

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

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	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	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	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	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	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	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	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	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	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	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	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	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	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

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

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	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	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	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- --	**	**	*	OBSERVER
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	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	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	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	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	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	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	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	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	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	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	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	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	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	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	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	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	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	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

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

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	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

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

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	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	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	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	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	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

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

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	D E S C R I P T I O N
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	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	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	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	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 SSRN
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	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	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	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	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.2.1.1.2	G	*	C	*	MG PI --	**	**	*	POINT OF INTEREST
2.X.2.1.2	G	*	C	*	MG L- --	**	**	*	LINES
2.X.2.1.2.1	G	*	C	*	MG LB --	**	**	*	BOUNDARIES
2.X.2.1.2.1.1	G	*	C	*	MG LB G-	**	**	*	GENERAL BOUNDARIES
2.X.2.1.2.1.1.1	G	F	C	*	MG LB GF	**	**	*	FRIENDLY PRESENT
2.X.2.1.2.1.1.2	G	F	C	*	MG LB GO	**	**	*	FRIENDLY PLANNED OR ON ORDER
2.X.2.1.2.1.1.3	G	H	C	*	MG LB GK	**	**	*	ENEMY KNOWN
2.X.2.1.2.1.1.4	G	H	C	*	MG LB GS	**	**	*	ENEMY SUSPECTED OR TEMPLATED
2.X.2.1.2.1.2	G	*	C	*	MG LB L-	**	**	*	LATERAL BOUNDARY
2.X.2.1.2.1.3	G	*	C	*	MG LB F-	**	**	*	FORWARD BOUNDARY
2.X.2.1.2.1.4	G	*	C	*	MG LB R-	**	**	*	REAR BOUNDARY
2.X.2.1.2.2	G	*	C	*	MG LF --	**	**	*	FORWARD LINE OF TROOPS (FLOT)
2.X.2.1.2.3	G	*	C	*	MG LL --	**	**	*	LINE OF CONTACT
2.X.2.1.2.4	G	*	C	*	MG LP --	**	**	*	PHASE/COORDINATION LINE
2.X.2.1.2.5	G	*	C	*	MG LE --	**	**	*	BEARING LINE
2.X.2.1.2.5.1	G	*	C	*	MG LE E-	**	**	*	ELECTRONIC
2.X.2.1.2.5.2	G	*	C	*	MG LE A-	**	**	*	ACOUSTIC
2.X.2.1.2.5.3	G	*	C	*	MG LE T-	**	**	*	TORPEDO
2.X.2.1.2.5.4	G	*	C	*	MG LE O-	**	**	*	ELECTRO-OPTICAL INTERCEPT
2.X.2.1.3	G	*	C	*	MG A- --	**	**	*	AREAS
2.X.2.1.3.1	G	*	C	*	MG AU --	**	**	*	UNSPECIFIED AREA
2.X.2.1.3.1.1	G	*	C	*	MG AU A-	**	**	*	GENERAL AREA

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

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	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	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	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	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	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	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	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	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	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 DEVICE
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

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

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	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	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	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

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

HIERARCHY	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	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	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	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	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	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	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	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	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	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	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	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	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	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	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	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	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	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	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	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	C O D E S C H E M E	A F F I L I A T I O N	B A T T L E D I M E N S I O N	S T A T U S	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O U N T R Y C O D E	O R D E R O F B A T T L E	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