crossing The location along a water obstacle where the crossing can be made using amphibious vehicles, assault boats, rafts, bridges, or fording vehicles.	2.X.2.2.2.2	
Assault Crossing Area	2.X.2.2.2.2.1	
	G*C*BYCA-- *****	
Bridge or Gap An area within a minefield or obstacle belt, free of live mines or obstacles, whose width and direction will allow a friendly force to pass through in tactical formation. Army--**1.** Any break or breach in the continuity of tactical dispositions or formations beyond effective small arms coverage. **2.** A portion of a minefield of specified width, in which no mines have been laid, to enable a friendly force to pass through the minefield in tactical formation. **3.** A ravine, mountain pass, or river that presents an obstacle that must be bridged.	2.X.2.2.2.2.2	
	G*C*BYCB-- *****	
Ferry	2.X.2.2.2.2.3	
	G*C*BYCF-- *****	
Ford/Ford Easy A shallow part of a body of water that can be crossed without bridging, boats, or rafts. A location in a water barrier where the physical characteristics of current, bottom, and approaches permit the passage of personnel and/or vehicles and other equipment that remain in contact with the bottom.	2.X.2.2.2.2.4	
	G*C*BYCE-- *****	
Ford Difficult	2.X.2.2.2.2.5	
	G*C*BYCD-- *****	
Lane	2.X.2.2.2.2.6	
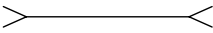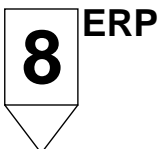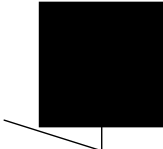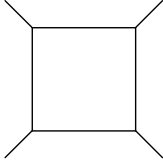
	HIERARCHY	BATTLESPACE GRAPHIC
DESCRIPTION	SYMBOL ID	
A route through an enemy or friendly obstacle which provides a passing force safe passage. The route may be reduced and proofed as part of a breach operation, or constructed as part of a friendly obstacle. A clear route through an obstacle.	G*C*BYCL-- *****	
Raft Site	2.X.2.2.2.2.7	
	G*C*BYCR-- *****	
Engineer Regulating Point Checkpoint to ensure that vehicles do not exceed the capacity of the crossing means and to give drivers final instructions on site-specific procedures and information, such as speed and vehicle interval.	2.X.2.2.2.2.8	
	G*C*BYCG-- *****	
Survivability **1.** Includes all aspects of protecting personnel, weapons, and supplies while simultaneously deceiving the enemy. **2.** Encompasses planning and locating position sites, designing adequate overhead cover, analyzing terrain and construction materials, selecting excavation methods, and countering the effects of direct fire weapons.	2.X.2.2.3	
Earthwork, Small Trench, or Fortification (line points to exact location)	2.X.2.2.3.1	
	G*C*BSE--- *****	
Fort	2.X.2.2.3.2	
	G*C*BSF--- *****	
Fortified Line	2.X.2.2.3.3	
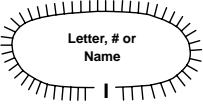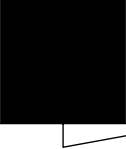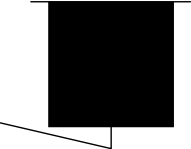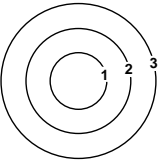
| | HIERARCHY | |
DESCRIPTION	SYMBOL ID	BATTLESPACE GRAPHIC
	G*C*BSL---*****	
Foxhole, Emplacement, or Weapon Site	2.X.2.2.3.4	
	G*C*BSE---*****	
Strong Point A defensive position, usually strongly fortified and heavily armed with automatic weapons, around which other positions are grouped for its protection. Army-- A position requiring extensive engineer effort for obstacles and survivability positions and positioned to control or block an avenue of approach. Normally, command and control, aid stations, and critical supply stockpiles will be dug-in with overhead protection. Trenches and other protective construction will be done to protect soldiers and weapons from damage during assault by mounted and dismounted forces.	2.X.2.2.3.5	
	G*C*BSP---*****	
Surface Shelter	2.X.2.2.3.6	
	G*C*BSH---*****	
Underground Shelter	2.X.2.2.3.7	
	G*C*BSU---*****	
Nuclear, Biological, and Chemical Graphics	2.X.2.2.4	
Minimum Safe Distance Zones	2.X.2.2.4.1	
	G*C*BWM---*****	
Nuclear Detonations Friendly Ground Zero	2.X.2.2.4.2	

Figure E-1. Tactical graphics.

Figure E-1. Tactical graphics.
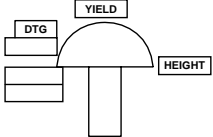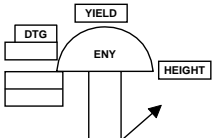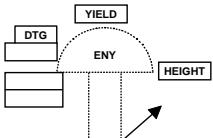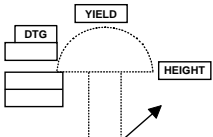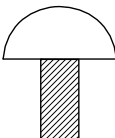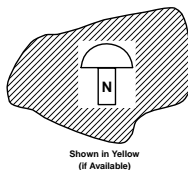
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
	G*C*BWN--- *****	
Enemy Known Ground Zero	2.X.2.2.4.3	
	GHC*BWE--- *****	
Enemy Templated	2.X.2.2.4.4	
	GHC*BWI--- *****	
Friendly Planned or On-Order	2.X.2.2.4.5	
Fallout Producing The precipitation to earth of radioactive particulate matter from a nuclear cloud; also applied to the particulate matter itself.	2.X.2.2.4.6	
	G*C*BWP--- *****	
Radioactive Area	2.X.2.2.4.7	
	G*C*BWR--- *****	Shown in Yellow (if Available)
Biologically Contaminated Area	2.X.2.2.4.8	

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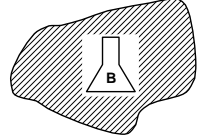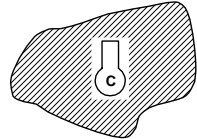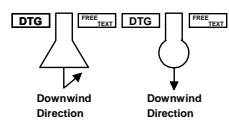
	HIERARCHY	BATTLESPACE GRAPHIC
DESCRIPTION	SYMBOL ID	
	G*C*BWC--- *****	Shown in Yellow (if Available)
Chemically Contaminated Area	2.X.2.2.4.9	
	G*C*BWH--- *****	Shown in Yellow (if Available)
Biological and Chemical Attack, Release Events	2.X.2.2.4.10	
	G*C*BWK--- *****	Downwind Direction Downwind Direction
Decontamination (Decon) Points	2.X.2.2.4.11	
Decon Site/Point (Unspecified)	2.X.2.2.4.11.1	
	G*C*BWDP-- *****	
Alternate Decon Site/Point (Unspecified)	2.X.2.2.4.11.2	
	G*C*BWDA-- *****	
Decon Site/Point (Troops)	2.X.2.2.4.11.3	
	G*C*BWDT-- *****	
Decon Site/Point (Equipment)	2.X.2.2.4.11.4	

Figure E-1. Tactical graphics.
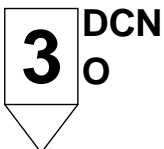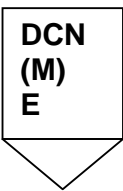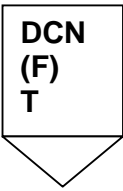
Figure E-1. Tactical graphics.		
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
	G*C*BWDE-- *****	
Decon Site/Point (Equipment and Troops)	2.X.2.2.4.11.5	
	G*C*BWDS-- *****	
Decon Site/Point (Operational Decontamination)	2.X.2.2.4.11.6	
	G*C*BWDO-- *****	
Decon Site/point (Thorough Decontamination)	2.X.2.2.4.11.7	
	G*C*BWDG-- *****	
Decon Point (Main) Equipment	2.X.2.2.4.11.8	
	G*C*BWDEM- *****	
Decon Point (Forward) Troops	2.X.2.2.4.11.9	
	G*C*BWDTF- *****	
Dose Rate Contour Lines	2.X.2.2.4.12	
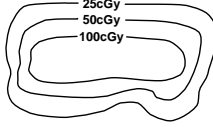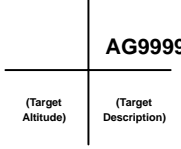
	HIERARCHY	BATTLESPACE GRAPHIC
DESCRIPTION	SYMBOL ID	
	G*C*BWR---*****	25cGy 50cGy 100cGy
Fire Support Graphics	2.X.2.3	
Fire Support Point	2.X.2.3.1	
Target 1. A geographical area, complex, or installation planned for capture or destruction by military forces. 2. In intelligence usage, a country, area, installation, agency, or person against which intelligence operations are directed. 3. An area designated and numbered for future firing. 4. In gunnery and engagement usage, an impact burst which hits the target. 5. (NATO) In radar, any discrete object which reflects or retransmits energy back to the radar equipment, or the object of a radar search or surveillance. Army--an object, vehicle, individual, etc., which is the aiming point of any weapon or weapon system.	2.X.2.3.1.1	
Point/Single Target	2.X.2.3.1.1.1 G*C*FSTP--*****	AG9999 (Target Altitude) (Target Description)
Circular Target	2.X.2.3.1.1.2 G*C*FSTC--*****	AG9999
Fire Support Station	2.X.2.3.1.2 G*C*FSS---*****	FSS7
Fire Support Lines	2.X.2.3.2	
Fire Support Coordination Line (FSCL)	2.X.2.3.2.1	

ORIGINAL
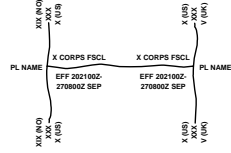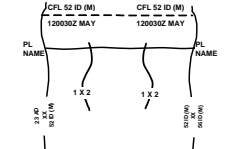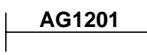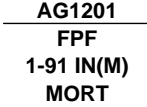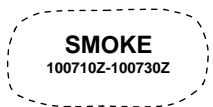
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
Designated by a line extending across the assigned areas of the establishing headquarters. The indicator of the establishing headquarters is shown after the letters FSCL. Figure E6 depicts an FSCL effective from 050030Z APR.	G*C*FLC--- *****	
Coordinated Fire Line (CFL)	2.X.2.3.2.2	
	G*C*FLF--- *****	
Linear Target	2.X.2.3.2.3	
	G*C*FLT--- *****	├── AG1201 ──┤
Final Protective Fire	2.X.2.3.2.3.1	
	G*C*FLTP-- *****	AG1201 FPF 1-91 IN(M) MORT
Smoke	2.X.2.3.2.4	
Planned with Designated Time Shown	2.X.2.3.2.4.1	
	G*C*FLKP-- *****	SMOKE 100710Z-100730Z
Smoke (Actually in Place)	2.X.2.3.2.4.2	
	G*C*FLKS-- *****	SMOKE
Linear Smoke Target	2.X.2.3.2.4.3	

Figure E-1. Tactical graphics.
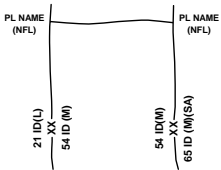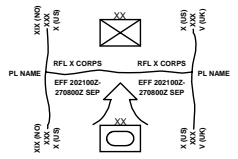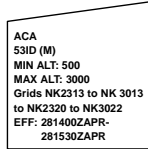
	HIERARCHY	BATTLESPACE GRAPHIC
DESCRIPTION	SYMBOL ID	
	G*C*FLKT-- *****	**AG1201** **SMOKE**
No Fire Line A line short of which artillery or ships do not fire except on request or approval of the supported commander, but beyond which they may fire at any time without danger to friendly troops.	2.X.2.3.2.5 G*C*FLN--- *****	
Restrictive Fire Line (RFL) A line established between converging friendly forces (one or both may be moving) that prohibits fires or effects from fires across the line without coordination with the affected force. It is established by the commander of the converging forces.	2.X.2.3.2.6 G*C*FLR--- *****	
Areas	2.X.2.3.3	
Fire Support Area	2.X.2.3.3.1 G*C*FAS--- *****	**FSA VII**
Airspace Coordination Area The airspace coordination area is represented by the general **ACA** symbol outlined by a rectangle.	2.X.2.3.3.2 G*C*FAC--- *****	ACA 53ID (M) MIN ALT: 500 MAX ALT: 3000 Grids NK2313 to NK 3013 to NK2320 to NK3022 EFF: 281400ZAPR- 281530ZAPR
Area Target	2.X.2.3.3.3 G*C*FAT--- *****	**AG7005**
Series Target	2.X.2.3.3.4	

Figure E-1. Tactical graphics.
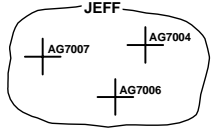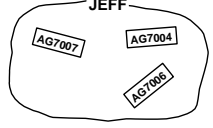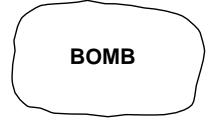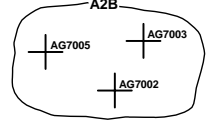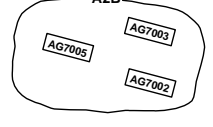
Figure E-1. Tactical graphics.		
DESCRIPTION	HIERARCHY SYMBOL ID	BATTLESPACE GRAPHIC
In fire support, a number of targets and/or groups of targets planned in a predetermined time sequence to support a manoeuvre phase. A series of targets is indicated by a code name or nickname.		
Series of Targets Using Regular Targets	2.X.2.3.3.4.1 G*C*FARS-- *****	
Series of Targets Using Rectangular Targets	2.X.2.3.3.4.2 G*C*FARU-- *****	
Bomb Area	2.X.2.3.3.5	
Free Fire Area (FFA) A specific designated area into which any weapon system may fire without additional coordination with the establishing headquarters. Normally, it is established on identifiable terrain by division or higher headquarters.	2.X.2.3.3.6 G*C*FAI---*****	
Group of Targets Two or more targets on which fire is desired simultaneously. A group of targets is designated by a letter/number combination.	2.X.2.3.3.7	
Group of Targets Using Regular Targets	2.X.2.3.3.7.1 G*C*FAZT-- *****	
Group of Targets Using Rectangular Targets	2.X.2.3.3.7.2 G*C*FAZU-- *****	
No Fire Area	2.X.2.3.3.8	
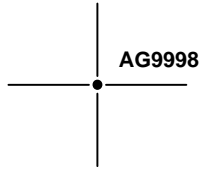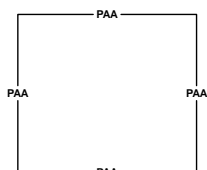
	HIERARCHY	BATTLESPACE GRAPHIC
DESCRIPTION	SYMBOL ID	
An area in which no fires or effects of fires are allowed. Two exceptions are (1) when establishing headquarters approves fires temporarily within the NFA on a mission basis, and (2) when the enemy force within the NFA engages a friendly force, the commander may engage the enemy to defend his force.	G*C*FAN--- *****	NFA 52 ID (M) EFF 050030Z MAY
Nuclear Target	2.X.2.3.3.9 G*C*FAU--- *****	AG9998
Restricted Fire Area (RFA) An area in which specific restrictions are imposed and into which fires that exceed those restrictions may not be delivered without prior coordination with the establishing headquarters.	2.X.2.3.3.10 G*C*FAD--- *****	RFA 1st BDE 051000Z- 052100Z
Position Area for Artillery (PAA) An area assigned to an M109A6 "Paladin" platoon and other artillery units for terrain management purposes in which the artillery manoeuvred.	2.X.2.3.3.11 G*C*FAP--- *****	PAA PAA PAA PAA
Target Acquisition Area (TAA)	2.X.2.3.3.12 G*C*FATA-- *****	TAA

Figure E-1. Tactical graphics.

Combat Service Support	2.X.2.4	
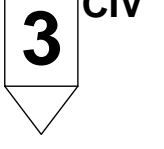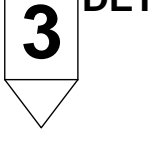
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
The essential capabilities, functions, activities, and tasks necessary to sustain all elements of operating forces in theatre at all levels of war. Within the national and theatre logistic systems, it includes, but is not limited to, that support rendered by service forces in ensuring the aspects of administrative services, chaplain services, civil affairs, finance, legal, supply, maintenance, transportation, health services, construction, troop construction, acquisition and disposal of real property, facilities engineering, topographic and geodetic engineering functions, food service, graves registration, laundry, dry cleaning, bath, property disposal, and other services required by aviation and ground combat troops to permit those units to accomplish their missions in combat. Combat service support encompasses those activities at all levels of war that produce sustainment to all operating forces on the battlefield.		
Points	2.X.2.4.1	
Ambulance Exchange Point A location where a patient is transferred from one ambulance to another en route to a medical treatment facility. This may be an established point in an ambulance shuttle system or it may be designated independently.	2.X.2.4.1.1 G*C*SPA--- *****	**3** **AXP** **2 BD**
Cannibalization Point To remove serviceable parts from one item of equipment in order to install them on another item of equipment. Army--The authorized removal of parts or components from economically un-repairable or disposable items or assemblies and making them available for reuse.	2.X.2.4.1.2 G*C*SPC--- *****	**3** **CAN**
Casualty Collection Point	2.X.2.4.1.3 G*C*SPY--- *****	**3** **CCP**
Civilian Collection Point	2.X.2.4.1.4 G*C*SPT--- *****	**3** **CIV**
Detainee Collection Point	2.X.2.4.1.5 G*C*SPD--- *****	**3** **DET**
Enemy Prisoner of War (EPW) Collection Point	2.X.2.4.1.6	

Figure E-1. Tactical graphics.		
DESCRIPTION	HIERARCHY	
	SYMBOL ID	BATTLESPACE GRAPHIC
	GHC*SPE--- *****	**3** EPW
Logistics Release Point (LRP) **1.** The point along the supply route (SR) where unit first sergeant or unit guide takes control of a company LOGPAC. **2.** The point along the supply route where the supported unit meets the supporting unit to transfer supplies.	2.X.2.4.1.7 G*C*SPL--- *****	**3** LRP
Maintenance Collection Point A point established to collect equipment awaiting repair, controlled exchange, cannibalization or evacuation. May be operated by the user or by intermediate maintenance units.	2.X.2.4.1.8 G*C*SPM--- *****	**3** MCP
Rearm, Refuel, and Re-supply Point A designated point through which a unit passes where it receives fuel, ammunition, and other necessary supplies to continue combat operations.	2.X.2.4.1.9	**3** R3P
Refuel on the Move (ROM) Point Conducted during long movements where vehicles receive a prescribed (timed) amount of fuel and then continue their movement.	2.X.2.4.1.10 G*C*SPU--- *****	**3** ROM
Traffic Control Post (TCP) A place at which traffic is controlled either by military police or by mechanical means.	2.X.2.4.1.11 G*C*SPO--- *****	**3** TCP
Trailer Transfer Point A location where trailers are transferred from one carrier to another while en route.	2.X.2.4.1.12 G*C*SPI---*****	**3** TTP
Unit Maintenance Collection Point	2.X.2.4.1.13	
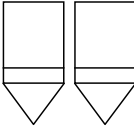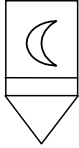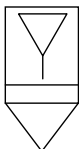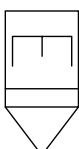
	HIERARCHY	BATTLESPACE GRAPHIC
DESCRIPTION	SYMBOL ID	BATTLESPACE GRAPHIC
	G*C*SPN--- *****	
Supply Points (US Only) Any point where supplies are issued in detail.	2.X.2.4.1.14	
General	2.X.2.4.1.14.1	
	G*C*SPQT-- *****	
Class I	2.X.2.4.1.14.2	
	G*C*SPQA-- *****	
Class II	2.X.2.4.1.14.3	
	G*C*SPQB-- *****	
Class III	2.X.2.4.1.14.4	
	G*C*SPQC-- *****	
Class IV	2.X.2.4.1.14.5	
	G*C*SPQD-- *****	
Class V	2.X.2.4.1.14.6	

Figure E-1. Tactical graphics.
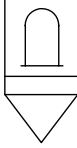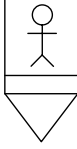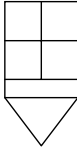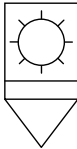
Figure E-1. Tactical graphics.		
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
	G*C*SPQE-- *****	
Class VI	2.X.2.4.1.14.7	
	G*C*SPQF-- *****	
Class VII	2.X.2.4.1.14.8	
	G*C*SPQG-- *****	
Class VIII	2.X.2.4.1.14.9	
	G*C*SPQH-- *****	
Class IX	2.X.2.4.1.14.10	
	G*C*SPQI-- *****	
Class X	2.X.2.4.1.14.11	
	G*C*SPQJ-- *****	CA
Ammunition Points	2.X.2.4.1.15	
Ammunition Supply Point	2.X.2.4.1.15.1	
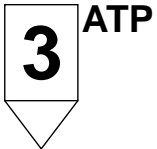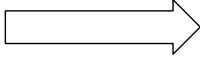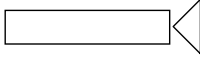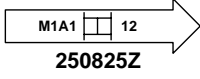
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
	G*C*SPMA-- *****	**3** ASP
Ammunition Transfer Point	2.X.2.4.1.15.2	**3** ATP
	G*C*SPMT-- *****	
Lines	2.X.2.4.2	
Convoys A group of vehicles organized for the purpose of control and orderly movement with or without escort protection. Army--A group of vehicles that move over the same route at the same time and under one commander.	2.X.2.4.2.1	
Moving Convoy	2.X.2.4.2.1.1	
	G*C*SLCM-- ******	
Halted Convoy	2.X.2.4.2.1.2	
	G*C*SLCH-- ******	
A column of 12 Medium Tanks at 0825 on the 25th	Example	M1A1 12 **250825Z**
Supply Routes	2.X.2.4.2.2	
Main Supply Route	2.X.2.4.2.2.1	

Figure E-1. Tactical graphics.
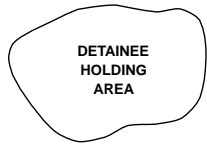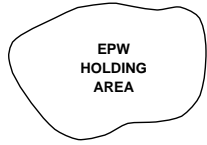
	HIERARCHY	BATTLESPACE GRAPHIC
DESCRIPTION	SYMBOL ID	
Figure E-1. Tactical graphics.		
The route or routes designated with an area of operations on which the bulk of traffic flows in support of military operations.	G*C*SLRM--*****	
Alternate Supply Route A route or routes designated within an area of operations to provide for the movement of traffic when main supply routes become disabled or congested.	2.X.2.4.2.2.2 G*C*SLRA--*****	ASR NAME
One-Way Traffic	2.X.2.4.2.2.3 G*C*SLRO--*****	MSR NAME
Alternating Traffic	2.X.2.4.2.2.4 G*C*SLRT--*****	MSR NAME ALT
Two-Way Traffic	2.X.2.4.2.2.5 G*C*SLRW--*****	MSR NAME
Area	2.X.2.4.3	
Detainee Holding Area	2.X.2.4.3.1 G*C*SAD---*****	DETAINEE HOLDING AREA
Enemy Prisoner of War (EPW) Holding Area	2.X.2.4.3.2 GHC*SAP---*****	EPW HOLDING AREA
Forward Arming and Refuelling Point (FARP)	2.X.2.4.3.3	
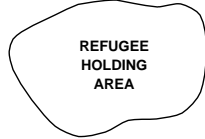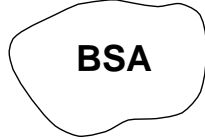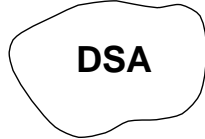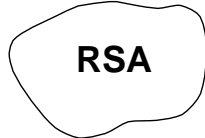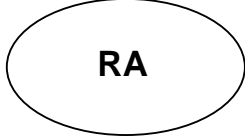
	HIERARCHY	BATTLESPACE GRAPHIC
DESCRIPTION	SYMBOL ID	
A temporary facility that is organized, equipped, and deployed by an aviation commander and normally located in the main battle area closer to the area of operations than the aviation unit's combat service support (CSS) area. It provides fuel and ammunition necessary for the employment of aviation manoeuvre units in combat. It permits combat aircraft to rapidly refuel and rearm simultaneously.	G*C*SAR--- *****	FARP
Refugee Holding Area	2.X.2.4.3.4 G*C*SAH--- *****	REFUGEE HOLDING AREA
Support Areas A designated area in which combat services support (CSS) elements and some staff elements locate to support a unit.	2.X.2.4.3.5	
Brigade Support Area (BSA) A designated area in which combat service support (CSS) elements from division support command (DISCOM) and corps support command (COSCOM) provide logistic support to a brigade. The forward support battalion (FSB) manages the terrain and unit locations.	2.X.2.4.3.5.1 G*C*SATB-- *****	BSA
Division (DSA) An area normally located in the division rear and often positioned near air landing facilities along the main supply route (MSR). The DSA contains the portions of the division rear command post, DISCOM CO and units organic and attached to the DISCOM. It may also contain COSCPM units supporting the division.	2.X.2.4.3.5.2 G*C*SATD-- *****	DSA
Regimental (RSA)	2.X.2.4.3.5.3 G*C*SATR-- *****	RSA
Rest Area (RA)	2.X.2.4.3.6 G*C*SARR-- *****	RA
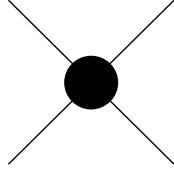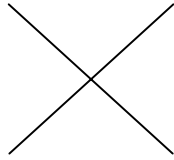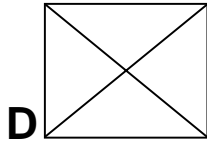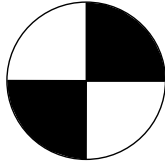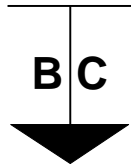
Figure E-1. Tactical graphics.		
DESCRIPTION	HIERARCHY SYMBOL ID	BATTLESPACE GRAPHIC
Command and Control The exercise of authority and direction by a properly designated commander over assigned forces in the accomplishment of the mission. Command and control functions are performed through an arrangement of personnel, equipment, communications, and procedures employed by a commander in planning, directing, coordinating, and controlling forces and operations in the accomplishment of a mission.	2.X.2.5	
Special Point	2.X.2.5.1 G*C*OX---- *****	
Reference Point	2.X.2.5.1.1	
NAV Reference	2.X.2.5.1.1.1 G*C*OXRN-- *****	
DLRP	2.X.2.5.1.1.2 G*C*OXRD-- *****	
Underwater	2.X.2.5.1.2	
Datum	2.X.2.5.1.2.1 G*C*OXUD-- *****	
Brief Contact	2.X.2.5.1.2.2 G*C*OXUB-- *****	
Lost Contact	2.X.2.5.1.2.3	

ORIGINAL
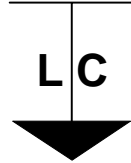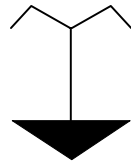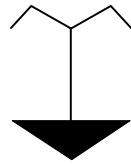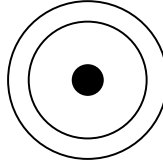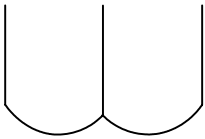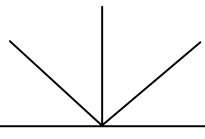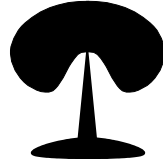
DESCRIPTION	HIERARCHY SYMBOL ID	BATTLESPACE GRAPHIC
	G*C*OXUL--*****	
Sinker	2.X.2.5.1.2.4	
	G*C*OXUS--*****	
Weapon	2.X.2.5.1.3	
Aim Point	2.X.2.5.1.3.1	
	G*C*OXWA--*****	
Drop Point	2.X.2.5.1.3.2	
	G*C*OXWD--*****	
Entry Point	2.X.2.5.1.3.3	
	G*C*OXWE--*****	
Ground Zero	2.X.2.5.1.3.4	
	G*C*OXWG--*****	
MSL Detect Point	2.X.2.5.1.3.5	

Figure E-1. Tactical graphics.
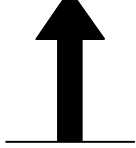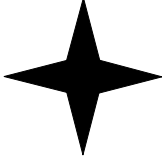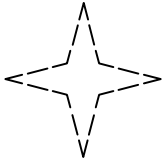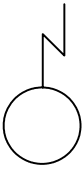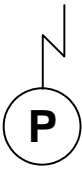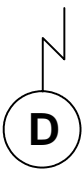
Figure E-1. Tactical graphics.		
DESCRIPTION	**HIERARCHY**	**BATTLESPACE GRAPHIC**
	SYMBOL ID	
	G*C*OXWM-- *****	
Impact Point	2.X.2.5.1.3.6	
	G*C*OXWI-- *****	
Predicted Impact Point	2.X.2.5.1.3.7	
	G*C*OXWP-- *****	
Sonobuoy	2.X.2.5.1.4	
	G*C*OXY--- *****	
Pattern Centre	2.X.2.5.1.4.1	
	G*C*OXYP-- *****	
DIFAR	2.X.2.5.1.4.2	
	G*C*OXYD-- *****	
LOFAR	2.X.2.5.1.4.3	

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Figure E-1. Tactical graphics.
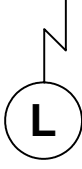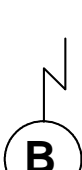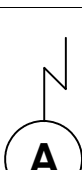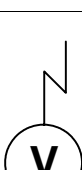
DESCRIPTION	HIERARCHY SYMBOL ID	BATTLESPACE GRAPHIC
	G*C*OXYL--*****	
CASS	2.X.2.5.1.4.4	
	G*C*OXYC--*****	
DICASS	2.X.2.5.1.4.5	
	G*C*OXYS--*****	
BT	2.X.2.5.1.4.6	
	G*C*OXYB--*****	
ANM	2.X.2.5.1.4.7	
	G*C*OXYA--*****	
VLAD	2.X.2.5.1.4.8	
	G*C*OXYV--*****	
ATAC	2.X.2.5.1.4.9	
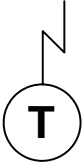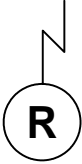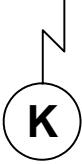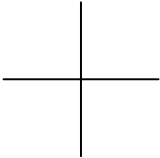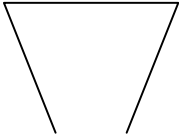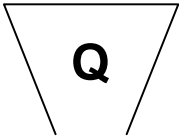
	HIERARCHY	BATTLESPACE GRAPHIC
DESCRIPTION	SYMBOL ID	
	G*C*OXYT--*****	
RO	2.X.2.5.1.4.10	
	G*C*OXYR--*****	
Kingpin	2.X.2.5.1.4.11	
	G*C*OXYK--*****	
Formation	2.X.2.5.1.5	
	G*C*OXN---*****	
Harbour	2.X.2.5.1.6	
	G*C*OXH---*****	
Point Q	2.X.2.5.1.6.1	
	G*C*OXHQ--*****	
Point A	2.X.2.5.1.6.2	

Figure E-1. Tactical graphics.
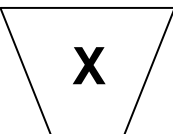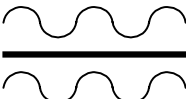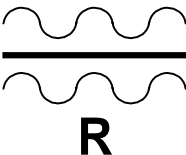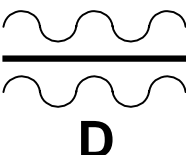
	HIERARCHY	
DESCRIPTION	SYMBOL ID	BATTLESPACE GRAPHIC
	G*C*OXHA-- *****	(trapezoid with letter **A**)
Point Y	2.X.2.5.1.6.3	(trapezoid with letter **Y**)
	G*C*OXHY-- *****	
Point X	2.X.2.5.1.6.4	(trapezoid with letter **X**)
	G*C*OXHX-- *****	
Route	2.X.2.5.1.7	(route graphic)
	G*C*OXR--- *****	
Rendezvous	2.X.2.5.1.7.1	(route graphic with letter **R**)
	G*C*OXRR-- *****	
Diversions	2.X.2.5.1.7.2	(route graphic with letter **D**)
	G*C*OXRD-- *****	
Waypoint	2.X.2.5.1.7.3	

Figure E-1. Tactical graphics.
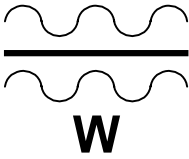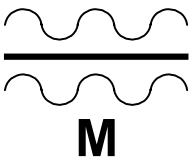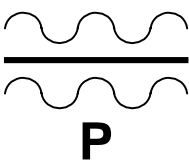
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| | HIERARCHY | |
DESCRIPTION	SYMBOL ID	BATTLESPACE GRAPHIC
	G*C*OXRW--*****	W
PIM	2.X.2.5.1.7.4	M
	G*C*OXRP--*****	
Point R	2.X.2.5.1.7.5	P
	G*C*OXRT--*****	
Station	2.X.2.5.1.8	
Combatant Station	2.X.2.5.1.8.1	CBT ⊠ W W
	G*C*OXSTC-*****	
Picket Station	2.X.2.5.1.8.1.1	PKT ⊠ W W
	G*C*OXSTCP*****	
Antisubmarine Warfare Ship Station	2.X.2.5.1.9.1.2	ASW ⊠ W W
	G*C*OXSTCA*****	
Replenishment At Sea Station	2.X.2.5.1.8.2	RAS ⊠ W W
	G*C*OXSTR-*****	
Rescue Station	2.X.2.5.1.8.3	

Figure E-1. Tactical graphics.

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Figure E-1. Tactical graphics.
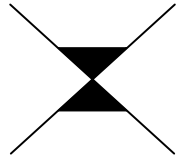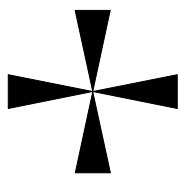
DESCRIPTION	HIERARCHY SYMBOL ID	BATTLESPACE GRAPHIC
	G*C*OXSTH-*****	RSC ✕ W W
Submarine Station	2.X.2.5.1.8.4	
	G*C*OXSTS-*****	SUB ✕ W W
Antisubmarine Warfare Submarine Station	2.X.2.5.1.8.5	
	G*C*OXSTSA*****	ASW/SUB ✕ W W
Search	2.X.2.5.1.9	
	G*C*OXS---*****	
Search Area	2.X.2.5.1.9.1	
	G*C*OXSA--*****	SA
DIP Position	2.X.2.5.1.9.2	
	G*C*OXSD--*****	DIP
Search Centre	2.X.2.5.1.9.3	
	G*C*OXSC--*****	
Air Control	2.X.2.5.1.10	
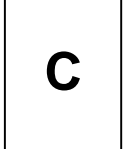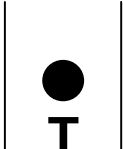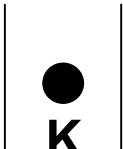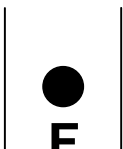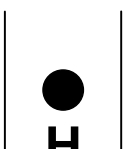
Figure E-1. Tactical graphics.		
DESCRIPTION	HIERARCHY SYMBOL ID	BATTLESPACE GRAPHIC
Combat Air Patrol (CAP)	2.X.2.5.1.10.1 G*C*OXAC-- *****	C
Airborne Early Warning (AEW)	2.X.2.5.1.10.2 G*C*OXAA-- *****	W
TACAN	2.X.2.5.1.10.3 G*C*OXAT-- *****	● T
Tanking	2.X.2.5.1.10.4 G*C*OXAK-- *****	● K
Anti Submarine Warfare/Fixed Wing (ASW F/W)	2.X.2.5.1.10.5 G*C*OXAF-- *****	● F
ASW Rotary Wing	2.X.2.5.1.10.6 G*C*OXAH-- *****	● H
Tomcat	2.X.2.5.1.10.7	

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ORIGINAL

Figure E-1. Tactical graphics.
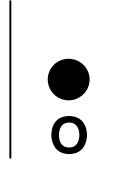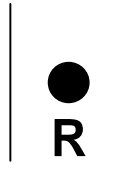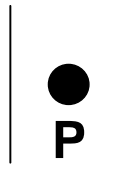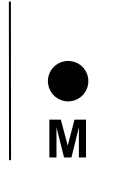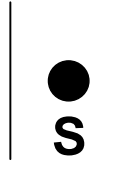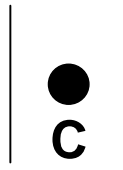
DESCRIPTION	HIERARCHY	BATTLESPACE GRAPHIC
	SYMBOL ID	
	G*C*OXAO-- *****	O
Rescue	2.X.2.5.1.10.8	
	G*C*OXAR-- *****	R
Replenish	2.X.2.5.1.10.9	
	G*C*OXAP-- *****	P
Marshall	2.X.2.5.1.10.10	
	G*C*OXAM-- *****	M
Strike IP	2.X.2.5.1.10.11	
	G*C*OXAS-- *****	S
Corridor Tab	2.X.2.5.1.10.12	
	G*C*OXAD-- *****	C
General or Unspecified Command and Control Point	2.X.2.5.2	

	HIERARCHY	BATTLESPACE GRAPHIC
DESCRIPTION	SYMBOL ID	
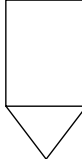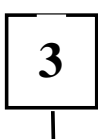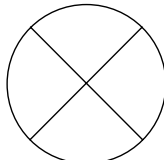
<table>
<tr><td>Figure E-1. Tactical graphics.</td><td colspan="2"></td></tr>
<tr><td></td><td>G*C*OG----
*****</td><td></td></tr>
<tr><td>Checkpoint
1. A predetermined point on the surface of the Earth used as a means of controlling movement, a registration target for fire adjustment, or reference for location. 2. Centre of impact; a burst centre. 3. Geographical location on land or water above which the position of an aircraft in flight may be determined by observation or by electrical means. 4. A place where military police check vehicular or pedestrian traffic in order to enforce circulation control measures and other laws, orders, and regulations.</td><td>2.X.2.5.2.1

G*C*OGC---
*****</td><td></td></tr>
<tr><td>Contact Point
1. In land warfare, a point on the terrain, easily identifiable, where two or more units are required to make contact. 2. In air operations, the position at which a mission leader makes radio contact with an air control agency.</td><td>2.X.2.5.2.2

G*C*OGP---
*****</td><td></td></tr>
<tr><td>Coordination Point
Designated point at which, in all types of combat, adjacent units/formations must make contact for purposes of control and coordination. Army--A control measure that indicates a specific location for the coordination of fires and manoeuvre between adjacent units. They usually are indicated whenever a boundary crosses the forward battle area (FEBA), and may be indicated when a boundary crosses phase lines (PL) used to control security forces.</td><td>2.X.2.5.2.3

G*C*OGT---
*****</td><td></td></tr>
<tr><td>Decision Point
An event, area, line, or point on the battlefield where tactical decisions are required resulting from the wargaming process or the operations order. Decision points do not dictate commander's decisions, they only indicate that a decision is required, and they indicate when/where the decision should be made to have the maximum effect on friendly or enemy courses of action.</td><td>2.X.2.5.2.4

G*C*OGD---
*****</td><td></td></tr>
<tr><td>Linkup Point
An easily identifiable point on the ground where two forces conducting a linkup meet. When one force is stationary, linkup points normally are established where the moving force's routes of advance intersect the stationary force's security elements. Linkup points for two moving forces are established on boundaries where the two forces are expected to converge.</td><td>2.X.2.5.2.5

G*C*OGL---
*****</td><td></td></tr>
<tr><td>Passage Point</td><td>2.X.2.5.2.6</td><td></td></tr>
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E -67
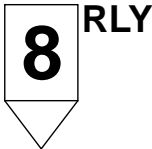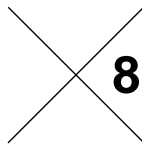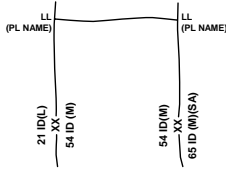
	HIERARCHY	
DESCRIPTION	SYMBOL ID	BATTLESPACE GRAPHIC
A specifically designated place where units will pass through one another either in an advance or withdrawal. It is located where the commander desires subordinate units to physically execute a passage of lines.	G*C*OGN--- *****	PP 8
Rally Point An easily identifiable point on the ground at which units can reassemble/reorganize if they become disbursed or aircrews/passengers can assemble and reorganize following an incident requiring a forced landing.	2.X.2.5.2.7 G*C*OGR--- *****	8 RLY
Release Point A well-defined point on a route at which the elements composing a column return under the authority of their respective commanders, each one of these elements continuing its movement toward its own appropriate destination.	2.X.2.5.2.8 G*C*OGS--- *****	RP 8
Start Point A well-defined point on a route at which movement of vehicles begins to be under the control of the commander of this movement. It is at this point that the column is formed by the successive passing, at an appointed time, of each of the elements composing the column. In addition to the principal start point of a column there may be secondary start points for its different elements.	2.X.2.5.2.9 G*C*OGI--- *****	SP 8
Waypoint Army--A designated point or series of points loaded and stored in a GPS device to facilitate movement.	2.X.2.5.2.10 G*C*OGW--- *****	8
Line	2.X.2.5.3	
Light Line A designated phase line forward of which vehicles are required to use black-out lights at night.	2.X.2.5.3.1 G*C*OLN--- *****	LL (PL NAME) LL (PL NAME) 21 ID(L) XX 54 ID (M) 54 ID(M) XX 65 ID (M)(SA)
Phase Line	2.X.2.5.3.2	

Figure E-1. Tactical graphics.

Figure E-1. Tactical graphics.		
	HIERARCHY	
DESCRIPTION	**SYMBOL ID**	**BATTLESPACE GRAPHIC**
A line used for control and coordination of military operations, usually a terrain feature extending across the zone of action. Army--A line used for control and coordination of military operations. It is usually along recognizable terrain feature extending across the sector or zone of action. Units normally report crossing PL, but do not halt unless specifically directed.	G*C*OLP--- *****	PL NAME PL NAME 21 ID(L) XX 54 ID (M) 54 ID(M) XX 65 ID (M)(SA)
Area	2.X.2.5.4	
Airfield Zone	2.X.2.5.4.1 G*C*OAZ--- *****	
General Control Measure Graphic	2.X.2.6	
Offset Location Indicator for Control Measures Used to denote precise location or to de-clutter.	2.X.2.6.1	
Military Non Article 5 Crisis Response Operation (NA5CRO)	2.X.3	
Violent Activities (Death Causing)	2.X.3.1	
Arson/Fire **Arson**-The crime of maliciously setting fire to the property of another or of burning one's own property for an improper purpose, as to collect insurance. **Fire**-A rapid, persistent chemical reaction that releases heat and light, especially the exothermic combination of a combustible substance with oxygen.	2.X.3.1.1 GHO*VA---- *****	**FIRE**
Artillery/Artillery Fire **Artillery**-Large-calibre firing weapons, as howitzers and cannon, that are mounted and manned by crews. **Artillery Fire**-The discharge of artillery weapons against designated targets.	2.X.3.1.2 GHO*VR---- *****	
Assassination/Murder/Execution	2.X.3.1.3	
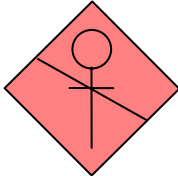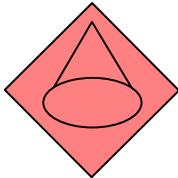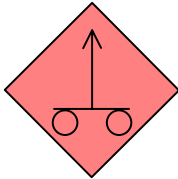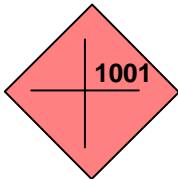
	HIERARCHY	
DESCRIPTION	SYMBOL ID	BATTLESPACE GRAPHIC
Assassination-To murder a prominent person. **Murder**-The unlawful killing of one human being by another, especially with premeditated malice. **Execution**-Putting a person to death, especially as a legal penalty.	GHO*VM---- *****	
Bomb/Bombing (Hostile) **Bomb -** An explosive weapon detonated by a predetermined means, as impact, or proximity to an object, or a timing mechanism. **Bombing -** To attack, damage, or destroy with or as if with bombs.	2.X.3.1.4 GHO*VB---- *****	
Bomb/Bombing (Unknown)	2.X.3.1.4 GUO*VB---- *****	
Booby Trap An explosive or non-explosive device or other material deliberately placed to cause casualties when an apparently harmless object is disturbed or a normally safe act is performed.	2.X.3.1.5 GHO*VY---- *****	
Drive-by Shooting	2.X.3.1.6 GHO*VD---- *****	
Indirect Fire (Unspecified Type) Fire delivered on a target that is not itself used as a point of aim for the weapons or the director.	2.X.3.1.7 GHO*VI---- *****	
Mortar/Mortar Fire	2.X.3.1.8	

Figure E-1. Tactical graphics.
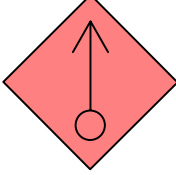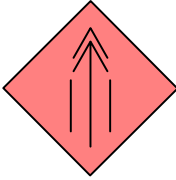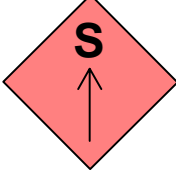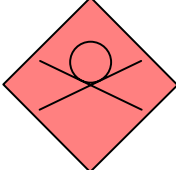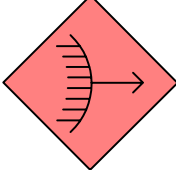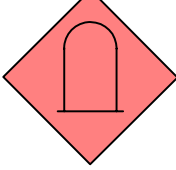
	HIERARCHY	BATTLESPACE GRAPHIC
DESCRIPTION	SYMBOL ID	
	GHOVM---- *****	
Rocket/Rocket Fire	2.X.3.1.9	
	GHO*VK---- *****	
Sniping	2.X.3.1.10	
	GHO*VS---- *****	
Poisoning To injure or kill with poison.	2.X.3.1.11	
	GHO*VP---- *****	
Ambush	2.X.3.1.12	
	GHO*VU---- *****	
Ammunition Cache	2.X.3.1.13	
	GHO*VC---- *****	
Rotary Wing (civilian being used by hostiles or insurgents)	2.X.3.1.14	

Figure E-1. Tactical graphics.
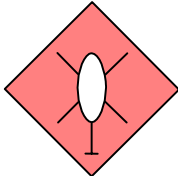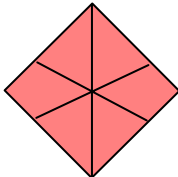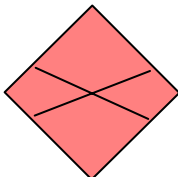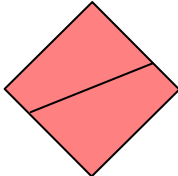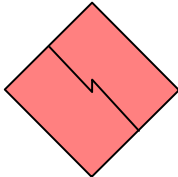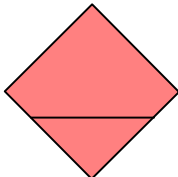
| | HIERARCHY | |
DESCRIPTION	SYMBOL ID	BATTLESPACE GRAPHIC
	GHO*VH---- *****	
Hostile or Insurgent Motorized Infantry	2.X.3.1.15 GHO*VF---- *****	
Hostile or Insurgent Infantry	2.X.3.1.16 GHO*VO---- *****	
Reconnaissance/Surveillance	2.X.3.1.17 GHO*VL---- *****	
Signal/Radio Station	2.X.3.1.18 GHO*VX---- *****	
Supply Cache	2.X.3.1.19 GHO*VZ---- *****	
Locations	2.X.3.2	

Figure E-1. Tactical graphics.
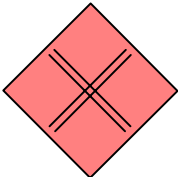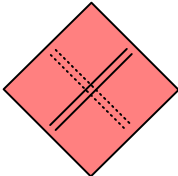
Figure E-1. Tactical graphics.		
DESCRIPTION	HIERARCHY / SYMBOL ID	BATTLESPACE GRAPHIC
Black List Location The location of the official counter-intelligence listing of actual or potential enemy collaborators, sympathizers, intelligence suspects, and other persons whose presence menaces the security of friendly forces.	2.X.3.2.1 GHO*LB---- *****	BLK
Grey List Location The location that identifies and locates those personalities whose inclinations and attitudes toward the political and military objectives of the NATO are obscure. May be listed on grey lists when they are known to possess information or particular skills required by NATO forces.	2.X.3.2.2 GHO*LG---- *****	GREY
White List Location The location that identifies and locates individuals who have been identified as being of intelligence or CI interest and are expected to be able to provide information or assistance in an existing or new intelligence area of interest. Usually in accordance with, or favourably inclined toward, NATO policies. Contributions are based on a voluntary and cooperative attitude.	2.X.3.2.3 GHO*LW---- *****	WHITE
Operations Military actions or the carrying out of a strategic, operational, tactical, service training, or administrative military mission. The process of carrying on combat, including movement, supply, attack, defence, and manoeuvres needed to gain the objectives of any hassle or any battle or campaign. Army--A broad category of related tactical activities, i.e., offence, defence, retrograde, etc.	2.X.3.3	
Roadblock (completed/in-place) A barrier or obstacle (usually covered by fire) used to block, or limit the movement of, hostile vehicles along a route.	2.X.3.3.1 GHO*PR---- *****	
Roadblock (under construction) The putting together or assembling of parts in order to create a barrier or obstacle for blocking or limiting the movement of hostile vehicles along a route.	2.X.3.3.1.1 GHO*PRB--- *****	
Patrolling	2.X.3.3.2	
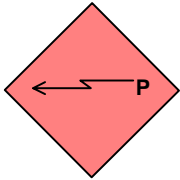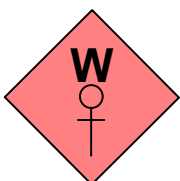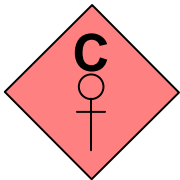
| | HIERARCHY | |
DESCRIPTION	SYMBOL ID	BATTLESPACE GRAPHIC
The process of gathering information or carrying out a destructive, harassing, mopping-up, or security mission. Accomplished by a detachment of ground, sea, or air forces.	GHO*PT---- *****	
Recruitment (willing)	2.X.3.3.3	
	GHO*PC---- *****	
Recruitment (coerced/impressed)	2.X.3.3.3.1	
	GHO*PCU--- *****	
Demonstration (Hostile) A form of offensive operation which is an attack or show of force on a front where a decision is not sought, made with the aim of deceiving the enemy. It is similar to a feint with the exception that no contact with the enemy is sought. In OOTW, an operation by military forces in sight of an actual or potential enemy to show military capabilities.	2.X.3.3.4	
	GHO*PD---- *****	
Demonstration (Unknown)	2.X.3.3.4	
	GUO*PD---- *****	
Demonstration (Friendly)	2.X.3.3.4	
	GFO*PD---- *****	
Mine Laying	2.X.3.3.5	

Figure E-1. <u>Tactical graphics.</u>
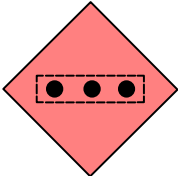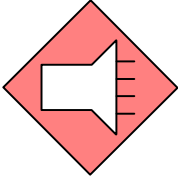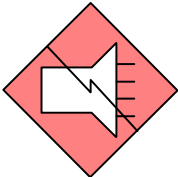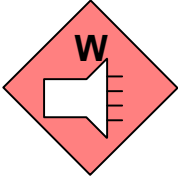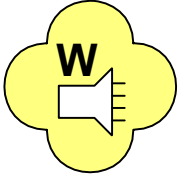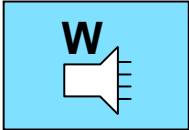
	HIERARCHY	BATTLESPACE GRAPHIC
DESCRIPTION	SYMBOL ID	
	GHO*PM---- *****	
Psychological Operations (PSYOP) Planned operations to convey selected information and indicators to foreign audiences to influence their emotions, motives, objective reasoning, and ultimately the behaviour of foreign governments, organizations, groups, and individuals. The purpose of psychological operations is to induce or reinforce foreign attitudes and behaviour favourable to the originator's objectives.	2.X.3.3.6 GHO*PH---- *****	
PSYOP (TV and Radio Propaganda) Planned operations to convey selected information and indicators to foreign audiences to influence their emotions, motives, objective reasoning, and ultimately the behaviour of foreign governments, organizations, groups, and individuals. The purpose of psychological operations is to induce or reinforce foreign attitudes and behaviour favourable to the originator's objectives.	2.X.3.3.6.1 GHO*PHY--- *****	
PSYOP (Written Propaganda) (Hostile) Planned operations to convey selected information and indicators to foreign audiences to influence their emotions, motives, objective reasoning, and ultimately the behaviour of foreign governments, organizations, groups, and individuals. The purpose of psychological operations is to induce or reinforce foreign attitudes and behaviour favourable to the originator's objectives.	2.X.3.3.6.2 GHO*PHW--- *****	
PSYOP (Written) (Unknown)	2.X.3.3.6.2 GUO*PHW--- *****	
Written Propaganda	2.X.3.3.6.3 GFO*PHG--- *****	
House-to-house Propaganda	2.X.3.3.6.4	

Figure E-1. Tactical graphics.

	HIERARCHY	BATTLESPACE GRAPHIC
DESCRIPTION	SYMBOL ID	

Figure E-1. Tactical graphics.
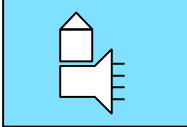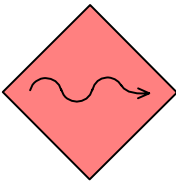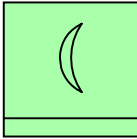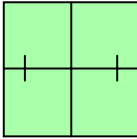
DESCRIPTION	SYMBOL ID	BATTLESPACE GRAPHIC
	GFO*PHT--- *****	
Foraging/Searching To search for provisions, to make a raid as for food.	2.X.3.3.7 GHO*PF---- *****	
Spy **1.** A clandestine agent employed by a state to obtain intelligence relating to its actual or potential enemies at home or abroad. **2.** The act of watching secretly or covertly.	2.X.3.3.8 GHO*PS---- *****	
Food Distribution	2.X.3.3.9 GNO*PF---- *****	
Medical Treatment Facility A facility established for the purpose of furnishing medical and/or dental care to eligible individuals.	2.X.3.3.10 GNO*PI----*****	
Electronic Warfare Intercept	2.X.3.3.11 GHO*PE---- *****	
Extortion	2.X.3.3.12	
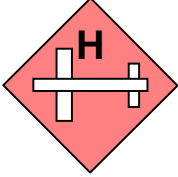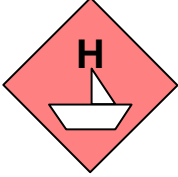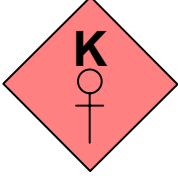
Figure E-1. Tactical graphics.		
DESCRIPTION	HIERARCHY	
	SYMBOL ID	BATTLESPACE GRAPHIC
Illegal use of one's official position or powers to obtain property, funds, or patronage.	GHO*PX---- *****	
Hijacking **1.** To seize control of a vehicle (e.g., an aircraft), in order to go somewhere other than the scheduled destination. **2.** To stop and rob a vehicle in transit.	2.X.3.3.13	
Hijacking (Vehicle)	2.X.3.3.13.1 GHO*PJV--- *****	
Hijacking (Airplane)	2.X.3.3.13.2 GHO*PJA--- *****	
Hijacking (Boat)	2.X.3.3.13.3 GHO*PJB--- *****	
Kidnapping To seize and detain a person unlawfully, usually for ransom.	2.X.3.3.14 GHO*PK---- *****	
Arrest **1.** To stop or check the motion, progress, growth, or spread of someone or something. **2.** To seize and hold a person under authority of the law.	2.X.3.3.15 GFO*PA---- *****	
Drug Operation	2.X.3.3.16	
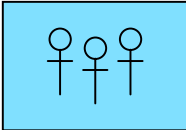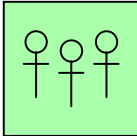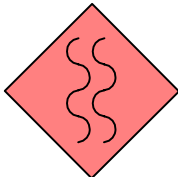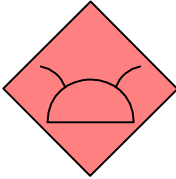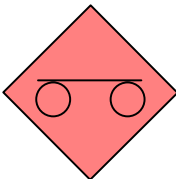
	HIERARCHY	
DESCRIPTION	SYMBOL ID	BATTLESPACE GRAPHIC
	GHO*PO---- *****	DRUG
Items	2.X.3.4	
Refugees (friendly) Civilians, who by reason of real or imagined danger, have left home to seek safety elsewhere.	2.X.3.4.1 GFO*IR----*****	
Refugees (neutral)	2.X.3.4.1 GNO*IR----*****	
Safe House (hostile) An innocent-appearing house or premises established by an organization for the purpose of conducting clandestine or covert activity in relative security.	2.X.3.4.2 GHO*IS----*****	SAFE
Safe House (friendly)	2.X.3.4.2 GFO*IS----*****	SAFE
Graffiti Crude inscriptions or drawings scratched, painted, or sprayed on a surface, as a wall, usually so as to be seen by the public.	2.X.3.4.3 GHO*IG---- *****	

Figure E-1. Tactical graphics.

Figure E-1. Tactical graphics.		
DESCRIPTION	HIERARCHY SYMBOL ID	BATTLESPACE GRAPHIC
Vandalism/Rape/Loot/Ransack/Plunder/Sack	2.X.3.4.4 GHO*IV---- *****	
Known Insurgent Vehicle	2.X.3.4.5 GHO*IK---- *****	
Drug Vehicle	2.X.3.4.6 GHO*ID---- *****	
Internal Security Force 2.X.3.4.6 GHO*ID----*****	2.X.3.4.7 GFO*IF----*****	

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ANNEX F – WEATHER SYMBOL SETS

Scope

F0101. This Annex provides for the weather symbol sets from the World Meteorological Organization (WMO). It is deemed appropriate to present the information to users of this document as a separate Annex.

Weather Symbology

F0102. The following graphics are some of those more commonly used to depict weather and should only be used on weather-related displays. These graphics must be implemented as a separate layer or classification since they may conflict with other symbols or icons used in the operational icon set. These graphics are based on approved symbols and icons from the World Meteorological Organization.
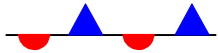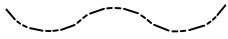
Figure F-1. Weather graphics.

DESCRIPTION	HIERARCHY SYMBOL ID	WEATHER GRAPHIC
Weather	3.X	
	W*A*------*****	
Pressure Systems	3.X.1	
	W*A*P-----*****	
Low Pressure Centre **1.** An area of low atmospheric pressure which has a closed circulation that is cyclonic, i.e., as viewed from above, the circulation is counter clockwise in the Northern Hemisphere, clockwise in the Southern Hemisphere, undefined at the Equator. Because cyclonic circulation and relatively low atmospheric pressure usually coexist, in common practice the terms cyclone and low are used interchangeably. Also, because cyclones often are accompanied by inclement (sometimes destructive) weather, they are frequently referred to simply as storms. **2.** Frequently misused to denote a tornado. **3.** In the Indian Ocean, a tropical cyclone of hurricane or typhoon force.	3.X.1.1 W*A*PL---- *****	**L**
High Pressure Centre An area of high atmospheric pressure which has a closed circulation that is anticyclonic, i.e., as viewed from above, the circulation is clockwise in the Northern Hemisphere, counter clockwise in the southern Hemisphere, undefined at the Equator.	3.X.1.2 W*A*PH---- *****	**H**

Figure F-1. Weather graphics (cont'd).

DESCRIPTION	HIERARCHY	WEATHER GRAPHIC
	SYMBOL ID	
Frontal Systems	3.X.1.3	
	W*A*PF----\n*****	
Cold Front	3.X.1.3.1	
	W*A*PFC---\n*****	
Upper Cold Front\nOccurs when discontinuity at the forward edge of an advancing cold air mass is displacing warmer air in its path and the two air masses intersect above ground level.	3.X.1.3.1.1	
	W*A*PFCU--\n*****	
Warm Front\nThe discontinuity at the forward edge of an advancing warm air mass that is displacing cooler air in its path.	3.X.1.3.2	
	W*A*PFW---\n*****	
Upper Warm Front\nOccurs when discontinuity at the forward edge of an advancing warm air mass is displacing cooler air in its path and the two air masses intersect above ground level.	3.X.1.3.2.1	
	W*A*PFWU--\n*****	
Occluded Front\nThe line along which a cold front has overtaken a warm front at ground level.	3.X.1.3.3	
	W*A*PFO---\n*****	

Figure F-1. Weather graphics (cont'd).

DESCRIPTION	HIERARCHY	WEATHER GRAPHIC
	SYMBOL ID	
Stationary Front A situation in which the surface position of a front does not move; the flow on either side of such a boundary is nearly parallel to the position of the front.	3.X.1.3.4 W*A*PFS--- *****	
Lines	3.X.1.4 W*A*PX---- *****	
Trough Line An elongated region of low atmospheric pressure.	3.X.1.4.1 W*A*PXT--- *****	
Ridge Line An elongated region of high atmospheric pressure.	3.X.1.4.2 W*A*PXR--- *****	
Squall Line A line of high winds and thunderstorms in convectively unstable air, an instability line (of non-frontal nature); it may be generated by a cold front. Such a line may be some hundreds of miles in length and is sometimes called a pseudo front. It is associated with line thunderstorms, shear line of which are the squall lines, accompanied by strong gusts, hail, rain and sometimes tornadoes, but well in advance of the cold front (if present).	3.X.1.4.3 W*A*PXS--- *****	
Turbulence Turbulence is a transitory atmospheric condition which has varying effects on aircraft operations. It is a serious hazard to pilots that may occur without warning.	3.X.2 W*A*T-----*****	
Light Turbulence Description is dependent on associated aircraft type.	3.X.2.1 W*A*TL---- *****	
Moderate Turbulence	3.X.2.2	

Figure F-1. Weather graphics (cont'd).
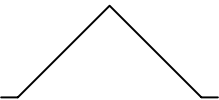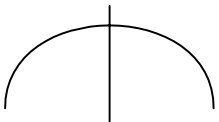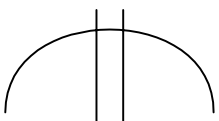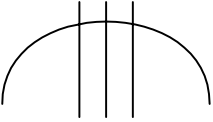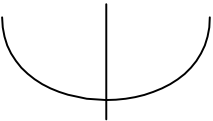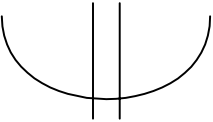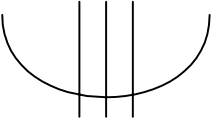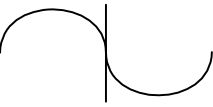
DESCRIPTION	HIERARCHY	WEATHER GRAPHIC
	SYMBOL ID	
Description is dependent on associated aircraft type.	W*A*TM---- *****	
Severe Turbulence Description is dependent on associated aircraft type.	3.X.2.3 W*A*TS---- *****	
Extreme Turbulence Description is dependent on associated aircraft type.	3.X.2.4 W*A*TE---- *****	
Icing	3.X.3 W*A*I-----*****	
Clear Icing Glossy, clear, or translucent ice formed by the relatively slow freezing of large supercooled droplets. The droplets spread out over the airframe surface before completely freezing.	3.X.3.1 W*A*IC----*****	
Light Clear Icing Description is dependent on associated aircraft type.	3.X.3.1.1 W*A*ICL--- *****	
Moderate Clear Icing Description is dependent on associated aircraft type.	3.X.3.1.2 W*A*ICM--- *****	
Severe Clear Icing	3.X.3.1.3	

Figure F-1. Weather graphics (cont'd).

DESCRIPTION	HIERARCHY	WEATHER GRAPHIC
	SYMBOL ID	
Description is dependent on associated aircraft type.	W*A*ICS--- *****	
Rime Icing Rough, milky opaque ice formed by the instantaneous freezing of small supercooled droplets which trap air within the ice as they strike the aircraft.	3.X.3.2 W*A*IR----*****	
Light Rime Icing Description is dependent on associated aircraft type.	3.X.3.2.1 W*A*IRL--- *****	
Moderate Rime Icing Description is dependent on associated aircraft type.	3.X.3.2.2 W*A*IRM--- *****	
Severe Rime Icing Description is dependent on associated aircraft type.	3.X.3.2.3 W*A*IRS--- *****	
Mixed Icing A hard rough conglomerate of ice which can cause very rough accumulation and severe loss of lift.	3.X.3.3 W*A*IM---- *****	
Light Mixed Icing Description is dependent on associated aircraft type.	3.X.3.3.1 W*A*IML--- *****	
Moderate Mixed Icing	3.X.3.3.2	

Figure F-1. Weather graphics (cont'd).
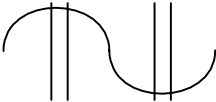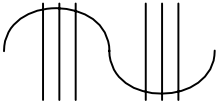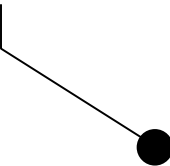
DESCRIPTION	HIERARCHY	WEATHER GRAPHIC
	SYMBOL ID	
Description is dependent on associated aircraft type.	W*A*IMM---*****	
Severe Mixed Icing Description is dependent on associated aircraft type.	3.X.3.3.3 W*A*IMS---*****	
Wind Barb Used, in different variations, to represent wind speeds.	3.X.4 W*A*W-----*****	
Jet Stream A narrow belt of strong winds, with speeds of 50 to 200 knots, in the upper troposphere. In the northern Hemisphere these winds usually have a westerly component.	3.X.4.1 W*A*WJ----*****	
Flight Rules	3.X.5 W*A*F-----*****	
Instrument Ceiling Evaluation of ceiling height by cloud measuring equipment.	3.X.5.1 W*A*FI----*****	
Visual Ceiling The height above the earth's surface of the lowest (thin or opaque) layer reported as broken (5-7 oktas) or overcast (8 oktas), or the vertical visibility into an indefinite ceiling.	3.X.5.2 W*A*FV----*****	
Coverage Symbols	3.X.6	

Figure F-1. Weather graphics (cont'd).
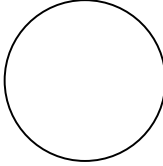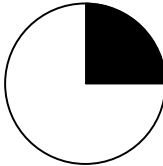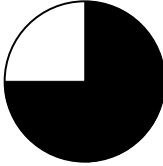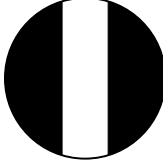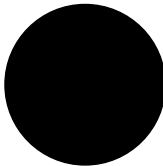
DESCRIPTION	HIERARCHY SYMBOL ID	WEATHER GRAPHIC
	W*A*C-----*****	
Clear Sky (SKC) The absence of layers of clouds or other obscuring phenomena.	3.X.6.1 W*A*CC----*****	
Scattered Sky (SCT) A summation sky cover of three-eights through four-eights.	3.X.6.2 W*A*CS----*****	
Broken Sky (BKN) A summation sky cover of five-eights through less than eight-eighths.	3.X.6.3 W*A*CB----*****	
Overcast with Breaks A condition in which an overcast layer has discernible break(s) totalling less than 1 okta.	3.X.6.4 W*A*CW----*****	
Overcast (OVC) A summation sky cover of eight-eighths.	3.X.6.5 W*A*CO----*****	
Sky Obscured or Partially Obscured	3.X.6.6	

Figure F-1. Weather graphics (cont'd).
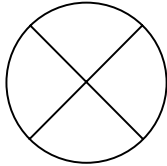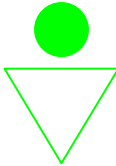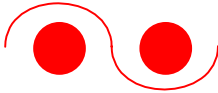
DESCRIPTION	HIERARCHY SYMBOL ID	WEATHER GRAPHIC
1. Obscured - A condition in which surface-based obscuring phenomena (e.g., fog, rain, snow) are hiding eight-eighths of the sky or higher layers. The terms "obscuration" and "indefinite ceiling" may also be used in relation to this sky condition. **2. Partially Obscured** - A condition in which surface-based obscuring phenomena are hiding at least one-eighth, but less than eight-eighths, of the sky or higher layers. The term "partial obscuration" may also be used in relation to this sky condition.	W*A*CP---- *****	
Precipitation	3.X.7 W*A*P-----*****	
Rain (RA) Precipitation, either in the form of drops larger than 0.02 inch (0.5 mm), or smaller drops, which in contrast to drizzle, are widely separated.	3.X.7.1 W*A*PR---- *****	
Rain Shower The rain changes intensity or starts and stops abruptly. These showers fall exclusively from cumuliform clouds.	3.X.7.1.1 W*A*PRS--- *****	
Freezing Rain (FZRA) Rain that freezes on impact with the ground, with objects in flight, or with objects on the ground. Produces glaze (clear) ice.	3.X.7.1.2 W*A*PRF--- *****	
Drizzle (DZ) Fairly uniform precipitation composed exclusively of fine drops (diameter less than 0.02 inch or 0.5 mm) very close together. Drizzle appears to float while following air currents although, unlike fog droplets, it falls to the ground. It usually falls from low stratus clouds and is frequently accompanied by low visibility and fog.	3.X.7.1.3 W*A*PRD--- *****	
Freezing Drizzle (FZDZ) Drizzle which freezes upon impact with the ground, with objects in flight, or with objects on the ground. Produces glaze (clear) ice.	3.X.7.1.3.1 W*A*PRDF-- *****	
Snow (SN)	3.X.7.2	

Figure F-1. Weather graphics (cont'd).
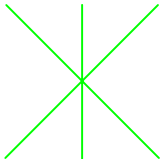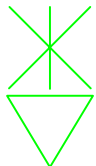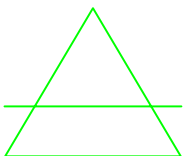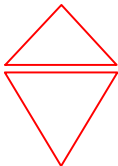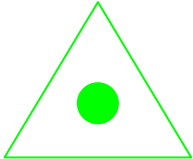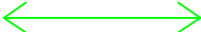
DESCRIPTION	HIERARCHY	WEATHER GRAPHIC
	SYMBOL ID	
Precipitation of snow crystals, mostly branched in the form of six-pointed stars, many times clustered to form snowflakes.	W*A*PS----*****	
Snow Showers Snow changes intensity or starts and stops abruptly. These showers fall exclusively from cumuliform clouds.	3.X.7.2.1 W*A*PSS---****	
Snow Grains (SG) Precipitation of very small, white, opaque particles of ice; the solid equivalent of drizzle. The grains are fairly flat or elongated. Diameters are generally less than .04 inch (1mm). When the grains hit hard ground, they do not bounce or shatter. They usually fall in very small quantities from stratus clouds (or occasionally from fog).	3.X.7.2.2 W*A*PSG---*****	
Hail Precipitation in the form of small balls or other pieces of ice falling separately or frozen together in irregular lumps. Hailstones consist of alternate opaque and clear layers of ice in most cases. Hail is normally associated with thunderstorms and surface temperatures above freezing.	3.X.7.3 W*A*PH----*****	
Ice Pellets (PE) Precipitation of transparent or translucent pellets of ice, which are round or irregular, rarely conical, and have a diameter of 0.2 inch (5 mm) or less. The pellets usually rebound when striking hard ground and make a sound on impact. They are two main types. Hard grains of ice consisting of frozen raindrops or melted and refrozen snowflakes and pellets of snow encased in a thin layer of ice formed from the freezing, either of droplets intercepted by the pellets, or of water resulting from the partial melting of the pellets.	3.X.7.4 W*A*PI----*****	
Ice Crystals (IC) A fall of unbranched (snow crystals are branched) ice crystals in the form of needles, columns, or plates. They are termed "ice prisms" in Synoptic observations. Ice crystals are often so tiny they seem to be suspended in the air. They may fall from a cloud or from clear air. The crystals are visible mainly when they glitter in the sunshine or other bright light (diamond dust), thus producing a luminous pillar or other optical phenomena. This hydrometeor (rarely more than the lightest precipitation), which is frequent in polar regions, occurs only at very low temperatures in stable air masses.	3.X.7.5 W*A*PC----*****	
Storms	3.X.8	

Figure F-1. Weather graphics (cont'd).
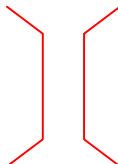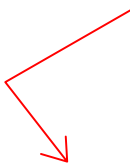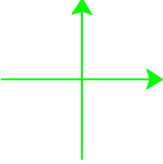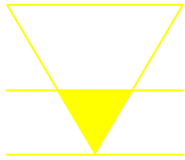
DESCRIPTION	HIERARCHY SYMBOL ID	WEATHER GRAPHIC
	W*A*S-----*****	
Thunderstorm (TS) A local storm produced by a cumulonimbus cloud accompanied by strong gusty winds, vertical currents at higher levels, and heavy precipitation with lightning and/or thunder. It is usually a few miles in both horizontal and vertical dimensions, extending from the ground up to 20,000, 40,000, or even 60,000 feet in the most vigorous examples.	3.X.8.1 W*A*ST----*****	
Thunderstorm (TS) and Rain (RA) A local storm produced by a cumulonimbus cloud accompanied by lightning and/or thunder and precipitation, either in the form of drops larger than 0.02 inch (0.5 mm), or smaller drops, which in contrast to drizzle, are widely separated.	3.X.8.1.1 W*A*STR---*****	
Funnel Cloud (FC) / Tornado/Waterspout **1. Funnel Cloud (FC)** - A violent, rotating column of air which does not touch the ground, usually appended to a cumulonimbus cloud. Also called a tuba. **2. Tornado** - (+FC) A violent, rotating column of air touching the ground; funnel cloud touching the ground. A tornado nearly always starts as a funnel cloud (FC) and is accompanied by a loud, roaring noise. **3. Waterspout (+FC)** - A violent, rotating column of air that forms over a body of water, such as a bay, gulf, or lake, and touches the water surface; a tornado or funnel cloud that touches a body of water.	3.X.8.1.2 W*A*STF---*****	
Lightning (LTG) A luminous manifestation accompanying a sudden electrical discharge which takes place from or inside a cloud or, less often, from high structures on the ground, or from mountains.	3.X.8.1.3 W*A*STL---*****	
Storm Systems	3.X.8.2 W*A*SS----*****	
Tropical Storm A tropical cyclone having winds ranging from approximately 48 to 121 kilometres or 30 to 75 miles per hour.	3.X.8.2.1 W*A*SST---*****	
Hurricane	3.X.8.2.2	

Figure F-1. Weather graphics (cont'd).

DESCRIPTION	HIERARCHY	WEATHER GRAPHIC
	SYMBOL ID	
Tropical cyclones, especially in the West Indies, in which the wind velocity equals or exceeds 64 knots (73 mph).	W*A*SSH--- *****	
Obstructions To Visibility	3.X.9	
	W*A*O----- *****	
Blowing Snow (BLSN) Snow particles raised and stirred violently by the wind to moderate or great heights. Prevailing visibility is reduced to less than 7 miles (9,999 meters) and the sky may become obscured when the particles are raised to great heights.	3.X.9.1 W*A*OS---- *****	
Fog (FG) A visible aggregate of minute water particles (droplets) which are based on the Earth's surface, extends vertically, and reduces horizontal visibility to less than 5/8 mile (1,000 meters). When fog is further described by the descriptors BC, MI, or PR, the prevailing visibility may be equal to or greater than 5/8 mile (1,000 meters. Unlike drizzle, FG does not fall to the ground.	3.X.9.2 W*A*OF---- *****	
Freezing Fog (FZFG) A suspension of numerous minute ice crystals in the air, or water droplets at temperatures below 0 degrees Celsius, based at the Earth's surface and extending vertically to greater than 6 feet (1.8 meters). FZFG reduces prevailing visibility to less than 5/8 mile (1000 meters) and, unlike drizzle, does not fall to the ground. The water droplets may freeze upon contact with exposed objects to form a coating of rime or glaze and it can occur even though the air temperature is above freezing. The water droplets may freeze upon contact with exposed objects to form a coating of rime or glaze. Also called Ice Fog.	3.X.9.2.1 W*A*OFF--- *****	
Dust or Sand Storm **1. <u>Dust storm (DS).</u>** An unusual, frequently severe weather condition characterized by strong winds and dust-filled air over an extensive area. Report a dust storm if the prevailing visibility is reduced to less than 5/8 miles (1,000 meters), but not less than 5/16 miles (500 meters). Report a heavy (severe) dust storm (+DS) if the visibility is reduced to less than 5/16 miles (500 meters). **2. <u>Sandstorm (SS).</u>** Particles of sand ranging in diameter from 0.008 inches to 1 millimetre carried aloft by a strong wind. The sand particles are mostly confined to the lowest ten feet, and rarely rise more than fifty feet above the ground. A sandstorm is reported if the prevailing visibility is reduced to less than 5/8 miles (1,000 meters), but not less than 5/16 miles (500 meters). Report a heavy (severe) sandstorm (+SS) if the visibility is reduced to less than 5/16 miles (500 meters).	3.X.9.3 W*A*OT---- *****	
Dust Devil	3.X.9.4	

Figure F-1. Weather graphics (cont'd).

DESCRIPTION	HIERARCHY	WEATHER GRAPHIC
	SYMBOL ID	
Well-developed dust/sand whirls (PO). An ensemble of particles of dust or sand, sometimes accompanied by small litter, raised from the ground in the form of a whirling column of varying height with a small diameter and an approximately vertical axis. Reported regardless of the visibility.	W*A*OD---- *****	
Smoke (FU) A suspension in the air of small particles produced by combustion. A transition to haze may occur when smoke particles have traveled great distances (25 to 100 miles or 40 to 160 kilometers or more) and when the larger particles have settled out and the remaining particles have become widely scattered through the atmosphere. When viewed through smoke, the disk of the sun at sunrise and sunset appears very red. The disk may have an orange tinge when the sun is above the horizon. Evenly distributed smoke from distant sources generally has a light grayish or bluish appearance.	3.X.9.5 W*A*OK---- *****	
Haze (HZ) A suspension in the air of extremely small, dry particles invisible to the naked eye and sufficiently numerous to give the air an opalescent appearance. This phenomenon resembles a uniform veil over the landscape and subdues all colors. Dark objects viewed through this veil tend to have a bluish tinge while bright objects, such as the sun or distant lights, tend to have a dirty yellow or reddish hue. When haze is present and the sun is well above the horizon, its light may have a peculiar silvery tinge. Haze particles may be composed of a variety of substances; e.g., dust, salt, residue from distant fires or volcanoes, pollen, etc., which generally are well diffused through the atmosphere.	3.X.9.6 W*A*OH---- *****	
Blowing Dust or Sand Dust or sand raised by the wind to a height of 6 feet (1.8 meters) or more.	3.X.9.7 W*A*OB---- *****	

ANNEX G
COMPARATIVE FORMATION/UNIT DESIGNATIONS

General

G0101. The data given in this Annex has been provided by each nation. The designations assigned by the various nations to their formations/units are shown against the agreed size symbols listed in Table II in Chapter 2 of this document. If a nation has no formation unit of the size indicated by the symbol, no designation will be entered. Nations not yet included in this Annex are invited to provide their unit designations. With a view to making this Annex easier to understand, each military symbol is accompanied by a group number, which is explained at the end of the Annex.

GR OUP	SYMBOL	NATIONAL DESIGNATION		REMARK	COUNTRY
		FRANCAISE	NEERLANDAISE		**BEL**
1	●	Equipe	Ploeg	(1)	
2	● ●	Section	Sectie	(1)	
3	● ● ●	Peloton	Peloton	(1)	
4	I	Compagnie Escadron Batterie	Compagnie Eskadron Batterij	(1) armor artillery	
5	I I	Bataillon Escadrille	Bataljon Escadrille	(1) army aviation	
6	I I I	Groupement Regiment	Groepering Regiment	Applies only to home forces	
7	✕	Brigade	Brigade	(1)	
8	✕ ✕	Division	Divisie	(1)	
9	✕ ✕ ✕	Corps d'armée	Legerkorps	(1)	
10	✕ ✕ ✕ ✕	Armée	Leger	(2)	
11	✕ ✕ ✕ ✕ ✕	Group d'armée	Legergroep	(2)	

(1) basic national designation.
(2) non existent in Belgian armed forces.

GROUP	SYMBOL	NATIONAL DESIGNATION	REMARK	COUNTRY **BGR**
1	●	Razchet (Разчет) Ekipazh (Екипаж)	(1) artilley, signals, air-defence infantry, armour, reconnaissance, engineers, signals	
2	● ●	Otdelenie (Отделение)	(1) infantry, reconnaissance, NBC, logistic, signals, engineers	
3	● ● ●	Vzvod (Взвод)	(1) infantry, armour, reconnaissance, artillery, air-defence, engineers, signals, NBC, logistic,	
4	I	Rota (Рота) Batareja (Батарея)	(1) infantry, armour reconnaissance, signals, engineers, NBC, logistic artillery, air-defence	
5	I I	Bataliyon (Баталъон) Diviziyon (Дивизион)	(1) infantry, armour reconnaissance, signals, engineers, NBC, logistic artillery, air-defence	
6	I I I	Polk (Полк)	(1) infantry, armour reconnaissance, artillery, signals, engineers, NBC, logistic	
7	✕	Brigada (Бригада)	(1) infantry, armour, artillery, engineers, logistic	
8	✕ ✕	No equivalent	(2)	
9	✕ ✕ ✕	Komandvane (Командване)	(1), (3)	
10	✕ ✕ ✕ ✕	Armia (Армия)	(1)	
11	✕ ✕ ✕ ✕ ✕	No equivalent	(2)	

(1) basic national designation.
(2) non existent in the Bulgarian armed forces.
(3) will exist in the Bulgarian armed forces up to the end of 2006.
Note: Words in Latin letters are the transcribed pronunciation of national designations.

GROUP	SYMBOL	NATIONAL DESIGNATION	REMARK	COUNTRY
				CAN
1	●	Element smaller than a Section		
2	● ●	Section	(1)	
3	● ● ●	Platoon Troop Section	(1) infantry armour, artillery, engineers, signals aviation	
4	I	Company Squadron Battery Flight	(1) infantry armour, engineers artillery aviation	
5	I I	Battalion Regiment Squadron	(1) infantry armour, artillery, engineers, signals aviation	
6	I I I	Regiment Wing Group	(2) aviation established as required generally in support of joint operations	
7	✖	Brigade Brigade group Aviation group	(1)	
8	✖ ✖	Division	(2)	
9	✖ ✖ ✖	Corps	(2)	
10	✖ ✖ ✖ ✖	Army	(2)	
11	✖ ✖ ✖ ✖ ✖	Army group	(2)	

(1) basic national designation.
(2) non existent in the Canadian armed forces.

GROUP	SYMBOL	NATIONAL DESIGNATION	REMARK	COUNTRY
1	●	Osádka, obsluha, sekce	Element smaller than a section	**CZE**
2	● ●	Družstvo	(1)	
3	● ● ●	Četa	(1)	
4	I	Rota Baterie Roj	(1) artillery, air defense aviation	
5	I I	Prapor Oddil Letka	(1) artillery, air defense aviation	
6	I I I	Pluk Letecká skupina	(1) aviation	
7	✕	Brigáda Zakladna	(1) aviation	
8	✕ ✕	Divize	(1)	
9	✕ ✕ ✕	Armádni sbar	(1)	
10	✕ ✕ ✕ ✕		(2)	
11	✕ ✕ ✕ ✕ ✕		(2)	

(1) Basic national designation.
(2) Non existent in the Czech army.

GROUP	SYMBOL	NATIONAL DESIGNATION	REMARK	COUNTRY
1	●	Trupp	(1)	**DEU**
2	● ●	Gruppe Rotte	(1) army aviation	
3	● ● ● ● ● ● ●	Zug Schwarm Staffel	(1) army aviation echelon of command/control or support elements	
4	I	Kompanie Batterie Staffel Boot Inspektion	(1) artillery, army air defence army aviation, air force and navy navy military school	
5	I I	Bataillon Abteilung Bootsgeschwader, Schiff Lehrgruppe	(1) army aviation navy military school	
6	I I I	Regiment Geschwader, Bereich Schiffsgeschwader	(1) artillery, signal, army aviation, engineers, army air defence, air mobile infantry, medical, NBC defence, logistics air force navy	
7	✕	Brigade Einsatzflottille	(1) logistics, armour, armoured infantry, airborne infantry, air mechanized, special forces, army combat support navy	
8	✕ ✕	Division Wehrbereichskommando	(1) armour, armoured infantry, special operations, air mechanized	
9	✕ ✕ ✕	Korps Kommando Operative Führung Eingreifkräfte Kommando Operative Führung Luftstreitkräfte Flottenkommando	(1) Response Forces Operations Command air force navy	
10	✕ ✕ ✕ ✕	Armee Component Command Einsatzführungskommando der Bundeswehr TSK FüKdo und Ämter	(2) (2) Bundeswehr Operations Command Single Service Commands & Departments	
11	✕ ✕ ✕ ✕ ✕	Armeegruppe Joint Force Command	(2) (2)	

(1) Basic national designation.
(2) Non existent in the German Armed Forces.

GROUP	SYMBOL	NATIONAL DESIGNATION	REMARK	COUNTRY
1	●	Gruppe	(1)	**DNK**
2	● ●	Sektion	(1)	
3	● ● ●	Deling	(1)	
4	I	Kompagni Eskadron Batteri	infantry, engineers, signals armour artillery	
5	I I	Bataljon Afdeling Bataljons kampgruppe	(1) artillery composite unit of mixed arms, mainly infantry or armour with other arms added	
6	I I I	Regiment	peacetime training and administrative unit	
7	✕	Brigade	(1)	
8	✕ ✕	Division	(1)	
9	✕ ✕ ✕	Korps	(1)	
10	✕ ✕ ✕ ✕	Arme	(2)	
11	✕ ✕ ✕ ✕ ✕	Armegruppe	(2)	

(1) basic national designation.
(2) non existent in the Danish Army.

GROUP	SYMBOL	NATIONAL DESIGNATION	REMARK	COUNTRY
1	●	Escuadra/Equipo Patrulla	(1) army air	**ESP**
2	● ●	Peloton		
3	● ● ●	Seccion		
4	I	Compania Bateria Escuadron Subgrupo Tactico	(1) artillery armour composite unit of mixed arms	
5	I I	Battallon Grupo Grupo Tactico	(1) artillery, cavalry, services composite unit of mixed arms	
6	I I I	Regimiento Agrupacion Tactica	(1) composite unit of mixed arms	
7	✕	Brigada	(1)	
8	✕ ✕	Division	(1)	
9	✕ ✕ ✕	Cuerpo deEjercito	(1)	
10	✕ ✕ ✕ ✕	Ejercito	(2)	
11	✕ ✕ ✕ ✕ ✕	Grupo de Ejercito	(2)	

(1) basic national designation.
(2) non existent in the Spanish army.

GROUP	SYMBOL	NATIONAL DESIGNATION	REMARK	COUNTRY
				EST
1	●			
2	● ●			
3	● ● ●			
4	I			
5	I I			
6	I I I			
7	✕			
8	✕ ✕			
9	✕ ✕ ✕			
10	✕ ✕ ✕ ✕			
11	✕ ✕ ✕ ✕ ✕			

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GROUP	SYMBOL	NATIONAL DESIGNATION	REMARK	COUNTRY
1	●	Equipe Equipage	(1) personnel responsible for the operation of equipment	**FRA**
2	● ●	Groupe Patrouille	(1) reconnaissance	
3	● ● ●	Section Peloton	(1) armour and transportation units	
4	I	Compagnie Batterie Escadron Flight	(1) artillery armour and transportation units army aviation	
5	I I	Bataillon Groupement	(1) (1) temporary unit	
6	I I I	Regiment	(1)	
7	✕	Brigade	(1) logistic unit	
8	✕ ✕	Division	(1)	
9	✕ ✕ ✕	Corps d'Armée	(1)	
10	✕ ✕ ✕ ✕	Armée	(1)	
11	✕ ✕ ✕ ✕ ✕	Groupe d'Armées	(2)	

(1) Basic national designation.
(2) non existent in the French army.

GROUP	SYMBOL	NATIONAL DESIGNATION	REMARK	COUNTRY
1	●	Section	(1)	**GBR**
2	● ●		(2)	
3	● ● ●	Platoon Troop Flight	(1) marines, armour, artillery, engineers, signals, special air service, transport, army air, RAF Regiment	
4	I	Company Squadron Battery Combat group. Squadron group, Coy/Sqn group	(1) armour, engineers, signals, special air service, army air , transport, RAF Regiment	
5	I I	Battalion Regiment Field Ambulance Armoured or Field workshop Wing Battle group Commando	(1) armour, artillery, engineers, signals, special air service, army air medical repair and recovery RAF Regiment composite unit of mixed arms "marines"	
6	I I I		(2)	
7	✕	Field force/Brigade	(1)	
8	✕ ✕	Division	(1)	
9	✕ ✕ ✕	Corps	(1)	
10	✕ ✕ ✕ ✕		(2)	
11	✕ ✕ ✕ ✕ ✕	Army Group	(1)	

(1) basic national designation.
(2) non existent in the British army.

GROUP	SYMBOL	NATIONAL DESIGNATION	REMARK	COUNTRY
1	●	Hemi-Homas Stoecheon	Infantry Infantry, armour	**GRC**
2	● ●	Homas Stoecheon	Infantry, armour, engineers, signals artillery	
3	● ● ●	Themoerea Ulamos	infantry, engineers, signals artillery, armor	
4	I	Lochos Pyrovolarchia Ili	infantry, engineers, signals artillery armour	
5	I I	Taghma Mora Epilarchia	infantry, engineers, signals artillery armour	
6	I I I	Stntagma Theoekissis machis Merarchiakon Pyrovolikon Homas Pyrovolikon Mahis	infantry armour)) artillery))	
7	✕	Taxiarchia	armour	
8	✕ ✕	Merarchia	(1)	
9	✕ ✕ ✕	Soma stratou	(1)	
10	✕ ✕ ✕ ✕	Stratia	(1)	
11	✕ ✕ ✕ ✕ ✕		(2)	

(1) Basic national designation.
(2) Nonexistent in the Greek army.

GROUP	SYMBOL	NATIONAL DESIGNATION	REMARK	COUNTRY
1	●	Résleg Repülő géppár	(1) It does not exist as an organic unit.	**HUN**
2	● ●	Kezelőszmélyzet Raj	(1) armour, infantry reconaissance	
3	● ● ●	Szakasz	(1) armour, infantry, engineers, signals	
4	I	Század Űteg	(1) armour, infantry, signals, air artillery air defence	
5	I I	Zászlóalj Osztály	(1) armour, infantry, combat service support artillery air defence	
6	I I I	Ezred	(1) radar, air	
7	✕	Dandár	(1) infantry, logistics	
8	✕✕	Hadosztály	(2)	
9	✕ ✕ ✕	Hadtest	(1)	
10	✕ ✕ ✕ ✕	Hadsereg	(2)	
11	✕ ✕ ✕ ✕ ✕	Hadseregcsoport	(2)	

(1) Basic national designation.
(2) Nonexistent in the Hungarian Defense Forces.

GROUP	SYMBOL	NATIONAL DESIGNATION	REMARK	COUNTRY
1	●			**ISL**
2	● ●			
3	● ● ●			
4	|			
5	| |			
6	| | |			
7	✕			
8	✕ ✕			
9	✕ ✕ ✕			
10	✕ ✕ ✕ ✕			
11	✕ ✕ ✕ ✕ ✕			

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GROUP	SYMBOL	NATIONAL DESIGNATION	REMARK	COUNTRY
1	●	Squadra Squadra pezzo Equipaggio	(1) artillery tank and cavalry	**ITA**
2	● ●	Pattuglia	This formation is not an organic unit. A comparable unit is organized on a case by case basis in accordance with the task. The unit strength may range from group 1 to 3.	
3	● ● ●	Plotone Sezione	(1) artillery, transport	
4	I	Compagnia Squadrone Batteria Autoreparto Complesso minore	(1) cavalry, army aviation artillery transport combined arms company group	
5	I I	Battaglione Gruppo Gruppo squaroni Autogruppo Reparto	(1) infantry, signal, engineers, logistic, transport artillery cavalry, army aviation transport combined arms battle group (battalion level), headquarters units, medical	
6	I I I	Reggimento	(1) In the Italian Army the regiment is battalion sized. Grouping of combat support units Combined arms battle group	
7	✕	Brigata	(1)	
8	✕ ✕	Divisione Comando Operativo Intermedio Comando dei Supporti delle Forze Operative Terrestri	(1) divisional headquarters are called "Intermediate Operational Command" CS and CCS headquarters of the Operational Land Forces Command	
9	✕ ✕ ✕	Corpo d'Armata Comando Operativo Intermedio Comando Forze Operative Terrestri	(1) The "Intermediate Operational Command"may be elevated to corps level. Operational Land Forces Command	
10	✕ ✕ ✕ ✕	Armata	Applicable only time	

(1) Basic national designation.

GROUP	SYMBOL	NATIONAL DESIGNATION	REMARK	COUNTRY
				LTU
1	●			
2	● ●			
3	● ● ●			
4	I			
5	I I			
6	I I I			
7	✕			
8	✕ ✕			
9	✕ ✕ ✕			
10	✕ ✕ ✕ ✕			
11	✕ ✕ ✕ ✕ ✕			

.

GROUP	SYMBOL	NATIONAL DESIGNATION	REMARK	COUNTRY
1	●	Equipe	(1)	**LUX**
2	● ●	Groupe	(1)	
3	● ● ●	Section	(1)	
4	I	Compagnie	(1)	
5	I I	Bataillon	(1)	
6	I I I	Regiment	(2)	
7	✕	Brigade	(2)	
8	✕ ✕	Division	(2)	
9	✕ ✕ ✕	Corps d'Armée	(2)	
10	✕ ✕ ✕ ✕	Armée	(2)	
11	✕ ✕ ✕ ✕ ✕	Groupe d'Armée	(2)	

(1) Basic national designation.
(2Nonexistent in the Luxemburgian army.

GROUP	SYMBOL	NATIONAL DESIGNATION	REMARK	COUNTRY
				LVA
1	●			
2	● ●			
3	● ● ●			
4	I			
5	I I			
6	I I I			
7	✕			
8	✕ ✕			
9	✕ ✕ ✕			
10	✕ ✕ ✕ ✕			
11	✕ ✕ ✕ ✕ ✕			

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GROUP	SYMBOL	NATIONAL DESIGNATION	REMARK	COUNTRY
1	●	Groep Ploeg Stuk	(1) services, cavalry (reconnaissance) artillery, mortars with infantry and cavalry	**NLD**
2	● ●	Detachement Groep Sectie	(1) cavalry, artillery, armour	
3	● ● ●	Peloton Gevechtsbatterij Vlucht	(1) anti aircraft artillery (except quad. 5 AAMG unit, designation "peloton") army aviation	
4	I	Compagnie Eskadron Batterij Squadron	(1) cavalry, armour, military police artillery, anti aircraft artillery army aviation	
5	I I	Bataljon Afdeling Groep Colonne Commando	(1) artillery, anti aircraft artillery army aviation civil defence services, indicates a non-organic formation consisting of various group 3 and 4 units	
6	I I I	Regiment Geniegevechtsgroep Groep (2)	exist only as a non-organic traditional grouping of battalions of the same arm or branch engineers (1)artillery) indicates a non-organic anti aircraft) formation consisting of artillery) various group 4 and 5 units signals) services)	
7	✕	Brigade Legerkorps artillerie Legerkorps logistiek commando	(1) artillery services	
8	✕ ✕	Divisie	(1)	
9	✕ ✕ ✕	Legerkorps	(1)	
10	✕ ✕ ✕ ✕	Leger	(3)	
11	✕ ✕ ✕ ✕ ✕	Legergroep	(3)	

(1) basic national designation.
(2) always with the prefix of an arm, branch or service, e.. "intendance groep"
(3) non existent in the Royal Netherlands army.

GROUP	SYMBOL	NATIONAL DESIGNATION	REMARK	COUNTRY
1	●	Lag	(1)	**NOR**
2	● ●	Gruppe	(1)	
3	● ● ●	Tropp	(1)	
4	I	Kompani Eskadron Batteri Stridsgruppe	(1) armour, cavalry artillery composite unit of mixed arms	
5	I I	Bataljon Stridsgruppe	(1) composite unit of mixed arms	
6	I I I	Regiment	administrative unit only	
7	✕	Brigade Kombinert regiment	composite formation of mixed arms (Brigade Size)	
8	✕ ✕	Division Forsvarsdistrikt Landforsvar	(1)) territorial organization) ("Land Defence")	
9	✕ ✕ ✕	Korps	(2)	
10	✕ ✕ ✕ ✕	Forsvarskommando	combined organization for all three services	
11	✕ ✕ ✕ ✕ ✕	Arme-gruppe	(2)	

(1) basic national designation.
(2) non existent in the Norwegian army.

GROUP	SYMBOL	NATIONAL DESIGNATION	REMARK	COUNTRY
1	●	Element mniejszy niż drużyna	It does not exist as an organic unit and is structured each time in view of a particular task.	**POL**
2	● ●	Drużyna Załoga Działlon	(1) infantry, reconnaissance, engineers, signals, air mobile armour artillery	
3	● ● ●	Pluton	(1)	
4	I	Kompania Bateria Swadron	(1) artillery air cavalry	
5	I I	Batalion Dywizjon	(1) artillery	
6	I I I	Pułk	(1)	
7	✕	Brygada	(1)	
8	✕ ✕	Dywizja	(1)	
9	✕ ✕ ✕	Korpus	(1)	
10	✕ ✕ ✕ ✕		(2)	
11	✕ ✕ ✕ ✕ ✕		(2)	

(1) Basic national designation.
(2) Nonexistent in the Polish Army.

GROUP	SYMBOL	NATIONAL DESIGNATION	REMARK	COUNTRY
1	●	Esquadra	(1)	**PRT**
2	● ●	Seccao	(1)	
3	● ● ●	Pelotao	(1)	
4	I	Companhia Bateria Esquadrao	(1) artillery cavalry and armour	
5	I I	Batalhao Grupo	(1) cavalry, armour, artillery	
6	I I I	Regimento	(1)	
7	✕	Brigada Agrupamento	(1) special duties organization	
8	✕ ✕	Divisao	(1)	
9	✕ ✕ ✕	Corps de exército	(1)	
10	✕ ✕ ✕ ✕	Exército de campanha	(2)	
11	✕ ✕ ✕ ✕ ✕	Grupo de exercitos	(2)	

(1) basic national designation.
(2) non existent in the Portuguese army.

GROUP	SYMBOL	NATIONAL DESIGNATION	REMARK	COUNTRY
				ROU
1	●	Secție		
2	● ●	Echipă Piesă	artillery.	
3	● ● ●	Pluton Secție	artillery	
4	❙	Companie Baterie	Artillery	
5	❙ ❙	Batalion Divizion	artillery	
6	❙ ❙ ❙	Regiment		
7	✕	Brigadă		
8	✕ ✕	Divizie		
9	✕ ✕ ✕	Corp de armată		
10	✕ ✕ ✕ ✕	Armată		
11	✕ ✕ ✕ ✕ ✕			

.

GROUP	SYMBOL	NATIONAL DESIGNATION	REMARK	COUNTRY
				SVK
1	●			
2	● ●			
3	● ● ●			
4	I			
5	I I			
6	I I I			
7	✕			
8	✕ ✕			
9	✕ ✕ ✕			
10	✕ ✕ ✕ ✕			
11	✕ ✕ ✕ ✕ ✕			

.

GROUP	SYMBOL	NATIONAL DESIGNATION	REMARK	COUNTRY
				SVN
1	●			
2	● ●			
3	● ● ●			
4	I			
5	I I			
6	I I I			
7	✕			
8	✕ ✕			
9	✕ ✕ ✕			
10	✕ ✕ ✕ ✕			
11	✕ ✕ ✕ ✕ ✕			

.

GROUP	SYMBOL	NATIONAL DESIGNATION	REMARK	COUNTRY
1	●	Manga	(1)	**TUR**
2	● ●	Kisim	(1)	
3	● ● ●	Takim	(1)	
4	I	Bölük Batarya	(1) artillery	
5	I I	Tabur	(1)	
6	I I I	Alay (muharebe grubu)		
7	✕	Tugay	(1)	
8	✕ ✕	Tümen	(1)	
9	✕ ✕ ✕	Kolordu	(1)	
10	✕ ✕ ✕ ✕	Ordu	(1)	
11	✕ ✕ ✕ ✕ ✕	Ordular grubu		

(1) basic national designation.
(2) non existent in the Turkish army.

GROUP	SYMBOL	NATIONAL DESIGNATION	REMARK	COUNTRY
1	●	Squad	(1)	**USA**
2	● ●	Section	(1)	
3	● ● ●	Platoon Detachment	(1) Special Forces, Military Police	
4	I	Company Battery Troop	(1) artillery armored cavalry, air cavalry	
5	I I	Battalion Squadron	 armored cavalry, air cavalry	
6	I I I	Regiment Group	(1) armored cavalry artillery, engineer, aviation, Special Forces, combat service support	
7	✕	Brigade	(1)	
8	✕ ✕	Division	(1)	
9	✕ ✕ ✕	Corps	(1)	
10	✕ ✕ ✕ ✕	Numbered army	may be established to control two or more corps	
11	✕ ✕ ✕ ✕ ✕	Army group	(1)	

(1) basic national designation.

Explanatory Notes

G0102. These group numbers should not be used outside the context of this STANAG. They are not intended as definitions in themselves.

a) **Group1.** The smallest basic unit, part of a group 2 and/or group 3 unit. Requires administrative and logistical support.

b) **Group 2.** A unit larger than a group 1 unit but smaller than an group 3 unit. Requires administrative and logistical support.

c) **Group 3**. A unit designed to perform a tactical or support mission, composed of two or more group 1 and/or group 2 units and normally forming part of a group 4 unit. It is commanded by an OF-1/OF-2 or OR-7/OR-8 (see STANAG 2116) and may or may not require administrative support.

d) **Group 4**. A unit designed to be capable of administering itself if operating independently and may be self-accounting. It is composed of two or more group 3 units and is commanded by an OF-2 or 3 (see STANAG 2116). It is normally part of a group 5 unit. It can be a composite group 4 unit of mixed arms.

e) **Group 5.** A unit designed to be self-administering and self-accounting and capable of operating independently. It is composed of two ore more group 4 units and is commanded by an OF-3 or 4 (see STANAG 2116). It can be grouped with group 1, 2, 3 or 4 units of different arms to form a composite group 5 unit of mixed arms.

f) **Group 6.** A unit of two or more group 5 units or group 4 units usually of the same arm under a designated commander. Usually commanded by an OF-4 or 5 or 6 (see STANAG 2116).

g) **Group 7.** A formation of two more combat arm group 5 units or group 6 units with group 1, 2, 3, 4 or 5 units from supporting arms and services normally commanded by an OF-5 or 6 (see STANAG 2116); it is smaller than a group 8 formation.

h) **Group 8.** A major tactical and administrative formation which combines in itself the necessary arms and services required for sustained combat, larger than a group 7 formation and smaller than a group 9 formation. It is normally commanded by an OF-7 (see STANAG 2116).

i) **Group 9.** A formation larger than a group 8 formation and smaller than a group 10 formation which usually consists of two or more group 8 formations together with supporting arms and services. It is normally commanded by OF-8 (see STANAG 2116).

j) **Group 10.** The largest tactical and administrative formation of armed forces made up of a number of group 9 and group 8 formations.

k) **Group 11.** Several group 10 or group 9 formations under a designated joint force commander.

LEXICON

PART I – ACRONYMS AND ABBREVIATIONS

Part I contains abbreviations relevant to APP-6 and is not meant to be exhaustive. The definitive and more comprehensive list of NATO agreed abbreviations is in AAP-15.

AA	Assembly Area
AACOM	Army Area Command
A/C	Aircraft
AAM	Air-to-Air Missile
AAWC	Anti-air Warfare Commander
ACA	Airspace Coordination Area
ACP	Air Control Point
ADP	Automated Data Processing
AEW	Airborne Electronic Warfare
AEW	Airborne Early Warning
AF	Air Force
AGI	Auxiliary Group Intelligence
AI	Area of Interest
ALT	Alternate
ANM	Acoustic Noise Monitor
AOO	Area of Operations
AP	Anti-Personnel (Mine)
APC	Armoured Personnel Carrier
APOD	Airport of Debarkation
APOE	Airport of Embarkation
APP	Allied Procedural Publication
ASM	Anti-ship Missile
ASP	Ammunition Supply Point
ASR	Alternate Supply Route
ASUW	Antisurface Warfare
ASW	Antisubmarine Warfare
AI	Area of Interest
ALT	Alternate
ANM	Acoustic Noise Monitor
AOO	Area of Operations

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AP	Anti-Personnel (Mine)
BSA	Brigade Support Area
BT	Bathythermograph
C/S/A	CINC, Service, and Agency
C2	Command and Control
C3I	Command, Control, Communications, and Intelligence
C4I	Command, Control, Communications, Computers, and Intelligence
CAP	Combat Air Patrol
CARP	Computed Air Release Point
CAS	Close Air Support
CASS	Command Activated Sonobuoy System
CATK	Counterattack
CBT	Combat/Combatant
CBRN	Chemical, Biological, Radiological, and Nuclear
CCP	Casualty Collection Point
CCP	Communications Check Point
CFA	Covering Force Area
CFL	Coordinated Fire Line
CGM	Computer Graphics Metafile
CID	Criminal Investigation Division
CIE	Commission Internationale de l'Eclairage
CINC	Commander in Chief
CL	Coordination Line
COLT	Combat Observation and Lasing Team
COMMZ	Communications Zone
CP	Check Point
CSAR	Combat Search and Rescue
DCA	Defensive Counter Air
DCN	Decontamination
DET	Detainee(s)
DGZ	Desired Ground Zero
DICASS	Directional Command Activated Sonobuoy System
DIFAR	Directional Frequency Analysis and Recording
DLIC	Detachment Left-in-Contact

DLRP	Data Link Reference Point
DRPR	Drawing Practices
DSA	Division Support Area
DTG	Date-Time Group
DZ	Drop Zone
EA	Engagement Area
EA	Electronic Attack
EC	Electronic Combat
EO	Electro-optics
ENY	Enemy
EP	Electronic Protection
EPW	Enemy Prisoner of War
ERP	Engineer Regulating Point
ESM	Electronic Warfare Support Measures
EW	Electronic Warfare
EZ	Extraction Zone
F/W	Fixed Wing
FAADEZ	Forward Area Air Defence Zone
FARP	Forward Arming and Refuelling Point
FAC	Forward Air Controller
FC	Fire Control
FCZ	Forward Combat Zone
FEBA	Forward Edge of the Battle Area
FFA	Free Fire Area
FLB	Forward Logistics Base
FLET	Forward Line of Enemy Troops
FLOT	Forward Line of Own Troops
FM	Field Manual
FO	Frame Optional
FSA	Fire Support Area
FSCL	Fire Support Coordination Line
FSS	Fire Support Station
GPS	Global Positioning System
GSD	Graphical Situation Display
GZ	Ground Zero

HCI	Human Computer Interface
HF	Human Factors
HIDACZ	High-Density Airspace Control Zone
HIMEZ	High Altitude Missile Engagement Zone
HL	Holding Line
H/MAD	High/Medium Altitude Air Defence
ICBM	Intercontinental Ballistic Missile
IFF	Identification, Friend or Foe
IFV	Infantry Fighting Vehicle
INST	Information Standards and Technology
IP	Initial Point
IRBM	Intermediate Range Ballistic Missile
ISB	Intermediate Staging Base
JSEAD	Joint Suppression of Enemy Air Defences
LAB	Logistics Assault Base
LC	Line of Contact
LCCP	Large Communication Configured Package
LD	Line of Departure
LLLTV	Low-Light Level Television
LLTR	Low-Level Transit Route
LOA	Limit of Advance
LOC	Lines of Communications
LOFAR	Low Frequency Analysis and Recording
LOMEZ	Low Altitude Missile Engagement Zone
LOTS	Logistics Over-The-Shore
LP	Linkup Point
LRP	Logistics Release Point
LRS	Long Range Surveillance
LZ	Landing Zone
MAGTF	Marine Air-Ground Task Force
MBA	Main Battle Area
MC&G	Mapping, Charting, and Geodesy
MCM	Mine Countermeasures
MCP	Maintenance Collection Point
MEDEVAC	Medical Evacuation

MEZ	Missile Engagement Zone
MICV	Mechanized Infantry Combat Vehicle
MP	Military Police
MPA	Maritime Patrol Aircraft
MRR	Minimum-Risk Route
MSD	Minimum Safe Distance
MSR	Main Supply Route
MTF	Medical Treatment Facility
NAI	Named Area of Interest
NATO	North Atlantic Treaty Organization
NFA	No-Fire Area
NFL	No-Fire Line
NOTAM	Notice to Airmen
NTDS	Naval Tactical Data Processing System
OBJ	Objective
OP	Observation Point; Observation Post
PAA	Position Area for Artillery
PDF	Principal Direction of Fire
PIM	Position and Intended Movement
PKT	Picket
PLD	Probable Line of Deployment
POD	Port of Debarkation
POE	Port of Embarkation
PP	Passage Point
PS	Personnel Services
PUP	Pop-up Point
PZ	Pickup Zone
R3P	Rearm, Refuel, and Re-supply Point
RA	Rest Area
RAA	Rear Assembly Area
RAOC	Rear Area Operation Centre
RAS	Replenishment at Sea
RCZ	Rear Combat Zone
RES	Reserve
RFA	Restricted Fire Area

ORIGINAL

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RFL	Restrictive Fire Line
RGB	Red, Green, Blue
RIP	Relief in Place
RL	Report Line
RL	Release Line
RLY	Rally (Point)
RO	Range Only
ROM	Refuel on the Move
RO/RO	Roll-on/Roll-Off
ROZ	Restricted Operations Zone
RP	Release Point
RPV	Remotely Piloted Vehicle
RSA	Regimental Support Area
RSC	Rescue (Station)
RV	Re-entry Vehicle
S/SSM	Surface-to-Subsurface Missile
SA	Staging Area
SAAFR	Standard use Army Aircraft Flight Route
SAM	Surface-to-Air Missile
SAR	Search and Rescue
SFOB	Special Forces Operations Base
SIF	Selective Identification Feature
SIGINT	Signals Intelligence
SL	Start Line
SLBM	Submarine-Launched Ballistic Missile
SOF	Special Operations Forces
SP	Starting Point
SP	Self-Propelled
SPOD	Seaport of Debarkation
SPOE	Seaport of Embarkation
SSM	Surface-to-Surface (Guided) Missile
STANAG	NATO Standardization Agreement
SUB	Submarine
SWG	Symbology Working Group
SWG	Surface Warfare Group

ORIGINAL

TAA	Target Acquisition Area
TACP	Tactical Air Control Party
TAI	Target Area of Interest
TCP	Traffic Control Post
TF	Task Force
TGT	Target
TOT	Time on Target
TTP	Trailer Transfer Point
TV	Television
TWS	Track While Scan
UAV	Unmanned Aerial Vehicle
UF	Unframed
UMCP	Unit Maintenance Collection Point
UWT	Under Water Telephone
UWTG	Under Water Tug
UXO	Unexploded Ordnance
VLAD	Vertical Line Array Difar
V/STOL	Vertical/ Short Take Off and Landing
WFZ	Weapons Free Zone
WMO	World Meteorological Organization

PART II - TERMS AND DEFINITIONS

Assumed friend
A track or contact which is assumed to be a friend because of its characteristics, behaviour, or origin. (STANAG 1241)

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

Battlespace
The total, fluid, dynamic environment within which mission-derived operational objectives are pursued.

Chromaticity
The aspect of colour including the consideration of its dominant wavelength and purity.

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

Contact
Any discrete airborne, surface or subsurface object detected by electronic, acoustic, and/or visual sensors. (AAP-6)

Engagement domain
An environment that primarily is based on the command and control of weapons systems and designed to facilitate rapid identification and judgment based on the need to engage or not to engage.

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

Faker
A friendly aircraft simulating a hostile in an air defence exercise. (STANAG 1241)

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

Footcandle
The unit of measure of illumination. The amount of light emitted by a standard candle measured one foot away from the candle.

Footlambert
The unit of measure of intensity of reflected or emitted light (luminance). The average luminescence of any reflecting surface in footlamberts is the product of the illumination in footcandles by the luminous reflectance of the surface.

Force domain
An environment that is primarily based on the command and control (management of the battlespace) of units and forces.

Frame
The geometric border of a symbol that provides an indication of the affiliation, battle dimension, and status of a operational object.

Friend
In identification, the designation given to a track, object or entity belonging to a declared, presumed or recognized friendly nation, faction or group. (AAP-6)

Graphic
All products of the cartographic and photogrammetric art.

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

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

Indicator
One of several specific graphical additions to a symbol used to provide additional information pictorially vice textually.

Interoperability
The ability of systems, units, or forces to provide services to and accept services from other systems, units, or forces and to use the services so exchanged to enable them to operate effectively together. (AAP-6)

Joker
A friendly track or contact acting as a "suspect" track for exercise purposes only. (STANAG 1241)

Kilo
A friendly track of specific interest. (STANAG 1241)

Mapping, Charting, & Geodesy (MC&G) Symbology
Symbology that represents natural and man-made features used in the production or
display of maps, charts, and digital geospatial information.

Meteorological symbology
Symbology used in weather/climatic forecasting.

Modifier
Optional text or graphics that provide additional information about a symbol or tactical
graphic.

Neutral
In identification, the designation given to a track, object or entity whose characteristics,
behaviour, origin or nationality indicate that it is neither supporting nor opposing friendly
forces. (AAP-6)

Pending
A track or contact for which identification is to be determined. (STANAG 1241)

Present
Now existing or in progress.

Signals Intelligence (SIGINT)
1. A category of intelligence comprising either individually or in combination all
   communications intelligence, electronics intelligence, and foreign instrumentation
   signals intelligence, however transmitted.
2. Intelligence derived from communications, electronics, and foreign instrumentation
   signals.

Status
A determination or declaration as to whether a track's or object's location or battlefield
environment is existing/present or is planned/anticipated at the time that the symbology
was generated or the time associated/presented with the symbology itself.

Suspect
A track or contact which is potentially hostile because of its characteristics, behavior,
origin, or nationality. (STANAG 1241)

Symbol
An object that presents information.

Symbol ID code
An alphanumeric code based on a database structure that is used in some display systems
to provide the minimum elements required to construct the basic icon and/or a complete
symbol.

Text
Words, alphanumeric information, and other ASCII characters used to define or further designate the meaning of a symbol.

Track
A series of related contacts displayed on a plotting board. The actual path of an aircraft above, or a ship on, the surface of the earth.

Traveller
A suspect surface track following a recognised traffic route. (STANAG 1241)

Unknown
1. A code meaning information not available.
2. An unidentified target. An evaluated track or contact which has not been identified. (STANAG 1241)

Zombie
A suspect air track conforming to ATC rules or NATO airspace following a recognised traffic pattern. (STANAG 1241)

Operational symbology
Symbology used to plan and execute military operations in support of C4I functions.

(INTENTIONALLY BALNK)

REFERENCE PUBLICATIONS

AAP-6   NATO Glossary of Terms and Definitions
AAP-15   NATO Glossary of Abbreviations Used in NATO Documents and
Publications

AJP-01   Allied Joint Doctrine
AJP-2   Allied Joint Intelligence, Counter-Intelligence and Security Doctrine
AJP-2.1   Doctrine for Intelligence Procedures
AJP-3   Allied Doctrine for Joint Operations
AJP-3.1   Allied Joint Maritime Operations
AJP-3.3   Joint Air and Space Operations Doctrine
AJP-3.4.1   Peace Support Operations
AJP-4   Allied Joint Logistic Doctrine
AJP-5   Allied Joint Doctrine for Operational Planning
AJP-9   NATO Civil-Military Co-operation (CIMIC) Doctrine

STANAG 1059   Letter Codes for Geographical Entities
STANAG 1166   Standard Ship Designator System
STANAG 1241   NATO Standard Identity Description Structure for Tactical Use
STANAG 2511   Intelligence Reports
STANAG 2220   Information/Intelligence Exchange on Irregular Forces
STANAG 2460   Functional (Category) Codes for the Classification of Places and
                 Installation and Facilities

STANAG 2961   Classes of Supply of NATO Land Forces

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