

NOT MEASUREMENT  
SENSITIVE

MIL-STD-2525B  
w/CHANGE 2  
7 MARCH 2007

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SUPERSEDING  
MIL-STD-2525B  
w/CHANGE 1  
1 July 2005

# DEPARTMENT OF DEFENSE INTERFACE STANDARD

## COMMON WARFIGHTING SYMOLOGY



Distribution A: Approved for public release, distribution is unlimited.

AMSC N/A

AREA IPSC

## MIL-STD-2525B w/CHANGE 2

## SUMMARY OF CHANGE 2 MODIFICATIONS

The following modifications to the standard have been made:

1. All pages have been renumbered in accordance with MIL-STD-962D, Defense Standards Format and Content.
2. Indexes for the base standard and appendixes have been created in accordance with MIL-STD-962D.
3. The tables below identify specific modifications to the standard. Page numbers listed indicate the page numbers in this document. The hierarchy ID code is used to identify symbols.

Base Standard Modifications

PAGE	LOCATION	MODIFICATION
xi	FOREWORD	Replaced paragraph 3 with the following, “Comments, suggestions, or questions on this document should be addressed to DISA Standards Management Branch (GE332), PO Box 4502, Arlington, VA 22204-4502, or emailed to <a href="mailto:symbol@standexp.disa.mil">symbol@standexp.disa.mil</a> . Since contact information can change, you may want to verify the currency of this address information using the ASSIST Online database at <a href="http://assist.daps.dla.mil/">http://assist.daps.dla.mil/</a> .”
xi	FOREWORD, Paragraph 3	Changed “PO” to “P.O.”
xii	CONTENTS	Added missing item 5.3.1.2, Exercise amplifying descriptor.
xiii	CONTENTS	Added missing item 5.3.4.4, Auxiliary equipment indicator.
xiii	CONTENTS	Added missing item 5.3.4.11, Dynamic graphic modifiers.
xiii	CONTENTS	Added missing item 5.6.1, Point graphics.
xiii	CONTENTS	Added missing item 5.6.2, Line and area graphics.
xiii	CONTENTS, Item 5.9.2	Added text underline.
15	Paragraph 3.3	Corrected spelling of “ANTI-SURFACE WARFARE (ASUW)” in paragraph 3.3.
22, 789	Paragraph 3.3, INDEX	Corrected spelling of “ORDNANCE” in “EXPLOSIVE ORDNANCE DISPOSAL.”
23	Paragraph 3.3	Changed “FIRE FREE AREA” to “FREE FIRE AREA.”
29, 793	Paragraph 3.3, INDEX	Added a space between “CENTER” and “(MCC)” in “MOVEMENT CONTROL CENTER (MCC).”
31	Paragraph 3.3	Deleted duplicate “MSLAQ” hierarchy codes.
42, 809	Paragraph 3.3, INDEX	Corrected spelling of “ORDNANCE” in “UNEXPLODED ORDNANCE AREA (UXO).”
52	TABLE IV, Field K	Changed “equipment” to “installations.” Corrected sentence reads, “A text modifier for units and installations that indicates unit effectiveness or installation capability.”

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## SUMMARY OF CHANGE 2 MODIFICATIONS

Base Standard Modifications - Continued.

PAGE	LOCATION	MODIFICATION
52	TABLE IV, Field W	Changed description to “A text modifier for units, equipment, and installations that displays traditional military Date/Time Group format: DDHHMMSSZMONYY or “O/O” for on order.”
67	TABLE XI, Field W	Changed description to “A text modifier that displays Date/Time Group format: DDHHMMSSZMONYY or “O/O” for on order.”
73	TABLE XIV, Field W	Changed description to “Alphanumeric field for date/time for transmission conforms with MIL-STD-2500B (YYYYMMDDHHMMSS) or “O/O” for on order.”
74	TABLE XIV, Footnote 7	Changed “MIL-STD-2410” to “MIL-STD-2401.”
822	CONCLUDING MATERIAL	Added “NGA – MP” to the Custodians list.

Appendix A Modifications

PAGE	LOCATION	MODIFICATION
82, 121	TABLE A-III, TABLE A-V	Added new symbol, WAR.SPC.SLV.
82, 123	TABLE A-III, TABLE A-VI	Added new symbol, WAR.AIRTRK.MIL.FIXD.TNK.BOOM.
83, 124	TABLE A-III, TABLE A-VI	Added new symbol, WAR.AIRTRK.MIL.FIXD.TNK.DROG.
84, 130	TABLE A-III, TABLE A-VI	Corrected spelling of “ANTI-SURFACE WARFARE (ASUW)” in symbol, WAR.AIRTRK.MIL.FIXD.DRN.ASUW.
86, 138	TABLE A-III, TABLE A-VI	Added new symbol, WAR.AIRTRK.WPN.MSLIF.SLM.SSUM.
86, 138	TABLE A-III, TABLE A-VI	Added new symbol, WAR.AIRTRK.WPN.MSLIF.SLM.ABM.
86, 139	TABLE A-III, TABLE A-VI	Added new symbol, WAR.AIRTRK.WPN.MSLIF.AL.M.ASPC.
86, 140	TABLE A-III, TABLE A-VI	Added new symbol, WAR.AIRTRK.WPN.BM.
86, 140	TABLE A-III, TABLE A-VI	Added new symbol, WAR.AIRTRK.WPN.MSLIF.BLST.
97, 194	TABLE A-III, TABLE A-VII	Corrected spelling of “ORDNANCE” in symbol, WAR.GRDTRK.UNT.CS.EOD.
102, 218	TABLE A-III, TABLE A-VII	Added a space between “CENTER” and “(MCC)” in symbol, WAR.GRDTRK.UNT.CSS.TPT.MCC.
109, 264	TABLE A-III, TABLE A-VII	Added new symbol, WAR.GRDTRK.EQT.GRDVEH.CVLVEH.AUT.

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## SUMMARY OF CHANGE 2 MODIFICATIONS

Appendix A Modifications - Continued.

PAGE	LOCATION	MODIFICATION
109, 265	TABLE A-III, TABLE A-VII	Added new symbol, WAR.GRDTRK.EQT.GRDVEH.CVLVEH.AUT.CPCT.
109, 265	TABLE A-III, TABLE A-VII	Added new symbol, WAR.GRDTRK.EQT.GRDVEH.CVLVEH.AUT.MDSZ.
109, 265	TABLE A-III, TABLE A-VII	Added new symbol, WAR.GRDTRK.EQT.GRDVEH.CVLVEH.AUT.SDN.
109, 266	TABLE A-III, TABLE A-VII	Added new symbol, WAR.GRDTRK.EQT.GRDVEH.CVLVEH.OBTRK.
109, 266	TABLE A-III, TABLE A-VII	Added new symbol, WAR.GRDTRK.EQT.GRDVEH.CVLVEH.OBTRK.PU.
109, 266	TABLE A-III, TABLE A-VII	Added new symbol, WAR.GRDTRK.EQT.GRDVEH.CVLVEH.OBTRK.SMAL.
109, 267	TABLE A-III, TABLE A-VII	Added new symbol, WAR.GRDTRK.EQT.GRDVEH.CVLVEH.OBTRK.LRG.
109, 267	TABLE A-III, TABLE A-VII	Added new symbol, WAR.GRDTRK.EQT.GRDVEH.CVLVEH.MPV.
109, 267	TABLE A-III, TABLE A-VII	Added new symbol, WAR.GRDTRK.EQT.GRDVEH.CVLVEH.MPV.VAN.
110, 268	TABLE A-III, TABLE A-VII	Added new symbol, WAR.GRDTRK.EQT.GRDVEH.CVLVEH.MPV.SBUS.
110, 268	TABLE A-III, TABLE A-VII	Added new symbol, WAR.GRDTRK.EQT.GRDVEH.CVLVEH.MPV.LBUS.
110, 268	TABLE A-III, TABLE A-VII	Added new symbol, WAR.GRDTRK.EQT.GRDVEH.CVLVEH.UTYVEH.
110, 269	TABLE A-III, TABLE A-VII	Added new symbol, WAR.GRDTRK.EQT.GRDVEH.CVLVEH.UTYVEH.SUV.
110, 269	TABLE A-III, TABLE A-VII	Added new symbol, WAR.GRDTRK.EQT.GRDVEH.CVLVEH.UTYVEH.SBOX.
110, 269	TABLE A-III, TABLE A-VII	Added new symbol, WAR.GRDTRK.EQT.GRDVEH.CVLVEH.UTYVEH.LBOX.
110, 270	TABLE A-III, TABLE A-VII	Added new symbol, WAR.GRDTRK.EQT.GRDVEH.CVLVEH.JP.
110, 270	TABLE A-III, TABLE A-VII	Added new symbol, WAR.GRDTRK.EQT.GRDVEH.CVLVEH.JP.SMAL.
110, 270	TABLE A-III, TABLE A-VII	Added new symbol, WAR.GRDTRK.EQT.GRDVEH.CVLVEH.JP.MDM.
110, 271	TABLE A-III, TABLE A-VII	Added new symbol, WAR.GRDTRK.EQT.GRDVEH.CVLVEH.JP.LRG.
110, 271	TABLE A-III, TABLE A-VII	Added new symbol, WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRL.

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## SUMMARY OF CHANGE 2 MODIFICATIONS

Appendix A Modifications - Continued.

PAGE	LOCATION	MODIFICATION
110, 271	TABLE A-III, TABLE A-VII	Added new symbol, WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRL.SMAL.
110, 272	TABLE A-III, TABLE A-VII	Added new symbol, WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRL.MDM.
110, 272	TABLE A-III, TABLE A-VII	Added new symbol, WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRL.LRG.
110, 272	TABLE A-III, TABLE A-VII	Added new symbol, WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRLF.
110, 273	TABLE A-III, TABLE A-VII	Added new symbol, WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRLF.SMAL.
110, 273	TABLE A-III, TABLE A-VII	Added new symbol, WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRLF.MDM.
110, 273	TABLE A-III, TABLE A-VII	Added new symbol, WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRLF.LRG.
110, 274	TABLE A-III, TABLE A-VII	Added new symbol, WAR.GRDTRK.EQT.GRDVEH.MSLSP.
110, 274	TABLE A-III, TABLE A-VII	Added new symbol, WAR.GRDTRK.EQT.GRDVEH.MSLSP.TLDR.
110, 275	TABLE A-III, TABLE A-VII	Added new symbol, WAR.GRDTRK.EQT.GRDVEH.MSLSP.TPTR.
111, 275	TABLE A-III, TABLE A-VII	Added new symbol, WAR.GRDTRK.EQT.GRDVEH.MSLSP.CRN.
111, 275	TABLE A-III, TABLE A-VII	Added new symbol, WAR.GRDTRK.EQT.GRDVEH.MSLSP.PLNT.
111, 276	TABLE A-III, TABLE A-VII	Added new symbol, WAR.GRDTRK.EQT.GRDVEH.MSLSP.WH.
111	TABLE A-III	Replaced “Error! Not a valid result for table” with correct hierarchy ID, WAR.GRDTRK.EQT.SNS.EMP.
113, 292	TABLE A-III, TABLE A-VIII	Added new symbol, WAR.SSUF.CBTT.LNE.LL.
113, 292	TABLE A-III, TABLE A-VIII	Added new symbol, WAR.SSUF.CBTT.LNE.LL.ASBW.
113, 292	TABLE A-III, TABLE A-VIII	Added new symbol, WAR.SSUF.CBTT.LNE.LL.MNEW.
113, 293	TABLE A-III, TABLE A-VIII	Added new symbol, WAR.SSUF.CBTT.LNE.LL.SUW.
114, 295	TABLE A-III, TABLE A-VIII	Deleted symbol, WAR.SSUF.CBTT.MNEWV.MCMDRN.
114, 296	TABLE A-III, TABLE A-VIII	Added new symbol, WAR.SSUF.CBTT.PAT.ASUW.ASMSL.

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## SUMMARY OF CHANGE 2 MODIFICATIONS

Appendix A Modifications - Continued.

PAGE	LOCATION	MODIFICATION
114, 296	TABLE A-III, TABLE A-VIII	Added new symbol, WAR.SSUF.CBTT.PAT.ASUW.TPD.
114, 296	TABLE A-III, TABLE A-VIII	Added new symbol, WAR.SSUF.CBTT.PAT.ASUW.GUN.
115, 298	TABLE A-III, TABLE A-VIII	Added new symbol, WAR.SSUF.CBTT.SUFDCY.
115, 298	TABLE A-III, TABLE A-VIII	Added new symbol, WAR.SSUF.CBTT.USV.
115, 298	TABLE A-III, TABLE A-VIII	Added new symbol, WAR.SSUF.CBTT.USV.MNECM.
115, 299	TABLE A-III, TABLE A-VIII	Added new symbol, WAR.SSUF.CBTT.USV.ASBW.
115, 299	TABLE A-III, TABLE A-VIII	Added new symbol, WAR.SSUF.CBTT.USV.ASUW.
116, 307	TABLE A-III, TABLE A-IX	Added new symbol, WAR.SBSUF.SUB.SURF.
116, 307	TABLE A-III, TABLE A-IX	Added new symbol, WAR.SBSUF.SUB.NPRN.SURF.
117, 308	TABLE A-III, TABLE A-IX	Added new symbol, WAR.SBSUF.SUB.CNVPRN.SURF.
117, 310	TABLE A-III, TABLE A-IX	Added new symbol, WAR.SBSUF.SUB.OTH.SURF.
117, 310	TABLE A-III, TABLE A-IX	Deleted symbol, WAR.SBSUF.SUB.OTH.UUV.
117, 310	TABLE A-III, TABLE A-IX	Added new symbol, WAR.SBSUF.SUB.UUV.
117, 310	TABLE A-III, TABLE A-IX	Added new symbol, WAR.SBSUF.SUB.UUV.MNEW.
117, 311	TABLE A-III, TABLE A-IX	Added new symbol, WAR.SBSUF.SUB.UUV.ASBW.
117, 311	TABLE A-III, TABLE A-IX	Added new symbol, WAR.SBSUF.SUB.UUV.ASUW.
140	TABLE A-VI	Changed symbol, WAR.AIRTRK.WPN.DCY. Changed icon from white-filled to black-filled.
169	TABLE A-VII	Adjusted formatting to fit the hierarchy code in the "SYMBOL" column in symbol, WAR.GRDTRK.UNT.CBT.FLDART.TGTAQ.CLT.DMD.
170	TABLE A-VII	Adjusted formatting to fit the hierarchy code in the "SYMBOL" column in symbol, WAR.GRDTRK.UNT.CBT.FLDART.TGTAQ.CLT.TKD.

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Appendix A Modifications - Continued.

PAGE	LOCATION	MODIFICATION
193	TABLE A-VII	Adjusted formatting to fit the hierarchy code in the “SYMBOL” column in symbol, WAR.GRDTRK.UNT.CS.SIGUNT.RDOUNT.TACSAT.
218	TABLE A-VII	Added a space between “CENTER” and “(MCC)” in symbol, WAR.GRDTRK.UNT.CSS.TPT.MCC.THT.
218	TABLE A-VII	Added a space between “CENTER” and “(MCC)” in symbol, WAR.GRDTRK.UNT.CSS.TPT.MCC.CRP.
225	TABLE A-VII	WAR.GRDTRK.EQT, replaced rectangle frame with correct circle frame.
255	TABLE A-VII	WAR.GRDTRK.EQT.GRDVEH.UTYVEH.SEMI.MDM, corrected symbol ID codes. Added “M” to the symbol ID code. Corrected codes are SUGPEVUSM-***** , SFGPEVUSM-***** , SNGPEVUSM-***** , and SHGPEVUSM-***** .
255	TABLE A-VII	WAR.GRDTRK.EQT.GRDVEH.UTYVEH.SEMI.HVY, corrected symbol ID codes. Added “H” to the symbol ID code. Corrected codes are SUGPEVUSH-***** , SFGPEVUSH-***** , SNGPEVUSH-***** , and SHGPEVUSH-***** .
258	TABLE A-VII	Adjusted formatting to fit the hierarchy code in the “SYMBOL” column in symbol, WAR.GRDTRK.EQT.GRDVEH.UTYVEH.AMBLNC.ARMD.
265	TABLE A-VII	Adjusted formatting to fit the hierarchy code in the “SYMBOL” column in symbol, WAR.GRDTRK.EQT.GRDVEH.CVLVEH.AUT.CPCT.
266	TABLE A-VII	Adjusted formatting to fit the hierarchy code in the “SYMBOL” column in symbol, WAR.GRDTRK.EQT.GRDVEH.CVLVEH.OBTRK.SMAL.
279-290	TABLE A-VII	Added the letter “H” in SIDC position 11 of all INSTALLATION symbols.
304	TABLE A-VIII	WAR.SSUF.NMIL.FSG, replaced blue unframed icon with a green unframed icon in the “NEUTRAL” column.
305	TABLE A-VIII	WAR.SSUF.NMIL.LAWENV, replaced blue circle frame with a green square in the “NEUTRAL” column.
313	TABLE A-IX	Changed symbol, WAR.SBSUF.UH2DCY. Changed symbol from unframed to framed. Changed icon to black-filled.

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## SUMMARY OF CHANGE 2 MODIFICATIONS

Appendix B Modifications

PAGE	LOCATION	MODIFICATION
328, 393	TABLE B-III, TABLE B-IV	Added new symbol, TACGRP.C2GM.GNL.PNT.ACTPNT.AMNPNT.
328	TABLE B-III	TACGRP.C2GM.GNL.PNT.ACTPNT.AMNPNT, corrected “Order of Battle” (SIDC position 15) to an “X.”
331	TABLE B-III	Replaced “Error! Not a valid result for table” with correct hierarchy ID, TACGRP.C2GM.DEF.AR.S.BTLPSN.
335, 455	TABLE B-III, TABLE B-IV	Corrected spelling of “ORDNANCE” in symbol, TACGRP.MOBSU.OBST.UOX.
339	TABLE B-III	Changed “FIRE FREE AREA” to “FREE FIRE AREA” (four instances on page).
340	TABLE B-III	TACGRP.FSUPP.AR.S.TGTAQZ.SNSZ.IRR, corrected Function ID code to “AZSI--” for “Sensor Zone, Irregular.”
340	TABLE B-III	Corrected spelling of “AREA” in TACGRP.FSUPP.AR.S.TGTAQZ.DA.CIRCLR.
405	TABLE B-IV	Changed symbol, TACGRP.C2GM.AVN.LNE.AC DR. Corrected spelling of “CORRIDOR” in the Example graphic.
420	TABLE B-IV	Changed symbol, TACGRP.C2GM.DEF.AR.S.BTLPSN. Changed parameter 3, Orientation, to, “The side opposite Field B (Echelon) faces toward the hostile force.”
420	TABLE B-IV	Changed symbol, TACGRP.C2GM.DEF.AR.S.BTLPSN.PBNO. Changed parameter 3, Orientation, to, “The side opposite Field B (Echelon) faces toward the hostile force.”
434	TABLE B-IV	TACGRP.C2GM.SPL.LNE.AMB, added the following to parameter 2: “The arrowhead line shall be perpendicular to the line formed by points 2 and 3.”
439	TABLE B-IV	Changed symbol, TACGRP.MOBSU.OBST.GNL.BLT. Added field T1. Changed parameter 1 to, “This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area’s size and shape.” Changed parameter 2 to, “Determined by the anchor points. The information fields should be moveable within the area.” Changed parameter 3 to, “Not applicable.”
480	TABLE B-IV	TACGRP.FSUPP.PNT.C2PNT.FSS, corrected symbol ID code in the Template and Example graphics to G*FPPCF---****X.
482	TABLE B-IV	Added symbol, TACGRP.FSUPP.LNE.LNRTGT, which was mistakenly deleted in the previous version of the standard.
482	TABLE B-IV	TACGRP.FSUPP.LNE.LNRTGT.LSTGT, replaced “information associatd” with “information associated” in parameter 2. Corrected symbol ID code in the Template and Example graphics to G*FPLTS---****X.

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Appendix B Modifications - Continued.

PAGE	LOCATION	MODIFICATION
483	TABLE B-IV	TACGRP.FSUPP.LNE.C2LNE.FSCL, corrected symbol ID code in the Template and Example graphics to G*FPLCF---****X.
484	TABLE B-IV	TACGRP.FSUPP.LNE.C2LNE.CFL, corrected symbol ID code in the Template and Example graphics to G*FPLCC---****X.
484	TABLE B-IV	TACGRP.FSUPP.LNE.C2LNE.NFL, corrected symbol ID code in the Template and Example graphics to G*FPLCN---****X.
485	TABLE B-IV	TACGRP.FSUPP.LNE.C2LNE.RFL, corrected symbol ID code in the Template and Example graphics to G*FPLCR---****X.
491	TABLE B-IV	TACGRP.FSUPP.ARS.C2ARS.FFA, changed “FIRE FREE AREA” to “FREE FIRE AREA.”
492	TABLE B-IV	TACGRP.FSUPP.ARS.C2ARS.FFA.IRR, changed “FIRE FREE AREA” to “FREE FIRE AREA.”
492	TABLE B-IV	TACGRP.FSUPP.ARS.C2ARS.FFA.RTG, changed “FIRE FREE AREA” to “FREE FIRE AREA.”
493	TABLE B-IV	TACGRP.FSUPP.ARS.C2ARS.FFA.CIRCLR, changed “FIRE FREE AREA” to “FREE FIRE AREA.”
496	TABLE B-IV	Added symbol, TACGRP.FSUPP.ARS.C2ARS.PAA.RTG, which was mistakenly deleted in the previous version of the standard.

Appendix C Modifications

PAGE	LOCATION	MODIFICATION
560-740	TABLE C-III	The following note was added to the bottom of the pages: “Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.”
620	TABLE C-III	METOC.AMPHC.WTH.DT/SD.BLDTSD, corrected SIDC to “WAS-WSDB--P----”.

Appendix D Modifications

PAGE	LOCATION	MODIFICATION
743	Paragraph D.5.2.2	Added a period (“.”) at the end of the last sentence in D.5.2.2.

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Appendix E Modifications

PAGE	LOCATION	MODIFICATION
772, 775	TABLE E-III, TABLE E-IV	Deleted symbol, MOOTW.VIOATY.ASS.
772, 775	TABLE E-III, TABLE E-IV	Added new symbol, MOOTW.VIOATY.KILL.
772, 775	TABLE E-III, TABLE E-IV	Added new symbol, MOOTW.VIOATY.KILL.MDR.
772, 776	TABLE E-III, TABLE E-IV	Added new symbol, MOOTW.VIOATY.KILL.EX.
772, 776	TABLE E-III, TABLE E-IV	Added new symbol, MOOTW.VIOATY.KILL.ASS.
772, 777	TABLE E-III, TABLE E-IV	Added new symbol, MOOTW.LOCAT.MASS.
774, 782, 820	TABLE E-III, TABLE E-IV, INDEX	Corrected spelling of “GRAFFITI” in symbol, MOOTW.ITM.GRF.

## MIL-STD-2525B w/CHANGE 2

### FOREWORD

1. This standard is approved for use by all Departments and Agencies of the Department of Defense (DOD). Using human factors engineering research, the standard is designed to eliminate conflicts within various symbol sets and to bring a core set of common warfighting symbology under one DOD standard. MIL-STD-2525B w/CHANGE 2 is designed to equip the DOD with a standard solution that provides sets of Command, Control, Communications, Computers, and Intelligence (C4I) symbols, a coding scheme for symbol automation and information transfer, and technical details to support systems. The standard provides support through interoperability and users' input, which are essential to ensure that the standard continues to meet the warfighter's requirements. MIL-STD-2525B is the primary directive that DOD uses to standardize warfighting symbology.
2. Joint standard symbology is synthesized from land-based, nautical, and aeronautical warfighting domains, and is an increasingly essential ingredient in the successful implementation of the C4I For The Warrior (C4IFTW) concept. Joint warfighting has strengthened the requirement for the rapid exchange of information by the C4I systems community, expanding into the weapons control or engagement domain.
3. Comments, suggestions, or questions on this document should be addressed to DISA Standards Management Branch (GE332), P.O. Box 4502, Arlington, VA 22204-4502, or emailed to [symbol@standexp.disa.mil](mailto:symbol@standexp.disa.mil). Since contact information can change, you may want to verify the currency of this address information using the ASSIST Online database at <http://assist.daps.dla.mil/>.

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## 1. SCOPE

1.1 Scope This standard provides common warfighting symbology along with details on its display and plotting to ensure the compatibility, and to the greatest extent possible, the interoperability of DOD Command, Control, Communications, Computer, and Intelligence (C4I) systems development, operations, and training. The standard addresses the efficient transmission of symbology information within the infosphere through the use of a standard methodology for symbol hierarchy and symbol identifiers. The standard applies to both automated and hand-drawn graphic displays. These symbols are designed to enhance DOD's joint warfighting interoperability by providing a standard set of common C4I symbols. Additional symbol sets may be provided when this document is updated.

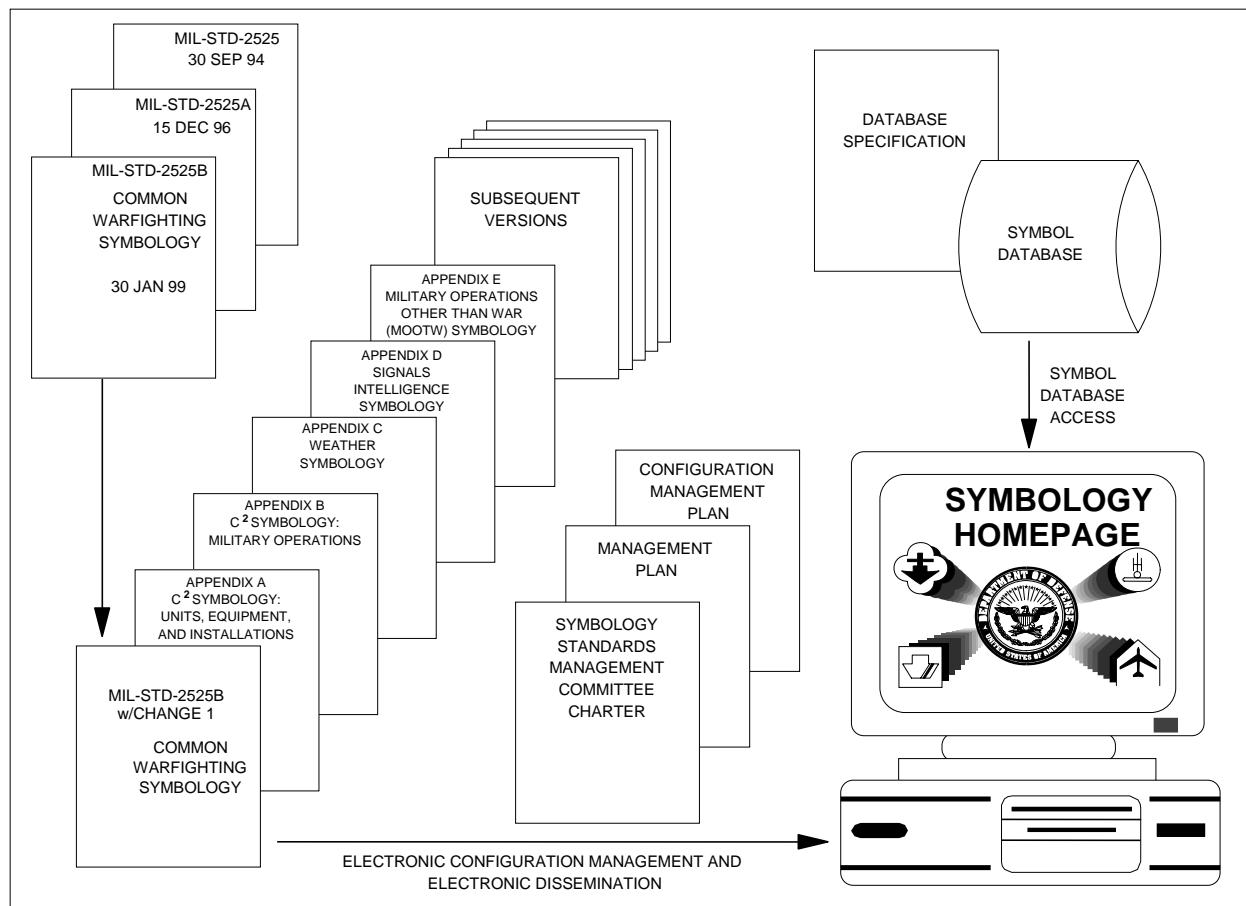
1.2 Purpose. This standard is designed to provide the guidelines and criteria necessary for the development and display of standard C4I warrior symbology. The requirement to standardize C4I warfighting symbology in order to provide a family of symbology standards in support of the C4I For The Warrior (C4IFTW) concept was recognized at the 30 August 1993 meeting of the Military Communications-Electronics Board. To satisfy these needs, common warfighting symbology standardization incorporates MIL-STD-2525B, *Common Warfighting Symbology*, a DOD symbol data repository, and supporting documentation such as the Symbology Information Technology Standards Management Plan, Configuration Management Plan, and Symbology Standards Management Committee (SSMC) charter (see figure 1).

1.3 Applicability. This standard applies to all DOD components directly or indirectly involved with C4I operations, system operations, system development, and training within the context of warfighting operations. MIL-STD-2525B will serve as the standard symbol set for all future DOD uses of C4I symbology. The standard can be applied to mapping/charting, weather, cockpit display, and engineering design symbology to the extent that it is usable by these communities. The standard will apply to all future use of symbols in two-dimensional and electronic display systems in C4I environments.

a. MIL-STD-2525B combines the symbology from two separate usage domains, referred to as the "force domain" and the "engagement domain." These domains use warfighting symbology in support of their C4IFTW functions. When integrated, this symbology provides the basis for a final standard solution for C4IFTW symbology.

b. Symbology used in the force domain has evolved from North Atlantic Treaty Organization (NATO) Standardization Agreement (STANAG) 2019 (APP 6), *Military Symbols for Land Based Systems*, and U.S. Army Field Manual (FM) 1-02/Marine Corps Reference Publication (MCRP) 5-12A, *Operational Terms and Graphics*. Commanders and staff at all echelons use the symbols and graphics contained in these documents for planning and execution of ground force military operations. These symbols represent units, installations, equipment, and operations, and are used in automated C4I systems or to mark maps and overlays manually.

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FIGURE 1. Common warfighting symbology documents.

c. Symbology used in the engagement domain has evolved from the requirement to plot sea and air tracks on cockpit, radar, weapons control, and command and control tactical displays. Joint Tactical Information Distribution System (JTIDS) and Naval Tactical Data System (NTDS) symbology, and most recently, "Display Symbology and Colors for NATO Maritime Units," have been the primary sources for track symbols used within the engagement domain.

d. MIL-STD-1787-Aircraft Display Symbology has been developed to provide standards guidance regarding rotary and fixed wing cockpit displays. MIL-STD-1787 supersedes MIL-STD-1295A.

**1.4 Content.** MIL-STD-2525B defines the composition, construction, and display of tactical symbols and tactical graphics. Each approved symbol set is presented in one of the five appendixes:

- Appendix A - C<sup>2</sup> Symbology: Units, Equipment, and Installations
- Appendix B - C<sup>2</sup> Symbology: Military Operations
- Appendix C - METOC Symbology
- Appendix D - Signals Intelligence Symbology
- Appendix E - Military Operations Other Than War Symbology

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Appendices A through E contain tables listing symbol identification codes, each approved symbol in the set, and any additional technical specifications specific to that set. Each of the warrior icons listed can be cross-referenced to the symbol coding scheme provided in each symbol set's appendix. The information hierarchy provides an organization or structure for C4I warrior symbology, which encompasses the tactical information commonly exchanged via symbology. Each symbol category and icon is given a unique identifier that is cross-referenced to a symbol ID code.

- a. Symbols should comply with MIL-STD-2500 series, National Imagery Transmission Format for the National Imagery Transmission Format Standard (NITFS) when formed and disseminated. This series should be used for file formation and digital exchange of imagery, symbology, and other imagery-related products. The symbol coding scheme in MIL-STD-2525B is the preferred code for all symbol transmissions in the DOD. If necessary, the coding scheme may be translated at the user system. Transmission vehicles are provided by the United States Message Text Format (USMTF) community's Graphical Report Overlay Message (GRAPHREP-OVERLAY) message and the Variable Message Format (VMF) community's OVERLAY message. These message formats are available to assist in symbology dissemination and are not mandated by MIL-STD-2525B when other forms of information transfer already in use are able to perform this function.
  
- b. Additional icons, refinement of the coding scheme, and additional tactical graphics will be developed and presented in future updates of this standard. Special symbol sets will be released as they are developed.

**1.5 Changes.** MIL-STD-2525B is designed to be flexible enough to accommodate change, further development and input from the operators and users. Changes to these symbols and the addition of new symbol sets will be introduced through the procedures defined in the Symbology Configuration Management Plan, which mandates that changes will be approved by a consensus of the voting members of the SSMC. The staffing of configuration management items, called change proposals, will be in accordance with the procedures provided in DISA, Plan 3200, *Information Technology Standards Management Plan*, and Plan 9002, *Symbology Information Technology Standards Management Plan*.

## 2. APPLICABLE DOCUMENTS

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

### 2.2 Government documents.

**2.2.1 Specifications, standards, and handbooks.** The following specifications, standards, and handbooks form a part of this document to the extent specified herein. Unless otherwise

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specified, the issues of these documents are those listed in the issue of the Department of Defense Index of Specifications and Standards (DODISS) and its supplement, cited in the solicitation. Copies are available from the Standardization Document Order Desk, 700 Robbins Avenue, Building 4D, Philadelphia, PA 19111-5094.

**STANDARDS - DEPARTMENT OF DEFENSE**

FIPS Pub 10 Series	Federal Information Processing Standards Publications. Name of Standard: Countries, Dependencies, Areas of Special Sovereignty, and Their Principal Administrative Divisions (FIPS PUB 10-4)
MIL-STD-1472 Series	Department of Defense Design Criteria Standard: Human Engineering
MIL-STD-1787 Series	Aircraft Display Symbology
MIL-STD-2401 Series	World Geodetic System, WGS-84
MIL-STD-2500 Series	National Imagery Transmission Format for the National Imagery Transmission Format Standard
MIL-STD-6016 Series	Department of Defense Interface Standard; Tactical Data Link (TDL) J Message Standard
MIL-STD-6040 Series	United States Message Text Formatting Program

**2.2.2 Other Government documents, drawings, and publications.** The following other Government documents, drawings, and publications form a part of this document to the extent specified herein. Unless otherwise specified, the issues are those cited in the solicitation. Joint Publications are available from the Joint Staff, Washington, DC 20318-7000.

Joint Publication 1-02	Department of Defense Dictionary of Military and Associated Terms
Joint Publication 3-59	Joint Doctrine for Meteorological and Oceanographic Support
AFM 51-12V2	Weather for Aircrews
APP-6	Military Symbols for Land Based Symbols
FM 34-3	Intelligence Analysis
FM 5-0	Army Planning and Orders Production
FM 1-02/MCRP 5-12A	Operational Terms and Graphics
STANAG 1241	NATO Standard Identity Description for Tactical Use
Joint Service Specification Guide 1776	Aircrew Systems

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2.3 Non-Government publications. None referenced.

2.4 Order of precedence. In the event of a conflict between the text of this document and the references cited herein, the text of this document takes precedence. Nothing in this document, however, supersedes applicable laws and regulations unless a specific exemption has been obtained.

### 3. DEFINITIONS

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

AA	Assembly Area
A/C	Aircraft
AAM	Air-to-Air Missile
AAWC	Antiair Warfare Commander
ACA	Airspace Coordination Area
ACP	Air Control Point
ACV	Armored Combat Vehicle
AD	Air Defense
ADP	Automated Data Processing
AEW	1. Airborne Electronic Warfare 2. Airborne Early Warning
AF	Air Force
AGI	Auxiliary Group Intelligence
ANM	Acoustic Noise Monitor
AOU	Area of Uncertainty
APC	Armored Personnel Carrier
APOD	Aerial Port of Debarkation
APOE	Aerial Port of Embarkation
APP	Allied Procedures Publication
ASM	Antiship Missile
ASP	Ammunition Support Point
ASR	Alternate Supply Route
ASUW	Antisurface Warfare
ASW	Antisubmarine Warfare
ATAC	Air Transportable Acoustic Communications
BT	Bathythermograph
BSA	Brigade Support Area
C2	Command and Control
C3I	Command, Control, Communications, and Intelligence
C4I	Command, Control, Communications, Computers, and Intelligence
C4IFTW	C4I for the Warrior
CAP	Combat Air Patrol
CARP	Computed Air Release Point
CAS	Close Air Support

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CASS	Command Activated Sonobuoy System
CATK	Counterattack
CENOT	Communications Intelligence Notation
CCP	Communication Check Point
CFA	Covering Force Area
CFL	Coordinated Fire Line
CGM	Computer Graphics Metafile
CID	Criminal Investigation Division
CIE	Commission Internationale de l'Eclairage
COCOM	Combatant Commander
COLT	Combat Observation and Lasing Team
COMMZ	Communications Zone
CP	Check Point
C/S/A	COCOMs, Services, and Agencies
CSAR	Combat Search and Rescue
CWFS	Common Warfighting Symbology
DCA	Defensive Counter Air
DGZ	Designated Ground Zero
DIA	Defense Intelligence Agency
DICASS	Directional Command Activated Sonobuoy System
DIFAR	Directional Frequency Analysis and Recording
DISA	Defense Information Systems Agency
DLIC	Detachment Left-in-Contact
DLRP	Data Link Reference Point
DOD	Department of Defense
DODISS	Department of Defense Index of Specifications and Standards
DR	Dead Reckoning
DRPR	Drawing Practices
DTG	Date-Time Group
EA	Electronic Attack
EC	Electronic Combat
ECM	Electronic Countermeasures
ELNOT	Electronic Intelligence Notation
EO	Electro-optical
EP	Electronic Protection
EPW	Enemy Prisoner of War
ERP	Engineer Regulating Point
ES	Electronic Warfare Support
EW	Electronic Warfare
EZ	Extraction Zone
FAADEZ	Forward Area Air Defense Zone
FC	Fire Control
FCZ	Forward Combat Zone
FEBA	Forward Edge of the Battle Area
FLB	Forward Logistics Base
FLET	Forward Line of Enemy Troops

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FLOT	Forward Line of Own Troops
FM	Field Manual
FO	Frame Optional
FSCL	Fire Support Coordination Line
F/W	Fixed Wing
GPS	Global Positioning System
GSD	Graphical Situation Display
GZ	Ground Zero
HCI	Human Computer Interface
HFAC	Human Factors
HIDACZ	High-Density Airspace Control Zone
HL	Holding Line
H/MAD	High/Medium Altitude Air Defense
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
JAG	Judge Advocate General
JTIDS	Joint Tactical Information Distribution System
JPOTF	Joint Psychological Operations Task Force
JSEAD	Joint Suppression of Enemy Air Defenses
JSOTF	Joint Special Operations Task Force
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
LOTS	Logistics Over-The-Shore
LP	Linkup Point
LRP	Logistics Release Point
LRS	Long Range Surveillance
MAGTF	Marine Air-Ground Task Force
MBA	Main Battle Area
MC&G	Mapping, Charting, and Geodesy
MCM	Mine Countermeasures
MEDEVAC	Medical Evacuation
MEZ	Missile Engagement Zone
MICV	Mechanized Infantry Combat Vehicle
MOOTW	Military Operations Other Than War

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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
NBC	Nuclear, Biological, and Chemical
NFA	No-Fire Area
NFL	No-Fire Line
NGA	National Geospatial-Intelligence Agency
NITFS	National Imagery Transmission Format Standard
NOTAM	Notice to Airmen
NTDS	Naval Tactical Data System
OBJ	Objective
OP	1. Observation Point 2. Observation Post
PAA	Position Area for Artillery
PDF	Principal Direction of Fire
PIM	Path of Intended Motion
PLD	Probable Line of Deployment
POD	Port of Debarkation
POE	Port of Embarkation
PP	Passage Point
PS	Personnel Services
PZ	Pickup Zone
QSTAG	Quadripartite Standardization Agreement
R3P	Rearm, Refuel, and Resupply Point
RAA	Rear Assembly Area
RAOC	Rear Area Operation Center
RCZ	Rear Combat Zone
RES	Reserve
RFL	Restrictive Fire Line
RGB	Red, Green, Blue
RL	Report Line
RO	Range Only
RO/RO	Roll-on/Roll-off
ROZ	Restricted Operations Zone
RP	Release Point
RPV	Remotely Piloted Vehicle
RV	Reentry Vehicle
S/SSM	Surface-to-Subsurface Missile
SAAFR	Standard use Army Aircraft Flight Route
SAM	Surface-to-Air Missile
SAR	Search and Rescue
SFOB	Special Forces Operations Base

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SIF	Selective Identification Feature
SIGINT	Signals Intelligence
SL	Start Line
SLBM	Sea-Launched Ballistic Missile
SOF	Special Operations Forces
SP	1. Starting Point 2. Self-Propelled 3. Strong Point
SPOD	Seaport of Debarkation
SPOE	Seaport of Embarkation
SSM	Surface-to-Surface Missile
SSMC	Symbology Standards Management Committee
STANAG	Standardization Agreement (NATO)
SWG	1. Symbology Working Group 2. Surface Warfare Group
TAACOM	Theater Army Area Command
TAI	Target Area of Interest
TCP	Traffic Control Point
TF	Task Force
TGT	Target
TOT	Time on Target
TV	Television
TWS	Track While Scan
UAV	Unmanned Aerial Vehicle
UEI	Units, Equipment, and Installations
UF	Unframed
USA	United States Army
USMTF	United States Message Text Format
UTM	Universal Transverse Mercator
UWT	Under Water Telephone
UWTG	Under Water Tug
VDC	Virtual Device Coordinates
VLAD	Vertical Line Array Difar
VMF	Variable Message Format
VSTOL	Vertical/Short Take-Off and Landing
WFZ	Weapons Free Zone

3.2 Definitions used in this standard. Terms used in this document are defined as follows. The source of the definition is cited in parentheses.

3.2.1 Affiliation. The threat posed by the warfighting object being represented. The basic affiliation categories are Unknown, Friend, Neutral, and Hostile.

3.2.2 Area. 1. A flat piece of ground or open space. 2. A distinct space or surface, or one having a special function. (Refer to FM 1-02/MCRP 5-12A for the definition of specific types of areas.)

3.2.3 Assumed friend. A track which is assumed to be a Friend because of its characteristics, behavior, or origin. (MIL-STD-6016)

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

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

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

3.2.7 Boundary. 1. Something indicating a border or limit. 2. The border or limit indicated. (Refer to FM 1-02/MCRP 5-12A for the definition of specific types of boundaries.)

3.2.8 Combat effectiveness. The ability of a unit to perform its mission. Factors such as ammunition, personnel, status of fuel, and weapon systems are assessed and rated. (FM 1-02/MCRP 5-12A)

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

3.2.10 Contact. In air intercept, a term meaning, "Unit has an unevaluated target." (Joint Pub 1-02)

3.2.11 Dynamic modifier. A modifier whose size and placement are based on the attributes of an object and can change as these attributes and the scale of the background change.

3.2.12 Engagement domain. An environment that is primarily 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.

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

3.2.14 Faker. A friendly track acting as a hostile for exercise purposes. (MIL-STD-6016)

3.2.15 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.

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

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

3.2.18 Friend. A track belonging to a declared friendly nation. (MIL-STD-6016)

3.2.19 Graphic. All products of the cartographic and photogrammetric art.

3.2.20 Hostile. A track declared to belong to any opposing nation, party, group, or entity, which by virtue of its behavior or information collected on it such as characteristics, origin or nationality contributes to the threat to friendly forces. (MIL-STD-6016)

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

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

3.2.23 Installation. A military camp or base.

3.2.24 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. (Joint Pub 1-02)

3.2.25 Joker. A friendly track as a suspect for exercise purposes. (MIL-STD-6016)

3.2.26 Line. 1. A demarcation. 2. A border or boundary. (Refer to FM 1-02/MCRP 5-12A for the definition of specific types of lines.)

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

3.2.28 Meteorological symbology. Symbology used in weather/climatic forecasting.

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

3.2.30 Neutral. A track or contact whose characteristics, behavior, origin, or nationality indicate that it is neither supporting nor opposing friendly forces. (MIL-STD-6016)

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

3.2.32 Pending. A track which has not been subjected to the identification process. (MIL-STD-6016)

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3.2.33 Phase lines. Lines on maps that are easily identifiable from a ground or air vantage point. They may include features such as ridge lines, tree lines, hilltops, roads, and rivers.

3.2.34 Point. A position, place, or locality: SPOT. (Refer to FM 1-02/MCRP 5-12A for the definition of specific types of points.)

3.2.35 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. (Joint Pub 1-02)

3.2.36 Space environment phenomena (space weather). A term used to describe natural phenomena occurring above 50 kilometers altitude.

3.2.37 Staff. A straight line used as a headquarters indicator in a symbol or used to connect a symbol with its location on a map, chart, or display. The free end of the staff indicates the location of the track or object.

3.2.38 Static modifier. A modifier whose size and placement are fixed and remain constant.

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

3.2.40 Suspect. A track which is potentially hostile because of its characteristics, behavior, origin, or nationality. (MIL-STD-6016)

3.2.41 Symbol. An object that presents information.

3.2.42 Symbol Identification Code (SIDC). An alphanumeric code based on a database structure that provides the minimum elements required to construct the basic icon and/or a complete symbol. (Joint Pub 1-02)

3.2.43 Tactical graphic. A category of warfighting symbology that provides information about objects necessary for battlefield planning and management.

3.2.44 Tactical symbol. A category of warfighting symbology that provides information about the affiliation, battle dimension, status, and mission of a warfighting object.

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

3.2.46 Track. 1. A series of related contacts displayed on a plotting board. 2. The actual path of an aircraft above, or a ship on, the surface of the earth.

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3.2.47 Unknown. An evaluated track which has not been identified. (MIL-STD-6016)

3.2.48 Virtual device. An idealized graphics device that presents a set of graphics capabilities to graphics software or systems via the Computer Graphics Interface. (ANSI X3.122)

3.2.49 Virtual Device Coordinates (VDC). The coordinates used to specify position in the VDC space. These are absolute two-dimensional coordinates. (ANSI X3.122)

3.2.50 VDC extent. A rectangular region of interest contained within the VDC range. (ANSI X3.122)

3.2.51 VDC range. A rectangular region within VDC space consisting of the set of all coordinates representable in the declared coordinate type and encoding format of the metafile. (ANSI X3.122)

3.2.52 Warfighting symbology. Symbology used to plan and execute military operations in support of C4I functions. These symbols fall into two basic categories: tactical symbols and tactical graphics (see 4.3, symbol categories).

3.2.53 Zone. A section of an area or territory set apart for a specific purpose. (Refer to FM 1-02/MCRP 5-12A for the definition of specific types of areas.)

3.3 Hierarchy identification codes used in the appendixes. The hierarchy identification codes used in the appendixes are defined as follows:

1WTRFF	ONE-WAY TRAFFIC
2WTRFF	TWO-WAY TRAFFIC
AA/C	ANTI-AIRCRAFT
AAFF	AXIS OF ADVANCE FOR FEINT
AAM	AIR TO AIR MISSILE (AAM)
AARM	ANTI ARMOR
AAST	AIR ASSAULT
AB	AIRPORT/AIRBASE
ABN	AIRBORNE
ABNCP	AIRBORNE COMMAND POST
ABNEW	AIRBORNE EARLY WARNING (AEW)
ABNINC	AIRBORNE INTERCEPT
ABNSB	AIRBORNE SEARCH & BOMBING
ABP	EXPLOSIVES, STATE OF READINESS 2 (ARMED-BUT PASSABLE)
ABS	ABATIS
ABYARA	ASSEMBLY AREA
ACA	AIRSPACE COORDINATION AREA (ACA)

## MIL-STD-2525B w/CHANGE 2

ACDR	AIR CORRIDOR
ACP	AIR CONTROL POINT (ACP)
ACTL	AIR CONTROL
ACTPNT	ACTION POINTS (GENERAL)
ACU	ACOUSTIC
ACYC	ANTICYCLONE CENTER
ADF	AIR DEFENSE
ADFAD	AIR DEFENSE (AD)
ADFG	AIR DEFENSE GUN
ADMIN	ADMINISTRATIVE (ADMIN)
AEP	AMBULANCE EXCHANGE POINT
AEREXP	AERIAL EXPLOITATION
AFP	ATTACK BY FIRE POSITION
AHD	AIRHEAD
AIMPNT	AIM POINT
AIR	AIR
AIRFZ	AIRFIELD ZONE
AIRTRK	AIR TRACK
ALM	AIR LAUNCHED MISSILE
ALTUSP	ALTERNATE DECON SITE/POINT (UNSPECIFIED)
AMB	AMBUSH
AMBLNC	AMBULANCE
AMEP	AMMUNITION AND EXPLOSIVES PRODUCTION
AMP	AMPHIBIOUS
AMPHC	ATMOSPHERIC
AMPWS	AMPHIBIOUS WARFARE SHIP
AMTP	ARMAMENT PRODUCTION
ANCRG1	ANCHORAGE
ANCRG2	ANCHORAGE
ANCRG3	ANCHORAGE
ANG	ANGLICO
ANM	ANM
AOO	AREA OF OPERATIONS (AO)
AP	AMMUNITION POINTS
APA	AIRCRAFT PRODUCTION & ASSEMBLY
APL	HIJACKING (AIRPLANE)
APMNE	ANTIPERSONNEL (AP) MINES
APOD	APOD/APOE
ARA	AREA
ARATGT	AREA TARGET

## MIL-STD-2525B w/CHANGE 2

ARC	ARCTIC
ARM	ARMOR
ARMCV	ARMORED CARRIER WITH VOLCANO
ARMD	ARMORED
ARMERV	ARMORED ENGINEER RECON VEHICLE (AERV)
ARMINF	ARMORED INFANTRY
ARMPC	ARMORED PERSONNEL CARRIER
ARMVM	ARMORED VEHICLE MOUNTED
ARMWVH	ARMORED WHEELED VEHICLE
ARR	ARREST
ARS	AREAS
ARTSVY	ARTILLERY SURVEY
ASBW	ANTI-SUBMARINE WARFARE (ASW)
ASBW	ANTISUBMARINE WARFARE/MPA
ASBWCB	ANTISUBMARINE WARFARE (ASW) CARRIER BASED
ASBWF	ANTISUBMARINE WARFARE, FIXED WING
ASBWR	ANTISUBMARINE WARFARE, ROTARY WING
ASM	AIR TO SURFACE MISSILE (ASM)
ASN	ARSON/FIRE
ASP	AMMUNITION SUPPLY POINT (ASP)
ASRUT	ALTERNATE SUPPLY ROUTE
ASS	ASSASSINATION/MURDER/EXECUTION
AST	ARMORED ASSAULT
ASTCA	ASSAULT CROSSING AREA
ASTPSN	ASSAULT POSITION
ASTVES	ASSAULT VESSEL
ASUW	ANTI-SURFACE WARFARE (ASUW)
ASWSHP	ASW SHIP
ASWSUB	ASW SUBMARINE
AT	ANTITANK (AT)
ATAC	ATAC
ATCTL	AIR TRAFFIC CONTROL
ATD	ANTITANK DITCH
ATDATM	ANTITANK DITCH REINFORCED WITH ANTITANK MINES
ATDC	COMPLETE
ATDUC	UNDER CONSTRUCTION
ATG	ANTI-TANK GUN
ATIZ	ARTILLERY TARGET INTELLIGENCE (ATI) ZONE
ATK	ATTACK
ATKPSN	ATTACK POSITION

## MIL-STD-2525B w/CHANGE 2

ATMAHD	ANTITANK MINE WITH ANTIHANDLING DEVICE
ATMDIR	ANTITANK MINE (DIRECTIONAL)
ATMER	ATOMIC ENERGY REACTOR
ATMNE	ANTITANK MINE (AT)
ATN	AIDS TO NAVIGATION
ATO	ANTITANK OBSTACLES
ATP	AMMUNITION TRANSFER POINT (ATP)
ATRFF	ALTERNATING TRAFFIC
ATRL	ANTITANK ROCKET LAUNCHER
ATW	ANTITANK WALL
AVN	AVIATION
AXSADV	AXIS OF ADVANCE
BAS	BELTS AND STRIPS
BB	BERGY BIT
BBS	BATTLESHIP
BBY	BOOBY TRAP
BCN	BEACON
BCON	BRIEF CONTACT
BDAWTH	BOUNDED AREAS OF WEATHER
BEH	BEACH
BEHSPE	BEACH SLOPE
BERBOX	BEARING BOX
BERLNE	BEARING LINE
BH	BACKHOE
BIO	BIOLOGICAL
BIOCA	BIOLOGICALLY CONTAMINATED AREA
BIOLUM	BIOLUMINESCENCE
BKN	BROKEN COVERAGE
BLDS	BOULDERS
BLDTSD	BLOWING DUST OR SAND
BLK	BLOCK
BLSNHY	BLOWING SNOW - HEAVY
BLSNLM	BLOWING SNOW - LIGHT/MODERATE
BLST	BALLISTIC MISSILE
BLST	BLACK LIST LOCATION
BLT	BELT
BM	BOMB/BOMBING
BMARA	BOMB AREA
BMB	BOMBER
BNDS	BOUNDARIES

## MIL-STD-2525B w/CHANGE 2

BOAT	HIJACKING (BOAT)
BRCT	BROADCAST
BRG	BRIDGE
BRGH	BRIDGEHEAD
BRH	BREACH
BRHSA	BERTHS (ANCHOR)
BRHSO	BERTHS (ONSHORE)
BRKS	BREAKERS
BSA	BRIGADE (BSA)
BT	BATHYTHERMOGRAPH TRANSMITTING (BT)
BTFSVL	BATTLEFIELD SURVEILLANCE
BTLPSN	BATTLE POSITION
BTMCHR	BOTTOM CHARACTERISTICS
BTMFAT	BOTTOM FEATURES
BTMRGN	BOTTOM ROUGHNESS
BTMRTN	BOTTOM RETURN/NOMBO
BUOY	BUOY DEFAULT
BUS	BUS
BW	BERGY WATER
BWGJAW	BREAKWATER/GROIN/JETTY (ABOVE WATER)
BWGJBW	BREAKWATER/GROIN/JETTY (BELOW WATER)
BYS	BYPASS
C2ARS	COMMAND & CONTROL AREAS
C2GM	COMMAND AND CONTROL AND GENERAL MANEUVER
C2HQ	SPECIAL C2 HEADQUARTERS COMPONENT
C2LNE	COMMAND & CONTROL LINES
C2PNT	COMMAND & CONTROL POINTS
C2V	C2V/ACV
CALM	CALM WINDS
CAP	COMBAT AIR PATROL (CAP)
CASS	COMMAND ACTIVE SONOBUOY SYSTEM (CASS)
CATK	COUNTERATTACK (CATK)
CATKF	COUNTERATTACK BY FIRE
CBNP	CANNIBALIZATION POINT
CBT	COMBAT
CBTPST	COMBAT OUTPOST
CBTT	COMBATANT
CBWP	CHEMICAL & BIOLOGICAL WARFARE PRODUCTION
CCP	CASUALTY COLLECTION POINT
CCTA	CONCERTINA

## MIL-STD-2525B w/CHANGE 2

CCTRK	CROSS-COUNTRY TRUCK
CELL	CELLULAR/MOBILE
CFCSG	CABLE FERRY CROSSING
CFFZ	CALL FOR FIRE ZONE (CFFZ)
CFL	COORDINATED FIRE LINE (CFL)
CFZ	CRITICAL FRIENDLY ZONE (CFZ)
CGO	CARGO
CGOALT	CARGO AIRLIFT (TRANSPORT)
CHKPNT	CHECK POINT
CID	CENTRAL INTELLIGENCE DIVISION (CID)
CINT	COUNTER INTELLIGENCE
CIP	CALL IN POINT
CIR	CIRCLE
CIRCLR	CIRCULAR
CIRTGT	CIRCULAR TARGET
CLAY	CLAY
CLDFRN	COLD FRONT
CLE	CIVILIAN LAW ENFORCEMENT
CLM	CLAYMORE
CLR	CLEAR
CLS1	CLASS I
CLS10	CLASS X
CLS2	CLASS II
CLS3	CLASS III
CLS4	CLASS IV
CLS5	CLASS V
CLS6	CLASS VI
CLS7	CLASS VII
CLS8	CLASS VIII
CLS9	CLASS IX
CLT	COLT/FIST
CM	CRUISE MISSILE
CMDOPN	COMMAND OPERATIONS
CML	CHEMICAL
CMLCA	CHEMICALLY CONTAMINATED AREA
CMPS	COMPOSITE
CNG	CONVERGENCE
CNGLNE	CONVERGANCE LINE
CNL	CANAL
CNS	CENSOR ZONE

## MIL-STD-2525B w/CHANGE 2

CNT	CONTAIN
CNVPRN	CONVENTIONAL PROPULSION
CNY	CONVOY
CNZ	CANALIZE
COBL	COBBLES
COBLOS	COBBLES, OYSTER SHELLS
COMCP	COMMUNICATION CONFIGURED PACKAGE
COMM	COMMUNICATIONS
COMMCP	COMMUNICATIONS CHECKPOINT (CCP)
CONPNT	CONTACT POINT
COV	COVER
CPL	CHAPARRAL
CRCD	RECRUITMENT (COERCED/IMPRESSED)
CRDPNT	COORDINATION POINT
CRDRTB	CORRIDOR TAB
CRK	CRACKS
CRKASL	CRACKS AT A SPECIFIC LOCATION
CRL	CORAL
CRP	CORPS
CRR	CARRIER
CRU	CRUISER
CRV	DEPTH CURVE
CS	COMBAT SUPPORT
CSAR	COMBAT SEARCH AND RESCUE (CSAR)
CSE	COARSE
CSESD	COARSE SAND
CSESLT	COARSE SILT
CSGSTE	CROSSING SITE/WATER CROSSING
CSN	CONSTRUCTION
CSNALH	COMPACT OR WET SNOW (WITH OR WITHOUT ICE) COVERING AT LEAST ONE-HALF GROUND, BUT GROUND NOT COMPLETELY COVERED
CSNVEH	CONSTRUCTION VEHICLE
CSS	COMBAT SERVICE SUPPORT
CSSVEH	COMBAT SERVICE SUPPORT VEHICLE
CSTHYD	COASTAL HYDROGRAPHY
CSTLN	COASTLINE
CSTSVL	COASTAL SURVEILLANCE
CSV	CREWED SPACE VEHICLE
CTDAPP	CONTROLLED APPROACH
CTDINC	CONTROLLED INTERCEPT

## MIL-STD-2525B w/CHANGE 2

CTR	SEARCH CENTER
CTRB	CLUTTER (BOTTOM)
CTSHVY	CONTINUOUS HEAVY
CTSLIT	CONTINUOUS LIGHT
CTSMOD	CONTINUOUS MODERATE
CTUR	CONTOUR
CUDCOV	CLOUD COVERAGE
CVL	CIVIL
CVLAFF	CIVIL AFFAIRS
CVLVEH	CIVILIAN VEHICLE
CVP	CIVILIAN COLLECTION POINT
CVY	CAVALRY
CWSNLH	COMPACT OR WET SNOW (WITH OR WITHOUT ICE) COVERING LESS THAN ONE-HALF OF GROUND
CYC	CYCLONE CENTER
DA	DEAD SPACE AREA (DA)
DAFF	DIRECTION OF ATTACK FOR FEINT
DAFNC	DOUBLE APRON FENCE
DAM	DAM
DANHAZ	DANGERS/HAZARDS
DAPP	DOWNED AIRCREW PICKUP POINT
DATTMN	DATA TRANSMISSION
DBLFNC	DOUBLE FENCE
DBLSTD	DOUBLE STRAND CONCERTINA
DBS	DRIVE-BY SHOOTING
DBT	MINE-NAVAL (DOUBTFUL)
DCDH2O	DISCOLORED WATER
DCNPNT	DECISION POINT
DCP	DETAINEE COLLECTION POINT
DCPN	DECEPTION
DCY	DECOY
DD	DESTROYER
DDCK	DRYDOCK
DECON	DECONTAMINATION
DECOMP	DECONTAMINATION (DECON) POINTS
DEF	DEFENSE
DEFN	MINE-NAVAL (DEFINITE)
DEMO	DEMONSTRATION
DEN	DENTAL
DFG	DIRECT FIRE GUN
DFN	DIRECTION FINDING

## MIL-STD-2525B w/CHANGE 2

DFT	BYPASS DIFFICULT
DFTY	OBSTACLE BYPASS DIFFICULTY
DGOPN	DRUG OPERATION
DGVEH	DRUG VEHICLE
DHA	DETAINEE HOLDING AREA
DICASS	DIRECTIONAL COMMAND ACTIVE SONOBUOY SYSTEM (DICASS)
DIFAR	DIRECTIONAL FREQUENCY ANALYZING AND RECORDING (DIFAR)
DIPPSN	DIP POSITION
DIRATK	DIRECTION OF ATTACK
DIV	DIVISION
DLRP	DLRP
DLT	DEALT
DLY	DELAY
DMA	DECOY MINED AREA
DMAF	DECOY MINED AREA, FENCED
DMD	DISMOUNTED
DMY	DUMMY (DECEPTION/DECOY)
DMYMD	DUMMY MINEFIELD (DYNAMIC)
DMYMS	DUMMY MINEFIELD (STATIC)
DOPN	DOLPHIN
DPH	DEPTH
DRCL	DOSE RATE CONTOUR LINES
DRFT	DRIFTER
DRG	DREDGE
DRN	DRONE (RPV/UAV)
DRPPNT	DROP POINT
DRPZ	DROP ZONE
DRT	DISRUPT
DSA	DIVISION (DSA)
DSTVES	DISTRESSED VESSEL
DSTY	DESTROY
DT/SD	DUST OR SAND
DTDVL	DUST DEVIL
DTHAC	DITCHED AIRCRAFT
DTM	DATUM
DVG	DIVERGENCE
DVR	DIVER (HARDTOP DIVER, SCUBA DIVER)
DVSN	DIVERSIONS
DYN	DYNAMIC DEPICTION

## MIL-STD-2525B w/CHANGE 2

DYNPRO	DYNAMIC PROCESSES
DZ	DRIZZLE
DZR	DOZER
EBB	CURRENT FLOW - EBB
ECM	ELECTRONIC COUNTERMEASURES (ECM/JAMMER)
ECRG	ELECTRONIC RANGING
ECW	ELECTRONIC WARFARE
EIEOB	ESTIMATED ICE EDGE OR BOUNDARY
ELC	ELECTRONIC
ELCSCG	EVEN LAYER OF COMPACT OR WET SNOW COVERING GROUND COMPLETELY
ELDSCG	EVEN LAYER OF LOOSE DRY SNOW COVERING GROUND COMPLETELY
ELP	ELLIPSE
EM	ELECTRO-MAGNETIC
EMP	EMPLACED
EMTARA	ENGAGEMENT AREA
ENCMT	ENCIRCLEMENT
ENG	ENGINEER
ENGEP	ENGINEERING EQUIPMENT PRODUCTION
ENGVEH	ENGINEER VEHICLE
ENTPNT	ENTRY POINT
EOD	EXPLOSIVE ORDNANCE DISPOSAL
EOP	ELECTRO-OPTICAL
EOPI	ELECTRO-OPTICAL INTERCEPT
EOTR	EDDIES/OVERFALLS/TIDE RIPS
EPF	ELECTRIC POWER FACILITY
EPWCP	ENEMY PRISONER OF WAR (EPW) COLLECTION POINT
EPWHA	ENEMY PRISONER OF WAR (EPW) HOLDING AREA
EQT	EQUIPMENT
EQTMNF	EQUIPMENT MANUFACTURE
EQTTRP	DECON SITE/POINT (EQUIPMENT AND TROOPS)
ER	EMERGENCY
ERHMR	EARTHMOVER
ERHSLV	EARTH SURVEILLANCE
ERP	ENGINEER REGULATING POINT
ESM	ELECTRONIC SURVEILLANCE MEASURES
ESTOF	EARTHWORK, SMALL TRENCH OR FORTIFICATION
ESY	BYPASS EASY
EW	EARLY WARNING
EXCD	ROADBLOCK COMPLETE (EXECUTED)

## MIL-STD-2525B w/CHANGE 2

EXT	TURBULENCE - EXTREME
EXTDWC	EXTREMELY DRY WITH CRACKS
EXTN	EXTORTION
EZ	EXTRACTION ZONE (EZ)
FAADEZ	FORWARD AREA AIR DEFENSE ZONE (FAADEZ)
FAC	FACILITIES
FAOTP	FALLOUT PRODUCING
FARP	FORWARD ARMING AND REFUELING AREA (FARP)
FBG	FLOEBERG
FC	FUNNEL CLOUD (TORNADO/WATERSPOUT)
FCL	FINAL COORDINATION LINE
FDDIST	FOOD DISTRIBUTION
FEBA	FORWARD EDGE OF BATTLE AREA (FEBA)
FEW	FEW COVERAGE
FEWS	FOXHOLE, EMPLACEMENT OR WEAPON SITE
FFA	FREE FIRE AREA (FFA)
FFR	FRIGATE/CORVETTE
FG	FOG
FIN	FINANCE
FIRCTL	FIRE CONTROL
FIX	FIX
FIXAVN	FIXED WING AVIATION
FIXD	FIXED WING
FIXPFD	FIXED AND PREFABRICATED
FLDART	FIELD ARTILLERY
FLGRD1	FOUL GROUND
FLGRD2	FOUL GROUND
FLGRD3	FOUL GROUND
FLH	FLASH (OPTICAL)
FLMTHR	FLAME THROWER
FLOOD	CURRENT FLOW - FLOOD
FLOT	FORWARD LINE OF OWN TROOPS (FLOT)
FLT	FLAT
FLTBD	FLATBED TRUCK
FLTSUP	FLEET SUPPORT (TENDER/TUG)
FLWASS	FOLLOW AND ASSUME
FLWSUP	FOLLOW AND SUPPORT
FNE	FINE
FNESD	FINE SAND
FNESLT	FINE SILT

## MIL-STD-2525B w/CHANGE 2

FOR	FORCE
FOSF	FOSSIL FUEL
FP	FIRING POINT
FPF	FINAL PROTECTIVE FIRE (FPF)
FRD	FORD
FRDDFT	FORD DIFFICULT
FRDESY	FORD EASY
FRGS	FRONTOGENESIS
FRGSRH	FORAGING/SEARCHING
FRLS	FRONTOLYSIS
FRMN	FORMATION
FRNSYS	FRONTAL SYSTEMS
FRT	FORT
FRY	FERRY
FRYCSG	FERRY CROSSING
FRYTSP	FERRY TRANSPORTER
FSA	FIRE SUPPORT AREA (FSA)
FSCL	FIRE SUPPORT COORDINATION LINE (FSCL)
FSG	FISHING
FSGHBR	FISHING HARBOR
FSH1	FORESHORE
FSH2	FORESHORE
FSH3	FORESHORE
FSS	FIRE SUPPORT STATION
FSTK1	FISH STAKES/TRAPS/WEIRS
FSTK2	FISH STAKES
FSTK3	FISH STAKES/TRAPS/WEIRS
FSUPP	FIRE SUPPORT
FTFDAR	FORTIFIED AREA
FTFDLN	FORTIFIED LINE
FTR	FIGHTER
FU	SMOKE
FWDCOM	FORWARD COMMUNICATIONS
FWDOP	FORWARD OBSERVER POSITION
FZDZ	FREEZING DRIZZLE
FZLED	FROZEN LEAD
FZLVL	FREEZING LEVEL
FZPPN	FREEZING/FROZEN PRECIPITATION
FZRA	FREEZING RAIN
FZSNV	FOG - FREEZING, SKY NOT VISIBLE

## MIL-STD-2525B w/CHANGE 2

FZSV	FOG - FREEZING, SKY VISIBLE
GAP	GAP
GDD	GUIDED MISSILE
GENARA	GENERAL AREA
GLST	GRAY LIST LOCATION
GLZGRD	GLAZE (THIN ICE) ON GROUND
GNL	GENERAL
GOVLDR	GOVERNMENT LEADERSHIP
GPHY	GEOPHYSICS/ACOUSTICS
GRD	GROUND
GRDSM	GROUND STATION MODULE
GRDSR	GROUND SURVEILLANCE RADAR
GRDTRK	GROUND TRACK
GRDVEH	GROUND VEHICLE
GRDZRO	GROUND ZERO
GREL	GRENADE LAUNCHER
GRF	GRAFFITI
GTL	GENTLE
GUD	GUARD
GUNUNT	GUN UNIT
GVL	GRAVEL
GWL	GROWLER
H2O	WATER
H2OCRT	WATER CRAFT
H2OTRB	WATER TURBULENCE
HAMEZ	HIGH ALTITUDE MEZ
HAZ	HAZARD
HAZMAT	HAZARDOUS MATERIALS (HAZMAT)
HBR	HARBOR (GENERAL)
HC	HURRICANE/TYPHOON
HCNY	HALTED CONVOY
HGH	HIGH
HGHCTR	HIGH PRESSURE CENTER
HGL	HOLDING LINE
HGTFDG	HEIGHT FINDING
HIDACZ	HIGH DENSITY AIRSPACE CONTROL ZONE (HIDACZ)
HJKG	HIJACKING
HL	HAIL
HMAD	H/MAD
HMG	HEAVY MACHINE GUN

## MIL-STD-2525B w/CHANGE 2

HOV	HOVERCRAFT
HOW	HOWITZER/GUN
HP	HIDE POINT
HRE	HORSE
HSP	HOSPITAL
HSPSHP	HOSPITAL SHIP
HTHP	HOUSE-TO-HOUSE PROPAGANDA
HUM	RIDGES OR HUMMOCKS
HVY	HEAVY
HWFNC	HIGH WIRE FENCE
HWK	HAWK
HYDGRY	HYDROGRAPHY
HZ	HAZE
IB	ICEBERG
IC	ICE CRYSTALS (DIAMOND DUST)
ICG	ICING
ICN	ICE CONCENTRATION
ID	ICE DRIFT (DIRECTION)
IDFF	IDENTIFICATION FRIEND/FOE (INTERROGATOR)
IEOBFR	ICE EDGE OR BOUNDARY FROM RADAR
IF	ICE FREE
IFF	IFF (TRANSPOUNDER)
IFR	INSTRUMENT FLIGHT RULE (IFR)
II	ICE ISLAND
IMP	BYPASS IMPOSSIBLE
IMTBUR	IMPACT BURIAL
IMTPNT	IMPACT POINT
INC	INTERCEPT
INCR	INTERCEPTOR
INF	INFANTRY
INFFV	INFANTRY FIGHTING VEHICLE
INFNLE	INFILTRATION LANE
INMHVY	INTERMITTENT HEAVY
INMLIT	INTERMITTENT LIGHT
INMMOD	INTERMITTENT MODERATE
INS	INSTALLATION
INT	INTELLIGENCE (OCEANOGRAPHIC, AGI)
INTGN	INTERROGATION
INTMR	INTERMEDIATE RANGE
IRR	IRREGULAR

## MIL-STD-2525B w/CHANGE 2

ISB	ISOBAR - SURFACE
ISD	ISODROSOTHERM
ISF	INTERNAL SECURITY FORCES
ISH	ISOTACH
ISL	ISOLATE
ISND	ISLAND
ISP	ISOPLETHS
IST	ISOTHERM
ISTB	INSTABILITY LINE
ISYS	ICE SYSTEMS
ITCZ	INTER-TROPICAL CONVERGANCE ZONE
ITD	INTER-TROPICAL DISCONTINUITY
ITDT	INTERDICT
ITEST	ICE THICKNESS (ESTIMATED)
ITM	ITEMS
ITOBS	ICE THICKNESS (OBSERVED)
IWU	INFORMATION WARFARE UNIT
JAG	JUDGE ADVOCATE GENERAL (JAG)
JBB	JAMMED BRASH BARRIER
JIB	JOINT INFORMATION BUREAU (JIB)
JINTCT	JOINT INTELLIGENCE CENTER
JMG	JAMMING
JTSM	JET STREAM
KDNG	KIDNAPPING
KGP	KINGPIN
KLP1	KELP/SEAWEED
KLP2	KELP/SEAWEED
KLP3	KELP/SEAWEED
KNIVEH	KNOWN INSURGENT VEHICLE
LAARA	LIMITED ACCESS AREA
LAMEZ	LOW ALTITUDE MEZ
LANE	LANE
LAR	LIGHT ARMORED RECONNAISSNACE (LAR)
LARMVH	LIGHT ARMORED VEHICLE
LAWENU	LAW ENFORCEMENT UNIT
LAWENV	LAW ENFORCEMENT VESSEL
LBR	LABOR
LCCP	LARGE COMMUNICATION CONFIGURED PACKAGE (LCCP)
LCCTRK	LIMITED CROSS-COUNTRY TRUCK
LCK	LOCK

## MIL-STD-2525B w/CHANGE 2

LCON	LOST CONTACT
LD	LINE OF DEPARTURE
LDGLNE	LEADING LINE
LDLC	LINE OF DEPARTURE/LINE OF CONTACT (LD/LC)
LDNCGC	LOOSE DRY DUST OR SAND NOT COVERING GROUND COMPLETELY
LDSALH	LOOSE DRY SNOW COVERING AT LEAST ONE-HALF GROUND, BUT GROUND NOT COMPLETELY COVERED
LDSNLH	LOOSE DRY SNOW COVERING LESS THAN ONE-HALF OF GROUND
LDY	LAUNDRY/BATH
LED	LEAD
LEN	LARGE EXTENSION NODE
LESCRT	LEISURE CRAFT
LIT	LIGHT
LITHSE	Lighthouse
LITLNE	LIGHT LINE
LITMOD	DUST/SAND STORM - LIGHT TO MODERATE
LITVES	LIGHT VESSEL/LIGHTSHIP
LLTR	LOW LEVEL TRANSIT ROUTE (LLTR)
LMG	LIGHT MACHINE GUN
LMT	LIMITS
LMTADV	LIMIT OF ADVANCE
LND	LAND
LNDCRT	LANDING CRAFT
LNDMNE	LAND MINES
LNDPLC	LANDING PLACE
LNDRNG	LANDING RING
LNDSHP	LANDING SHIP
LNDSUP	LANDING SUPPORT
LNE	LINE
LNGR	LONG RANGE
LNUKPT	LINKUP POINT
LNRTGT	LINEAR TARGET
LOC	LINE OF CONTACT
LOCAT	LOCATIONS
LOFAR	LOW FREQUENCY ANALYZING AND RECORDING (LOFAR)
LORO	LIMIT OF RADAR OBSERVATION
LOU	LIMIT OF UNDERCAST
LOVO	LIMIT OF VISUAL OBSERVATION
LOWCTR	LOW PRESSURE CENTER

## MIL-STD-2525B w/CHANGE 2

LP	LAUNCH POINT
LPC	LIQUID PRECIPITATION - CONVECTIVE
LPNCI	LIQUID PRECIPITATION - NON-CONVECTIVE CONTINUOUS OR INTERMITTENT
LRP	LOGISTICS RELEASE POINT (LRP)
LRS	LONG RANGE SURVEILLANCE (LRS)
LSR	LASER
LSTGT	LINEAR SMOKE TARGET
LTA	LIGHTER THAN AIR
LTG	LIGHTNING
LTL	LESS THAN LETHAL
LW	LOW
LWFNC	LOW WIRE FENCE
LZ	LANDING ZONE (LZ)
MAINT	MAINTENANCE
MANATK	MAIN ATTACK
MAR	MARINE
MARLFE	MARINE LIFE
MARTAR	MARITIME AREA
MARTLB	MARITIME LIMIT BOUNDARY
MCC	MOVEMENT CONTROL CENTER (MCC)
MCLST	MINE CLUSTER
MCMDRN	MCM DRONE
MCMSUP	MCM SUPPORT
MCNY	MOVING CONVOY
MCP	MAINTENANCE COLLECTION POINT
MCT	MERCHANT
MCVEH	MINE CLEARING VEHICLE
MDM	MEDIUM
MDMSD	MEDIUM SAND
MDMSLT	MEDIUM SILT
MECH	MECHANIZED
MED	MEDICAL
MEDF	MEDICAL FACILITY
MEDTF	MEDICAL TREATMENT FACILITY
MEDV	MEDEVAC
METO	METEOROLOGICAL
MEZ	MISSILE ENGAGEMENT ZONE (MEZ)
MFN	MULTI-FUNCTION
MIL	MILITARY
MILBF	MILITARY BASE/FACILITY

## MIL-STD-2525B w/CHANGE 2

MILINT	MILITARY INTELLIGENCE
MILP	MILITARY POLICE
MILVP	MILITARY VEHICLE PRODUCTION
MIST	MIST
MIWBC	MIW BOTTOM CATEGORY
MIWBS	MIW-BOTTOM SEDIMENTS
MIWBT	MIW BOTTOM TYPE
MIX	MIXED ICING
ML	MINE LAYING
MLDCGC	MODERATE/THICK LOOSE DRY DUST OR SAND COVERING GROUND COMPLETELY
MLVEH	MINE LAYING VEHICLE
MMD	MAN-MADE STRUCTURES
MMF	MILITARY MATERIEL FACILITY
MNDARA	MINED AREA
MNE	MINE
MNECM	MINE COUNTERMEASURES
MNEFLD	MINEFIELDS
MNEHNT	MINEHUNTER
MNELYR	MINELAYER
MNENAV	MINE-NAVAL
MNESWE	MINESWEEPER
MNEWBD	MINE WARFARE BOTTOM DESCRIPTORS
MNEWV	MINE WARFARE VESSEL
MNT	MOUNTAIN
MNTWAV	MOUNTAIN WAVES
MNY	MANY ICEBERGS
MNYBB	MANY BERGY BITS
MNYGNL	MANY ICEBERGS - GENERAL
MNYGWL	MANY GROWLERS
MOBSU	MOBILITY/SURVIVABILITY
MOD	MODERATE
MODHVV	FREEZING DRIZZLE - MODERATE/HEAVY
MODHVV	FREEZING RAIN - MODERATE/HEAVY
MODHVV	HAIL - MODERATE/HEAVY NOT ASSOCIATED WITH THUNDER
MODHVV	RAIN SHOWERS - MODERATE/HEAVY
MODHVV	SNOW SHOWERS - MODERATE/HEAVY
MOOTW	MILITARY OPERATIONS OTHER THAN WAR (MOOTW)
MORT	MORTAR
MOT	MOTORIZED
MPOFI	MELT PUDDLES OR FLOODED ICE

## MIL-STD-2525B w/CHANGE 2

MRK	MARKER
MRL	MULTIPLE ROCKET LAUNCHER
MRR	MINIMUM RISK ROUTE (MRR)
MRSH	MARSHALL
MRSPD	MULTI ROCKET SELF-PROPELLED
MRTOW	MULTI ROCKET TOWED
MRTRK	MULTI ROCKET TRUCK
MSDZ	MINIMUM SAFE DISTANCE ZONES
MSE	MULTIPLE SUBSCRIBER ELEMENT
MSL	MISSILE
MSLAQ	MISSILE ACQUISITION
MSLDL	MISSILE DOWNLINK
MSLGDN	MISSILE GUIDANCE
MSLIF	MISSILE IN FLIGHT
MSLL	MISSILE LAUNCHER
MSLPNT	MSL DETECT POINT
MSLTRK	MISSILE TRACKING
MSRUT	MAIN SUPPLY ROUTE
MSSP	MISSILE & SPACE SYSTEM PRODUCTION
MTRY	MORTUARY/GRAVES REGISTRY
MUD	MUD
MVB	MOVEABLE
MVBFDFD	MOVEABLE AND PREFABRICATED
MVFR	MARGINAL VISUAL FLIGHT RULE (MVFR)
MWR	MORALE, WELFARE, RECREATION (MWR)
NAI	NAMED AREA OF INTEREST (NAI)
NAV	NAVAL
NAVGRP	NAVY GROUP
NAVREF	NAV REFERENCE
NAVTF	NAVY TASK FORCE
NAVTG	NAVY TASK GROUP
NAVTU	NAVY TASK UNIT
NBC	NUCLEAR, BIOLOGICAL AND CHEMICAL
NBCEQT	NBC EQUIPMENT
NBCOP	NBC OBSERVATION POST (DISMOUNTED)
NCBTT	NONCOMBATANT
NDGZ	NUCLEAR DETINATIONS GROUND ZERO
NENY	NUCLEAR ENERGY
NEUT	NEUTRALIZE
NFA	NO-FIRE AREA (NFA)

## MIL-STD-2525B w/CHANGE 2

NFL	NO-FIRE LINE (NFL)
NMIL	NON-MILITARY
NMP	NUCLEAR MATERIAL PRODUCTION
NMS	NUCLEAR MATERIAL STORAGE
NODAT	NO DATA
NODCTR	NODE CENTER
NPRN	NUCLEAR PROPULSION
NPT	NUCLEAR PLANT
NSUB	NON-SUBMARINE
NUC	NUCLEAR
NUCTGT	NUCLEAR TARGET
NVGL	NAVIGATIONAL
OBJ	OBJECTIVE
OBSEFT	OBSTACLE EFFECT
OBSPST	OBSERVATION POST/OUTPOST
OBST	OBSTACLES
OBSTBP	OBSTACLE BYPASS
OCA	OCEANIC
OCC	OCCUPY
OCD	OCCLUDED FRONT
OCNGRY	OCEANOGRAPHY
OD	OPERATOR-DEFINED
ODFF	OPERATOR-DEFINED FREEFORM
OFA	OBSTACLE FREE AREA
OFF	OFFENSE
OIEOB	OBSERVED ICE EDGE OR BOUNDARY
OITI	OPENINGS IN THE ICE
OLOS	OMNI-LINE-OF-SIGHT (LOS)
OLR	OILER/TANKER
OLRG	OIL/GAS RIG
OLRGFD	OIL/GAS RIG FIELD
OPDECN	DECON SITE/POINT (OPERATIONAL DECONTAMINATION)
OPN	OPERATIONS
ORA	OBSTACLE RESTRICTED AREA
ORD	ORDNANCE
OSLF1	OFFSHORE LOADING FACILITY
OSLF2	OFFSHORE LOADING FACILITY
OSLF3	OFFSHORE LOADING FACILITY
OTH	OTHER
OVC	OVERCAST COVERAGE

## MIL-STD-2525B w/CHANGE 2

OWN	OWN TRACK
PAA	POSITION AREA FOR ARTILLERY (PAA)
PAT	PATROL
PATG	PATROLLING
PATT	PATRIOT
PBL	PEBBLES
PBLSHE	PEBBLES, SHELLS
PBNO	PREPARED BUT NOT OCCUPIED
PBX	PENETRATION BOX
PDF	PRINCIPAL DIRECTION OF FIRE (PDF)
PDMIC	PREDOMINATELY ICE COVERED
PE	ICE PELLETS (SLEET)
PERSVC	PERSONNEL SERVICES
PF	PROCESSING FACILITY
PGO	PETROLEUM/GAS/OIL
PHELNE	PHASE LINE
PHG	PHOTOGRAPHIC
PHOSWT	TELEPHONE SWITCH
PIM	PIM
PIPNT	PREDICTED IMPACT POINT
PIW	PERSON IN WATER
PKAN	PACK ANIMAL(S)
KT	PICKET
PLD	PROBABLE LINE OF DEPLOYMENT (PLD)
PLE	PILE/PILING/POST
PLND	PLANNED
PLT	WIND PLOT
PNE	PENETRATE
PNT	POINT
PNTA	POINT A
PNTD	POINT OF DEPARTURE
PNTINR	POINT OF INTEREST
PNTQ	POINT Q
PNTR	POINT R
PNTX	POINT X
PNTY	POINT Y
POUTAI	PRECIPITATION OF UNKNOWN TYPE AND INTENSITY
PPELNE	PIPELINES/PIPE
PRH1	PERCHES/STAKES
PRH2	PERCHES/STAKES

## MIL-STD-2525B w/CHANGE 2

PRH3	PERCHES/STAKES
PRS	PRESSURE SYSTEMS
PRT	PORTS
PRTHBR	PORTS AND HARBORS
PSG	PASSENGER
PSNG	POISONING
PSSPNT	PASSAGE POINT
PST	POSTAL
PSY	PSYCHOLOGICAL
PSYOP	PSYCHOLOGICAL OPERATIONS (PSYOP)
PTGT	POINT/SINGLE TARGET
PTHY	FOG - PATCHY
PTNCTR	PATTERN CENTER
PTPLOS	POINT-TO-POINT LINE-OF-SIGHT (LOS)
PUBAFF	PUBLIC AFFAIRS
PUP	PULL-UP POINT (PUP)
PUR	PURIFICATION
PWQ	PIER/WHARF/QUAY
PWS	PUBLIC WATER SERVICES
PZ	PICKUP ZONE (PZ)
QLFYTM	QUALIFYING TERMS
RA	RAIN
RAD	RADAR
RADA	RADIOACTIVE AREA
RALRD	RAILROAD
RAMPAW	RAMP (ABOVE WATER)
RAMPBW	RAMP (BELOW WATER)
RASN	RAIN AND SNOW MIXED
RASWR	RAIN SHOWERS
RAYPNT	RALLY POINT
RCBB	ROADBLOCKS, CRATERS, AND BLOWN BRIDGES
RCK	ROCK
RCKAWD	ROCK AWASHED
RCKSBM	ROCK SUBMERGERED
RCMT	RECRUITMENT
RCY	RECOVERY
RDGAXS	RIDGE AXIS
RDOUNT	RADIO UNIT
RDSLIT	RAIN OR DRIZZLE AND SNOW - LIGHT
RDSMH	RAIN OR DRIZZLE AND SNOW - MODERATE/HEAVY

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RDV	RENDEZVOUS
RECEQP	RECON EQUIPPED
RECL	RECOILLESS
RECON	RECONNAISSANCE
REEF	REEF
REEVNT	RELEASE EVENTS
REFPNT	REFERENCE POINT
REL	RELEASE LINE
RELG	RELIGIOUS/CHAPLAIN
RELPNT	RELEASE POINT
RFA	RESTRICTIVE FIRE AREA (RFA)
RFE	REFUEL
RFG	REFUGEES
RFL	RESTRICTIVE FIRE LINE (RFL)
RFT	RAFT SITE
RFTG	RAFTING
RGH	ROUGH
RGR	RANGER
RHA	REFUGEE HOLDING AREA
RHD	RAILHEAD
RHU	REPLACEMENT HOLDING UNIT (RHU)
RIF	RIFLE
RIFWPN	RIFLE/AUTOMATIC WEAPON
RIME	RIME ICING
RIP	RELIEF IN PLACE (RIP)
RIV	RIVERINE
RLY	RELAY
RMP	RAW MATERIAL PRODUCTION/STORAGE
RO	RANGE ONLY (RO)
ROC	ROCKET
ROM	REFUEL ON THE MOVE (ROM) POINT
RORO	ROLL ON/ROLL OFF
ROT	ROTARY WING
ROZ	RESTRICTED OPERATIONS ZONE (ROZ)
RP	RELOAD POINT
RPH	REPLENISH
RRRP	REARM, REFUEL AND RESUPPLY POINT
RSA	REGIMENTAL (RSA)
RSC	RESCUE
RSDARA	RESTRICTED AREA

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RTE	ROUTE
RTG	RECTANGULAR
RTGTGT	RECTANGULAR TARGET
RTM	RETIREMENT
RTN	RETAIN
SA	SEA ANOMALY (WAKE, CURRENT, KNUCKLE)
SAAFR	STANDARD-USE ARMY AIRCRAFT FLIGHT ROUTE (SAAFR)
SAFE	EXPLOSIVES, STATE OF READINESS 1 (SAFE)
SAFHSE	SAFE HOUSE
SAM	SURFACE TO AIR MISSILE (SAM)
SAR	SEARCH AND RESCUE
SAT	SATELLITE
SATDL	SATELLITE DOWN-LINK
SATUL	SATELLITE UP-LINK
SBM	WRECK (SUBMERGED)
SBMCRB	SUBMERGED CRIB
SBRSOO	SEABED ROCK/STONE, OBSTACLE, OTHER
SBSM	SUBSURFACE TO SURFACE MISSILE (S/SSM)
SBSUF	SUBSURFACE TRACK
SBT	SPECIAL BOAT
SC	SNOW COVER
SCE	SECURE
SCGC	SNOW COVERING GROUND COMPLETELY; DEEP DRIFTS
SCM	SCM
SCN	SCREEN
SCP	SURVEY CONTROL POINT
SCR	SECTOR
SCT	SCATTERED COVERAGE
SCUT	SCOUT
SD	SAND
SD&SHE	SAND AND SHELLS
SEAL	SEAL
SEC	SECURITY
SECPOL	SECURITY POLICE (AIR)
SEMI	SEMI
SEN	SMALL EXTENSION NODE
SFP	SUPPORT BY FIRE POSITION
SG	SNOW GRAINS
SGTGT	SERIES OR GROUP OF TARGETS
SHA	SHEAR LINE

## MIL-STD-2525B w/CHANGE 2

SHAZ	SHEARING OR SHEAR ZONE
SHE	SHELL
SHETKG	SHELL TRACKING
SHPCSN	SHIP CONSTRUCTION
SHRLNE	SHORELINE PROTECTION
SHRPAT	SHORE PATROL
SHTR	SHORT RANGE
SHWCTS	FOG - SHALLOW CONTINUOUS
SHWPTH	FOG - SHALLOW PATCHES
SI	SEA ICE
SIGINC	SIGNAL INTERCEPT
SIGINT	SIGNALS INTELLIGENCE
SIGSUP	SIGNAL SUPPORT
SIGUNT	SIGNAL UNIT
SKC	CLEAR SKY
SKEIP	STRIKE IP
SKYOBD	FOG - SKY OBSCURED
SKYVSB	FOG - SKY VISIBLE
SLDRCK	SOLID ROCK
SLM	SURFACE LAUNCHED MISSILE
SLP	SUPPLY
SLPRUT	SUPPLY ROUTES
SLT	SILT
SMDCY	SEA MINE DECOY
SMF	SEA MINE (FLOATING)
SMG	SEA MINE (GROUND)
SMH	SMOOTH
SMK	SMOKE
SMKDEC	SMOKE/DECON
SML	SEA MINE-LIKE
SMLNE	STREAM LINE
SMM	SEA MINE (MOORED)
SMNE	SEA MINE
SMOP	SEA MINE (OTHER POSITION)
SN	SNOW
SNAG	SNAGS/STUMPS
SNBY	SONOBUOY
SND	SOUND
SNDG	SOUNDINGS
SNG	SINGLE CONCERTINA

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SNGFNC	SINGLE FENCE
SNK	SINKER
SNS	SENSOR
SNSZ	SENSOR ZONE
SOF	SPECIAL OPERATIONS FORCES (SOF)
SOFUNT	SPECIAL OPERATIONS FORCES (SOF) UNIT
SOP	SENSOR OUTPOST/LISTENING POST (OP/LP)
SP	SEAPORT/NAVAL BASE
SPC	SPACE
SPD	SELF-PROPELLED
SPDTRK	SELF-PROPELLED TRACKED
SPDWHD	SELF-PROPELLED WHEELED
SPG	SNIPING
SPL	SPECIAL
SPLPNT	SPECIAL POINT
SPOD	SPOD/SPOE
SPT	SUPPLY POINTS
SPY	SPY
SQL	SQUALL
SRH	SEARCH
SRHARA	SEARCH AREA/RECONNAISSANCE AREA
SRL	SINGLE ROCKET LAUNCHER
SRSPD	SINGLE ROCKET SELF-PROPELLED
SRTOW	SINGLE ROCKET TOWED
SRTRK	SINGLE ROCKET TRUCK
SRUF	SERVICE, RESEARCH, UTILITY FACILITY
SSH	SERVICE & SUPPORT HARBOR (YARDCRAFT, BARGE, HARBOR, TUG)
SSL	SEVERE SQUALL LINE
SSM	SURFACE TO SURFACE MISSILE (SSM)
SSSNR	SPECIAL SSNR
SST	SPACE STATION
SSUBSR	SEA SUBSURFACE RETURNS
SSUF	SEA SURFACE TRACK
SSWR	SNOW SHOWERS
STAT	STATIONARY FRONT
STC	STATIC DEPICTION
STG	STINGER
STGC	STRATEGIC
STMS	STORMS
STN	STATION

## MIL-STD-2525B w/CHANGE 2

STNE	STONES
STOG	STATE OF THE GROUND
STOPO	SKY TOTALLY OR PARTIALLY OBSCURED
STP	STEEP
STRGPT	STRONG POINT
STRPNT	START POINT
SU	SURVIVABILITY
SUB	SUBMARINE
SUBCBL	SUBMARINE CABLE
SUF	SURF-SURF (SS)
SUFDRY	SURFACE DRY WITHOUT CRACKS OR APPRECIABLE DUST OR LOOSE SAND
SUFFLD	SURFACE FLOODED
SUFFZN	SURFACE FROZEN
SUFMST	SURFACE MOIST
SUFSHL	SURFACE SHELTER
SUFSRH	SURFACE SEARCH
SUFWET	SURFACE WET, STANDING WATER IN SMALL OR LARGE POOLS
SUP	SUPPORT
SUPARS	SUPPORT AREAS
SUPATK	SUPPORTING ATTACK
SUPPLY	QUARTERMASTER (SUPPLY)
SUV	SPORT UTILITY VEHICLE (SUV)
SVL	SURVEILLANCE
SVR	SEVERE
SW	SEAWALL
SWO	SASTRUGI (WITH ORIENTATION)
SWPARA	SWEPT AREA
SWRLIT	RAIN AND SNOW SHOWERS - LIGHT
SWRMOD	RAIN AND SNOW SHOWERS - MODERATE/HEAVY
SYM	CLOUD COVERAGE SYMBOLS
SZE	SEIZE
TAC	TACTICAL
TACEXP	TACTICAL EXPLOIT
TACGRP	TACTICAL GRAPHICS
TACSAT	TACTICAL SATELLITE
TAI	TARGETED AREA OF INTEREST (TAI)
TAK	TANKING
TANK	TANK
TARP	PSYOP (TV AND RADIO PROPAGANDA)

## MIL-STD-2525B w/CHANGE 2

TBA	TARGET BUILD-UP AREA (TBA)
TCF	TELECOMMUNICATIONS FACILITY
TCN	TACAN
TCP	TRAFFIC CONTROL POST (TCP)
TDECUR	TIDE AND CURRENT
TDEDP	TIDE DATA POINT
TDEG	TIDE GAUGE
TDTSM	ANTITANK OBSTACLES: TETRAHEDRONS, DRAGONS TEETH, AND OTHER SIMILAR OBSTACLES
TELAR	TELAR
TGT	TARGET
TGTAQ	TARGET ACQUISITION
TGTAQZ	TARGET ACQUISITION ZONES
TGTGUT	TARGETING UNIT
TGTILL	TARGET ILLUMINATOR
TGTREF	TARGET REFERENCE
TGTTRK	TARGET TRACKING
THK	THICKNESS
THT	THEATER
TKD	TRACKED
TLAR	TLAR
TLDGC	THIN LOOSE DRY DUST OR SAND COVERING GROUND COMPLETELY
TM	TRAILER MOUNTED
TMC	TOMCAT
TMDU	THEATER MISSILE DEFENSE UNIT
TNE	TRAINER
TNK	TANKER
TOPFTR	TOPOGRAPHICAL FEATURES
TOR	RAIN SHOWERS - TORRENTIAL
TOW	TOWED
TOWTRK	TOW TRUCK
TOWVES	TOWING VESSEL
TPD	TORPEDO
TPLSYS	TROPICAL STORM SYSTEMS
TPSSCT	TROPOSPHERIC SCATTER
TPT	TRANSPORTATION
TRB	TURBULENCE
TRF	TECHNOLOGICAL RESEARCH FACILITY
TRGARA	TRAINING AREA
TRGH	DECON SITE/POINT (THOROUGH DECONTAMINATION)

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TRIPWR	TRIP WIRE
TRISTD	TRIPLE STRAND CONCERTINA
TRK	TRACK
TRKMV	TRUCK MOUNTED WITH VOLCANO
TRNLCO	TRAIN LOCOMOTIVE
TROPDN	TROPICAL DEPRESSION
TROPHG	TROPOAUSE HIGH
TROPLV	TROPOAUSE LEVEL
TROPLW	TROPOAUSE LOW
TROPSM	TROPICAL STORM
TRP	DECON SITE/POINT (TROOPS)
TRUAXS	TROUGH AXIS
TRW	TRAWLER
TS	THUNDERSTORM - NO PRECIPITATION
TS	THUNDERSTORMS
TSHVNH	THUNDERSTORM HEAVY WITH RAIN/SNOW - NO HAIL
TSHVWH	THUNDERSTORM HEAVY - WITH HAIL
TSK	TASKS
TSLMNH	THUNDERSTORM LIGHT TO MODERATE WITH RAIN/SNOW - NO HAIL
TSLMWH	THUNDERSTORM LIGHT TO MODERATE - WITH HAIL
TSPF	TRANSPORT FACILITY
TSWADL	TROPICAL STORM WIND AREAS AND DATE/TIME LABELS
TTP	TRAILER TRANSFER POINT
TTYCTR	TELETYPE CENTER
TUG	TUG
TUR	TURN
TVAR	TARGET VALUE AREA (TVAR)
UAV	UNMANNED AERIAL VEHICLE
UAVR	UNMANNED AERIAL VEHICLE (UAV) ROUTE
UCOV	WRECK (UNCOVERS)
UGDSHL	UNDERGROUND SHELTER
UH2	UNDERWATER
UH2DAN	UNDERWATER DANGER/HAZARD
UH2DCY	UNDERWATER DECOY
UH2DML	UNDERWATER DEMOLITION TEAM
UH2WPN	UNDERWATER WEAPON
ULCSCG	UNEVEN LAYER OF COMPACT OR WET SNOW COVERING GROUND COMPLETELY
ULDSCG	UNEVEN LAYER OF LOOSE DRY SNOW COVERING GROUND COMPLETELY

## MIL-STD-2525B w/CHANGE 2

UMC	UNIT MAINTENANCE COLLECTION POINT
UNK	UNKNOWN
UNK	UNKNOWN/UNKNOWN
UNT	UNIT
UPP	UPPER
USP	UNSPECIFIED
USPMNE	UNSPECIFIED MINE
USW	UNDER SEA WARFARE
UTY	UTILITY
UTYVEH	UTILITY VEHICLE
UUV	UNMANNED UNDERWATER VEHICLE (UUV)
UWRPM	UNDERWAY REPLENISHMENT (OILER/TANKER, STORES, AMMUNITION, TROOP TRANSPORT)
UXO	UNEXPLODED ORDNANCE AREA (UXO)
VCSESD	VERY COARSE SAND
VDR1-2	VDR LEVEL 1-2
VDR2-3	VDR LEVEL 2-3
VDR3-4	VDR LEVEL 3-4
VDR4-5	VDR LEVEL 4-5
VDR5-6	VDR LEVEL 5-6
VDR6-7	VDR LEVEL 6-7
VDR7-8	VDR LEVEL 7-8
VDR8-9	VDR LEVEL 8-9
VDR9-0	VDR LEVEL 9-10
VEH	HIJACKING (VEHICLE)
VFNESD	VERY FINE SAND
VFNSLT	VERY FINE SILT
VIOATY	VIOLENT ACTIVITIES (DEATH CAUSING)
VLAD	VERTICAL LINE ARRAY DIFAR (VLAD)
VNY	VETERINARY
VOLASH	VOLCANIC ASH
VOLERN	VOLCANIC ERUPTION
VRLRPS	VANDALISM/RAPE/LOOT/RANSACK/PLUNDER/SACK
VSTOL	VERTICAL/SHORT TAKEOFF AND LANDING (V/STOL)
VUL	VULCAN
WAMNE	WIDE AREA MINES
WAP	WAYPOINT
WAR	WARFIGHTING SYMBOLS
WARMVH	WHEELED ARMORED VEHICLE
WAWS	WHEELED ARMORED VEHICLE SURVEILLANCE
WDR	WITHDRAW

## MIL-STD-2525B w/CHANGE 2

WDRUP	WITHDRAW UNDER PRESSURE
WFZ	WEAPONS FREE ZONE
WHD	WHEELED
WHMECH	WHEELED MECHANIZED
WLG	RECRUITMENT (WILLING)
WLST	WHITE LIST LOCATION
WND	WINDS
WOSMIC	WITHOUT SNOW OR MEASURABLE ICE COVER
WP	PSYOP (WRITTEN PROPAGANDA)
WPN	WEAPON
WPNGR	WEAPONS GRADE
WPNRF	WEAPONS/RADAR RANGE FANS
WREOBS	WIRE OBSTACLE
WRK	WRECK
WRKD	WRECK, DANGEROUS
WRKND	WRECK, NON DANGEROUS
WRMFRN	WARM FRONT
WSMIC	WITH SNOW OR MEASURABLE ICE COVER
WTH	WEATHER SYMBOLS
WWRT	WATER WITH RADAR TARGETS
Z	ZONE
ZOR	ZONE OF RESPONSIBILITY (ZOR)

## 4. GENERAL REQUIREMENTS

4.1 Objective. The display of warfighting symbology has evolved from a static, manual operation to include fully automated computer generation. This evolution has resulted in the fielding of many system-specific symbology implementations by the Combatant Commanders (COCOMs), Services, and Agencies (C/S/A) to meet the mission requirements of the warfighter. The "C4I for the Warrior" concept, signed by the Chairman of the Joint Chiefs of Staff in June 1992, brings together C4I functions to provide the warfighter with a seamless, real-time, true representation of the battlespace. The standardization of warfighting symbology shall play an integral role in achieving interoperability during joint service operations. While the primary focus of this standardization is the electronic generation of symbology, this effort shall also support those mission requirements where symbology is hand drawn by the warfighter. In addition, this standard is designed so that all essential symbology information can be communicated to the warfighter on either a monochrome (i.e., black, white, or single color) or multicolor-capable display.

4.2 Organization. The purpose of warfighting symbology is to convey information about objects in the warfighter battlespace. The basic standard defines composition, construction, display, and transmission of common warfighting symbology. This chapter introduces the general requirements for warrior symbology by defining the general categories into which the

## MIL-STD-2525B w/CHANGE 2

symbology can be divided, explaining the symbol hierarchy, and outlining the use of special symbol sets. Appendixes A through E contain additional technical specifications applicable to each set, symbol identification code (SIDC) tables, and the approved symbology in each set.

**4.3 Symbology categories.** This standard defines two categories of warfighting symbology: tactical symbols and tactical graphics. Each category can be characterized as to whether it contains point, line, or area objects. It is expected that C4I systems will implement those symbols and/or graphics needed to satisfy operational requirements.

**4.3.1 Tactical symbols.** The tactical symbols category consists of point objects that present information that can be pinpointed in one location at a particular point in time. The tactical symbols shown in Appendixes A, D, and E are composed of frames, fills, and icons (see 5.4.5 for other display options). The components provide information about the symbol's affiliation, battle dimension, status, and mission. The size and shape of a symbol are fixed and remain constant, regardless of the scale of the background projection, unless changed by the operator.

**4.3.2 Tactical graphics.** The tactical graphics category consists of point, line, and area objects that are necessary for battlefield planning and management, but cannot be presented as tactical symbols alone. Tactical graphics can delineate responsibilities and missions, provide guidance, establish control measures, and identify items of interest. A tactical graphic is composed of an icon and may include additional modifiers. The size and shape of the point graphics remain fixed, while the size and shape of the line and area graphics are determined by drawing parameters provided by the operator and the scale of the background on which the graphic is placed.

**4.4 Symbology hierarchy.** A unique alphanumeric hierarchy identifier is used to identify the location of each tactical symbol and graphic in the information taxonomy defined for each symbology set. For reference, the original numerical hierarchy representation is displayed with the alphabetical representation in the tables with each tactical symbol and graphic. The first position of the hierarchy identifier represents to which symbology set the symbol or graphic is assigned. The remaining positions represent an increasing level of detail and specificity within the information taxonomy. The levels within a set's structure (and therefore, the length of a symbol's hierarchy identifier) are determined by the number of icons or graphics in a specific set. The hierarchy identifier for each symbol and graphic is available in each symbology set's SIDC table.

**4.5 Use of standard and special symbology sets.** As referenced in 1.4, this standard provides five approved symbology sets:

- Appendix A - C<sup>2</sup> Symbology: Units, Equipment, and Installations
- Appendix B - C<sup>2</sup> Symbology: Military Operations
- Appendix C - METOC Symbology
- Appendix D - Signals Intelligence Symbology
- Appendix E - Military Operations Other Than War Symbology

The SSMC is responsible for the standardization of all the symbology sets except METOC, providing configuration management by reviewing and approving additions and changes to these

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symbols and graphics. While the standardized symbology sets are intended to address the C4I information needs of the warfighter, it is expected that information from other operational domains will need to be displayed in order to accurately portray the battlespace. Many of these other domains have published symbology standards or other documents addressing information requirements that parallel those addressed here. Although these other domains are outside the scope of this document, it is desirable to make the symbology they publish available with this standard. Therefore, the SSMC identifies symbology sets of potential interest to the warfighter and includes them as appendixes to the current document as appropriate. The METOC symbology provided in Appendix C is an example of a special symbology set included in this standard. Although METOC symbology was derived from AF 51-12 and sources accepted by the international community, it is considered a mandatory part of this standard and shall be followed when presenting METOC symbology in MIL-STD-2525B compliant systems. The content of special symbology sets is maintained by an operational community other than the SSMC and is not under configuration management by this group. As a result, the symbology is not harmonized with the current standard and may be inconsistent with the symbology requirements presented here.

**4.6 Symbol set composition.** The five approved symbol sets are presented in the appendixes to this standard. Appendixes A, D, and E contain point-based tactical symbols, while appendixes B and C contain point-, line-, and area-based tactical graphics.

## 5. DETAILED REQUIREMENTS

**5.1 Objective.** To promote interoperability at the information level within the area of warfighting 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 standard are considered to be the minimum necessary to ensure that information about warfighting symbology is exchanged successfully across service and organizational boundaries. These rules are not intended to constrain the manner in which the symbology is used.

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

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**5.3 Composition of tactical symbols.** A fully displayed tactical symbol is composed of a frame, fill, and icon and may include text and/or graphic modifiers that provide additional information (see figure 2). The frame attributes (i.e., affiliation, battle dimension, and status) determine the type of frame for a given symbol. Fill color is a redundant indication of the symbol's affiliation.

**5.3.1 Frame.** The frame is the geometric border of a symbol that, when displayed, provides an indication of the affiliation, battle dimension, and status of a warfighting object. The frame may include modifiers that are placed inside or outside the border and help determine affiliation and/or dimension. When any of these modifiers is displayed in a symbol it is considered to be an integral part of the frame. The frame serves as the base to which other symbol components and modifiers are added. Table I provides the approved frame shapes that depict affiliation and battle dimension for tactical symbols. Table II provides the approved frame shapes that depict the exercise modifying descriptor and battle dimension for tactical symbols that address special exercise requirements. A frame can be black or off-white depending on display background, or it can be colored, using the default colors in table XIII, to provide redundant information about affiliation.

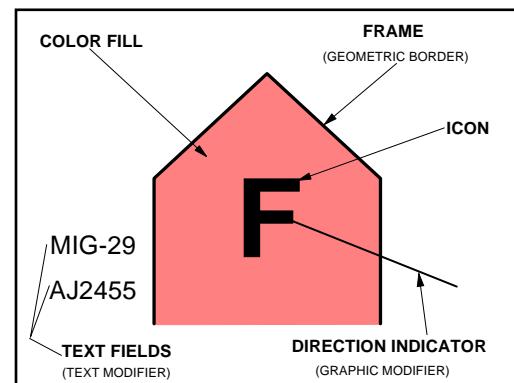


FIGURE 2. Symbol components.

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TABLE I. Frame shapes depicting affiliations and battle dimensions.

BATTLE DIMENSION	AFFILIATION	ABOVE SURFACE		SURFACE			Subsurface (U)	SOF (F)	
		Unknown (Z)	Space (P)	Air (A)	Ground (G)				
					Units	Equipment	Installations		
PENDING (P) (YELLOW)	PENDING (P) (YELLOW)	?	?	?	?	?	?	?	
UNKNOWN (U) (YELLOW)	UNKNOWN (U) (YELLOW)	?	?	?	?	?	?	?	
FRIEND (F) (CYAN)	FRIEND (F) (CYAN)	?	?	?	?	?	?	?	
NEUTRAL (N) (GREEN)	NEUTRAL (N) (GREEN)	?	?	?	?	?	?	?	
HOSTILE (H) (RED)	HOSTILE (H) (RED)	?	?	?	?	?	?	?	
ASSUMED FRIEND (A) (CYAN)	ASSUMED FRIEND (A) (CYAN)	?	?	?	?	?	?	?	
SUSPECT (S) (RED)	SUSPECT (S) (RED)	?	?	?	?	?	?	?	

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

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TABLE II. Frame shapes depicting exercise amplifying descriptors and battle dimensions.

BATTLE DIMENSION	EXERCISE AMPLIFYING DESCRIPTOR	ABOVE SURFACE		SURFACE			Sea Surface (S)	Subsurface (U)	SOF (F)		
		Unknown (Z)	Space (P)	Air (A)	Ground (G)						
					Units	Equipment	Installations				
EXERCISE PENDING (G) (YELLOW)	XU?										
EXERCISE UNKNOWN (W) (YELLOW)	XU										
EXERCISE FRIEND (D) (CYAN)	N/A										
EXERCISE NEUTRAL (L) (GREEN)	N/A										
EXERCISE ASSUMED FRIEND (M) (CYAN)	N/A										
JOKER (J) (RED)	N/A										
FAKER(K) (RED)	N/A										

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

5.3.1.1 Affiliation. Affiliation refers to the threat posed by the warfighting object being represented. The basic affiliation categories are Unknown, Friend, Neutral, and Hostile. A quatrefoil frame shall be used to denote Unknown affiliation, a circle or rectangle frame to denote Friend affiliation, a square frame to denote Neutral affiliation, and a diamond frame to denote Hostile affiliation. The letter “F” centered in the “Unknown” frame identifies the symbol as Friendly, “N” as Neutral, and “H” as Hostile (see table I). When a question mark (?) precedes the “F” in the frame, it indicates Assumed Friend. A question mark (?) that precedes the “H” indicates Suspect. A question mark centered in an “Unknown” frame indicates that identification has not been determined and affiliation is Pending. A question mark (?) in field E (see table I and 5.3.4) of a “Friend” or “Hostile” frame indicates the uncertainty of the identification and shall identify the symbol as Assumed Friend or Suspect. Each of these affiliation categories is defined in 3.2. The codes for affiliation in the symbol SIDC are included in the appendix for each symbology set.

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5.3.1.2 Exercise amplifying descriptor. An exercise amplifying descriptor is used in place of an affiliation when units/systems/platforms are conducting exercises. The basic exercise amplifying descriptors are Exercise Pending, Exercise Unknown, Exercise Friend, Exercise Neutral, Exercise Assumed Friend, Joker, and Faker (see table II).

5.3.1.3 Battle dimension. Battle dimension defines the primary mission area for the warfighting object within the battlespace. If the battle dimension cannot be or has not been determined, it is considered to be Unknown. If the battle dimension is known, 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 terms "ground" and "land" are used interchangeably). The ground dimension includes those mission areas on the land surface and is divided into units, equipment, and installations. The sea surface dimension includes those objects whose mission area is on the sea surface, whereas the subsurface dimension includes objects whose mission area is below the sea surface. As shown in tables I and II, a frame open at the bottom shall be used to denote the air and space dimension, a closed frame shall be used to denote the ground and sea surface dimension, and a frame open at the top shall be used to denote the subsurface dimension. The codes for battle dimension in the SIDC are presented in the appendix for each symbology set. To clarify which battle dimension should be used for a given object, maritime surface platforms 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 ground 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 ground dimension. All units, regardless of service affiliation (i.e., an Army, Navy, or Air Force helicopter squadron), are depicted with a rectangle frame.

5.3.1.4 Status. Status refers to whether a warfighting object exists at the location identified (i.e., status is "present") or will in the future reside at that location (i.e., status is "planned," "anticipated," "suspected," or "on order"). Regardless of affiliation, present status is indicated by a solid line and planned status by a dashed line. In the latter case, if the icon in a tactical symbol is framed (see 5.3.3 and 5.4.2), the symbol frame is a dashed line (see table II). If the icon is frame optional or unframed and is unfilled, the icon is a dashed line. If the icon is frame optional and contains a filled icon, the icon is displayed with a frame and the frame is a dashed line. Planned status cannot be shown if the symbol is an unframed filled icon or is displayed as a dot (see 5.4.5). The codes for status in the SIDC are provided in the appendix for each symbology set.

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TABLE III. Present and planned status for tactical symbols.

STATUS	BATTLE DIMENSION AIR/SPACE	SURFACE			SUBSURFACE	
		LAND		SEA SURFACE		
		UNITS	EQUIPMENT			
PRESENT POSITIONS (P) FOR FRAMED ICONS						
ANTICIPATED, PLANNED, SUSPECTED, OR ON ORDER (A) FOR FRAMED ICONS						
ANTICIPATED, PLANNED, SUSPECTED, OR ON ORDER (A) FOR UNFRAMED ICONS						

5.3.2 Fill. The fill is the interior area within a frame. If a color fill is used in a framed symbol, it provides redundant information about the affiliation of the object. If a color fill is not used, the interior of the frame shall be transparent. In an unframed symbol, color shall be the sole indicator of affiliation, excluding text modifiers. Table I depicts the default colors that shall be used to designate affiliation when colored symbols are either hand-drawn or displayed electronically. This standard allows deviations from the default when systems require the capability to make distinctions among multiple types of forces, equipment, boundaries, etc. (e.g., to differentiate among coalition forces assigned a Friend affiliation). See 5.7.2 for additional information on how color is to be displayed in a symbol.

5.3.3 Icon. The icon is the innermost part of a symbol that, when displayed, provides an abstract pictorial or alphanumeric representation of a warfighting object. The icon in a tactical symbol portrays the role or mission performed by the object. This standard distinguishes between icons that shall be framed or unframed and icons where framing is optional. The icons in the applicable appendix shall be used whenever a system displays any of the warfighting objects for which an icon is provided.

5.3.4 Modifiers. A modifier provides optional additional information about a symbol, except in the case of field E, the frame shape modifier, which is mandatory. A modifier can be static or dynamic. The size and placement of a static modifier are fixed and remain constant, while the size and placement of a dynamic modifier are based on the attributes of the object represented by the symbol and can change as these attributes and the scale of the background change. The field ID, field title, description, and maximum allowable display and transmission lengths of symbol modifiers are presented in table IV and 5.8. The default placement of static modifiers in fields around the symbol is shown in figure 3, and an example of each static graphic modifier is included in figure 4. The placement of these modifiers applies to all tactical symbols regardless of battle dimension or whether the symbol is framed or unframed. Implementation

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guidance, where available, is provided in the appendix for each symbology set. Static graphic and text modifiers are described in 5.3.4.1 through 5.3.4.10; dynamic graphic modifiers are discussed in 5.3.4.11.

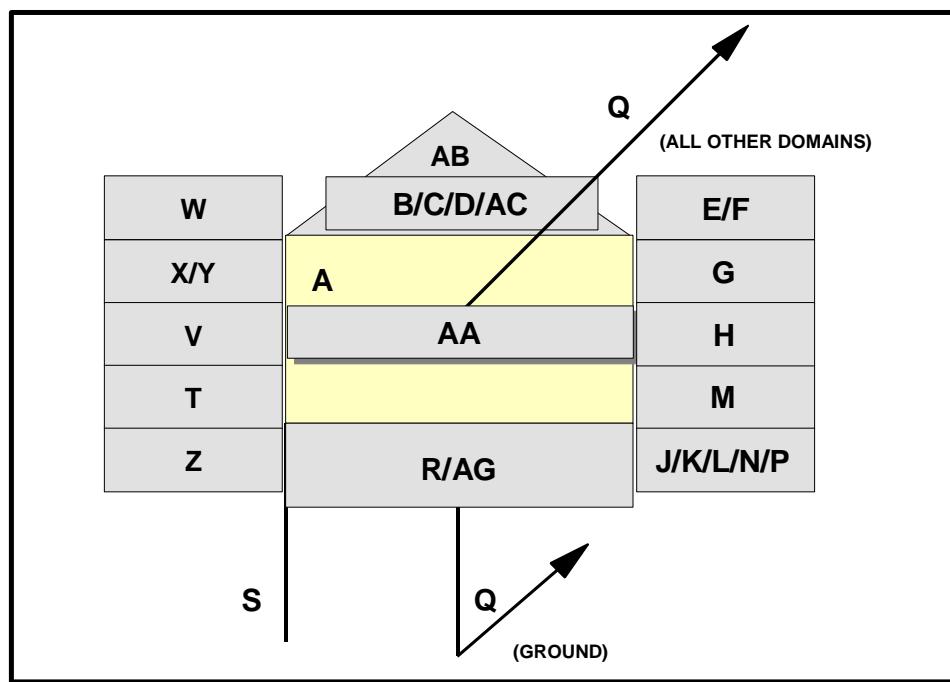


FIGURE 3. Field positions for tactical symbols.

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

FIELD ID	FIELD TITLE	DESCRIPTION	U <sup>1</sup>	E <sup>1/2</sup>	I <sup>1</sup>	SI <sup>1</sup>	M <sup>1</sup>
A	Symbol Icon	The innermost part of a symbol that represents a warfighting object (see 5.3.3).	G	G	G	G	G
B	Echelon	A graphic modifier in a unit symbol that identifies command level (see 5.3.4.2, table V, and figures 3 and 4).	G	-	-	-	G
C	Quantity	A text modifier in an equipment symbol that identifies the number of items present.	-	9 <sup>3</sup>	-	-	-
D	Task Force Indicator	A graphic modifier that identifies a unit or MOOTW symbol as a task force (see 5.3.4.6 and figures 3 and 4).	G	-	-	-	G
E	Frame Shape Modifier	A graphic modifier that displays affiliation, battle dimension, or exercise amplifying descriptors of an object (see 5.3.1 and tables I and II).	G	G	G	-	G
F	Reinforced or Reduced	A text modifier in a unit symbol that displays (+) for reinforced, (-) for reduced, (±) reinforced and reduced.	3	-	-	-	3
G	Staff Comments	A text modifier for units, equipment and installations; content is implementation specific.	20	20	20	20	20
H	Additional Information	A text modifier for units, equipment, and installations; content is implementation specific.	20	20	20	20	20

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

FIELD ID	FIELD TITLE	DESCRIPTION	U <sup>1</sup>	E <sup>1/2</sup>	I <sup>1</sup>	SI <sup>1</sup>	M <sup>1</sup>
J <sup>4</sup>	Evaluation Rating	A text modifier for units, equipment, and installations that consists of a one-letter reliability rating and a one-number credibility rating: <b>Reliability Ratings:</b> A-completely reliable, B-usually reliable, C-fairly reliable, D-not usually reliable, E-unreliable, F-reliability cannot be judged. <b>Credibility Ratings:</b> 1-confirmed by other sources, 2-probably true, 3-possibly true, 4-doubtfully true, 5-improbable, 6-truth cannot be judged.	2	2	2	2	2
K	Combat Effectiveness	A text modifier for units and installations that indicates unit effectiveness or installation capability.	5	--	5	--	3
L	Signature Equipment	A text modifier for hostile equipment; "!" indicates detectable electronic signatures.	-	1	-	1	-
M	Higher Formation	A text modifier for units that indicates number or title of higher echelon command (corps are designated by Roman numerals).	21	-	-	21	-
N	Hostile (Enemy)	A text modifier for equipment; letters "ENY" denote hostile symbols.	-	3	-	-	-
P	IFF/SIF	A text modifier displaying IFF/SIF Identification modes and codes.	5	5	5	-	5
Q	Direction of Movement Indicator	A graphic modifier for units, equipment, and installations that identifies the direction of movement or intended movement of an object (see 5.3.4.1 and figures 3 and 4).	G	G	G	-	G
R	Mobility Indicator	A graphic modifier for equipment that depicts the mobility of an object (see 5.3.4.3, figures 3 and 4, and table VI).	-	G	-	-	-
R2	SIGINT Mobility Indicator	M = Mobile, S = Static, or U = Uncertain.	-	-	-	1	-
S	Headquarters Staff Indicator/Offset Location Indicator	<b>Headquarters staff indicator:</b> A graphic modifier for units, equipment, and installations that identifies a unit as a headquarters (see 5.3.4.8 and figures 3 and 4). <b>Offset location indicator:</b> A graphic modifier for units, equipment, and installations used when placing an object away from its actual location (see 5.3.4.9 and figures 3 and 4).	G	G	G	-	G
T	Unique Designation	A text modifier for units, equipment, and installations that uniquely identifies a particular symbol or track number. Identifies acquisitions number when used with SIGINT symbology.	21	21	21	21	21
V	Type	A text modifier for equipment that indicates types of equipment.	-	24	-	24	-
W <sup>5</sup>	Date/Time Group (DTG)	A text modifier for units, equipment, and installations that displays traditional military Date/Time Group format: DDHHMMSSZMONYY or "O/O" for on order.	20	20	20	20	20
X	Altitude/Depth	A text modifier for units, equipment, and installations that displays the altitude portion of GPS; flight level for aircraft; depth for submerged objects; height in feet of equipment or structures on the ground.	6	6	6	-	6
Y	Location	A text modifier for units, equipment, and installations that displays a symbol's location in degrees, minutes, and seconds (or in UTM or other applicable display format).	19	19	19	19	19

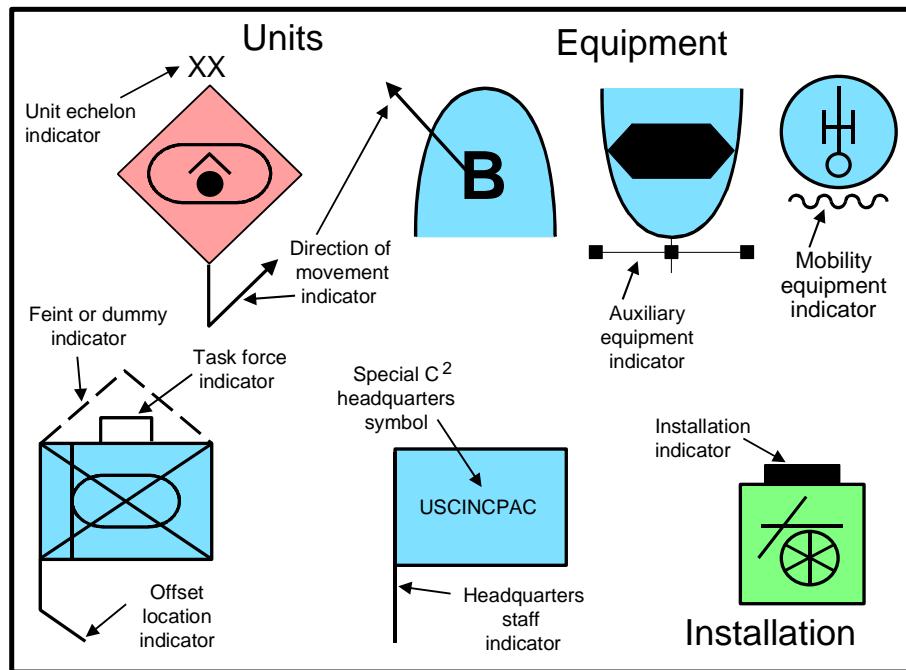
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TABLE IV. Modifier field definitions and maximum display lengths for tactical symbols - Continued.

FIELD ID	FIELD TITLE	DESCRIPTION	U <sup>I</sup>	E <sup>1/2</sup>	I <sup>I</sup>	SI <sup>I</sup>	M <sup>I</sup>
Z	Speed	A text modifier for units, equipment, and installations that displays velocity as set forth in MIL-STD-6040.	8	8	8	-	8
AA	Special C <sup>2</sup> Headquarters	A text modifier for units; indicator is contained inside the frame (see figures 3 and 4); contains the name of the special C <sup>2</sup> Headquarters.	9	-	-	-	9
AB	Feint/Dummy Indicator	Feint or dummy indicator: A graphic modifier for units, equipment, and installations that identifies an offensive or defensive unit intended to draw the enemy's attention away from the area of the main attack (see 5.3.4.7 and figures 3 and 4).	G	G	G	-	G
AC	Installation	Installation: A graphic modifier for units, equipment, and installations used to show that a particular symbol denotes an installation (see 5.3.4.5 and figures 3 and 4).	G	G	G	-	G
AD	Platform Type	ELNOT or CENOT	-	-	-	6	-
AE	Equipment Teardown Time	Equipment teardown time in minutes.	-	-	-	3	-
AF	Common Identifier	Example: "Hawk" for Hawk SAM system.	-	-	-	12	-
AG	Auxiliary Equipment Indicator	Towed sonar array indicator: A graphic modifier for equipment that indicates the presence of a towed sonar array (see 5.3.4.4, figures 3 and 4, and table VII).	-	G	-	-	-
AH	Area of Uncertainty	A graphic modifier for units, equipment, and installations that indicates the area where an object is most likely to be, based on the object's last report and the reporting accuracy of the sensor that detected the object (see 5.3.4.11.1 and figure 5).	G	G	G	-	G
AI	Dead Reckoning Trailer	A graphic modifier for units, equipment, and installations that identifies where an object should be located at present, given its last reported course and speed (see 5.3.4.11.2 and figure 5).	G	G	G	-	G
AJ	Speed Leader	A graphic modifier for units, equipment, and installations that depicts the speed and direction of movement of an object (see 5.3.4.11.3 and figure 5).	G	G	G	-	G
AK	Pairing Line	A graphic modifier for units, equipment, and installations that connects two objects and is updated dynamically as the positions of the objects change (see 5.3.4.11.4 and figure 5).	G	G	G	-	G

- Notes:
1. Column headings: U = units, E = equipment, I= installations, SI = signals intelligence (SIGINT), and M = military operations other than war (MOOTW).
  2. Equipment includes air, space, sea surface, subsurface, and SOF, as well as land-based equipment as shown in table I.
  3. Numeric entry indicates text modifier. "G" indicates graphic modifier. A dash (-) inside boxes indicates non-applicable.
  4. Field J: See FM 34-3, Intelligence Analysis, March 1990, pages 2-13 through 2-17 for complete definitions of evaluation ratings.
  5. Field W: D = day, H = hour, M = minute, S = second, Z = Greenwich or local time, MON= month, and Y = year.

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FIGURE 4. Static graphic modifiers for tactical symbols.

5.3.4.1 Direction of movement indicator. The direction of movement indicator is an arrow or staff identifying the direction of movement or intended movement of an object. For land symbols (ground battle dimension), the indicator is an angled arrow extending downward from the bottom center of the frame or icon and pointing in the direction of movement. For all other tactical symbols, the indicator is an arrow extending from the center of the frame or icon and pointing in the direction of movement. The indicator is represented as field Q as defined in table IV and is positioned as shown in figures 3 and 4.

5.3.4.2 Echelon indicator. The echelon indicator provides a graphic representation of command level, as shown in table V. Echelon indicator codes are listed in table V and the appendix for each symbology set. The indicator is represented in field B as defined in table IV and is positioned as shown in figures 3 and 4.

TABLE V. Echelon indicator.

INDICATOR	DESCRIPTION
Ø	TEAM/CREW
•	SQUAD
··	SECTION
···	PLATOON/DETACHMENT
	COMPANY/BATTERY/TROOP
	BATTALION/SQUADRON
	REGIMENT/GROUP

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TABLE V. Echelon indicator - Continued.

INDICATOR	DESCRIPTION
X	BRIGADE
XX	DIVISION
XXX	CORPS
XXXX	ARMY
XXXXX	ARMY GROUP/FRONT
XXXXXX	REGION

5.3.4.3 Mobility indicator. The mobility indicator, which is only used for equipment, depicts the mobility feature of an object, as shown in table VI. This indicator identifies mobility other than that intrinsic to the equipment itself. For example, the symbol for a self-propelled howitzer moving by train would include a railway mobility indicator, while the symbol for a self-propelled howitzer, a tank or other tracked vehicle would not have a mobility indicator. The indicator is represented in field R as defined in table IV and is positioned as shown in figures 3 and 4.

TABLE VI. Equipment mobility indicators.

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

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TABLE VI. Equipment mobility indicators – Continued.

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

5.3.4.4 Auxiliary equipment indicator. The auxiliary equipment indicator, which is only used for towed equipment, depicts the mobility feature of an array, as shown in table VII. The indicator is represented in field AG as defined in table IV and is positioned as shown in figures 3 and 4.

TABLE VII. Auxiliary equipment indicators.

DESCRIPTION	MOBILITY SYMBOL	UNFRAMED	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
TOWED SONAR ARRAY (SHORT)	■■■	■■■	■■■	■■■	■■■	■■■
TOWED SONAR ARRAY (LONG)	■■■■■	■■■■■	■■■■■	■■■■■	■■■■■	■■■■■

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**5.3.4.5 Installation indicator.** The installation indicator is a shaded block used to show that a particular symbol denotes an installation. Although installations are included in the symbol hierarchy, the addition of an installation indicator can turn any tactical symbol (except Signals Intelligence symbology—Appendix D) into an installation. The indicator is represented in field AC as defined in table IV and is positioned as shown in figures 3 and 4.

**5.3.4.6 Task force indicator.** The task force indicator is a bracket that identifies a unit or MOOTW symbol as a task force. The indicator is represented in field D as defined in table IV and is positioned as shown in figures 3 and 4.

**5.3.4.7 Feint/dummy indicator.** The feint or dummy indicator is a dashed inverted “V” that identifies offensive or defensive units, equipment, and installations intended to draw the enemy's attention away from the area of the main attack. The indicator is represented in field AB as defined in table III and is positioned as shown in figures 3 and 4.

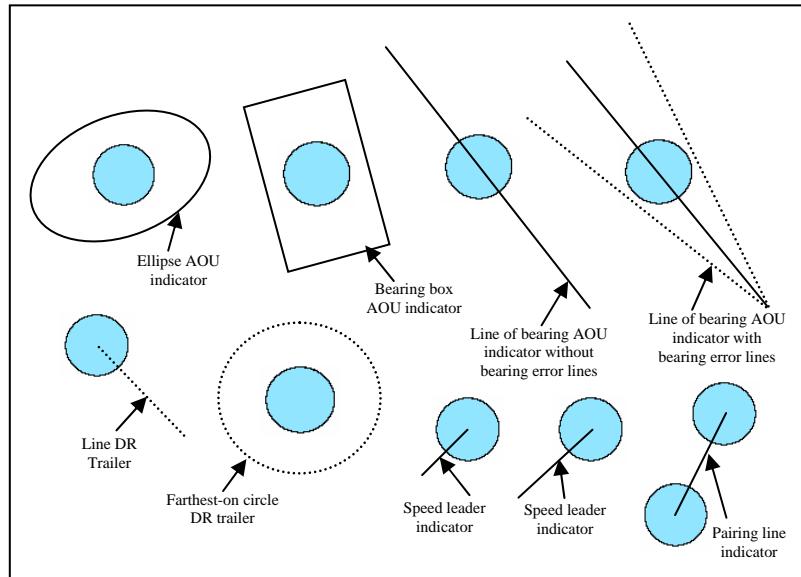
**5.3.4.8 Headquarters staff indicator.** The headquarters staff indicator is a line extending downward from the left side of the frame that identifies units, equipment, and installations as headquarters. The indicator is represented in field S as defined in table IV and is positioned as shown in figures 3 and 4.

**5.3.4.9 Offset location indicator.** The offset location indicator is used when placing an object away from its actual location. The indicator is a line extending downward from the left side of a frame or an appropriate anchor point on an icon. The offset location indicator differs from the headquarters staff indicator in that the former has an elbow extending to the actual location. In addition, the actual location (field Y) is given in latitude and longitude. The indicator is represented in field S as defined in table IV and is positioned as shown in figures 3 and 4.

**5.3.4.10 Text modifiers.** Table IV defines the specific content, length, and type of each text modifier. Not all text modifiers are applicable to all symbols. However, when any such modifier is displayed, it shall be defined in accordance with the contents of table IV and positioned in accordance with figure 3. Air/space and sea track numbers are included in field T. Staff comments and additional information are contained in fields G and H, with the content of these fields being implementation specific so long as the maximum number of characters in each field is not exceeded. Although text modifiers are normally displayed around the symbol, the special C2 headquarters indicator (field AA as defined in table IV) is contained inside the frame, as seen in figures 3 and 4.

**5.3.4.11 Dynamic graphic modifiers.** A dynamic modifier is a line or area graphic whose size and placement are based on the attributes of the object represented by the symbol and can change as these attributes and the scale of the background change. An example of each dynamic graphic modifier is shown in figure 5. These examples are notional; the size and placement of each modifier will vary based on the attributes of the object.

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**FIGURE 5. Dynamic graphic modifiers for tactical symbols.**

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

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

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

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

**5.3.4.11.2 Dead reckoning trailer indicator.** An object can be displayed at its last reported position, or it can be displayed at its dead reckoned position. Dead reckoning (DR) uses the course and speed of an object from the last report and calculates where the object should be at present. The object is then plotted where it should be at the present time, assuming the course and speed are unchanged. The DR trailer indicator can be displayed as a line or circle,

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depending on the report received for the object. Because DR calculates where the object should be at present, the status of the symbol for the object is shown as “present,” rather than “planned.”

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

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

5.3.4.11.3 Speed leader indicator. The speed leader indicator is a line extending from the center of the frame or icon and pointing in the direction of movement; the length of the line is based on a combination of actual speed and object type. For example, the length of the speed leader for a submarine might be 1/4 inch if its speed is less than 15 knots, 1/2 inch if its speed is between 15 and 30 knots, and 3/4 inch if its speed is more than 30 knots, while the length of the speed leader for an aircraft might be 1/4 inch if its speed is less than 300 knots, 1/2 inch if its speed is between 300 and 600 knots, and 3/4 inch if its speed is more than 600 knots. The speed leader represents both speed and direction of movement information in a single indicator; by contrast, the static direction of movement indicator is a fixed length and identifies only the direction of movement of the object.

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

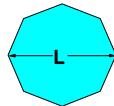
5.4 Construction of tactical symbols. Tactical symbols are constructed by placing the icon within a bounding octagon (see table VIII and figure 6) and then centering the octagon in the drawn area. The frame, when used, is placed behind the icon and offset as necessary to contain the bounding octagon. This method of placement allows automated systems to overlay an icon on any of the frame shapes while ensuring that the icon does not extend beyond the frame.

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TABLE VIII. Symbol frame relative sizes.

AIR AND SPACE	SURFACE FRAMES (UNITS, EQUIPMENT, AND INSTALLATIONS)		SUBSURFACE FRAMES
	UNITS AND INSTALLATIONS	EQUIPMENT	

5.4.1 Relative size of symbol components. The relative size of each symbol component can be related to length (L), which is the default length and height of the bounding octagon.



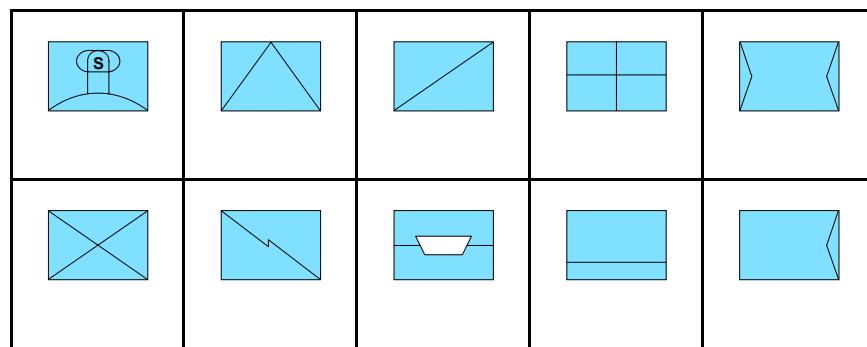
The bounding octagon forms the basis of frame sizing.

FIGURE 6. The bounding octagon.

a. Frame size shall be determined in relation to a bounding octagon that defines the outer boundary for icons. Frame length and height should vary from L to 1.5L, depending on the particular frame shape. The minimum diameter of a dot shall be .15L.

b. In general, icons should not be so large as to touch the interior border of the frame. Figure 7 illustrates example exceptions to this size rule. The icons in this figure occupy the entire frame and shall, therefore, touch the interior border of the frame. The dimensions of unframed icons shall be the same as framed icons.

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FIGURE 7. Example exceptions to icon placement.

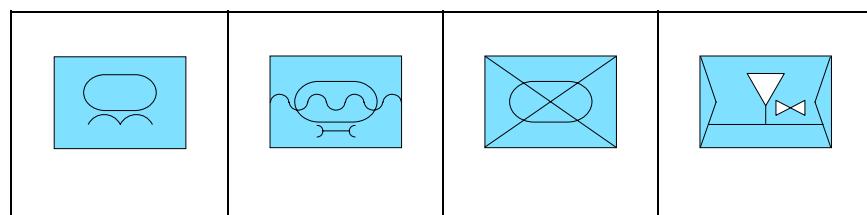
c. The height of text information in a modifier shall be .3L. The length of the lines in a direction of movement indicator shall be the same as the height of the symbol frame. The headquarters staff indicator shall extend a distance of one frame height below the bottom of the frame. When a symbol is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

**5.4.2 Framing requirements.** Framing requirements for individual icons are presented with each symbol and indicate whether an icon shall be framed, 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. Framing requirements concerning the depiction of planned or present status are presented in 5.3.1.4.

**5.4.3 Placement of icons.** Although there are many exceptions for operational reasons, an icon is bounded by a bounding octagon (see figure 6), which is placed inside the frame.

a. The octagon shall be centered, with the frame offset vertically as necessary. The octagon shall be centered horizontally. Icons not bounded by the octagon extend to the frame wall.

b. Some land-based symbols contain multiple icons overlaid onto each other. The icons in these symbols may need to be shifted or reduced in size so that each is visible (see figure 8).

FIGURE 8. Examples of complex symbols with multiple icons.

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**5.4.4 Placement of modifiers.** When symbol modifiers are displayed, the symbol itself shall be centered within field A (see figure 3), and the position of all modifiers shall remain the same regardless of whether the symbol is framed or unframed. While the relative placement of the fields shall 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 shall be right justified, and text placed to the right shall 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 3 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 shall be bottom justified and centered. Text below a symbol shall be top justified and centered.

**5.4.5 Symbol display hierarchy.** C4I systems differ in their operational requirements concerning the amount of information about a warfighting 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 warfighter. Display options 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). Table IX provides examples of display options that can be used in color and monochrome displays and can either be hand drawn or computer generated. Based on operational requirements, systems may be implemented with a fixed set of display options, or with the ability to allow warfighters to select one or more display options. If the amplifying information provided by internal icons is not required by the warfighter, the symbols may be displayed with frame or frame and fill only, omitting the icon. Any display options in Table IX is considered 2525B compliant, per 5.9. If a system is implemented with multiple display options, the warfighter may be allowed to select a single option for rendering all symbols or to select different options based on the affiliation or battle dimension of the object and the amount of information required. For example, the warfighter may choose to display minimal information about friendly objects (displaying these symbols as dots) and maximal information about potential threats (displaying these symbols with frame, fill, and icon).

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TABLE IX. Tactical symbol display option hierarchy.

DISPLAY OPTION EXAMPLES		ATTRIBUTES
		Frame: ON (black or white depending on background) Fill: ON (use default color indicating affiliation) Icon: ON (black or white)
		Frame: ON (use default color indicating affiliation) Fill: OFF Icon: ON (use default color 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 colors available in this implementation.
		Frame: OFF (none) Fill: OFF Icon: ON (use default color indicating affiliation)
		Frame: ON (use default color indicating affiliation) Fill: OFF Icon: OFF (none) Comments: "?" and "U" are part of the frame and are displayed in this frame-only presentation.
		Frame: ON (monochrome system) Fill: OFF Icon: OFF (none) Comments: "?" and "U" are part of the frame and are displayed in this frame-only presentation.
		Frame: OFF (none) Fill: ON (use default color indicating affiliation) Icon: OFF (none)
		Frame: OFF (none) Fill: OFF (none) Icon: OFF (none) Comments: Use only to indicate location of symbol.

Note: Table IX shows frame and fill color when displayed on a color monitor.

5.4.6 Adding temporary features to standard tactical symbols. Appendixes A and D contain the standard tactical symbols to be used in the C2 and the signals intelligence domains. The information hierarchy included in the SIDC tables of these appendixes provide 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. The description of an object in terms of its position within the

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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 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 colors defined in this standard to indicate affiliation. If differentiation is needed within an affiliation category, additional colors should be used (i.e., for the frame or color fill) within that category, but the default colors for the other affiliations shall not be changed. Hardware permitting, and unless specifically prohibited by system specification for operational reasons, implementation of this standard shall provide for operator control of color to the individual icon level. The intent is maximum operational flexibility in those situations where the basic default colors are not sufficient for ready discrimination (i.e., multiple hostiles which must be differentiated from each other) and to assign a specific color to a special interest target without reference to its affiliation.
- c. Implementations needing to display additional role or mission information about a warfighting object shall use the icons in Appendix A as the basis from which to create any temporary symbols. Figure 9 presents some of the graphic extensions that may be added to these icons. Whenever possible, the basic representation of the icon should not be altered; a graphic extension shall be an addition to the basic icon and positioned to ensure that overall symbol legibility is not degraded. Figure 10 provides an example of how the basic icon is combined with an extension to produce a temporary symbol. Organizations requiring additional symbol modifiers shall submit change proposals to the SSMC Configuration Control Board (CCB) for formal processing. Symbol modifiers being processed as change proposals may be incorporated for use into the originator's systems, but will not be approved for use until formal CCB processing is complete.

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Air assault	Air assault w/organic lift	Air assault w/organic lift (NATO only)	Airborne

Mountain	Outpost (combat)	Reconnaissance	Motorized

FIGURE 9. Examples of icon extensions.

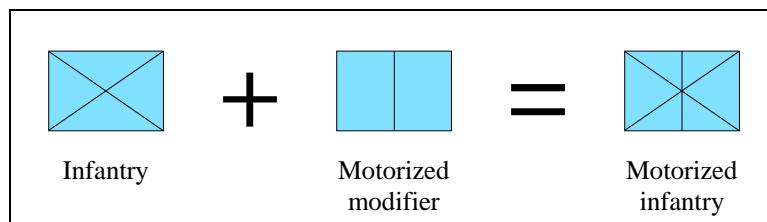


FIGURE 10. Extending the symbol.

**5.5 Composition of tactical graphics.** A tactical graphic is composed of an icon and may include text and/or graphic modifiers that provide additional information. Each of these components is described below.

**5.5.1 Icon.** The icon provides a representation of natural and man-made features and locations on the ground and ground traces of aerial regions and may delineate responsibilities and missions, provide guidance, establish control measures, and identify items of interest. The icon may also indicate the affiliation and status of the battlespace object.

**5.5.1.1 Affiliation.** Affiliation refers to the threat posed by the battlespace object being represented. A tactical graphic may be black or off-white depending on display background, or affiliation may be indicated using color and/or text. If color is used, graphics denoting friend affiliation shall be shown in black, with other colors assigned in a manner consistent with the affiliation of the associated tactical symbols. By default, a graphic denoting hostile affiliation shall be shown in red. If red is not available, the graphic shall be drawn in black with the abbreviation "ENY" placed on the graphic in at least two places. In addition, if color is available, graphics indicating obstacles shall be drawn in green; otherwise, all obstacles shall be shown in black.

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**5.5.1.2 Status.** Status refers to whether a warfighting object exists at the location identified (status is “present”) or will in the future reside at that location (status is “planned”, “anticipated”, “suspected”, or “on order”). In general, line (including boundary lines) and area graphics shall be a solid line when indicating present status and a dashed line when indicating anticipated or planned status, as depicted in table X. There are certain tactical graphics such as counterattack which are drawn in the “present” status with dashed lines. The codes for status in the SIDC are provided in the appendix for each symbology set.

TABLE X. Present and planned status for tactical graphics.

	POINT GRAPHICS	BOUNDARY LINE GRAPHICS	AREA GRAPHICS
<b>PRESENT POSITION (P)</b>			<b>22040000ZJAN99 24040000ZJAN99</b> 
<b>ANTICIPATED, PLANNED, SUSPECTED, OR ON ORDER (A)</b>			

**5.5.2 Modifiers.** A modifier provides optional additional information about a tactical graphic. The field ID, field title, description, and maximum allowable display lengths of tactical graphic modifiers are presented in table XI. The default placement of modifiers in fields for points, lines, areas, boundaries, and NBC events is shown in figures 11 and 12, and an example of each modifier (both text and graphic indicators) is included in figure 13. As indicated in figure 11, certain fields can be displayed more than once within a tactical graphic. In some cases, a tactical graphic may require multiple instances of a given modifier in order to fully create or represent an object: examples of these fields are H, T, W, and Y. The unnumbered fields should be filled before the numbered fields (i.e., fields W, H, and T should be used before fields W1, H1, and T1). As indicated in table XI, not all modifiers are applicable to all tactical graphics. However, when any such modifier is displayed, it shall be defined in accordance with the contents of this table and positioned in accordance with figures 11 and 12.

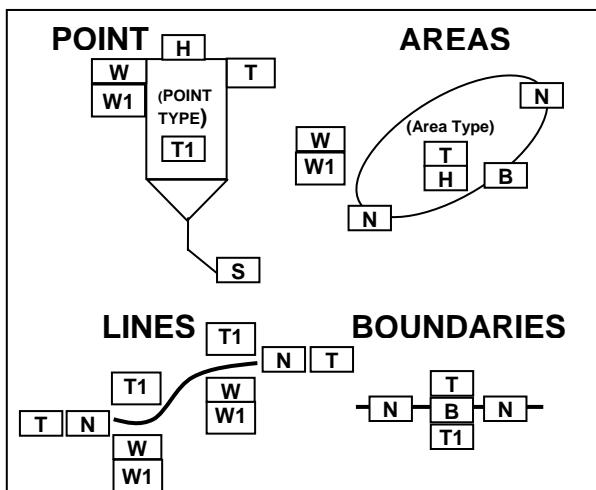
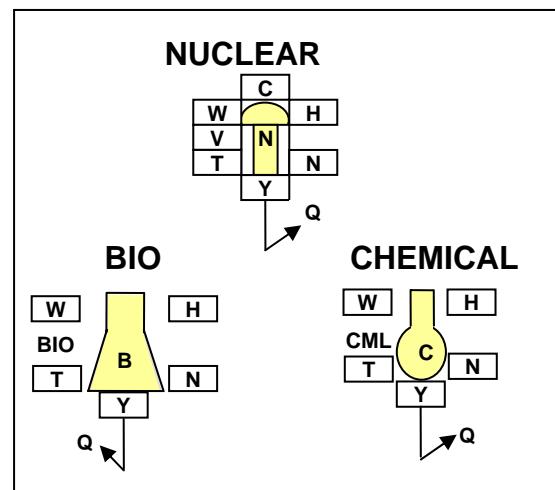
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TABLE XI. Modifier field definitions and maximum display lengths for tactical graphics.

FIELD ID	FIELD TITLE	DESCRIPTION	P <sup>1</sup>	L <sup>1</sup>	A <sup>1</sup>	BL <sup>1</sup>	N <sup>1</sup>	B/C <sup>1</sup>
A	Symbol Indicator	The basic graphic (see 5.5.1).	G <sup>2</sup>	G	G	G	G	G
B	Echelon	A graphic modifier in a boundary graphic that identifies command level (see 5.5.2.2, table V, and figures 11 and 13).	-	G	G	G	-	-
C	Quantity	A text modifier in a nuclear symbol that identifies the detonation in kilotons; yield (can be displayed in decimals).	-	-	-	-	6 <sup>2</sup>	-
H	Additional Information	A text modifier for tactical graphics; content is implementation specific.	20	20	20	-	20	20
N	Hostile (Enemy)	A text modifier for tactical graphics; letters "ENY" denote hostile symbols.	3	3	3	3	3	3
Q	Direction of Movement Indicator	A graphic modifier for nuclear, biological, and chemical (NBC) events that identifies the direction of movement (see 5.5.2.1 and figure 12).	-	-	-	-	G	G
S	Offset Location Indicator	A graphic modifier for points and nuclear, biological, and chemical (NBC) events used when placing an object away from its actual location (see 5.5.2.3 and figures 11, 12, and 13).	G	-	-	-	G	G
T	Unique Designation	A text modifier that uniquely identifies a particular tactical graphic; track number. <b>Nuclear:</b> delivery unit (missile, aircraft, satellite, etc.)	15	15	15	35	15	15
V	Type	A text modifier that indicates nuclear weapon type.	-	-	-	-	20	-
W <sup>3</sup>	Date/Time Group (DTG)	A text modifier that displays Date/Time Group format: DDHHMMSSZMONYY or "O/O" for on order.	20	20	20	-	20	20
X	Altitude/Depth	A text modifier that displays the minimum, maximum or restricted flight level altitudes for aircraft, altitude in feet above ground level (AGL). Depth for submerged objects in feet below sea level.	6	6	6	-	6	6
Y	Location (Latitude and Longitude)	A text modifier that displays a graphic's location in degrees, minutes, and seconds (or in UTM or other applicable display format).	19	19	19	19	19	19

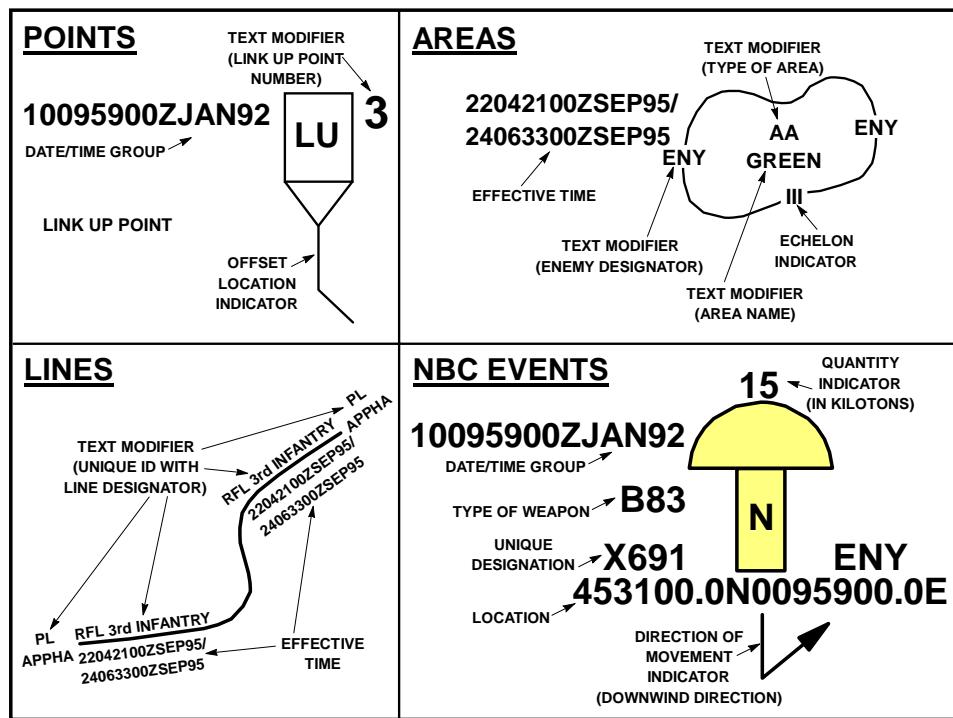
- Notes:
1. Column headings: P = points, L = lines, A = areas, BL = boundary lines, N = nuclear, B/C = bio/chem.
  2. Numeric entry indicates text modifier. "G" indicates graphic modifier. A dash (-) inside boxes indicates non-applicable.
  3. Field W: D = day, H = hour, M = minute, S = second, Z = Greenwich or local time, MON = month, and Y = year.

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FIGURE 11. Placement modifiers for points, lines, areas and boundaries.FIGURE 12. Placement of modifiers for NBC events.

Notes:

1. For lines, field T can include both the line designator and line name if available.
2. When placing a modifier inside an irregularly shaped area, it may be necessary to displace the modifier (see 5.4.4).
3. Field W1 is optional.

FIGURE 13. Graphic modifiers for tactical graphics.

**5.5.2.1 Direction of movement indicator.** The direction of movement indicator is an arrow identifying the direction of movement of nuclear, biological, and chemical (NBC) events. The arrow extends downward from the center of the NBC icon and points in the direction of

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movement. The indicator is represented in field Q as defined in table XI and positioned as shown in figure 12.

**5.5.2.2 Echelon indicator.** The echelon indicator provides a graphic representation of command level and is used to show the element echelon on boundary lines, lines, and areas. Echelon indicator codes are listed in table V and the appendix for each symbology set. The indicator is represented in field B as defined in table XI and positioned as shown in figure 11.

**5.5.2.3 Offset location indicator.** The offset location indicator is used when placing an object away from its actual location. The indicator is a line extending downward from an appropriate anchor point on an icon. The actual location (field Y) is given in latitude and longitude. The indicator is represented in field S in table XI and positioned as shown in figures 11, 12, and 13.

**5.5.2.4 Text modifiers.** Table XI defines the specific content, length, and type of each text modifier. Additional information is contained in field H, with the content of this field being implementation specific, provided the maximum number of characters in each field is not exceeded.

**5.6 Construction of tactical graphics.** The rules for constructing tactical graphics vary depending on whether the object is point, line, or area based. The latter category of objects includes various forms of line graphics such as boundaries, areas of all shapes and sizes, and complex figures such as an air corridor.

**5.6.1 Point graphics.** A point-based graphic, such as a casualty collection point, is constructed in the same manner as an unframed tactical symbol. Rules concerning the relative size of symbol components and placement of modifiers in tactical symbols also apply to point-based graphics.

**5.6.2 Line and area graphics.** A line or area graphic is constructed using the anchor points, size, and orientation defined for the graphic. Appendix B includes these parameters for the line and area graphics in the C<sup>2</sup> domain. The size of the graphic is determined by these parameters and the scale of the background on which the graphic is placed. As a general rule, the line width and pattern height shall be scaled proportionally to the change in icon size required by its change in background scale (map or image). For tactical graphics, line width is dependent on the distance between the points to be depicted and may vary (i.e., be reduced or enlarged) as display scale changes.

**5.7 Display rules for tactical symbols and tactical graphics.** The following display rules address symbology size, color, line width, plotting, and orientation and apply to the implementation of both tactical symbols and tactical graphics.

**5.7.1 Size.** The size of a symbol or point graphic is directly related to the viewing distance of the operator from the display surface on which the object is presented. MIL-STD-1472 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

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effect of color coding. The following formula can be used to determine object 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 object size in inches. Table XII presents the dimensions for tactical symbols at 20, 30, and 40 arc minutes for selected viewing distances. In general, medium to large object sizes (i.e., subtending 30-40 arc minutes) are recommended; however, implementers should conduct usability testing to determine the optimum size(s) at which warfighter performance is most effective.

**TABLE XII. Minimum object 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)

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

a. For tactical symbols, this contrast can be provided by using black for the frame, icon, and modifiers 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 color fill shall also display the appropriate icon from the symbol table. Implementors should select specific values (e.g., in CIE or RGB terms) for the default colors in table XIII 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 and any modifiers should be the same color (e.g., black, white, or one of the default colors indicating affiliation).

b. For tactical graphics, this contrast can be provided by using black for the graphic when it is displayed on a light background, and using white when it is displayed on a dark background. If color is used in a graphic, implementors should select specific values for the default colors in table XIII based on the same considerations as for tactical symbols.

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c. Implementors should include sufficient usability testing to ensure effective operator performance when selecting colors to render the symbology. While color coding shall be the same throughout an implementation, color saturation may need to vary depending on the display option(s) selected for tactical symbols. For example, to ensure optimum symbol discriminability, different shades of red may be needed in a frame-only symbol as compared to the color fill in a symbol with a black frame and icon.

TABLE XIII. Default colors for symbology.

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)
METOC	Purple	Plum Red (128, 0, 128)	Light Orchid (226, 159, 255)
	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)
White-filled icons	White	White (255, 255, 255)	Off-White (6% Grey) (239, 239, 239)

5.7.3 Line width. Because the frame of a tactical symbol 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 color or black/white. Similarly, the legibility of a tactical graphic is impacted by line thickness, especially when the size of an area graphic changes based on background scale. Usability testing should be performed to identify the optimum rendering for a given implementation.

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

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of display options for addressing clutter is considered to be implementation specific. The positional accuracy of symbology plotting is also considered implementation specific.

**5.7.5 Orientation.** The frame and icon in framed tactical symbols shall be displayed in the orientation shown in Appendixes A, D, and E. Equipment in the land battle dimension can be rotated to face the direction of movement only when the symbol is unframed. Tactical graphics shall be displayed in the orientation shown in Appendix B. Point graphics that are positioned based on their anchor point can be rotated 90 degrees when necessary to minimize interference with other symbology or terrain features.

**5.8 Symbology transmission.** Common warfighting symbology can be exchanged between MIL-STD-2525B compliant systems using the USMTF GRAPHREP-OVERLAY Message. This message transmits a 15-character alphanumeric SIDC which provides the information necessary for a system to transmit and display a tactical symbol or graphic and its modifier fields. The information required to identify a symbol or graphic varies slightly between symbology sets; therefore, an entry may not be required in all 15 positions of the SIDC. A null character is used to fill each unused position. The composition of the SIDC is provided in the appendix for each symbology set. The transmission requirements for modifier fields for both symbols and graphics are presented in table XIV. This table identifies the transmission length for each field and includes information about required format, where appropriate, as required by applicable transmission standards. The dynamic graphic modifiers described in 5.3.4.11 are excluded from table XIV because their size and placement vary based on the attributes of the object and can change as these attributes change.

TABLE XIV. Transmission lengths for tactical symbols and tactical graphics.

FIELD ID	FIELD TITLE	U <sup>2</sup>	E <sup>2</sup>	I <sup>2</sup>	SI <sup>2</sup>	M <sup>2</sup>	P <sup>2</sup>	L <sup>2</sup>	A <sup>2</sup>	BL <sup>2</sup>	N <sup>2</sup>	B/C <sup>2</sup>	FORMAT
A	Symbol Indicator	* <sup>3</sup>	*	*	*	*	*	*	*	*	*	*	SYM-ID positions 3, 5-10 <sup>4</sup>
B	Echelon	*	-	-	-	*	-	*	*	*	-	-	SYM-ID positions 11 and 12
C	Quantity	-	9 <sup>3</sup>	-	-	-	-	-	-	-	6	-	-
D	Task Force Indicator	*	-	-	-	*	-	-	-	-	-	-	SYM-ID positions 11-12
E	Frame Shape Modifier	*	*	*	-	*	-	-	-	-	-	-	SYM-ID positions 3-4
F	Reinforced or Reduced	3	-	-	-	3	-	-	-	-	-	-	R = reinforced, D = reduced, RD = reinforced and reduced
G	Staff Comments	20	20	20	20	20	-	-	-	-	-	-	Free text
H	Additional Information	20	20	20	20	20	20	20	20	-	20	20	Free text
J <sup>5</sup>	Evaluation Rating	2	2	2	2	2	-	-	-	-	-	-	One letter and one number
K	Combat Effectiveness	5	-	5	-	3	-	-	-	-	-	-	-

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TABLE XIV. Transmission lengths for tactical symbols and tactical graphics – Continued.

FIELD ID	FIELD TITLE	U <sup>2</sup>	E <sup>2</sup>	I <sup>2</sup>	SI <sup>2</sup>	M <sup>2</sup>	P <sup>2</sup>	L <sup>2</sup>	A <sup>2</sup>	BL <sup>2</sup>	N <sup>2</sup>	B/C <sup>2</sup>	FORMAT
L	Signature Equipment	-	1	-	1	-	-	-	-	-	-	-	-
M	Higher Formation	21	-	-	21	-	-	-	-	-	-	-	-
N	Hostile (Enemy)	-	3	-	-	-	3	3	3	3	3	3	-
P	IFF/SIF	5	5	5	-	5	-	-	-	-	-	-	-
Q	Direction of Movement Indicator	4	4	4	-	4	-	-	-	-	4	4	Number in degrees or mils, such as 090 degrees or 1600 mils
R	Mobility Indicator; Towed Sonar Array Indicator	-	*	-	-	-	-	-	-	-	-	-	SYM-ID code positions 11-12
R2	SIGINT Mobility Indicator	-	-	-	1	-	-	-	-	-	-	-	-
S	Headquarters Staff Indicator/Offset Location Indicator	*	*	*	-	*	-	-	-	-	-	-	-
T	Unique Designation	21	21	21	21	21	15	15	15	35	15	15	-
V	Type	-	24	-	24	-	-	-	-	-	20	-	-
W <sup>6</sup>	Date/Time Group (DTG)	20	20	20	20	20	20	20	20	-	20	20	Alphanumeric field for date/time for transmission conforms with MIL-STD-2500B (YYYYMMDDHH MMSS) or "O/O" for on order.
X	Altitude/Depth	6	6	6	-	6	6	6	6	-	6	6	-
Y <sup>7</sup>	Location	19	19	19	19	19	19	19	19	19	19	19	Conforms to decimal degrees format: xx.dddddhyyy.ddddd h where xx = degrees latitude yyy = degrees longitude .ddddd = decimal degrees h = direction (N, E, S, W)
Z	Speed	8	8	8	-	8	-	-	-	-	-	-	-
AA	Special C <sup>2</sup> Headquarters	9	-	-	-	9	-	-	-	-	-	-	-
AB	Feint/Dummy Indicator	*	*	*	-	*	-	-	-	-	-	-	SYM-ID code positions 11-12
AC	Installation	*	*	*	-	*	-	-	-	-	-	-	SYM-ID code positions 11-12
AD	Platform Type	-	-	-	6	-	-	-	-	-	-	-	-
AE	Equipment Teardown Time	-	-	-	3	-	-	-	-	-	-	-	-

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TABLE XIV. Transmission lengths for tactical symbols and tactical graphics – Continued.

FIELD ID	FIELD TITLE	U <sup>2</sup>	E <sup>2</sup>	I <sup>2</sup>	SI <sup>2</sup>	M <sup>2</sup>	P <sup>2</sup>	L <sup>2</sup>	A <sup>2</sup>	BL <sup>2</sup>	N <sup>2</sup>	B/C <sup>2</sup>	FORMAT
AF	Common Identifier	-	-	-	12	-	-	-	-	-	-	-	-
AG	Auxiliary Equipment Indicator	-	1	-	-	-	-	-	-	-	-	-	-

- Notes:
1. The transmission lengths shown in Table XIV are in ASCII format.
  2. Column headings: U = units, E = equipment, I = installations, SI = signals intelligence (SIGINT), and M = military operations other than war (MOOTW), P = points, L = lines, A = areas, BL = boundary lines, N = nuclear, and B/C = bio/chem.
  3. An asterisk (\*) indicates that the value is contained in the symbol ID code. Numeric entry indicates the number of alphanumeric characters in transmission fields. A dash (-) indicates non-applicable.
  4. Tactical symbols require function ID, symbol ID code positions 5 - 10. Tactical graphics require category and function ID, symbol ID code positions 3, 5-10.
  5. Field J: See FM 34-3, Intelligence Analysis, March 1990, pages 2-13 through 2-17 for complete definitions of evaluation ratings.
  6. Field W: Y = year, M = month, D = day, H = hour, M = minute, and S = second. All time is assumed to be Zulu.
  7. Field Y: WGS-84 (MIL-STD-2401) is a mandated standard (see CJCSI 3900.1), which allows an unambiguous representation of positional information. Many mapping, charting, and geodetic products produced by other agencies and governments are not referred to in WGS-84. Parameters to transform these products to WGS-84 are part of this standard.

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

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

- a. The frame shape in a tactical symbol indicates the affiliation, battle dimension, and status of a warfighting object as defined in this MIL-STD.
- b. If color is used in a tactical symbol, it indicates the affiliation of a warfighting object as defined in this MIL-STD.
- c. The icon in a tactical symbol is displayed as framed or unframed in accordance with framing requirements defined in this MIL-STD.
- d. The icons in this MIL-STD are used to provide role or mission information about a warfighting object whenever the objects for which icons are provided are displayed in a tactical symbol.
- e. If text and/or graphic modifiers are included in a tactical symbol, they conform to the field definitions and display lengths defined in this MIL-STD.
- f. Tactical symbol components and modifiers are sized and positioned as defined in this MIL-STD.
- g. The rendering of tactical symbols and modifiers conform to the display hierarchy defined in this MIL-STD.
- h. Any temporary features added to a tactical symbol conform to the display rules in this MIL-STD.

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**5.9.2 Appearance of tactical graphics.** The following compliance criteria apply to the appearance of tactical graphics:

- a. The icons in this MIL-STD are used to provide information for battlefield planning and management whenever the objects for which icons are provided are displayed in a tactical graphic.
- b. The affiliation and status of a tactical graphic are displayed using color and/or text as defined in this MIL-STD.
- c. If text and/or graphic modifiers are included in a tactical graphic, they conform to the field definitions and display lengths defined in this MIL-STD.
- d. Tactical graphic components and modifiers are sized and positioned as defined in this MIL-STD.

**5.9.3 Assembly and parsing of SIDC.** The following compliance criteria apply to the assembly and parsing of SIDC codes:

- a. An implementation can assemble the correct tactical symbol or graphic and its modifier(s) from a SIDC it has been given.
- b. An implementation can generate the SIDC that will produce the correct tactical symbol or graphic when transmitted to another MIL-STD-2525B compliant system.

SIDC:

sfgpewrh--mtusg (i.e., a heavy US machine gun with a Friend frame) with C = 200, G = “for reinforcements”, H = “added support for JJ”, Q = 0450, R = mt (mobility rail), V = “machine gun”, W = “30140000ZSEP97”, Y = “0900000.0E570306.0N”

Symbol representation:

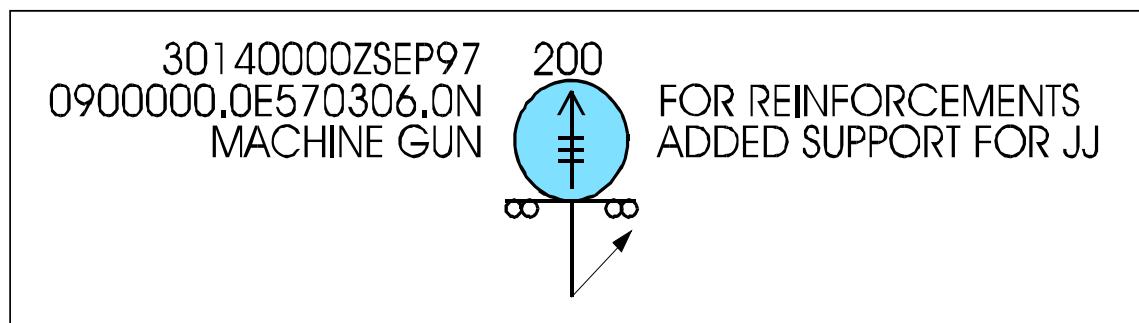


FIGURE 14. Example of proper tactical symbol representation.

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**5.9.4 Compliance to NITFS.** Computer Graphic Metafile (CGM) files shall be in compliance with metafile constructs within the NITFS-bounded subset of CGMs defined by MIL-STD-2301A, Computer Graphics Metafile (CGM) Implementation Standard for the National Imagery Transmission Format Standard.

### 6. NOTES

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

**6.1 Intended use.** MIL-STD-2525B is designed to enhance DOD's joint warfighting interoperability by providing sets of C4I symbols, a coding scheme for symbol automation and information transfer, and technical details to support C4I symbology systems.

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

C2 Symbology: Tactical Graphics  
C2 Symbology: UEI  
C4I  
Graphic  
Interoperability  
METOC  
MOOTW  
Operations  
SIGINT  
SOF  
Symbol  
Tactical Graphics  
Warfighter

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

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**C<sup>2</sup> SYMBOLOGY: UNITS, EQUIPMENT, AND INSTALLATIONS**

#### **A.1 SCOPE**

**A.1.1 Scope.** This appendix addresses tactical symbols that support units, equipment, and installations (UEI) in the C<sup>2</sup> domain. The tables in this appendix present the icons for space, air, ground, sea surface, sea subsurface, and special operations forces (SOF). This appendix is a mandatory part of the standard. The information contained herein is intended for compliance.

#### **A.2 APPLICABLE DOCUMENTS**

Specific documents in 2.2.2 of this standard apply to this appendix.

#### **A.3 DEFINITIONS**

The definitions in section 3 of this standard apply to this appendix.

#### **A.4 GENERAL REQUIREMENTS**

**A.4.1 Organization.** The purpose of warfighting symbology is to convey information about objects in the warfighter battlespace. This appendix contains the technical specifications, symbol coding scheme, symbology hierarchy, and the tactical symbols for the C<sup>2</sup> Symbology: Units, Equipment, and Installations symbology set.

#### **A.5 DETAILED REQUIREMENTS**

**A.5.1 Technical specifications.** Composition, construction, display, and transmission of tactical symbols are explained in the Detailed Requirements section of the standard.

**A.5.2 Symbol identification coding (SIDC) scheme.** A SIDC is a 15-character alphanumeric identifier that provides the information necessary to display or transmit a tactical symbol between MIL-STD-2525B compliant systems.

**A.5.2.1 Code positions.** The positions of the symbol ID code are described below. Since many symbols do not have an entry in every code position, a dash (-) is used to fill each unused position. An asterisk (\*) indicates positions that are user defined based on specific symbol circumstances, such as affiliation or echelon/mobility. Table A-I identifies the fields of information included in a SIDC and the position each occupies in the 15-character identifier. The values in each field are filled from left to right unless otherwise specified.

- a. Position 1, coding scheme, indicates to which overall symbology set a symbol belongs.
- b. Position 2, affiliation, indicates the symbol's affiliation.
- c. Position 3, battle dimension, indicates the symbol's battle dimension.

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- d. Position 4, status, indicates the symbol's planned or present status.
- e. Positions 5 through 10, function ID, identifies a symbol's function. Each position indicates an increasing level of detail and specialization.
- f. Positions 11 and 12, symbol modifier indicator, identify indicators present on the symbol such as echelon, feint/dummy, installation, task force, headquarters staff, and equipment mobility. Table A-II contains the specific values used in this field.
- g. Positions 13 and 14, country code, identifies the country with which a symbol is associated. Country code identifiers are listed in the FIPS Pub 10 series.
- h. Position 15, order of battle, provides additional information about the role of a symbol in the battlespace. For example, a bomber that has nuclear weapons on board may be designated as strategic force related.

**TABLE A-I. SIDC positions and categories.**

CODING SCHEME (1) (POSITION 1)	AFFILIATION / EXERCISE AMPLIFYING DESCRIPTOR (1) (POSITION 2)	BATTLE DIMENSION (1) (POSITION 3)	STATUS (1) (POSITION 4)
S - WARFIGHTING	P - PENDING U - UNKNOWN A - ASSUMED FRIEND F - FRIEND N - NEUTRAL S - SUSPECT H - HOSTILE G - EXERCISE PENDING W - EXERCISE UNKNOWN M - EXERCISE ASSUMED FRIEND D - EXERCISE FRIEND L - EXERCISE NEUTRAL J - JOKER K - FAKER	P - SPACE A - AIR G - GROUND S - SEA SURFACE U - SEA SUBSURFACE F - SOF X - OTHER (No frame) Z - UNKNOWN	A - ANTICIPATED/PLANNED P - PRESENT
FUNCTION ID (6) (POSITION 5 - 10)	SYMBOL MODIFIER (2) (POSITION 11, 12)	COUNTRY CODE (2) (POSITION 13, 14)	ORDER OF BATTLE (1) (POSITION 15)
See table A-III for specific values.	See table A-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

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**TABLE A-II. Symbol modifier codes.**

CODE	DESCRIPTION	CODE	DESCRIPTION
--	NULL	- A	TEAM/CREW
- B	SQUAD	- C	SECTION
- D	PLATOON/DETACHMENT	- E	COMPANY/BATTERY/TROOP
- F	BATTALION/SQUADRON	- G	REGIMENT/GROUP
- H	BRIGADE	- I	DIVISION
- J	CORPS/MEF	- K	ARMY
- L	ARMY GROUP/FRONT	- M	REGION
A -	HEADQUARTERS (HQ)	AA	HQ TEAM/CREW
AB	HQ SQUAD	AC	HQ SECTION
AD	HQ PLATOON/DETACHMENT	AE	HQ COMPANY/BATTERY/TROOP
AF	HQ BATTALION/SQUADRON	AG	HQ REGIMENT/GROUP
AH	HQ BRIGADE	AI	HQ DIVISION
AJ	HQ CORPS/MEF	AK	HQ ARMY
AL	HQ ARMY GROUP/FRONT	AM	HQ REGION
B -	TASK FORCE (TF) HQ	BA	TF HQ TEAM/CREW
BB	TF HQ SQUAD	BC	TF HQ SECTION
BD	TF HQ PLATOON/DETACHMENT	BE	TF HQ COMPANY/BATTERY/TROOP
BF	TF HQ BATTALION/SQUADRON	BG	TF HQ REGIMENT/GROUP
BH	TF HQ BRIGADE	BI	TF HQ DIVISION
BJ	TF HQ CORPS/MEF	BK	TF HQ ARMY
BL	TF HQ ARMY GROUP/FRONT	BM	TF HQ REGION
C -	FEINT DUMMY (FD) HQ	CA	FD HQ TEAM/CREW
CB	FD HQ SQUAD	CC	FD HQ SECTION
CD	FD HQ PLATOON/DETACHMENT	CE	FD HQ COMPANY/BATTERY/TROOP
CF	FD HQ BATTALION/SQUADRON	CG	FD HQ REGIMENT/GROUP
CH	FD HQ BRIGADE	CI	FD HQ DIVISION
CJ	FD HQ CORPS/MEF	CK	FD HQ ARMY
CL	FD HQ ARMY GROUP/FRONT	CM	FD HQ REGION
D -	FEINT DUMMY/TASK FORCE (FD/TF) HQ	DA	FD/TF HQ TEAM/CREW

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**TABLE A-II. Symbol modifier codes - Continued.**

CODE	DESCRIPTION	CODE	DESCRIPTION
DB	FD/TF HQ SQUAD	DC	FD/TF HQ SECTION
DD	FD/TF HQ PLATOON/DETACHMENT	DE	FD/TF HQ COMPANY/BATTERY/TROOP
DF	FD/TF HQ BATTALION/SQUADRON	DG	FD/TF HQ REGIMENT/GROUP
DH	FD/TF HQ BRIGADE	DI	FD/TF HQ DIVISION
DJ	FD/TF HQ CORPS/MEF	DK	FD/TF HQ ARMY
DL	FD/TF HQ ARMY GROUP/FRONT	DM	FD/TF HQ REGION
E -	TASK FORCE (TF)	EA	TF TEAM/CREW
EB	TF SQUAD	EC	TF SECTION
ED	TF PLATOON/DETACHMENT	EE	TF COMPANY/BATTERY/TROOP
EF	TF BATTALION/SQUADRON	EG	TF REGIMENT/GROUP
EH	TF BRIGADE	EI	TF DIVISION
EJ	TF CORPS/MEF	EK	TF ARMY
EL	TF ARMY GROUP/FRONT	EM	TF REGION
F -	FEINT DUMMY (FD)	FA	FD TEAM/CREW
FB	FD SQUAD	FC	FD SECTION
FD	FD PLATOON/DETACHMENT	FE	FD COMPANY/BATTERY/TROOP
FF	FD BATTALION/SQUADRON	FG	FD REGIMENT/GROUP
FH	FD BRIGADE	FI	FD DIVISION
FJ	FD CORPS/MEF	FK	FD ARMY
FL	FD ARMY GROUP/FRONT	FM	FD REGION
G -	FEINT DUMMY/TASK FORCE (FD/TF)	GA	FD/TF TEAM/CREW
GB	FD/TF SQUAD	GC	FD/TF SECTION
GD	FD/TF PLATOON/DETACHMENT	GE	FD/TF COMPANY/BATTERY/TROOP
GF	FD/TF BATTALION/SQUADRON	GG	FD/TF REGIMENT/GROUP
GH	FD/TF BRIGADE	GI	FD/TF DIVISION
GJ	FD/TF CORPS/MEF	GK	FD/TF ARMY
GL	FD/TF ARMY GROUP/FRONT	GM	FD/TF REGION
H -	INSTALLATION	HB	FEINT DUMMY INSTALLATION

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**TABLE A-II. Symbol modifier codes - Continued.**

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
MU	MOBILITY OVER THE SNOW	MV	MOBILITY SLED
MW	MOBILITY PACK ANIMALS	MX	MOBILITY BARGE
MY	MOBILITY AMPHIBIOUS		
NS	TOWED ARRAY (SHORT)	NL	TOWED ARRAY (LONG)

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A.5.2.2 SIDC table. The following table lists the codes for space, air, ground, sea surface, sea subsurface, and special operations symbols, respectively. As stated in A.5.2.1, a dash (-) is used to fill each unused position. An asterisk (\*) indicates positions that are user defined based on specific symbol circumstances, such as affiliation or echelon/mobility.

TABLE A-III. SIDC table.

HIERARCHY	C O D E S C H E M E	A F I L I T D I O N	B A T T U S	S T U S	F U N C T I O N	S I Z E / M O B I L I T Y	C O U N T R O F B A T T L E	O R D E R O F B A T T L E	DESCRIPTION	
<b>WAR</b>	S	-	-	-	--	--	**	**	*	WARFIGHTING SYMBOLS
<b>WAR.SPC</b>	S	*	P	*	--	--	**	**	*	SPACE TRACK
<b>WAR.SPC.SAT</b>	S	*	P	*	S-	--	**	**	*	SATELLITE
<b>WAR.SPC.CSV</b>	S	*	P	*	V-	--	**	**	*	CREWED SPACE VEHICLE
<b>WAR.SPC.SST</b>	S	*	P	*	T-	--	**	**	*	SPACE STATION
<b>WAR.SPC.SLV</b>	S	*	P	*	L-	--	**	**	*	SPACE LAUNCH VEHICLE
<b>WAR.AIRTRK</b>	S	*	A	*	--	--	**	**	*	AIR TRACK
<b>WAR.AIRTRK.MIL</b>	S	*	A	*	M-	--	**	**	*	MILITARY
<b>WAR.AIRTRK.MIL.FIXD</b>	S	*	A	*	MF	--	**	**	*	FIXED WING
<b>WAR.AIRTRK.MIL.FIXD.BMB</b>	S	*	A	*	MF	B-	--	**	**	BOMBER
<b>WAR.AIRTRK.MIL.FIXD.FTR</b>	S	*	A	*	MF	F-	--	**	**	FIGHTER
<b>WAR.AIRTRK.MIL.FIXD.FTR.INCR</b>	S	*	A	*	MF	FI	--	**	**	INTERCEPTOR
<b>WAR.AIRTRK.MIL.FIXD.TNE</b>	S	*	A	*	MF	T-	--	**	**	TRAINER
<b>WAR.AIRTRK.MIL.FIXD.ATK</b>	S	*	A	*	MF	A-	--	**	**	ATTACK/STRIKE
<b>WAR.AIRTRK.MIL.FIXD.VSTOL</b>	S	*	A	*	MF	L-	--	**	**	VSTOL
<b>WAR.AIRTRK.MIL.FIXD.TNK</b>	S	*	A	*	MF	K-	--	**	**	TANKER
<b>WAR.AIRTRK.MIL.FIXD.TNK.BOOM</b>	S	*	A	*	MF	KB	--	**	**	TANKER BOOM-ONLY

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TABLE A-III. SIDC table - Continued.

HIERARCHY	C	A	B	S	F	S	C	O	R	DESCRIPTION
	O	F	A	T	U	I	O	S	D	
	D	F	T	A	N	Z	E	U	E	
	E	I	T	T	C	/	T	N	E	
	S	L	L	U	T	M	R	O	R	
	C	I	E	S	I	O	Y	Y	E	
	H	T	D		N	B	C	F		
	E	I	I			I	L	O		
	M	O	M		I	L	I	B		
	E	N	E		D	T	D	A		
						Y	E	T		
WAR.AIRTRK.MIL.FIXD.TNK.DROG	S	*	A	*	MF	KD	--	**	**	* TANKER DROGUE-ONLY
WAR.AIRTRK.MIL.FIXD.CGOALT	S	*	A	*	MF	C-	--	**	**	* CARGO AIRLIFT (TRANSPORT)
WAR.AIRTRK.MIL.FIXD.CGOALT.LIT	S	*	A	*	MF	CL	--	**	**	* CARGO AIRLIFT (LIGHT)
WAR.AIRTRK.MIL.FIXD.CGOALT.MDM	S	*	A	*	MF	CM	--	**	**	* CARGO AIRLIFT (MEDIUM)
WAR.AIRTRK.MIL.FIXD.CGOALT.HVY	S	*	A	*	MF	CH	--	**	**	* CARGO AIRLIFT (HEAVY)
WAR.AIRTRK.MIL.FIXD.ECM	S	*	A	*	MF	J-	--	**	**	* ELECTRONIC COUNTERMEASURES (ECM/JAMMER)
WAR.AIRTRK.MIL.FIXD.MEDV	S	*	A	*	MF	O-	--	**	**	* MEDEVAC
WAR.AIRTRK.MIL.FIXD.RECON	S	*	A	*	MF	R-	--	**	**	* RECONNAISSANCE
WAR.AIRTRK.MIL.FIXD.RECON.ABNEW	S	*	A	*	MF	RW	--	**	**	* AIRBORNE EARLY WARNING (AEW)
WAR.AIRTRK.MIL.FIXD.RECON.ESM	S	*	A	*	MF	RZ	--	**	**	* ELECTRONIC SURVEILLANCE MEASURES
WAR.AIRTRK.MIL.FIXD.RECON.PHG	S	*	A	*	MF	RX	--	**	**	* PHOTOGRAPHIC
WAR.AIRTRK.MIL.FIXD.PAT	S	*	A	*	MF	P-	--	**	**	* PATROL
WAR.AIRTRK.MIL.FIXD.PAT.ASUW	S	*	A	*	MF	PN	--	**	**	* ANTISURFACE WARFARE (ASUW)
WAR.AIRTRK.MIL.FIXD.PAT.MNECM	S	*	A	*	MF	PM	--	**	**	* MINE COUNTERMEASURES
WAR.AIRTRK.MIL.FIXD.UTY	S	*	A	*	MF	U-	--	**	**	* UTILITY
WAR.AIRTRK.MIL.FIXD.UTY.LIT	S	*	A	*	MF	UL	--	**	**	* UTILITY (LIGHT)
WAR.AIRTRK.MIL.FIXD.UTY.MDM	S	*	A	*	MF	UM	--	**	**	* UTILITY (MEDIUM)
WAR.AIRTRK.MIL.FIXD.UTY.HVY	S	*	A	*	MF	UH	--	**	**	* UTILITY (HEAVY)
WAR.AIRTRK.MIL.FIXD.COMM	S	*	A	*	MF	Y-	--	**	**	* COMMUNICATIONS (C3I)
WAR.AIRTRK.MIL.FIXD.CSAR	S	*	A	*	MF	H-	--	**	**	* COMBAT SEARCH AND RESCUE (CSAR)
WAR.AIRTRK.MIL.FIXD.ABNCP	S	*	A	*	MF	D-	--	**	**	* AIRBORNE COMMAND POST (C2)
WAR.AIRTRK.MIL.FIXD.DRN	S	*	A	*	MF	Q-	--	**	**	* DRONE (RPV/UAV)

MIL-STD-2525B w/CHANGE 2  
APPENDIX A

TABLE A-III. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	A F I L I T I O N A I M E N S I O N	B A T T U E D I M E N S I O N	S T U N C I O N D	F A T C T I O N	S I Z E / M B I L I T Y	C O U N T R O C O D I L I T Y	O R D E R O F B A T T L E	DESCRIPTION
WAR.AIRTRK.MIL.FIXD.DRN.ATK	S	*	A	*	MF QA --	**	**	*	ATTACK
WAR.AIRTRK.MIL.FIXD.DRN.BMB	S	*	A	*	MF QB --	**	**	*	BOMBER
WAR.AIRTRK.MIL.FIXD.DRN.CGO	S	*	A	*	MF QC --	**	**	*	CARGO
WAR.AIRTRK.MIL.FIXD.DRN.ABNCP	S	*	A	*	MF QD --	**	**	*	AIRBORNE COMMAND POST
WAR.AIRTRK.MIL.FIXD.DRN.FTR	S	*	A	*	MF QF --	**	**	*	FIGHTER
WAR.AIRTRK.MIL.FIXD.DRN.CSAR	S	*	A	*	MF QH --	**	**	*	SEARCH & RESCUE (CSAR)
WAR.AIRTRK.MIL.FIXD.DRN.ECM	S	*	A	*	MF QJ --	**	**	*	ELECTRONIC COUNTERMEASURES (JAMMER)
WAR.AIRTRK.MIL.FIXD.DRN.TNK	S	*	A	*	MF QK --	**	**	*	TANKER
WAR.AIRTRK.MIL.FIXD.DRN.VSTOL	S	*	A	*	MF QL --	**	**	*	VSTOL
WAR.AIRTRK.MIL.FIXD.DRN.SOF	S	*	A	*	MF QM --	**	**	*	SPECIAL OPERATIONS FORCES (SOF)
WAR.AIRTRK.MIL.FIXD.DRN.MNECM	S	*	A	*	MF QI --	**	**	*	MINE COUNTERMEASURES
WAR.AIRTRK.MIL.FIXD.DRN.ASUW	S	*	A	*	MF QN --	**	**	*	ANTI-SURFACE WARFARE (ASUW)
WAR.AIRTRK.MIL.FIXD.DRN.PAT	S	*	A	*	MF QP --	**	**	*	PATROL
WAR.AIRTRK.MIL.FIXD.DRN.RECON	S	*	A	*	MF QR --	**	**	*	RECONNAISSANCE
WAR.AIRTRK.MIL.FIXD.DRN.RECON.ABNEW	S	*	A	*	MF QR W-	**	**	*	AIRBORNE EARLY WARNING (AEW)
WAR.AIRTRK.MIL.FIXD.DRN.RECON.ESM	S	*	A	*	MF QR Z-	**	**	*	ELECTRONIC SURVEILLANCE MEASURES
WAR.AIRTRK.MIL.FIXD.DRN.RECON.PHG	S	*	A	*	MF QR X-	**	**	*	PHOTOGRAPHIC
WAR.AIRTRK.MIL.FIXD.DRN.ASBW	S	*	A	*	MF QS --	**	**	*	ANTI-SUBMARINE WARFARE (ASW)
WAR.AIRTRK.MIL.FIXD.DRN.TNE	S	*	A	*	MF QT --	**	**	*	TRAINER
WAR.AIRTRK.MIL.FIXD.DRN.UTY	S	*	A	*	MF QU --	**	**	*	UTILITY
WAR.AIRTRK.MIL.FIXD.DRN.COMM	S	*	A	*	MF QY --	**	**	*	COMMUNICATIONS (C3I)
WAR.AIRTRK.MIL.FIXD.DRN.MEDV	S	*	A	*	MF QO --	**	**	*	MEDEVAC

MIL-STD-2525B w/CHANGE 2  
APPENDIX A

TABLE A-III. SIDC table - Continued.

HIERARCHY	C	A	B	S	F	S	C	O	R	DESCRIPTION	
	O	F	A	T	U	I	O	S	D		
	D	F	T	A	N	Z	E	U	E		
	E	I	T	T	C	/	T	N	R		
	S	L	L	U	T	M	R	O	O		
	C	I	E	S	I	O	Y	Y	F		
	H	T	D		N	B	C	B			
	E	I	I			I	L	O	A		
	M	O	M		I	L	I	D	T		
	E	N	E		D	T	E	T	L		
						Y			E		
WAR.AIRTRK.MIL.FIXD.ASBWCB	S	*	A	*	MF	S-	--	**	**	*	ANTISUBMARINE WARFARE (ASW) CARRIER BASED
WAR.AIRTRK.MIL.FIXD.SOF	S	*	A	*	MF	M-	--	**	**	*	SPECIAL OPERATIONS FORCES (SOF)
WAR.AIRTRK.MIL.ROT	S	*	A	*	MH	--	--	**	**	*	ROTARY WING
WAR.AIRTRK.MIL.ROT.ATK	S	*	A	*	MH	A-	--	**	**	*	ATTACK
WAR.AIRTRK.MIL.ROT.ASBW	S	*	A	*	MH	S-	--	**	**	*	ANTISUBMARINE WARFARE/MPA
WAR.AIRTRK.MIL.ROT.UTY	S	*	A	*	MH	U-	--	**	**	*	UTILITY
WAR.AIRTRK.MIL.ROT.UTY.LIT	S	*	A	*	MH	UL	--	**	**	*	UTILITY (LIGHT)
WAR.AIRTRK.MIL.ROT.UTY.MDM	S	*	A	*	MH	UM	--	**	**	*	UTILITY (MEDIUM)
WAR.AIRTRK.MIL.ROT.UTY.HVY	S	*	A	*	MH	UH	--	**	**	*	UTILITY (HEAVY)
WAR.AIRTRK.MIL.ROT.MNECM	S	*	A	*	MH	I-	--	**	**	*	MINE COUNTERMEASURES
WAR.AIRTRK.MIL.ROT.CSAR	S	*	A	*	MH	H-	--	**	**	*	COMBAT SEARCH AND RESCUE (CSAR)
WAR.AIRTRK.MIL.ROT.RECON	S	*	A	*	MH	R-	--	**	**	*	RECONNAISSANCE
WAR.AIRTRK.MIL.ROT.DRN	S	*	A	*	MH	Q-	--	**	**	*	DRONE (RPV/UAV)
WAR.AIRTRK.MIL.ROT.CGOALT	S	*	A	*	MH	C-	--	**	**	*	CARGO AIRLIFT (TRANSPORT)
WAR.AIRTRK.MIL.ROT.CGOALT.LIT	S	*	A	*	MH	CL	--	**	**	*	CARGO AIRLIFT (LIGHT)
WAR.AIRTRK.MIL.ROT.CGOALT.MDM	S	*	A	*	MH	CM	--	**	**	*	CARGO AIRLIFT (MEDIUM)
WAR.AIRTRK.MIL.ROT.CGOALT.HVY	S	*	A	*	MH	CH	--	**	**	*	CARGO AIRLIFT (HEAVY)
WAR.AIRTRK.MIL.ROT.TNE	S	*	A	*	MH	T-	--	**	**	*	TRAINER
WAR.AIRTRK.MIL.ROT.MEDV	S	*	A	*	MH	O-	--	**	**	*	MEDEVAC
WAR.AIRTRK.MIL.ROT.SOF	S	*	A	*	MH	M-	--	**	**	*	SPECIAL OPERATIONS FORCES (SOF)
WAR.AIRTRK.MIL.ROT.ABNCP	S	*	A	*	MH	D-	--	**	**	*	AIRBORNE COMMAND POST (C2)
WAR.AIRTRK.MIL.ROT.TNK	S	*	A	*	MH	K-	--	**	**	*	TANKER

MIL-STD-2525B w/CHANGE 2  
APPENDIX A

TABLE A-III. SIDC table - Continued.

HIERARCHY	C	A	B	S	F	S	C	O	R	DESCRIPTION	
	O	F	A	T	U	I	O	S	D		
	D	F	T	A	N	Z	C	U	E		
	E	I	T	T	C	/	T	E	R		
	S	L	L	U	T	M	R	O			
	C	I	E	S	I	O	Y				
	H	T	D		N	B	C				
	E	I	I			I	I				
	M	O	M		I	L	O				
	E	N	E		D	I	D				
						Y	T				
WAR.AIRTRK.MIL.ROT.ECM	S	*	A	*	MH	J-	--	**	**	*	ELECTRONIC COUNTERMEASURES (ECM/JAMMER)
WAR.AIRTRK.MIL.LTA	S	*	A	*	ML	--	--	**	**	*	LIGHTER THAN AIR
WAR.AIRTRK.WPN	S	*	A	*	W-	--	--	**	**	*	WEAPON
WAR.AIRTRK.WPN.MSLIF	S	*	A	*	WM	--	--	**	**	*	MISSILE IN FLIGHT
WAR.AIRTRK.WPN.MSLIF.SLM	S	*	A	*	WM	S-	--	**	**	*	SURFACE LAUNCHED MISSILE
WAR.AIRTRK.WPN.MSLIF.SLM.SSM	S	*	A	*	WM	SS	--	**	**	*	SURFACE TO SURFACE MISSILE (SSM)
WAR.AIRTRK.WPN.MSLIF.SLM.SAM	S	*	A	*	WM	SA	--	**	**	*	SURFACE TO AIR MISSILE (SAM)
WAR.AIRTRK.WPN.MSLIF.SLM.SSUM	S	*	A	*	WM	SU	--	**	**	*	SURFACE TO SUBSURFACE MISSILE
WAR.AIRTRK.WPN.MSLIF.SLM.ABM	S	*	A	*	WM	SB	--	**	**	*	ANTI-BALLISTIC MISSILE (ABM)
WAR.AIRTRK.WPN.MSLIF.ALM	S	*	A	*	WM	A-	--	**	**	*	AIR LAUNCHED MISSILE
WAR.AIRTRK.WPN.MSLIF.ALM.ASM	S	*	A	*	WM	AS	--	**	**	*	AIR TO SURFACE MISSILE (ASM)
WAR.AIRTRK.WPN.MSLIF.ALM.AAM	S	*	A	*	WM	AA	--	**	**	*	AIR TO AIR MISSILE (AAM)
WAR.AIRTRK.WPN.MSLIF.ALM.ASPC	S	*	A	*	WM	AP	--	**	**	*	AIR TO SPACE MISSILE
WAR.AIRTRK.WPN.MSLIF.SBSM	S	*	A	*	WM	U-	--	**	**	*	SUBSURFACE TO SURFACE MISSILE (S/SSM)
WAR.AIRTRK.WPN.MSLIF.CM	S	*	A	*	WM	CM	--	**	**	*	CRUISE MISSILE
WAR.AIRTRK.WPN.MSLIF.BLST	S	*	A	*	WM	B-	--	**	**	*	BALLISTIC MISSILE
WAR.AIRTRK.WPN.BM	S	*	A	*	WB	--	--	**	**	*	BOMB
WAR.AIRTRK.WPN.DCY	S	*	A	*	WD	--	--	**	**	*	DECOY
WAR.AIRTRK.CVL	S	*	A	*	C-	--	--	**	**	*	CIVIL AIRCRAFT
WAR.AIRTRK.CVL.FIXD	S	*	A	*	CF	--	--	**	**	*	FIXED WING
WAR.AIRTRK.CVL.ROT	S	*	A	*	CH	--	--	**	**	*	ROTARY WING
WAR.AIRTRK.CVL.LTA	S	*	A	*	CL	--	--	**	**	*	LIGHTER THAN AIR

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APPENDIX A

TABLE A-III. SIDC table - Continued.

HIERARCHY	C	A	B	S	F	S	C	O	R	DESCRIPTION
	O	F	A	T	U	I	O	S	D	
	D	F	T	A	N	Z	C	O	E	
	E	I	T	T	C	/	T	S	R	
	S	L	L	U	T	M	R	O	E	
	C	I	E	S	I	O	Y	F		
	H	T	D		N	B	C			
	E	I	I			I	O			
	M	O	M		I	L	D			
	E	N	E		D	I	E			
					Y	T				
WAR.GRDTRK	S	*	G	*	--	--	**	**	*	GROUND TRACK
WAR.GRDTRK.UNT	S	*	G	*	U-	--	**	**	*	UNIT
WAR.GRDTRK.UNT.CBT	S	*	G	*	UC	--	**	**	*	COMBAT
WAR.GRDTRK.UNT.CBT.ADF	S	*	G	*	UC	D-	--	**	**	AIR DEFENSE
WAR.GRDTRK.UNT.CBT.ADF.SHTR	S	*	G	*	UC	DS	--	**	**	SHORT RANGE
WAR.GRDTRK.UNT.CBT.ADF.SHTR.CPL	S	*	G	*	UC	DS	C-	**	**	CHAPARRAL
WAR.GRDTRK.UNT.CBT.ADF.SHTR.STG	S	*	G	*	UC	DS	S-	**	**	STINGER
WAR.GRDTRK.UNT.CBT.ADF.SHTR.VUL	S	*	G	*	UC	DS	V-	**	**	VULCAN
WAR.GRDTRK.UNT.CBT.ADF.MSL	S	*	G	*	UC	DM	--	**	**	AIR DEFENSE MISSILE
WAR.GRDTRK.UNT.CBT.ADF.MSL.LIT	S	*	G	*	UC	DM	L-	**	**	AIR DEFENSE MISSILE LIGHT
WAR.GRDTRK.UNT.CBT.ADF.MSL.LIT.MOT	S	*	G	*	UC	DM	LA	**	**	AIR DEFENSE MISSILE MOTORIZED (AVENGER)
WAR.GRDTRK.UNT.CBT.ADF.MSL.MDM	S	*	G	*	UC	DM	M-	**	**	AIR DEFENSE MISSILE MEDIUM
WAR.GRDTRK.UNT.CBT.ADF.MSL.HVY	S	*	G	*	UC	DM	H-	**	**	AIR DEFENSE MISSILE HEAVY
WAR.GRDTRK.UNT.CBT.ADF.MSL.HMAD	S	*	G	*	UC	DH	--	**	**	H/MAD
WAR.GRDTRK.UNT.CBT.ADF.MSL.HMAD.HWK	S	*	G	*	UC	DH	H-	**	**	HAWK
WAR.GRDTRK.UNT.CBT.ADF.MSL.HMAD.PATT	S	*	G	*	UC	DH	P-	**	**	PATRIOT
WAR.GRDTRK.UNT.CBT.ADF.GUNUNT	S	*	G	*	UC	DG	--	**	**	GUN UNIT
WAR.GRDTRK.UNT.CBT.ADF.CMPS	S	*	G	*	UC	DC	--	**	**	COMPOSITE
WAR.GRDTRK.UNT.CBT.ADF.TGTGUT	S	*	G	*	UC	DT	--	**	**	TARGETING UNIT
WAR.GRDTRK.UNT.CBT.ADF.TMDU	S	*	G	*	UC	DO	--	**	**	THEATER MISSILE DEFENSE UNIT
WAR.GRDTRK.UNT.CBT.ARM	S	*	G	*	UC	A-	--	**	**	ARMOR
WAR.GRDTRK.UNT.CBT.ARM.TRK	S	*	G	*	UC	AT	--	**	**	ARMOR TRACK

MIL-STD-2525B w/CHANGE 2  
APPENDIX A

TABLE A-III. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	A F I L I T I M N	B A T L E D I E N S I O N	S T U L U S	F U N C T I O N	S I Z E / M B I L I T Y	C O R D E T R Y O F C O B A T T L E	O R D E R O F C O B A T T L E	DESCRIPTION
WAR.GRDTRK.UNT.CBT.ARM.TRK.ABN	S	*	G	*	UC AT A-	**	**	*	ARMOR TRACK AIRBORNE
WAR.GRDTRK.UNT.CBT.ARM.TRK.AMP	S	*	G	*	UC AT W-	**	**	*	ARMOR TRACK AMPHIBIOUS
WAR.GRDTRK.UNT.CBT.ARM.TRK.AMP.RCY	S	*	G	*	UC AT WR	**	**	*	ARMOR TRACK AMPHIBIOUS RECOVERY
WAR.GRDTRK.UNT.CBT.ARM.TRK.LIT	S	*	G	*	UC AT L-	**	**	*	ARMOR TRACK, LIGHT
WAR.GRDTRK.UNT.CBT.ARM.TRK.MDM	S	*	G	*	UC AT M-	**	**	*	ARMOR TRACK, MEDIUM
WAR.GRDTRK.UNT.CBT.ARM.TRK.HVY	S	*	G	*	UC AT H-	**	**	*	ARMOR TRACK, HEAVY
WAR.GRDTRK.UNT.CBT.ARM.TRK.RCY	S	*	G	*	UC AT R-	**	**	*	ARMOR TRACK, RECOVERY
WAR.GRDTRK.UNT.CBT.ARM.WHD	S	*	G	*	UC AW --	**	**	*	ARMOR, WHEELED
WAR.GRDTRK.UNT.CBT.ARM.WHD.AAST	S	*	G	*	UC AW S-	**	**	*	ARMOR, WHEELED AIR ASSAULT
WAR.GRDTRK.UNT.CBT.ARM.WHD.ABN	S	*	G	*	UC AW A-	**	**	*	ARMOR, WHEELED AIRBORNE
WAR.GRDTRK.UNT.CBT.ARM.WHD.AMP	S	*	G	*	UC AW W-	**	**	*	ARMOR, WHEELED AMPHIBIOUS
WAR.GRDTRK.UNT.CBT.ARM.WHD.AMP.RCY	S	*	G	*	UC AW WR	**	**	*	ARMOR, WHEELED AMPHIBIOUS RECOVERY
WAR.GRDTRK.UNT.CBT.ARM.WHD.LIT	S	*	G	*	UC AW L-	**	**	*	ARMOR, WHEELED LIGHT
WAR.GRDTRK.UNT.CBT.ARM.WHD.MDM	S	*	G	*	UC AW M-	**	**	*	ARMOR, WHEELED MEDIUM
WAR.GRDTRK.UNT.CBT.ARM.WHD.HVY	S	*	G	*	UC AW H-	**	**	*	ARMOR, WHEELED HEAVY
WAR.GRDTRK.UNT.CBT.ARM.WHD.RCY	S	*	G	*	UC AW R-	**	**	*	ARMOR, WHEELED RECOVERY
WAR.GRDTRK.UNT.CBT.AARM	S	*	G	*	UC AA --	**	**	*	ANTI ARMOR
WAR.GRDTRK.UNT.CBT.AARM.DMD	S	*	G	*	UC AA D-	**	**	*	ANTI ARMOR DISMOUNTED
WAR.GRDTRK.UNT.CBT.AARM.LIT	S	*	G	*	UC AA L-	**	**	*	ANTI ARMOR LIGHT
WAR.GRDTRK.UNT.CBT.AARM.ABN	S	*	G	*	UC AA M-	**	**	*	ANTI ARMOR AIRBORNE
WAR.GRDTRK.UNT.CBT.AARM.AAST	S	*	G	*	UC AA S-	**	**	*	ANTI ARMOR AIR ASSAULT
WAR.GRDTRK.UNT.CBT.AARM.MNT	S	*	G	*	UC AA U-	**	**	*	ANTI ARMOR MOUNTAIN

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APPENDIX A

TABLE A-III. SIDC table - Continued.

HIERARCHY	C	A	B	S	F	S	C	O	R	D	E	I	T	T	U	N	C	Z	U	O	R	D	E	I	T	R	
	O	F	A	T	U	I	O	M	O	R	S	C	A	I	E	S	I	/	T	O	R	D	E	I	T	R	
	D	F	T	A	N	O	B	I	L	Y	H	T	I	M	O	N	O	-	Y	O	F	B	A	T	T	L	E
WAR.GRDTRK.UNT.CBT.AARM.ARC	S	*	G	*	UC AA C-	**	**	*																			
WAR.GRDTRK.UNT.CBT.AARM.ARMD	S	*	G	*	UC AA A-	**	**	*																			
WAR.GRDTRK.UNT.CBT.AARM.ARMD.TKD	S	*	G	*	UC AA AT	**	**	*																			
WAR.GRDTRK.UNT.CBT.AARM.ARMD.WHD	S	*	G	*	UC AA AW	**	**	*																			
WAR.GRDTRK.UNT.CBT.AARM.ARMD.AAST	S	*	G	*	UC AA AS	**	**	*																			
WAR.GRDTRK.UNT.CBT.AARM.MOT	S	*	G	*	UC AA O-	**	**	*																			
WAR.GRDTRK.UNT.CBT.AARM.MOT.AAST	S	*	G	*	UC AA OS	**	**	*																			
WAR.GRDTRK.UNT.CBT.AVN	S	*	G	*	UC V- --	**	**	*																			
WAR.GRDTRK.UNT.CBT.AVN.FIXD	S	*	G	*	UC VF --	**	**	*																			
WAR.GRDTRK.UNT.CBT.AVN.FIXD.UTY	S	*	G	*	UC VF U-	**	**	*																			
WAR.GRDTRK.UNT.CBT.AVN.FIXD.ATK	S	*	G	*	UC VF A-	**	**	*																			
WAR.GRDTRK.UNT.CBT.AVN.FIXD.RECON	S	*	G	*	UC VF R-	**	**	*																			
WAR.GRDTRK.UNT.CBT.AVN.ROT	S	*	G	*	UC VR --	**	**	*																			
WAR.GRDTRK.UNT.CBT.AVN.ROT.ATK	S	*	G	*	UC VR A-	**	**	*																			
WAR.GRDTRK.UNT.CBT.AVN.ROT.SCUT	S	*	G	*	UC VR S-	**	**	*																			
WAR.GRDTRK.UNT.CBT.AVN.ROT.ASBW	S	*	G	*	UC VR W-	**	**	*																			
WAR.GRDTRK.UNT.CBT.AVN.ROT.UTY	S	*	G	*	UC VR U-	**	**	*																			
WAR.GRDTRK.UNT.CBT.AVN.ROT.UTY.LIT	S	*	G	*	UC VR UL	**	**	*																			
WAR.GRDTRK.UNT.CBT.AVN.ROT.UTY.MDM	S	*	G	*	UC VR UM	**	**	*																			
WAR.GRDTRK.UNT.CBT.AVN.ROT.UTY.HVY	S	*	G	*	UC VR UH	**	**	*																			
WAR.GRDTRK.UNT.CBT.AVN.ROT.C2	S	*	G	*	UC VR UC	**	**	*																			
WAR.GRDTRK.UNT.CBT.AVN.ROT.MEDV	S	*	G	*	UC VR UE	**	**	*																			

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APPENDIX A

TABLE A-III. SIDC table - Continued.

HIERARCHY	C	A	B	S	F	S	C	O	R	D	E	I	T	T	U	N	C	Z	U	S	E	N	T	R	DESCRIPTION	
	C	A	B	S	F	S	C	O	R	D	E	I	T	T	U	N	C	Z	U	S	E	N	T	R		
	O	F	A	T	U	I	O	O	O	D	E	L	T	T	U	N	C	E	T	S	E	N	T	R		
	D	F	T	A	N	O	M	R	Y	E	I	T	T	U	N	C	/	T	R	O	F	O	T	R		
	E	I	T	T	C	I	B	C	O	M	E	I	I	M	O	N	B	I	C	D	B	A	T	T	E	
	S	L	L	U	S	O	I	L	I	O	N	E	N	S	S	S	O	I	D	T	A	T	T	L	E	
	C	A	D	I	S	N	I	L	I	D	M	O	N	S	S	S	O	I	T	Y	B	A	T	T	E	
	H	T	D	I	I	N	D	I	T	Y	Y	O	N	S	S	S	O	I	D	E	F	O	T	R		
	E	I	I	M	M	S	I	I	T	Y	Y	E	N	S	S	S	O	I	D	E	F	O	T	R		
	M	O	M	E	N	S	I	I	T	Y	Y	E	N	S	S	S	O	I	D	E	F	O	T	R		
	E	N	E	N	S	S	I	I	T	Y	Y	E	N	S	S	S	O	I	D	E	F	O	T	R		
WAR.GRDTRK.UNT.CBT.AVN.ROT.MNECM	S	*	G	*	UC	VR	M-	**	**	**	*															MINE COUNTERMEASURE ROTARY WING
WAR.GRDTRK.UNT.CBT.AVN.SAR	S	*	G	*	UC	VS	--	**	**	**	*															SEARCH AND RESCUE
WAR.GRDTRK.UNT.CBT.AVN.CMPS	S	*	G	*	UC	VC	--	**	**	**	*															COMPOSITE
WAR.GRDTRK.UNT.CBT.AVN.VSTOL	S	*	G	*	UC	VV	--	**	**	**	*															VERTICAL/SHORT TAKEOFF AND LANDING (V/STOL)
WAR.GRDTRK.UNT.CBT.AVN.UAV	S	*	G	*	UC	VU	--	**	**	**	*															UNMANNED AERIAL VEHICLE
WAR.GRDTRK.UNT.CBT.AVN.UAV.FIXD	S	*	G	*	UC	VU	F-	**	**	**	*															UNMANNED AERIAL VEHICLE FIXED WING
WAR.GRDTRK.UNT.CBT.AVN.UAV.ROT	S	*	G	*	UC	VU	R-	**	**	**	*															UNMANNED AERIAL VEHICLE ROTARY WING
WAR.GRDTRK.UNT.CBT.INF	S	*	G	*	UC	I-	--	**	**	**	*															INFANTRY
WAR.GRDTRK.UNT.CBT.INF.LIT	S	*	G	*	UC	IL	--	**	**	**	*															INFANTRY LIGHT
WAR.GRDTRK.UNT.CBT.INF.MOT	S	*	G	*	UC	IM	--	**	**	**	*															INFANTRY MOTORIZED
WAR.GRDTRK.UNT.CBT.INF.MNT	S	*	G	*	UC	IO	--	**	**	**	*															INFANTRY MOUNTAIN
WAR.GRDTRK.UNT.CBT.INF.ABN	S	*	G	*	UC	IA	--	**	**	**	*															INFANTRY AIRBORNE
WAR.GRDTRK.UNT.CBT.INF.AAST	S	*	G	*	UC	IS	--	**	**	**	*															INFANTRY AIR ASSAULT
WAR.GRDTRK.UNT.CBT.INF.MECH	S	*	G	*	UC	IZ	--	**	**	**	*															INFANTRY MECHANIZED
WAR.GRDTRK.UNT.CBT.INF.NAV	S	*	G	*	UC	IN	--	**	**	**	*															INFANTRY NAVAL
WAR.GRDTRK.UNT.CBT.INF.INFFV	S	*	G	*	UC	II	--	**	**	**	*															INFANTRY FIGHTING VEHICLE
WAR.GRDTRK.UNT.CBT.INF.ARC	S	*	G	*	UC	IC	--	**	**	**	*															INFANTRY ARCTIC
WAR.GRDTRK.UNT.CBT.ENG	S	*	G	*	UC	E-	--	**	**	**	*															ENGINEER
WAR.GRDTRK.UNT.CBT.ENG.CBT	S	*	G	*	UC	EC	--	**	**	**	*															ENGINEER COMBAT
WAR.GRDTRK.UNT.CBT.ENG.CBT.AAST	S	*	G	*	UC	EC	S-	**	**	**	*															ENGINEER COMBAT AIR ASSAULT
WAR.GRDTRK.UNT.CBT.ENG.CBT.ABN	S	*	G	*	UC	EC	A-	**	**	**	*															ENGINEER COMBAT AIRBORNE
WAR.GRDTRK.UNT.CBT.ENG.CBT.ARC	S	*	G	*	UC	EC	C-	**	**	**	*															ENGINEER COMBAT ARCTIC

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APPENDIX A

TABLE A-III. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	A F I L I A T I M N	B A T L I D I E N	S T U L E S T U N C I O N D	F U N T I O N I D	S I Z / M B I L I T Y	C O R E N R Y C O D I T Y	O R D E R O F B A T T L E	DESCRIPTION
WAR.GRDTRK.UNT.CBT.ENG.CBT.LIT	S	*	G	*	UC EC L-	**	**	*	ENGINEER COMBAT LIGHT (SAPPER)
WAR.GRDTRK.UNT.CBT.ENG.CBT.MDM	S	*	G	*	UC EC M-	**	**	*	ENGINEER COMBAT MEDIUM
WAR.GRDTRK.UNT.CBT.ENG.CBT.HVY	S	*	G	*	UC EC H-	**	**	*	ENGINEER COMBAT HEAVY
WAR.GRDTRK.UNT.CBT.ENG.CBT.MECH	S	*	G	*	UC EC T-	**	**	*	ENGINEER COMBAT MECHANIZED (TRACK)
WAR.GRDTRK.UNT.CBT.ENG.CBT.MOT	S	*	G	*	UC EC W-	**	**	*	ENGINEER COMBAT MOTORIZED
WAR.GRDTRK.UNT.CBT.ENG.CBT.MNT	S	*	G	*	UC EC O-	**	**	*	ENGINEER COMBAT MOUNTAIN
WAR.GRDTRK.UNT.CBT.ENG.CBT.RECON	S	*	G	*	UC EC R-	**	**	*	ENGINEER COMBAT RECON
WAR.GRDTRK.UNT.CBT.ENG.CSN	S	*	G	*	UC EN --	**	**	*	ENGINEER CONSTRUCTION
WAR.GRDTRK.UNT.CBT.ENG.CSN.NAV	S	*	G	*	UC EN N-	**	**	*	ENGINEER NAVAL CONSTRUCTION
WAR.GRDTRK.UNT.CBT.FLDART	S	*	G	*	UC F- --	**	**	*	FIELD ARTILLERY
WAR.GRDTRK.UNT.CBT.FLDART.HOW	S	*	G	*	UC FH --	**	**	*	HOWITZER/GUN
WAR.GRDTRK.UNT.CBT.FLDART.HOW.SPD	S	*	G	*	UC FH E-	**	**	*	SELF-PROPELLED
WAR.GRDTRK.UNT.CBT.FLDART.HOW.AAST	S	*	G	*	UC FH S-	**	**	*	AIR ASSAULT
WAR.GRDTRK.UNT.CBT.FLDART.HOW.ABN	S	*	G	*	UC FH A-	**	**	*	AIRBORNE
WAR.GRDTRK.UNT.CBT.FLDART.HOW.ARC	S	*	G	*	UC FH C-	**	**	*	ARCTIC
WAR.GRDTRK.UNT.CBT.FLDART.HOW.MNT	S	*	G	*	UC FH O-	**	**	*	MOUNTAIN
WAR.GRDTRK.UNT.CBT.FLDART.HOW.LIT	S	*	G	*	UC FH L-	**	**	*	LIGHT
WAR.GRDTRK.UNT.CBT.FLDART.HOW.MDM	S	*	G	*	UC FH M-	**	**	*	MEDIUM
WAR.GRDTRK.UNT.CBT.FLDART.HOW.HVY	S	*	G	*	UC FH H-	**	**	*	HEAVY
WAR.GRDTRK.UNT.CBT.FLDART.HOW.AMP	S	*	G	*	UC FH X-	**	**	*	AMPHIBIOUS
WAR.GRDTRK.UNT.CBT.FLDART.ROC	S	*	G	*	UC FR --	**	**	*	ROCKET
WAR.GRDTRK.UNT.CBT.FLDART.ROC.SRL	S	*	G	*	UC FR S-	**	**	*	SINGLE ROCKET LAUNCHER

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APPENDIX A

TABLE A-III. SIDC table - Continued.

HIERARCHY	C	A	B	S	F	S	C	O	R	DESCRIPTION
	O	F	A	T	U	I	O	S	D	
	D	F	T	A	N	Z	C	O	E	
	E	I	T	T	C	/	T	S	R	
	S	L	L	U	T	M	R	O	E	
	C	I	E	S	I	O	Y	F		
	H	T	D		N	B	C			
	E	I	I			I	O			
	M	O	M		I	L	D			
	E	N	E		D	I	E			
					Y	T				
WAR.GRDTRK.UNT.CBT.FLDART.ROC.SRL.SRSPD	S	*	G	*	UC	FR	SS	**	**	* SINGLE ROCKET SELF-PROPELLED
WAR.GRDTRK.UNT.CBT.FLDART.ROC.SRL.SRTRK	S	*	G	*	UC	FR	SR	**	**	* SINGLE ROCKET TRUCK
WAR.GRDTRK.UNT.CBT.FLDART.ROC.SRL.SRTOW	S	*	G	*	UC	FR	ST	**	**	* SINGLE ROCKET TOWED
WAR.GRDTRK.UNT.CBT.FLDART.ROC.MRL	S	*	G	*	UC	FR	M-	**	**	* MULTI ROCKET LAUNCHER
WAR.GRDTRK.UNT.CBT.FLDART.ROC.MRL.MRSPD	S	*	G	*	UC	FR	MS	**	**	* MULTI ROCKET SELF-PROPELLED
WAR.GRDTRK.UNT.CBT.FLDART.ROC.MRL.MRTRK	S	*	G	*	UC	FR	MR	**	**	* MULTI ROCKET TRUCK
WAR.GRDTRK.UNT.CBT.FLDART.ROC.MRL.MRTOW	S	*	G	*	UC	FR	MT	**	**	* MULTI ROCKET TOWED
WAR.GRDTRK.UNT.CBT.FLDART.TGTAQ	S	*	G	*	UC	FT	--	**	**	* TARGET ACQUISITION
WAR.GRDTRK.UNT.CBT.FLDART.TGTAQ.RAD	S	*	G	*	UC	FT	R-	**	**	* RADAR
WAR.GRDTRK.UNT.CBT.FLDART.TGTAQ.SND	S	*	G	*	UC	FT	S-	**	**	* SOUND
WAR.GRDTRK.UNT.CBT.FLDART.TGTAQ.FLH	S	*	G	*	UC	FT	F-	**	**	* FLASH (OPTICAL)
WAR.GRDTRK.UNT.CBT.FLDART.TGTAQ.CLT	S	*	G	*	UC	FT	C-	**	**	* COLT/FIST
WAR.GRDTRK.UNT.CBT.FLDART.TGTAQ.CLT.DMD	S	*	G	*	UC	FT	CD	**	**	* DISMOUNTED COLT/FIST
WAR.GRDTRK.UNT.CBT.FLDART.TGTAQ.CLT.TKD	S	*	G	*	UC	FT	CM	**	**	* TRACKED COLT/FIST
WAR.GRDTRK.UNT.CBT.FLDART.TGTAQ.ANG	S	*	G	*	UC	FT	A-	**	**	* ANGLICO
WAR.GRDTRK.UNT.CBT.FLDART.MORT	S	*	G	*	UC	FM	--	**	**	* MORTAR
WAR.GRDTRK.UNT.CBT.FLDART.MORT.SPDTRK	S	*	G	*	UC	FM	S-	**	**	* SELF-PROPELLED (SP) TRACKED MORTAR
WAR.GRDTRK.UNT.CBT.FLDART.MORT.SPDWHD	S	*	G	*	UC	FM	W-	**	**	* SP WHEELED MORTAR
WAR.GRDTRK.UNT.CBT.FLDART.MORT.TOW	S	*	G	*	UC	FM	T-	**	**	* TOWED MORTAR
WAR.GRDTRK.UNT.CBT.FLDART.MORT.TOW.ABN	S	*	G	*	UC	FM	TA	**	**	* TOWED AIRBORNE MORTAR
WAR.GRDTRK.UNT.CBT.FLDART.MORT.TOW.AAST	S	*	G	*	UC	FM	TS	**	**	* TOWED AIR ASSAULT MORTAR
WAR.GRDTRK.UNT.CBT.FLDART.MORT.TOW.ARC	S	*	G	*	UC	FM	TC	**	**	* TOWED ARCTIC MORTAR

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APPENDIX A

TABLE A-III. SIDC table - Continued.

HIERARCHY	C	A	B	S	F	S	C	O	R	DESCRIPTION
	O	F	A	T	U	I	O	S	D	
	D	F	T	A	N	Z	C	U	E	
	E	I	T	T	C	/	T	U	R	
	S	L	L	U	T	M	R	O	D	
	C	I	E	S	I	O	Y	Y	E	
	H	T	D		N	B	C	F		
	E	I	I			I	L	O		
	M	O	M		I	D	I	B		
	E	N	E		D	T	D	A		
					Y	Y	E	T		
WAR.GRDTRK.UNT.CBT.FLDART.MORT.TOW.MNT	S	*	G	*	UC	FM	TO	**	**	* TOWED MOUNTAIN MORTAR
WAR.GRDTRK.UNT.CBT.FLDART.MORT.AMP	S	*	G	*	UC	FM	L-	**	**	* AMPHIBIOUS MORTAR
WAR.GRDTRK.UNT.CBT.FLDART.ARTSVY	S	*	G	*	UC	FS	--	**	**	* ARTILLERY SURVEY
WAR.GRDTRK.UNT.CBT.FLDART.ARTSVY.AAST	S	*	G	*	UC	FS	S-	**	**	* AIR ASSAULT
WAR.GRDTRK.UNT.CBT.FLDART.ARTSVY.ABN	S	*	G	*	UC	FS	A-	**	**	* AIRBORNE
WAR.GRDTRK.UNT.CBT.FLDART.ARTSVY.LIT	S	*	G	*	UC	FS	L-	**	**	* LIGHT
WAR.GRDTRK.UNT.CBT.FLDART.ARTSVY.MNT	S	*	G	*	UC	FS	O-	**	**	* MOUNTAIN
WAR.GRDTRK.UNT.CBT.FLDART.METO	S	*	G	*	UC	FO	--	**	**	* METEOROLOGICAL
WAR.GRDTRK.UNT.CBT.FLDART.METO.AAST	S	*	G	*	UC	FO	S-	**	**	* AIR ASSAULT METEOROLOGICAL
WAR.GRDTRK.UNT.CBT.FLDART.METO.ABN	S	*	G	*	UC	FO	A-	**	**	* AIRBORNE METEOROLOGICAL
WAR.GRDTRK.UNT.CBT.FLDART.METO.LIT	S	*	G	*	UC	FO	L-	**	**	* LIGHT METEOROLOGICAL
WAR.GRDTRK.UNT.CBT.FLDART.METO.MNT	S	*	G	*	UC	FO	O-	**	**	* MOUNTAIN METEOROLOGICAL
WAR.GRDTRK.UNT.CBT.RECON	S	*	G	*	UC	R-	--	**	**	* RECONNAISSANCE
WAR.GRDTRK.UNT.CBT.RECON.HRE	S	*	G	*	UC	RH	--	**	**	* RECONNAISSANCE HORSE
WAR.GRDTRK.UNT.CBT.RECON.CVY	S	*	G	*	UC	RV	--	**	**	* RECONNAISSANCE CAVALRY
WAR.GRDTRK.UNT.CBT.RECON.CVY.ARMD	S	*	G	*	UC	RV	A-	**	**	* RECONNAISSANCE CAVALRY ARMORED
WAR.GRDTRK.UNT.CBT.RECON.CVY.MOT	S	*	G	*	UC	RV	M-	**	**	* RECONNAISSANCE CAVALRY MOTORIZED
WAR.GRDTRK.UNT.CBT.RECON.CVY.GRD	S	*	G	*	UC	RV	G-	**	**	* RECONNAISSANCE CAVALRY GROUND
WAR.GRDTRK.UNT.CBT.RECON.CVY.AIR	S	*	G	*	UC	RV	O-	**	**	* RECONNAISSANCE CAVALRY AIR
WAR.GRDTRK.UNT.CBT.RECON.ARC	S	*	G	*	UC	RC	--	**	**	* RECONNAISSANCE ARCTIC
WAR.GRDTRK.UNT.CBT.RECON.AAST	S	*	G	*	UC	RS	--	**	**	* RECONNAISSANCE AIR ASSAULT
WAR.GRDTRK.UNT.CBT.RECON.ABN	S	*	G	*	UC	RA	--	**	**	* RECONNAISSANCE AIRBORNE

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APPENDIX A

TABLE A-III. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	A F I L I T I O A N E N S I O N	B A T T U E D I M E N S I O N	S T U N C I O N D	F U N C T I O N	S I Z E / M B I L I T Y	C O R D E T R Y O F C O B A T T L E	O R D E R O F B A T T L E	DESCRIPTION
WAR.GRDTRK.UNT.CBT.RECON.MNT	S	*	G	*	UC RO --	**	**	*	RECONNAISSANCE MOUNTAIN
WAR.GRDTRK.UNT.CBT.RECON.LIT	S	*	G	*	UC RL --	**	**	*	RECONNAISSANCE LIGHT
WAR.GRDTRK.UNT.CBT.RECON.MAR	S	*	G	*	UC RR --	**	**	*	RECONNAISSANCE MARINE
WAR.GRDTRK.UNT.CBT.RECON.MAR.DIV	S	*	G	*	UC RR D-	**	**	*	RECONNAISSANCE MARINE DIVISION
WAR.GRDTRK.UNT.CBT.RECON.MAR.FOR	S	*	G	*	UC RR F-	**	**	*	RECONNAISSANCE MARINE FORCE
WAR.GRDTRK.UNT.CBT.RECON.MAR.LAR	S	*	G	*	UC RR L-	**	**	*	RECONNAISSANCE MARINE LIGHT ARMORED RECONNAISSANCE (LAR)
WAR.GRDTRK.UNT.CBT.RECON.LRS	S	*	G	*	UC RX --	**	**	*	RECONNAISSANCE LONG RANGE SURVEILLANCE (LRS)
WAR.GRDTRK.UNT.CBT.MSL	S	*	G	*	UC M--	**	**	*	MISSILE (SURF-SURF)
WAR.GRDTRK.UNT.CBT.MSL.TAC	S	*	G	*	UC MT --	**	**	*	MISSILE (SURF-SURF) TACTICAL
WAR.GRDTRK.UNT.CBT.MSL.STGC	S	*	G	*	UC MS --	**	**	*	MISSILE (SURF-SURF) STRATEGIC
WAR.GRDTRK.UNT.CBT.ISF	S	*	G	*	UC S--	**	**	*	INTERNAL SECURITY FORCES
WAR.GRDTRK.UNT.CBT.ISF.RIV	S	*	G	*	UC SW --	**	**	*	RIVERINE
WAR.GRDTRK.UNT.CBT.ISF.GRD	S	*	G	*	UC SG --	**	**	*	GROUND
WAR.GRDTRK.UNT.CBT.ISF.GRD.DMD	S	*	G	*	UC SG D-	**	**	*	DISMOUNTED GROUND
WAR.GRDTRK.UNT.CBT.ISF.GRD.MOT	S	*	G	*	UC SG M-	**	**	*	MOTORIZED GROUND
WAR.GRDTRK.UNT.CBT.ISF.GRD.MECH	S	*	G	*	UC SG A-	**	**	*	MECHANIZED GROUND
WAR.GRDTRK.UNT.CBT.ISF.WHMECH	S	*	G	*	UC SM --	**	**	*	WHEELED MECHANIZED
WAR.GRDTRK.UNT.CBT.ISF.RALRD	S	*	G	*	UC SR --	**	**	*	RAILROAD
WAR.GRDTRK.UNT.CBT.ISF.AVN	S	*	G	*	UC SA --	**	**	*	AVIATION
WAR.GRDTRK.UNT.CS	S	*	G	*	UU -- --	**	**	*	COMBAT SUPPORT
WAR.GRDTRK.UNT.CS.NBC	S	*	G	*	UU A-- --	**	**	*	COMBAT SUPPORT NBC

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APPENDIX A

TABLE A-III. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	A F I L I T D I M N I S I O N	B A T T U E I I M E N S I O N	S T A T U S I O N D	F U N C T I O N I	S I Z E / M B I L I T Y	C O R D E T R Y O F C O B A T T L E	O R D E R O F B A T T L E	DESCRIPTION
WAR.GRDTRK.UNT.CS.NBC.CML	S	*	G	*	UU AC --	**	**	*	CHEMICAL
WAR.GRDTRK.UNT.CS.NBC.CML.SMKDEC	S	*	G	*	UU AC C-	**	**	*	SMOKE/DECON
WAR.GRDTRK.UNT.CS.NBC.CML.SMKDEC.MECH	S	*	G	*	UU AC CK	**	**	*	MECHANIZED SMOKE/DECON
WAR.GRDTRK.UNT.CS.NBC.CML.SMKDEC.MOT	S	*	G	*	UU AC CM	**	**	*	MOTORIZED SMOKE/DECON
WAR.GRDTRK.UNT.CS.NBC.CML.SMK	S	*	G	*	UU AC S-	**	**	*	SMOKE
WAR.GRDTRK.UNT.CS.NBC.CML.SMK.MOT	S	*	G	*	UU AC SM	**	**	*	MOTORIZED SMOKE
WAR.GRDTRK.UNT.CS.NBC.CML.SMK.ARM	S	*	G	*	UU AC SA	**	**	*	ARMOR SMOKE
WAR.GRDTRK.UNT.CS.NBC.CML.RECON	S	*	G	*	UU AC R-	**	**	*	CHEMICAL RECON
WAR.GRDTRK.UNT.CS.NBC.CML.RECON.WARMVH	S	*	G	*	UU AC RW	**	**	*	CHEMICAL WHEELED ARMORED VEHICLE
WAR.GRDTRK.UNT.CS.NBC.CML.RECON.WAVS	S	*	G	*	UU AC RS	**	**	*	CHEMICAL WHEELED ARMORED VEHICLE RECONNAISSANCE SURVEILLANCE
WAR.GRDTRK.UNT.CS.NBC.NUC	S	*	G	*	UU AN --	**	**	*	NUCLEAR
WAR.GRDTRK.UNT.CS.NBC.BIO	S	*	G	*	UU AB --	**	**	*	BIOLOGICAL
WAR.GRDTRK.UNT.CS.NBC.BIO.RECEQP	S	*	G	*	UU AB R-	**	**	*	RECON EQUIPPED
WAR.GRDTRK.UNT.CS.NBC.DECON	S	*	G	*	UU AD --	**	**	*	DECONTAMINATION
WAR.GRDTRK.UNT.CS.MILINT	S	*	G	*	UU M--	**	**	*	MILITARY INTELLIGENCE
WAR.GRDTRK.UNT.CS.MILINT.AEREXP	S	*	G	*	UU MA --	**	**	*	AERIAL EXPLOITATION
WAR.GRDTRK.UNT.CS.MILINT.SIGINT	S	*	G	*	UU MS --	**	**	*	SIGNAL INTELLIGENCE (SIGINT)
WAR.GRDTRK.UNT.CS.MILINT.SIGINT.ECW	S	*	G	*	UU MS E-	**	**	*	ELECTRONIC WARFARE
WAR.GRDTRK.UNT.CS.MILINT.SIGINT.ECW.ARMWVH	S	*	G	*	UU MS EA	**	**	*	ARMORED WHEELED VEHICLE
WAR.GRDTRK.UNT.CS.MILINT.SIGINT.ECW.DFN	S	*	G	*	UU MS ED	**	**	*	DIRECTION FINDING
WAR.GRDTRK.UNT.CS.MILINT.SIGINT.ECW.INC	S	*	G	*	UU MS EI	**	**	*	INTERCEPT

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APPENDIX A

TABLE A-III. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	A F I L I A T I M N	B A T T I D I I E N	S T U T I O N D	F U N C I O N I	S I Z E M B I L I T Y	C O R D E T R Y O F C O B A T T L E	O R D E R O F B A T T L E	DESCRIPTION
WAR.GRDTRK.UNT.CS.MILINT.SIGINT.ECW.JMG	S	*	G	*	UU MS EJ	**	**	*	JAMMING
WAR.GRDTRK.UNT.CS.MILINT.SIGINT.ECW.THT	S	*	G	*	UU MS ET	**	**	*	THEATER
WAR.GRDTRK.UNT.CS.MILINT.SIGINT.ECW.CRP	S	*	G	*	UU MS EC	**	**	*	CORPS
WAR.GRDTRK.UNT.CS.MILINT.CINT	S	*	G	*	UU MC --	**	**	*	COUNTER INTELLIGENCE
WAR.GRDTRK.UNT.CS.MILINT.SVL	S	*	G	*	UU MR --	**	**	*	SURVEILLANCE
WAR.GRDTRK.UNT.CS.MILINT.SVL.GRDSR	S	*	G	*	UU MR G-	**	**	*	GROUND SURVEILLANCE RADAR
WAR.GRDTRK.UNT.CS.MILINT.SVL.SNS	S	*	G	*	UU MR S-	**	**	*	SENSOR
WAR.GRDTRK.UNT.CS.MILINT.SVL.SNS.SCM	S	*	G	*	UU MR SS	**	**	*	SENSOR SCM
WAR.GRDTRK.UNT.CS.MILINT.SVL.GRDSM	S	*	G	*	UU MR X-	**	**	*	GROUND STATION MODULE
WAR.GRDTRK.UNT.CS.MILINT.SVL.METO	S	*	G	*	UU MM O-	**	**	*	METEOROLOGICAL
WAR.GRDTRK.UNT.CS.MILINT.OPN	S	*	G	*	UU MO --	**	**	*	OPERATIONS
WAR.GRDTRK.UNT.CS.MILINT.TACEXP	S	*	G	*	UU MT --	**	**	*	TACTICAL EXPLOIT
WAR.GRDTRK.UNT.CS.MILINT.INTGN	S	*	G	*	UU MQ --	**	**	*	INTERROGATION
WAR.GRDTRK.UNT.CS.MILINT.JINTCT	S	*	G	*	UU MJ --	**	**	*	JOINT INTELLIGENCE CENTER
WAR.GRDTRK.UNT.CS.LAWENU	S	*	G	*	UU L--	**	**	*	LAW ENFORCEMENT UNIT
WAR.GRDTRK.UNT.CS.LAWENU.SHRPAT	S	*	G	*	UU LS --	**	**	*	SHORE PATROL
WAR.GRDTRK.UNT.CS.LAWENU.MILP	S	*	G	*	UU LM --	**	**	*	MILITARY POLICE
WAR.GRDTRK.UNT.CS.LAWENU.CLE	S	*	G	*	UU LC --	**	**	*	CIVILIAN LAW ENFORCEMENT
WAR.GRDTRK.UNT.CS.LAWENU.SECPOL	S	*	G	*	UU LF --	**	**	*	SECURITY POLICE (AIR)
WAR.GRDTRK.UNT.CS.LAWENU.CID	S	*	G	*	UU LD --	**	**	*	CENTRAL INTELLIGENCE DIVISION (CID)
WAR.GRDTRK.UNT.CS.SIGUNT	S	*	G	*	UU S--	**	**	*	SIGNAL UNIT
WAR.GRDTRK.UNT.CS.SIGUNT.ARA	S	*	G	*	UU SA --	**	**	*	AREA

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APPENDIX A

TABLE A-III. SIDC table - Continued.

HIERARCHY	C	A	B	S	F	S	C	O	R	DESCRIPTION
	O	F	A	T	U	I	O	S	D	
	D	F	T	A	N	Z	C	U	E	
	E	I	T	T	C	/	T	U	R	
	S	L	L	U	T	M	R	O	D	
	C	I	E	S	I	O	Y	Y	E	
	H	T	D		N	B	C	O	F	
	E	I	I		I	I	I	D	B	
	M	O	M		D	L	O	B	A	
	E	N	E			T	D	A	T	
						Y	E	T	L	
WAR.GRDTRK.UNT.CS.SIGUNT.COMCP	S	*	G	*	UU SC --	**	**	*		COMMUNICATION CONFIGURED PACKAGE
WAR.GRDTRK.UNT.CS.SIGUNT.COMCP.LCCP	S	*	G	*	UU SC L-	**	**	*		LARGE COMMUNICATION CONFIGURED PACKAGE (LCCP)
WAR.GRDTRK.UNT.CS.SIGUNT.CMDOPN	S	*	G	*	UU SO --	**	**	*		COMMAND OPERATIONS
WAR.GRDTRK.UNT.CS.SIGUNT.FWDCOM	S	*	G	*	UU SF --	**	**	*		FORWARD COMMUNICATIONS
WAR.GRDTRK.UNT.CS.SIGUNT.MSE	S	*	G	*	UU SM --	**	**	*		MULTIPLE SUBSCRIBER ELEMENT
WAR.GRDTRK.UNT.CS.SIGUNT.MSE.SEN	S	*	G	*	UU SM S-	**	**	*		SMALL EXTENSION NODE
WAR.GRDTRK.UNT.CS.SIGUNT.MSE.LEN	S	*	G	*	UU SM L-	**	**	*		LARGE EXTENSION NODE
WAR.GRDTRK.UNT.CS.SIGUNT.MSE.NODCTR	S	*	G	*	UU SM N-	**	**	*		NODE CENTER
WAR.GRDTRK.UNT.CS.SIGUNT.RDOOUNT	S	*	G	*	UU SR --	**	**	*		RADIO UNIT
WAR.GRDTRK.UNT.CS.SIGUNT.RDOOUNT.TACSAT	S	*	G	*	UU SR S-	**	**	*		TACTICAL SATELLITE
WAR.GRDTRK.UNT.CS.SIGUNT.RDOOUNT.TTYCTR	S	*	G	*	UU SR T-	**	**	*		TELETYPE CENTER
WAR.GRDTRK.UNT.CS.SIGUNT.RDOOUNT.RLY	S	*	G	*	UU SR W-	**	**	*		RELAY
WAR.GRDTRK.UNT.CS.SIGUNT.SIGSUP	S	*	G	*	UU SS --	**	**	*		SIGNAL SUPPORT
WAR.GRDTRK.UNT.CS.SIGUNT.PHOSWT	S	*	G	*	UU SW --	**	**	*		TELEPHONE SWITCH
WAR.GRDTRK.UNT.CS.SIGUNT.ECRG	S	*	G	*	UU SX --	**	**	*		ELECTRONIC RANGING
WAR.GRDTRK.UNT.CS.IWU	S	*	G	*	UU I--	**	**	*		INFORMATION WARFARE UNIT
WAR.GRDTRK.UNT.CS.LNDSUP	S	*	G	*	UU P--	**	**	*		LANDING SUPPORT
WAR.GRDTRK.UNT.CS.EOD	S	*	G	*	UU E--	**	**	*		EXPLOSIVE ORDNANCE DISPOSAL
WAR.GRDTRK.UNT.CSS	S	*	G	*	US -- --	**	**	*		COMBAT SERVICE SUPPORT
WAR.GRDTRK.UNT.CSS.ADMIN	S	*	G	*	US A--	**	**	*		ADMINISTRATIVE (ADMIN)
WAR.GRDTRK.UNT.CSS.ADMIN.THT	S	*	G	*	US AT --	**	**	*		ADMIN THEATER
WAR.GRDTRK.UNT.CSS.ADMIN.CRP	S	*	G	*	US AC --	**	**	*		ADMIN CORPS

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**APPENDIX A**

TABLE A-III. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	A F I L I T A T U E N I M E N S I O N	B A T T L E S	S T T U L E S	F U N C I O N	S I Z E / M O B I L I T Y	C O R D E N R Y O F C O B A T T L E	O R D E R O F B A T T L E	DESCRIPTION
WAR.GRDTRK.UNT.CSS.ADMIN.JAG	S	*	G	*	US AJ --	**	**	*	JUDGE ADVOCATE GENERAL (JAG)
WAR.GRDTRK.UNT.CSS.ADMIN.JAG.THT	S	*	G	*	US AJ T-	**	**	*	JAG THEATER
WAR.GRDTRK.UNT.CSS.ADMIN.JAG.CRP	S	*	G	*	US AJ C-	**	**	*	JAG CORPS
WAR.GRDTRK.UNT.CSS.ADMIN.PST	S	*	G	*	US AO --	**	**	*	POSTAL
WAR.GRDTRK.UNT.CSS.ADMIN.PST.THT	S	*	G	*	US AO T-	**	**	*	POSTAL THEATER
WAR.GRDTRK.UNT.CSS.ADMIN.PST.CRP	S	*	G	*	US AO C-	**	**	*	POSTAL CORPS
WAR.GRDTRK.UNT.CSS.ADMIN.FIN	S	*	G	*	US AF --	**	**	*	FINANCE
WAR.GRDTRK.UNT.CSS.ADMIN.FIN.THT	S	*	G	*	US AF T-	**	**	*	FINANCE THEATER
WAR.GRDTRK.UNT.CSS.ADMIN.FIN.CRP	S	*	G	*	US AF C-	**	**	*	FINANCE CORPS
WAR.GRDTRK.UNT.CSS.ADMIN.PERSVC	S	*	G	*	US AS --	**	**	*	PERSONNEL SERVICES
WAR.GRDTRK.UNT.CSS.ADMIN.PERSVC.THT	S	*	G	*	US AS T-	**	**	*	PERSONNEL THEATER
WAR.GRDTRK.UNT.CSS.ADMIN.PERSVC.CRP	S	*	G	*	US AS C-	**	**	*	PERSONNEL CORPS
WAR.GRDTRK.UNT.CSS.ADMIN.MTRY	S	*	G	*	US AM --	**	**	*	MORTUARY/GRAVES REGISTRY
WAR.GRDTRK.UNT.CSS.ADMIN.MTRY.THT	S	*	G	*	US AM T-	**	**	*	MORTUARY/GRAVES REGISTRY THEATER
WAR.GRDTRK.UNT.CSS.ADMIN.MTRY.CRP	S	*	G	*	US AM C-	**	**	*	MORTUARY/GRAVES REGISTRY CORPS
WAR.GRDTRK.UNT.CSS.ADMIN.RELG	S	*	G	*	US AR --	**	**	*	RELIGIOUS/CHAPLAIN
WAR.GRDTRK.UNT.CSS.ADMIN.RELG.THT	S	*	G	*	US AR T-	**	**	*	RELIGIOUS/CHAPLAIN THEATER
WAR.GRDTRK.UNT.CSS.ADMIN.RELG.CRP	S	*	G	*	US AR C-	**	**	*	RELIGIOUS/CHAPLAIN CORPS
WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF	S	*	G	*	US AP --	**	**	*	PUBLIC AFFAIRS
WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF.THT	S	*	G	*	US AP T-	**	**	*	PUBLIC AFFAIRS THEATER
WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF.CRP	S	*	G	*	US AP C-	**	**	*	PUBLIC AFFAIRS CORPS
WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF.BRCT	S	*	G	*	US AP B-	**	**	*	PUBLIC AFFAIRS BROADCAST

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-III. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	A F I L I A T I M N	B A T L E S D I I M E N S I O N S I O N	S U N C T I O N D	F U N C T I O N D	S I Z E / M O B I L I T Y	C O R D E T R Y O F C O B A T T L E	O R D E R O F B A T T L E	DESCRIPTION
WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF.BRCT.THT	S	*	G	*	US AP BT	**	**	*	PUBLIC AFFAIRS BROADCAST THEATER
WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF.BRCT.CRP	S	*	G	*	US AP BC	**	**	*	PUBLIC AFFAIRS BROADCAST CORPS
WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF.JIB	S	*	G	*	US AP M-	**	**	*	PUBLIC AFFAIRS JOINT INFORMATION BUREAU (JIB)
WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF.JIB.THT	S	*	G	*	US AP MT	**	**	*	PUBLIC AFFAIRS JIB THEATER
WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF.JIB.CRP	S	*	G	*	US AP MC	**	**	*	PUBLIC AFFAIRS JIB CORPS
WAR.GRDTRK.UNT.CSS.ADMIN.RHU	S	*	G	*	US AX --	**	**	*	REPLACEMENT HOLDING UNIT (RHU)
WAR.GRDTRK.UNT.CSS.ADMIN.RHU.THT	S	*	G	*	US AX T-	**	**	*	RHU THEATER
WAR.GRDTRK.UNT.CSS.ADMIN.RHU.CRP	S	*	G	*	US AX C-	**	**	*	RHU CORPS
WAR.GRDTRK.UNT.CSS.ADMIN.LBR	S	*	G	*	US AL --	**	**	*	LABOR
WAR.GRDTRK.UNT.CSS.ADMIN.LBR.THT	S	*	G	*	US AL T-	**	**	*	LABOR THEATER
WAR.GRDTRK.UNT.CSS.ADMIN.LBR.CRP	S	*	G	*	US AL C-	**	**	*	LABOR CORPS
WAR.GRDTRK.UNT.CSS.ADMIN.MWR	S	*	G	*	US AW --	**	**	*	MORALE, WELFARE, RECREATION (MWR)
WAR.GRDTRK.UNT.CSS.ADMIN.MWR.THT	S	*	G	*	US AW T-	**	**	*	MWR THEATER
WAR.GRDTRK.UNT.CSS.ADMIN.MWR.CRP	S	*	G	*	US AW C-	**	**	*	MWR CORPS
WAR.GRDTRK.UNT.CSS.ADMIN.SUPPLY	S	*	G	*	US AQ --	**	**	*	QUARTERMASTER (SUPPLY)
WAR.GRDTRK.UNT.CSS.ADMIN.SUPPLY.THT	S	*	G	*	US AQ T-	**	**	*	QUARTERMASTER (SUPPLY) THEATER
WAR.GRDTRK.UNT.CSS.ADMIN.SUPPLY.CRP	S	*	G	*	US AQ C-	**	**	*	QUARTERMASTER (SUPPLY) CORPS
WAR.GRDTRK.UNT.CSS.MED	S	*	G	*	US M--	**	**	*	MEDICAL
WAR.GRDTRK.UNT.CSS.MED.THT	S	*	G	*	US MT --	**	**	*	MEDICAL THEATER
WAR.GRDTRK.UNT.CSS.MED.CRP	S	*	G	*	US MC --	**	**	*	MEDICAL CORPS
WAR.GRDTRK.UNT.CSS.MED.MEDTF	S	*	G	*	US MM --	**	**	*	MEDICAL TREATMENT FACILITY
WAR.GRDTRK.UNT.CSS.MED.MEDTF.THT	S	*	G	*	US MM T-	**	**	*	MEDICAL TREATMENT FACILITY THEATER

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-III. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	A F I L I T H I O N	B A T T E L I I M E N S I O N	S T U T S I O N N D	F U N C I O N I D	S I Z E M B I L I T Y	C O R D E T R Y O F C O B A T T L E	O R D E R O F C O B A T T L E	DESCRIPTION
WAR.GRDTRK.UNT.CSS.MED.MEDTF.CRP	S	*	G	*	US MM C-	**	**	*	MEDICAL TREATMENT FACILITY CORPS
WAR.GRDTRK.UNT.CSS.MED.VNY	S	*	G	*	US MV --	**	**	*	MEDICAL VETERINARY
WAR.GRDTRK.UNT.CSS.MED.VNY.THT	S	*	G	*	US MV T-	**	**	*	MEDICAL VETERINARY THEATER
WAR.GRDTRK.UNT.CSS.MED.VNY.CRP	S	*	G	*	US MV C-	**	**	*	MEDICAL VETERINARY CORPS
WAR.GRDTRK.UNT.CSS.MED.DEN	S	*	G	*	US MD --	**	**	*	MEDICAL DENTAL
WAR.GRDTRK.UNT.CSS.MED.DEN.THT	S	*	G	*	US MD T-	**	**	*	MEDICAL DENTAL THEATER
WAR.GRDTRK.UNT.CSS.MED.DEN.CRP	S	*	G	*	US MD C-	**	**	*	MEDICAL DENTAL CORPS
WAR.GRDTRK.UNT.CSS.MED.PSY	S	*	G	*	US MP --	**	**	*	MEDICAL PSYCHOLOGICAL
WAR.GRDTRK.UNT.CSS.MED.PSY.THT	S	*	G	*	US MP T-	**	**	*	MEDICAL PSYCHOLOGICAL THEATER
WAR.GRDTRK.UNT.CSS.MED.PSY.CRP	S	*	G	*	US MP C-	**	**	*	MEDICAL PSYCHOLOGICAL CORPS
WAR.GRDTRK.UNT.CSS.SLP	S	*	G	*	US S--	**	**	*	SUPPLY
WAR.GRDTRK.UNT.CSS.SLP.THT	S	*	G	*	US ST --	**	**	*	SUPPLY THEATER
WAR.GRDTRK.UNT.CSS.SLP.CRP	S	*	G	*	US SC --	**	**	*	SUPPLY CORPS
WAR.GRDTRK.UNT.CSS.SLP.CLS1	S	*	G	*	US S1 --	**	**	*	SUPPLY CLASS I
WAR.GRDTRK.UNT.CSS.SLP.CLS1.THT	S	*	G	*	US S1 T-	**	**	*	SUPPLY CLASS I THEATER
WAR.GRDTRK.UNT.CSS.SLP.CLS1.CRP	S	*	G	*	US S1 C-	**	**	*	SUPPLY CLASS I CORPS
WAR.GRDTRK.UNT.CSS.SLP.CLS2	S	*	G	*	US S2 --	**	**	*	SUPPLY CLASS II
WAR.GRDTRK.UNT.CSS.SLP.CLS2.THT	S	*	G	*	US S2 T-	**	**	*	SUPPLY CLASS II THEATER
WAR.GRDTRK.UNT.CSS.SLP.CLS2.CRP	S	*	G	*	US S2 C-	**	**	*	SUPPLY CLASS II CORPS
WAR.GRDTRK.UNT.CSS.SLP.CLS3	S	*	G	*	US S3 --	**	**	*	SUPPLY CLASS III
WAR.GRDTRK.UNT.CSS.SLP.CLS3.THT	S	*	G	*	US S3 T-	**	**	*	SUPPLY CLASS III THEATER
WAR.GRDTRK.UNT.CSS.SLP.CLS3.CRP	S	*	G	*	US S3 C-	**	**	*	SUPPLY CLASS III CORPS

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-III. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	A F I L I A T I M N	B A T T E L L I I E	S T U T I O N D	F U N C I O N I	S I Z E M B I L I T Y	C O R D E T R Y O F C O B A T T L E	O R D E R O F B A T T L E	DESCRIPTION
WAR.GRDTRK.UNT.CSS.SLP.CLS3.AVN	S	*	G	*	US S3 A-	**	**	*	SUPPLY CLASS III AVIATION
WAR.GRDTRK.UNT.CSS.SLP.CLS3.AVN.THT	S	*	G	*	US S3 AT	**	**	*	SUPPLY CLASS III AVIATION THEATER
WAR.GRDTRK.UNT.CSS.SLP.CLS3.AVN.CRP	S	*	G	*	US S3 AC	**	**	*	SUPPLY CLASS III AVIATION CORPS
WAR.GRDTRK.UNT.CSS.SLP.CLS4	S	*	G	*	US S4 --	**	**	*	SUPPLY CLASS IV
WAR.GRDTRK.UNT.CSS.SLP.CLS4.THT	S	*	G	*	US S4 T-	**	**	*	SUPPLY CLASS IV THEATER
WAR.GRDTRK.UNT.CSS.SLP.CLS4.CRP	S	*	G	*	US S4 C-	**	**	*	SUPPLY CLASS IV CORPS
WAR.GRDTRK.UNT.CSS.SLP.CLS5	S	*	G	*	US S5 --	**	**	*	SUPPLY CLASS V
WAR.GRDTRK.UNT.CSS.SLP.CLS5.THT	S	*	G	*	US S5 T-	**	**	*	SUPPLY CLASS V THEATER
WAR.GRDTRK.UNT.CSS.SLP.CLS5.CRP	S	*	G	*	US S5 C-	**	**	*	SUPPLY CLASS V CORPS
WAR.GRDTRK.UNT.CSS.SLP.CLS6	S	*	G	*	US S6 --	**	**	*	SUPPLY CLASS VI
WAR.GRDTRK.UNT.CSS.SLP.CLS6.THT	S	*	G	*	US S6 T-	**	**	*	SUPPLY CLASS VI THEATER
WAR.GRDTRK.UNT.CSS.SLP.CLS6.CRP	S	*	G	*	US S6 C-	**	**	*	SUPPLY CLASS VI CORPS
WAR.GRDTRK.UNT.CSS.SLP.CLS7	S	*	G	*	US S7 --	**	**	*	SUPPLY CLASS VII
WAR.GRDTRK.UNT.CSS.SLP.CLS7.THT	S	*	G	*	US S7 T-	**	**	*	SUPPLY CLASS VII THEATER
WAR.GRDTRK.UNT.CSS.SLP.CLS7.CRP	S	*	G	*	US S7 C-	**	**	*	SUPPLY CLASS VII CORPS
WAR.GRDTRK.UNT.CSS.SLP.CLS8	S	*	G	*	US S8 --	**	**	*	SUPPLY CLASS VIII
WAR.GRDTRK.UNT.CSS.SLP.CLS8.THT	S	*	G	*	US S8 T-	**	**	*	SUPPLY CLASS VIII THEATER
WAR.GRDTRK.UNT.CSS.SLP.CLS8.CRP	S	*	G	*	US S8 C-	**	**	*	SUPPLY CLASS VIII CORPS
WAR.GRDTRK.UNT.CSS.SLP.CLS9	S	*	G	*	US S9 --	**	**	*	SUPPLY CLASS IX
WAR.GRDTRK.UNT.CSS.SLP.CLS9.THT	S	*	G	*	US S9 T-	**	**	*	SUPPLY CLASS IX THEATER
WAR.GRDTRK.UNT.CSS.SLP.CLS9.CRP	S	*	G	*	US S9 C-	**	**	*	SUPPLY CLASS IX CORPS
WAR.GRDTRK.UNT.CSS.SLP.CLS10	S	*	G	*	US SX --	**	**	*	SUPPLY CLASS X

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**APPENDIX A**

TABLE A-III. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	A F I L I T D I M E	B A T T U E I I M E	S T A T U S I O N N S I O N N	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O R D E T R Y O F C O B A T T L E	O R D E R O F B A T T L E	DESCRIPTION
WAR.GRDTRK.UNT.CSS.SLP.CLS10.THT	S	*	G	*	US SX T-	**	**	*	SUPPLY CLASS X THEATER
WAR.GRDTRK.UNT.CSS.SLP.CLS10.CRP	S	*	G	*	US SX C-	**	**	*	SUPPLY CLASS X CORPS
WAR.GRDTRK.UNT.CSS.SLP.LDY	S	*	G	*	US SL --	**	**	*	SUPPLY LAUNDRY/BATH
WAR.GRDTRK.UNT.CSS.SLP.LDY.THT	S	*	G	*	US SL T-	**	**	*	SUPPLY LAUNDRY/BATH THEATER
WAR.GRDTRK.UNT.CSS.SLP.LDY.CRP	S	*	G	*	US SL C-	**	**	*	SUPPLY LAUNDRY/BATH CORPS
WAR.GRDTRK.UNT.CSS.SLP.H2O	S	*	G	*	US SW --	**	**	*	SUPPLY WATER
WAR.GRDTRK.UNT.CSS.SLP.H2O.THT	S	*	G	*	US SW T-	**	**	*	SUPPLY WATER THEATER
WAR.GRDTRK.UNT.CSS.SLP.H2O.CRP	S	*	G	*	US SW C-	**	**	*	SUPPLY WATER CORPS
WAR.GRDTRK.UNT.CSS.SLP.H2O.PUR	S	*	G	*	US SW P-	**	**	*	SUPPLY WATER PURIFICATION
WAR.GRDTRK.UNT.CSS.SLP.H2O.PUR.THT	S	*	G	*	US SW PT	**	**	*	SUPPLY WATER PURIFICATION THEATER
WAR.GRDTRK.UNT.CSS.SLP.H2O.PUR.CRP	S	*	G	*	US SW PC	**	**	*	SUPPLY WATER PURIFICATION CORPS
WAR.GRDTRK.UNT.CSS.TPT	S	*	G	*	US T--	**	**	*	TRANSPORTATION
WAR.GRDTRK.UNT.CSS.TPT.THT	S	*	G	*	US TT --	**	**	*	TRANSPORTATION THEATER
WAR.GRDTRK.UNT.CSS.TPT.CRP	S	*	G	*	US TC --	**	**	*	TRANSPORTATION CORPS
WAR.GRDTRK.UNT.CSS.TPT.MCC	S	*	G	*	US TM --	**	**	*	MOVEMENT CONTROL CENTER (MCC)
WAR.GRDTRK.UNT.CSS.TPT.MCC.THT	S	*	G	*	US TM T-	**	**	*	MCC THEATER
WAR.GRDTRK.UNT.CSS.TPT.MCC.CRP	S	*	G	*	US TM C-	**	**	*	MCC CORPS
WAR.GRDTRK.UNT.CSS.TPT.RHD	S	*	G	*	US TR --	**	**	*	RAILHEAD
WAR.GRDTRK.UNT.CSS.TPT.RHD.THT	S	*	G	*	US TR T-	**	**	*	RAILHEAD THEATER
WAR.GRDTRK.UNT.CSS.TPT.RHD.CRP	S	*	G	*	US TR C-	**	**	*	RAILHEAD CORPS
WAR.GRDTRK.UNT.CSS.TPT.SPOD	S	*	G	*	US TS --	**	**	*	SPOD/SPOE
WAR.GRDTRK.UNT.CSS.TPT.SPOD.THT	S	*	G	*	US TS T-	**	**	*	SPOD/SPOE THEATER

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TABLE A-III. SIDC table - Continued.

HIERARCHY	C	A	B	S	F	S	C	O	R	DESCRIPTION
	O	F	A	T	U	I	O	S	D	
	D	F	T	A	N	Z	O	U	E	
	E	I	T	T	C	E	/	T	R	
	S	L	L	U	T	M	R	O	E	
	C	I	E	S	I	O	Y	Y	F	
	H	T	D		N	B	C	O	B	
	E	I	I		I	I	I	D	A	
	M	O	M		D	T	D	T	T	
	E	N	E			Y	E	L	L	
WAR.GRDTRK.UNT.CSS.TPT.SPOD.CRP	S	*	G	*	US	TS	C-	**	**	* SPOD/SPOE CORPS
WAR.GRDTRK.UNT.CSS.TPT.APOD	S	*	G	*	US	TA	--	**	**	* APOD/APOE
WAR.GRDTRK.UNT.CSS.TPT.APOD.THT	S	*	G	*	US	TA	T-	**	**	* APOD/APOE THEATER
WAR.GRDTRK.UNT.CSS.TPT.APOD.CRP	S	*	G	*	US	TA	C-	**	**	* APOD/APOE CORPS
WAR.GRDTRK.UNT.CSS.TPT.MSL	S	*	G	*	US	TI	--	**	**	* MISSILE
WAR.GRDTRK.UNT.CSS.TPT.MSL.THT	S	*	G	*	US	TI	T-	**	**	* MISSILE THEATER
WAR.GRDTRK.UNT.CSS.TPT.MSL.CRP	S	*	G	*	US	TI	C-	**	**	* MISSILE CORPS
WAR.GRDTRK.UNT.CSS.MAINT	S	*	G	*	US	X-	--	**	**	* MAINTENANCE
WAR.GRDTRK.UNT.CSS.MAINT.THT	S	*	G	*	US	XT	--	**	**	* MAINTENANCE THEATER
WAR.GRDTRK.UNT.CSS.MAINT.CRP	S	*	G	*	US	XC	--	**	**	* MAINTENANCE CORPS
WAR.GRDTRK.UNT.CSS.MAINT.HVY	S	*	G	*	US	XH	--	**	**	* MAINTENANCE HEAVY
WAR.GRDTRK.UNT.CSS.MAINT.HVY.THT	S	*	G	*	US	XH	T-	**	**	* MAINTENANCE HEAVY THEATER
WAR.GRDTRK.UNT.CSS.MAINT.HVY.CRP	S	*	G	*	US	XH	C-	**	**	* MAINTENANCE HEAVY CORPS
WAR.GRDTRK.UNT.CSS.MAINT.RCY	S	*	G	*	US	XR	--	**	**	* MAINTENANCE RECOVERY
WAR.GRDTRK.UNT.CSS.MAINT.RCY.THT	S	*	G	*	US	XR	T-	**	**	* MAINTENANCE RECOVERY THEATER
WAR.GRDTRK.UNT.CSS.MAINT.RCY.CRP	S	*	G	*	US	XR	C-	**	**	* MAINTENANCE RECOVERY CORPS
WAR.GRDTRK.UNT.CSS.MAINT.ORD	S	*	G	*	US	XO	--	**	**	* ORDNANCE
WAR.GRDTRK.UNT.CSS.MAINT.ORD.THT	S	*	G	*	US	XO	T-	**	**	* ORDNANCE THEATER
WAR.GRDTRK.UNT.CSS.MAINT.ORD.CRP	S	*	G	*	US	XO	C-	**	**	* ORDNANCE CORPS
WAR.GRDTRK.UNT.CSS.MAINT.ORD.MSL	S	*	G	*	US	XO	M-	**	**	* ORDNANCE MISSILE
WAR.GRDTRK.UNT.CSS.MAINT.ORD.MSL.THT	S	*	G	*	US	XO	MT	**	**	* ORDNANCE MISSILE THEATER
WAR.GRDTRK.UNT.CSS.MAINT.ORD.MSL.CRP	S	*	G	*	US	XO	MC	**	**	* ORDNANCE MISSILE CORPS

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APPENDIX A

TABLE A-III. SIDC table - Continued.

HIERARCHY	C	A	B	S	F	S	C	O	R	D	E	I	T	T	U	N	C	Z	U	O	R	D	E	R					
	C	A	B	S	F	S	C	O	R	D	E	I	T	T	U	N	C	Z	U	O	R	D	E	R					
	O	F	A	T	U	I	O	M	O	L	L	I	T	T	U	N	C	E	N	T	R	T	E	R					
	D	F	T	A	N	O	B	R	Y	S	I	E	S	I	O	N	T	/	T	O	R	D	E	R					
	E	I	T	T	C	I	B	C	F	C	H	T	D	I	O	M	O	Y	R	O	F	T	E	R					
	S	L	L	U	T	D	I	L	Y	D	M	E	N	E	N	S	I	Y	T	I	D	B	A	T	T	E	R		
	C	A	T	S	I	O	B	O	E	D	M	O	N	S	I	S	I	Y	T	I	D	B	A	T	T	E	R		
	H	T	D	I	N	I	I	L	T	Y	O	Y	E	N	S	I	O	Y	T	I	D	E	B	A	T	T	E	R	
	E	I	I	M	S	N	N	O	Y	Y	Y	Y	E	N	S	I	O	Y	T	I	D	E	B	A	T	T	E	R	
	M	O	M	E	N	S	I	I	Y	Y	Y	Y	E	N	S	I	O	Y	T	I	D	E	B	A	T	T	E	R	
	E	N	E	N	S	I	O	I	Y	Y	Y	Y	E	N	S	I	O	Y	T	I	D	E	B	A	T	T	E	R	
WAR.GRDTRK.UNT.CSS.MAINT.EOP	S	*	G	*	US	XE	--	**	**	**	*																		
WAR.GRDTRK.UNT.CSS.MAINT.EOP.THT	S	*	G	*	US	XE	T-	**	**	**	*																		
WAR.GRDTRK.UNT.CSS.MAINT.EOP.CRP	S	*	G	*	US	XE	C-	**	**	**	*																		
WAR.GRDTRK.UNT.C2HQ	S	*	G	*	UH	--	--	**	**	**	*																		
WAR.GRDTRK.EQT	S	*	G	*	E-	--	--	**	**	**	*																		
WAR.GRDTRK.EQT.WPN	S	*	G	*	EW	--	--	**	**	**	*																		
WAR.GRDTRK.EQT.WPN.MSLL	S	*	G	*	EW	M-	--	**	**	**	*																		
WAR.GRDTRK.EQT.WPN.MSLL.ADFAD	S	*	G	*	EW	MA	--	**	**	**	*																		
WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.SHTR	S	*	G	*	EW	MA	S-	**	**	**	*																		
WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.SHTR.TLAR	S	*	G	*	EW	MA	SR	**	**	**	*																		
WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.SHTR.TELAR	S	*	G	*	EW	MA	SE	**	**	**	*																		
WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.INTMR	S	*	G	*	EW	MA	I-	**	**	**	*																		
WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.INTMR.TLAR	S	*	G	*	EW	MA	IR	**	**	**	*																		
WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.INTMR.TELAR	S	*	G	*	EW	MA	IE	**	**	**	*																		
WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.LNGR	S	*	G	*	EW	MA	L-	**	**	**	*																		
WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.LNGR.TLAR	S	*	G	*	EW	MA	LR	**	**	**	*																		
WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.LNGR.TELAR	S	*	G	*	EW	MA	LE	**	**	**	*																		
WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.THT	S	*	G	*	EW	MA	T-	**	**	**	*																		
WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.THT.TLAR	S	*	G	*	EW	MA	TR	**	**	**	*																		
WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.THT.TELAR	S	*	G	*	EW	MA	TE	**	**	**	*																		
WAR.GRDTRK.EQT.WPN.MSLL.SUF	S	*	G	*	EW	MS	--	**	**	**	*																		
WAR.GRDTRK.EQT.WPN.MSLL.SUF.SHTR	S	*	G	*	EW	MS	S-	**	**	**	*																		

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TABLE A-III. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	A F I L I A T I M N	B A T T E L L I I E N S I O M E N S I O N	S U N C I O N D	F U N C I O N D	S I Z E M B I L I T Y	C O R D E T R Y O F B A T T L E	O R D E R O F B A T T L E	DESCRIPTION
WAR.GRDTRK.EQT.WPN.MSLL.SUF.INTMR	S	*	G	*	EW MS I-	**	**	*	INTERMEDIATE RANGE SS MISSILE LAUNCHER
WAR.GRDTRK.EQT.WPN.MSLL.SUF.LNGR	S	*	G	*	EW MS L-	**	**	*	LONG RANGE SS MISSILE LAUNCHER
WAR.GRDTRK.EQT.WPN.MSLL.AT	S	*	G	*	EW MT --	**	**	*	MISSILE LAUNCHER ANTITANK (AT)
WAR.GRDTRK.EQT.WPN.MSLL.AT.LIT	S	*	G	*	EW MT L-	**	**	*	MISSILE LAUNCHER AT LIGHT
WAR.GRDTRK.EQT.WPN.MSLL.AT.MDM	S	*	G	*	EW MT M-	**	**	*	MISSILE LAUNCHER AT MEDIUM
WAR.GRDTRK.EQT.WPN.MSLL.AT.HVY	S	*	G	*	EW MT H-	**	**	*	MISSILE LAUNCHER AT HEAVY
WAR.GRDTRK.EQT.WPN.SRL	S	*	G	*	EW S- --	**	**	*	SINGLE ROCKET LAUNCHER
WAR.GRDTRK.EQT.WPN.SRL.LIT	S	*	G	*	EW SL --	**	**	*	SINGLE ROCKET LAUNCHER LIGHT
WAR.GRDTRK.EQT.WPN.SRL.MDM	S	*	G	*	EW SM --	**	**	*	SINGLE ROCKET LAUNCHER MEDIUM
WAR.GRDTRK.EQT.WPN.SRL.HVY	S	*	G	*	EW SH --	**	**	*	SINGLE ROCKET LAUNCHER HEAVY
WAR.GRDTRK.EQT.WPN.MRL	S	*	G	*	EW X- --	**	**	*	MULTIPLE ROCKET LAUNCHER
WAR.GRDTRK.EQT.WPN.MRL.LIT	S	*	G	*	EW XL --	**	**	*	MULTIPLE ROCKET LAUNCHER LIGHT
WAR.GRDTRK.EQT.WPN.MRL.MDM	S	*	G	*	EW XM --	**	**	*	MULTIPLE ROCKET LAUNCHER MEDIUM
WAR.GRDTRK.EQT.WPN.MRL.HVY	S	*	G	*	EW XH --	**	**	*	MULTIPLE ROCKET LAUNCHER HEAVY
WAR.GRDTRK.EQT.WPN.ATRL	S	*	G	*	EW T- --	**	**	*	ANTITANK ROCKET LAUNCHER
WAR.GRDTRK.EQT.WPN.ATRL.LIT	S	*	G	*	EW TL --	**	**	*	ANTI-TANK ROCKET LAUNCHER LIGHT
WAR.GRDTRK.EQT.WPN.ATRL.MDM	S	*	G	*	EW TM --	**	**	*	ANTI-TANK ROCKET LAUNCHER MEDIUM
WAR.GRDTRK.EQT.WPN.ATRL.HVY	S	*	G	*	EW TH --	**	**	*	ANTI-TANK ROCKET LAUNCHER HEAVY
WAR.GRDTRK.EQT.WPN.RIFWPN	S	*	G	*	EW R- --	**	**	*	RIFLE/AUTOMATIC WEAPON
WAR.GRDTRK.EQT.WPN.RIFWPN.RIF	S	*	G	*	EW RR --	**	**	*	RIFLE
WAR.GRDTRK.EQT.WPN.RIFWPN.LMG	S	*	G	*	EW RL --	**	**	*	LIGHT MACHINE GUN
WAR.GRDTRK.EQT.WPN.RIFWPN.HMG	S	*	G	*	EW RH --	**	**	*	HEAVY MACHINE GUN

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APPENDIX A

TABLE A-III. SIDC table - Continued.

HIERARCHY	C	A	B	S	F	S	C	O	R	DESCRIPTION
	O	F	A	T	U	I	O	S	D	
	D	F	T	A	N	Z	E	U	E	
	E	I	T	T	C	/	T	U	E	
	S	L	L	U	T	M	R	O	D	
	C	I	E	S	I	O	Y	S	E	
	H	T	D		N	B	C	F		
	E	I	I			I	L	O		
	M	O	M		I	L	O	B		
	E	N	E		D	I	D	A		
					Y	T	E	T		
WAR.GRDTRK.EQT.WPN.GREL	S	*	G	*	EW Z- --	**	**	*		GRENADE LAUNCHER
WAR.GRDTRK.EQT.WPN.GREL.LIT	S	*	G	*	EW ZL --	**	**	*		GRENADE LAUNCHER LIGHT
WAR.GRDTRK.EQT.WPN.GREL.MDM	S	*	G	*	EW ZM --	**	**	*		GRENADE LAUNCHER MEDIUM
WAR.GRDTRK.EQT.WPN.GREL.HVY	S	*	G	*	EW ZH --	**	**	*		GRENADE LAUNCHER HEAVY
WAR.GRDTRK.EQT.WPN.MORT	S	*	G	*	EW O- --	**	**	*		MORTAR
WAR.GRDTRK.EQT.WPN.MORT.LIT	S	*	G	*	EW OL --	**	**	*		MORTAR LIGHT
WAR.GRDTRK.EQT.WPN.MORT.MDM	S	*	G	*	EW OM --	**	**	*		MORTAR MEDIUM
WAR.GRDTRK.EQT.WPN.MORT.HVY	S	*	G	*	EW OH --	**	**	*		MORTAR HEAVY
WAR.GRDTRK.EQT.WPN.HOW	S	*	G	*	EW H- --	**	**	*		HOWITZER
WAR.GRDTRK.EQT.WPN.HOW.LIT	S	*	G	*	EW HL --	**	**	*		HOWITZER LIGHT
WAR.GRDTRK.EQT.WPN.HOW.LIT.SPD	S	*	G	*	EW HL S-	**	**	*		HOWITZER LIGHT SELF-PROPELLED
WAR.GRDTRK.EQT.WPN.HOW.MDM	S	*	G	*	EW HM --	**	**	*		HOWITZER MEDIUM
WAR.GRDTRK.EQT.WPN.HOW.MDM.SPD	S	*	G	*	EW HM S-	**	**	*		HOWITZER MEDIUM SELF-PROPELLED
WAR.GRDTRK.EQT.WPN.HOW.HVY	S	*	G	*	EW HH --	**	**	*		HOWITZER HEAVY
WAR.GRDTRK.EQT.WPN.HOW.HVY.SPD	S	*	G	*	EW HH S-	**	**	*		HOWITZER HEAVY SELF-PROPELLED
WAR.GRDTRK.EQT.WPN.ATG	S	*	G	*	EW G- --	**	**	*		ANTI-TANK GUN
WAR.GRDTRK.EQT.WPN.ATG.LIT	S	*	G	*	EW GL --	**	**	*		ANTI-TANK GUN LIGHT
WAR.GRDTRK.EQT.WPN.ATG.MDM	S	*	G	*	EW GM --	**	**	*		ANTI-TANK GUN MEDIUM
WAR.GRDTRK.EQT.WPN.ATG.HVY	S	*	G	*	EW GH --	**	**	*		ANTI-TANK GUN HEAVY
WAR.GRDTRK.EQT.WPN.ATG.RECL	S	*	G	*	EW GR --	**	**	*		ANTI-TANK GUN RECOILLESS
WAR.GRDTRK.EQT.WPN.DFG	S	*	G	*	EW D- --	**	**	*		DIRECT FIRE GUN
WAR.GRDTRK.EQT.WPN.DFG.LIT	S	*	G	*	EW DL --	**	**	*		DIRECT FIRE GUN LIGHT

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APPENDIX A

TABLE A-III. SIDC table - Continued.

HIERARCHY	C	A	B	S	F	S	C	O	R	DESCRIPTION	
	O	F	A	T	U	I	O	S	D		
	D	F	T	A	N	Z	E	U	E		
	E	I	T	T	C	/	T	N	R		
	S	L	L	U	T	M	R	O	E		
	C	I	E	S	I	O	Y	Y	O		
	H	T	D		N	B	C	F			
	E	I	I		I	I	O	B			
	M	O	M		D	I	D	A			
	E	N	E			T	E	T			
						Y		L			
WAR.GRDTRK.EQT.WPN.DFG.LIT.SPD	S	*	G	*	EW	DL	S-	**	**	*	DIRECT FIRE GUN LIGHT SELF-PROPELLED
WAR.GRDTRK.EQT.WPN.DFG.MDM	S	*	G	*	EW	DM	--	**	**	*	DIRECT FIRE GUN MEDIUM
WAR.GRDTRK.EQT.WPN.DFG.MDM.SPD	S	*	G	*	EW	DM	S-	**	**	*	DIRECT FIRE GUN MEDIUM SELF-PROPELLED
WAR.GRDTRK.EQT.WPN.DFG.HVY	S	*	G	*	EW	DH	--	**	**	*	DIRECT FIRE GUN HEAVY
WAR.GRDTRK.EQT.WPN.DFG.HVY.SPD	S	*	G	*	EW	DH	S-	**	**	*	DIRECT FIRE GUN HEAVY SELF-PROPELLED
WAR.GRDTRK.EQT.WPN.ADFG	S	*	G	*	EW	A-	--	**	**	*	AIR DEFENSE GUN
WAR.GRDTRK.EQT.WPN.ADFG.LIT	S	*	G	*	EW	AL	--	**	**	*	AIR DEFENSE GUN LIGHT
WAR.GRDTRK.EQT.WPN.ADFG.MDM	S	*	G	*	EW	AM	--	**	**	*	AIR DEFENSE GUN MEDIUM
WAR.GRDTRK.EQT.WPN.ADFG.HVY	S	*	G	*	EW	AH	--	**	**	*	AIR DEFENSE GUN HEAVY
WAR.GRDTRK.EQT.GRDVEH	S	*	G	*	EV	--	--	**	**	*	GROUND VEHICLE
WAR.GRDTRK.EQT.GRDVEH.ARMD	S	*	G	*	EV	A-	--	**	**	*	ARMORED VEHICLE
WAR.GRDTRK.EQT.GRDVEH.ARMD.TANK	S	*	G	*	EV	AT	--	**	**	*	TANK
WAR.GRDTRK.EQT.GRDVEH.ARMD.TANK.LIT	S	*	G	*	EV	AT	L-	**	**	*	TANK LIGHT
WAR.GRDTRK.EQT.GRDVEH.ARMD.TANK.LIT.RCY	S	*	G	*	EV	AT	LR	**	**	*	TANK LIGHT RECOVERY
WAR.GRDTRK.EQT.GRDVEH.ARMD.TANK.MDM	S	*	G	*	EV	AT	M-	**	**	*	TANK MEDIUM
WAR.GRDTRK.EQT.GRDVEH.ARMD.TANK.MDM.RCY	S	*	G	*	EV	AT	MR	**	**	*	TANK MEDIUM RECOVERY
WAR.GRDTRK.EQT.GRDVEH.ARMD.TANK.HVY	S	*	G	*	EV	AT	H-	**	**	*	TANK HEAVY
WAR.GRDTRK.EQT.GRDVEH.ARMD.TANK.HVY.RCY	S	*	G	*	EV	AT	HR	**	**	*	TANK HEAVY RECOVERY
WAR.GRDTRK.EQT.GRDVEH.ARMD.ARMPC	S	*	G	*	EV	AA	--	**	**	*	ARMORED PERSONNEL CARRIER
WAR.GRDTRK.EQT.GRDVEH.ARMD.ARMPC.RCY	S	*	G	*	EV	AA	R-	**	**	*	ARMORED PERSONNEL CARRIER RECOVERY
WAR.GRDTRK.EQT.GRDVEH.ARMD.ARMINF	S	*	G	*	EV	AI	--	**	**	*	ARMORED INFANTRY
WAR.GRDTRK.EQT.GRDVEH.ARMD.C2V	S	*	G	*	EV	AC	--	**	**	*	C2V/ACV

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APPENDIX A

TABLE A-III. SIDC table - Continued.

HIERARCHY	C	A	B	S	F	S	C	O	R	DESCRIPTION
	O	F	A	T	U	I	O	S	D	
	D	F	T	A	N	Z	C	U	E	
	E	I	T	T	C	/	T	E	R	
	S	L	L	U	T	M	R	O	F	
	C	I	E	S	I	O	Y	Y	O	
	H	T	D		N	B	C	C	F	
	E	I	I		I	I	O	B	B	
	M	O	M		D	I	I	D	A	
	E	N	E		T	Y	D	E	T	
WAR.GRDTRK.EQT.GRDVEH.ARMD.CSSVEH	S	*	G	*	EV AS --	**	**	*		COMBAT SERVICE SUPPORT VEHICLE
WAR.GRDTRK.EQT.GRDVEH.ARMD.LARMVH	S	*	G	*	EV AL --	**	**	*		LIGHT ARMORED VEHICLE
WAR.GRDTRK.EQT.GRDVEH.UTYVEH	S	*	G	*	EV U- --	**	**	*		UTILITY VEHICLE
WAR.GRDTRK.EQT.GRDVEH.UTYVEH.BUS	S	*	G	*	EV UB --	**	**	*		BUS
WAR.GRDTRK.EQT.GRDVEH.UTYVEH.SEMI	S	*	G	*	EV US --	**	**	*		SEMI
WAR.GRDTRK.EQT.GRDVEH.UTYVEH.SEMI.LIT	S	*	G	*	EV US L-	**	**	*		SEMI LIGHT
WAR.GRDTRK.EQT.GRDVEH.UTYVEH.SEMI.MDM	S	*	G	*	EV US M-	**	**	*		SEMI MEDIUM
WAR.GRDTRK.EQT.GRDVEH.UTYVEH.SEMI.HVY	S	*	G	*	EV US H-	**	**	*		SEMI HEAVY
WAR.GRDTRK.EQT.GRDVEH.UTYVEH.LCCTRK	S	*	G	*	EV UL --	**	**	*		LIMITED CROSS-COUNTRY TRUCK
WAR.GRDTRK.EQT.GRDVEH.UTYVEH.CCTRK	S	*	G	*	EV UX --	**	**	*		CROSS-COUNTRY TRUCK
WAR.GRDTRK.EQT.GRDVEH.UTYVEH.H2OCRT	S	*	G	*	EV UR --	**	**	*		WATER CRAFT
WAR.GRDTRK.EQT.GRDVEH.UTYVEH.TOWTRK	S	*	G	*	EV UT --	**	**	*		TOW TRUCK
WAR.GRDTRK.EQT.GRDVEH.UTYVEH.TOWTRK.LIT	S	*	G	*	EV UT L-	**	**	*		TOW TRUCK LIGHT
WAR.GRDTRK.EQT.GRDVEH.UTYVEH.TOWTRK.HVY	S	*	G	*	EV UT H-	**	**	*		TOW TRUCK HEAVY
WAR.GRDTRK.EQT.GRDVEH.UTYVEH.AMBLNC	S	*	G	*	EV UA --	**	**	*		AMBULANCE
WAR.GRDTRK.EQT.GRDVEH.UTYVEH.AMBLNC.ARMD	S	*	G	*	EV UA A-	**	**	*		ARMORED AMBULANCE
WAR.GRDTRK.EQT.GRDVEH.ENGEVH	S	*	G	*	EV E- --	**	**	*		ENGINEER VEHICLE
WAR.GRDTRK.EQT.GRDVEH.ENGEVH.BRG	S	*	G	*	EV EB --	**	**	*		BRIDGE
WAR.GRDTRK.EQT.GRDVEH.ENGEVH.ERHMR	S	*	G	*	EV EE --	**	**	*		EARTHTOWER
WAR.GRDTRK.EQT.GRDVEH.ENGEVH.CSNVEH	S	*	G	*	EV EC --	**	**	*		CONSTRUCTION VEHICLE
WAR.GRDTRK.EQT.GRDVEH.ENGEVH.MLVEH	S	*	G	*	EV EM --	**	**	*		MINE LAYING VEHICLE
WAR.GRDTRK.EQT.GRDVEH.ENGEVH.MLVEH.ARMCV	S	*	G	*	EV EM V-	**	**	*		ARMORED CARRIER WITH VOLCANO

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APPENDIX A

TABLE A-III. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	A F I L I T D I M N	B A T T U E I I M E N S I O N S I O N	S T A T U S I O N D	F U N C T I O N I	S I Z E / M B I L I T Y	C O R D E T R Y O F C O B A T T L E	O R D E R O F B A T T L E	DESCRIPTION
WAR.GRDTRK.EQT.GRDVEH.ENGVEH.MLVEH.TRKMV	S	*	G	*	EV EM L-	**	**	*	TRUCK MOUNTED WITH VOLCANO
WAR.GRDTRK.EQT.GRDVEH.ENGVEH.MCVEH	S	*	G	*	EV EA --	**	**	*	MINE CLEARING VEHICLE
WAR.GRDTRK.EQT.GRDVEH.ENGVEH.MCVEH.ARMVM	S	*	G	*	EV EA A-	**	**	*	ARMORED MOUNTED MINE CLEARING VEHICLE
WAR.GRDTRK.EQT.GRDVEH.ENGVEH.MCVEH.TM	S	*	G	*	EV EA T-	**	**	*	TRAILER MOUNTED MINE CLEARING VEHICLE
WAR.GRDTRK.EQT.GRDVEH.ENGVEH.DZR	S	*	G	*	EV ED --	**	**	*	DOZER
WAR.GRDTRK.EQT.GRDVEH.ENGVEH.DZR.ARMD	S	*	G	*	EV ED A-	**	**	*	ARMORED DOZER
WAR.GRDTRK.EQT.GRDVEH.ENGVEH.AST	S	*	G	*	EV ES --	**	**	*	ARMORED ASSAULT
WAR.GRDTRK.EQT.GRDVEH.ENGVEH.ARMERV	S	*	G	*	EV ER --	**	**	*	ARMORED ENGINEER RECON VEHICLE (AERV)
WAR.GRDTRK.EQT.GRDVEH.ENGVEH.BH	S	*	G	*	EV EH --	**	**	*	BACKHOE
WAR.GRDTRK.EQT.GRDVEH.ENGVEH.FRYTSP	S	*	G	*	EV EF --	**	**	*	FERRY TRANSPORTER
WAR.GRDTRK.EQT.GRDVEH.TRNLCO	S	*	G	*	EV T--	**	**	*	TRAIN LOCOMOTIVE
WAR.GRDTRK.EQT.GRDVEH.CVLVEH	S	*	G	*	EV C--	**	**	*	CIVILIAN VEHICLE
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.AUT	S	*	G	*	EV CA --	**	**	*	AUTOMOBILE
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.AUT.CPCT	S	*	G	*	EV CA L-	**	**	*	COMPACT AUTOMOBILE
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.AUT.MDSZ	S	*	G	*	EV CA M-	**	**	*	MIDSIZE AUTOMOBILE
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.AUT.SDN	S	*	G	*	EV CA H-	**	**	*	SEDAN AUTOMOBILE
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.OBTRK	S	*	G	*	EV CO --	**	**	*	OPEN-BED TRUCK
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.OBTRK.PU	S	*	G	*	EV CO L-	**	**	*	PICKUP OPEN-BED TRUCK
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.OBTRK.SMAL	S	*	G	*	EV CO M-	**	**	*	SMALL OPEN-BED TRUCK
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.OBTRK.LRG	S	*	G	*	EV CO H-	**	**	*	LARGE OPEN-BED TRUCK
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.MPV	S	*	G	*	EV CM --	**	**	*	MULTI-PASSENGER VEHICLE
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.MPV.VAN	S	*	G	*	EV CM L-	**	**	*	VAN MULTI-PASSENGER VEHICLE

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APPENDIX A

TABLE A-III. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	A F I L I A T I M N	B A T T U E D I I M E N S I O N S I O N	S U N C I O N D	F U N C I O N D	S I Z E / M O B I L I T Y	C O R D E T R Y O F C O B A T T L E	O R D E R O F B A T T L E	DESCRIPTION
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.MPV.SBUS	S	*	G	*	EV CM M-	**	**	*	SMALL BUS MULTI-PASSENGER VEHICLE
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.MPV.LBUS	S	*	G	*	EV CM H-	**	**	*	LARGE BUS MULTI-PASSENGER VEHICLE
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.UTYVEH	S	*	G	*	EV CU --	**	**	*	UTILITY VEHICLE
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.UTYVEH.SUV	S	*	G	*	EV CU L-	**	**	*	SPORT UTILITY VEHICLE (SUV), UTILITY VEHICLE
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.UTYVEH.SBOX	S	*	G	*	EV CU M-	**	**	*	SMALL BOX TRUCK, UTILITY VEHICLE
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.UTYVEH.LBOX	S	*	G	*	EV CU H-	**	**	*	LARGE BOX TRUCK, UTILITY VEHICLE
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.JP	S	*	G	*	EV CJ --	**	**	*	JEEP TYPE VEHICLE
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.JP.SMAL	S	*	G	*	EV CJ L-	**	**	*	SMALL/LIGHT JEEP TYPE VEHICLE
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.JP.MDM	S	*	G	*	EV CJ M-	**	**	*	MEDIUM JEEP TYPE VEHICLE
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.JP.LRG	S	*	G	*	EV CJ H-	**	**	*	LARGE/HEAVY JEEP TYPE VEHICLE
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRL	S	*	G	*	EV CT --	**	**	*	TRACTOR TRAILER TRUCK WITH BOX TRAILER
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRL.SMAL	S	*	G	*	EV CT L-	**	**	*	SMALL/LIGHT BOX TRAILER, TRACTOR TRAILER TRUCK
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRL.MDM	S	*	G	*	EV CT M-	**	**	*	MEDIUM BOX TRAILER, TRACTOR TRAILER TRUCK
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRL.LRG	S	*	G	*	EV CT H-	**	**	*	LARGE/HEAVY BOX TRAILER, TRACTOR TRAILER TRUCK
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRLF	S	*	G	*	EV CF --	**	**	*	TRACTOR TRAILER TRUCK WITH FLATBED TRAILER
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRLF.SMAL	S	*	G	*	EV CF L-	**	**	*	SMALL/LIGHT FLATBED TRAILER, TRACTOR TRAILER TRUCK
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRLF.MDM	S	*	G	*	EV CF M-	**	**	*	MEDIUM FLATBED TRAILER, TRACTOR TRAILER TRUCK
WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRLF.LRG	S	*	G	*	EV CF H-	**	**	*	LARGE/HEAVY FLATBED TRAILER, TRACTOR TRAILER TRUCK
WAR.GRDTRK.EQT.GRDVEH.PKAN	S	*	G	*	EV M--	**	**	*	PACK ANIMAL(S)
WAR.GRDTRK.EQT.GRDVEH.MSLSPPT	S	*	G	*	EV S--	**	**	*	MISSILE SUPPORT VEHICLE
WAR.GRDTRK.EQT.GRDVEH.MSLSPPT.TLDR	S	*	G	*	EV ST --	**	**	*	MISSILE SUPPORT VEHICLE TRANSLOADER
WAR.GRDTRK.EQT.GRDVEH.MSLSPPT.TPTR	S	*	G	*	EV SR --	**	**	*	MISSILE SUPPORT VEHICLE TRANSPORTER

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-III. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	A F I L I A T I M N	B A T T I D I I E N S I S I O N	S U N C I O N D	F U T C I O N	S I Z E M B I L I T Y	C O R D E T R Y O F C O B A T T L E	O R D E R O F B A T T L E	DESCRIPTION	
WAR.GRDTRK.EQT.GRDVEH.MSLSP.T.CRN	S	*	G	*	EV SC --	--	**	**	*	MISSILE SUPPORT VEHICLE CRANE/LOADING DEVICE
WAR.GRDTRK.EQT.GRDVEH.MSLSP.T.PLNT	S	*	G	*	EV SP --	--	**	**	*	MISSILE SUPPORT VEHICLE PROPELLANT TRANSPORTER
WAR.GRDTRK.EQT.GRDVEH.MSLSP.T.WH	S	*	G	*	EV SW --	--	**	**	*	MISSILE SUPPORT VEHICLE WARHEAD TRANSPORTER
WAR.GRDTRK.EQT.SNS	S	*	G	*	ES -- --	--	**	**	*	SENSOR
WAR.GRDTRK.EQT.SNS.RAD	S	*	G	*	ES R- --	--	**	**	*	RADAR
WAR.GRDTRK.EQT.SNS.EMP	S	*	G	*	ES E- --	--	**	**	*	EMPLACED SENSOR
WAR.GRDTRK.EQT.SPL	S	*	G	*	EX -- --	--	**	**	*	SPECIAL EQUIPMENT
WAR.GRDTRK.EQT.SPL.LSR	S	*	G	*	EX L- --	--	**	**	*	LASER
WAR.GRDTRK.EQT.SPL.NBCEQT	S	*	G	*	EX N- --	--	**	**	*	NBC EQUIPMENT
WAR.GRDTRK.EQT.SPL.FLMTHR	S	*	G	*	EX F- --	--	**	**	*	FLAME THROWER
WAR.GRDTRK.EQT.SPL.LNDMNE	S	*	G	*	EX M- --	--	**	**	*	LAND MINES
WAR.GRDTRK.EQT.SPL.LNDMNE.CLM	S	*	G	*	EX MC --	--	**	**	*	CLAYMORE
WAR.GRDTRK.EQT.SPL.LNDMNE.LTL	S	*	G	*	EX ML --	--	**	**	*	LESS THAN LETHAL
WAR.GRDTRK.INS	S	*	G	*	I- -- --	--	H*	**	*	INSTALLATION
WAR.GRDTRK.INS.RMP	S	*	G	*	IR -- --	--	H*	**	*	RAW MATERIAL PRODUCTION/STORAGE
WAR.GRDTRK.INS.RMP.MNE	S	*	G	*	IR M- --	--	H*	**	*	MINE
WAR.GRDTRK.INS.RMP.PGO	S	*	G	*	IR P- --	--	H*	**	*	PETROLEUM/GAS/OIL
WAR.GRDTRK.INS.RMP.NBC	S	*	G	*	IR N- --	--	H*	**	*	NBC
WAR.GRDTRK.INS.RMP.NBC.BIO	S	*	G	*	IR NB --	--	H*	**	*	BIOLOGICAL
WAR.GRDTRK.INS.RMP.NBC.CML	S	*	G	*	IR NC --	--	H*	**	*	CHEMICAL
WAR.GRDTRK.INS.RMP.NBC.NUC	S	*	G	*	IR NN --	--	H*	**	*	NUCLEAR
WAR.GRDTRK.INS.PF	S	*	G	*	IP -- --	--	H*	**	*	PROCESSING FACILITY

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APPENDIX A

TABLE A-III. SIDC table - Continued.

HIERARCHY	C	A	B	S	F	S	C	O	R	D	E	I	T	T	U	N	C	Z	U	O	R	D	E	I	T	T	U	N	C	E	N	T	R	O	F	O	B	A	T	T	L	E	DESCRIPTION											
WAR.GRDTRK.INS.PF.DECON	S	*	G	*	IP	D-	--	H*	**	*	DECONTAMINATION																																											
WAR.GRDTRK.INS.EQTMNF	S	*	G	*	IE	--	--	H*	**	*	EQUIPMENT MANUFACTURE																																											
WAR.GRDTRK.INS.SRUF	S	*	G	*	IU	--	--	H*	**	*	SERVICE, RESEARCH, UTILITY FACILITY																																											
WAR.GRDTRK.INS.SRUF.TRF	S	*	G	*	IU	R-	--	H*	**	*	TECHNOLOGICAL RESEARCH FACILITY																																											
WAR.GRDTRK.INS.SRUF.TCF	S	*	G	*	IU	T-	--	H*	**	*	TELECOMMUNICATIONS FACILITY																																											
WAR.GRDTRK.INS.SRUF.EPF	S	*	G	*	IU	E-	--	H*	**	*	ELECTRIC POWER FACILITY																																											
WAR.GRDTRK.INS.SRUF.EPF.NPT	S	*	G	*	IU	EN	--	H*	**	*	NUCLEAR PLANT																																											
WAR.GRDTRK.INS.SRUF.EPF.DAM	S	*	G	*	IU	ED	--	H*	**	*	DAM																																											
WAR.GRDTRK.INS.SRUF.EPF.FOSF	S	*	G	*	IU	EF	--	H*	**	*	FOSSIL FUEL																																											
WAR.GRDTRK.INS.SRUF.PWS	S	*	G	*	IU	P-	--	H*	**	*	PUBLIC WATER SERVICES																																											
WAR.GRDTRK.INS.MMF	S	*	G	*	IM	--	--	H*	**	*	MILITARY MATERIEL FACILITY																																											
WAR.GRDTRK.INS.MMF.NENY	S	*	G	*	IM	F-	--	H*	**	*	NUCLEAR ENERGY																																											
WAR.GRDTRK.INS.MMF.NENY.ATMER	S	*	G	*	IM	FA	--	H*	**	*	ATOMIC ENERGY REACTOR																																											
WAR.GRDTRK.INS.MMF.NENY.NMP	S	*	G	*	IM	FP	--	H*	**	*	NUCLEAR MATERIAL PRODUCTION																																											
WAR.GRDTRK.INS.MMF.NENY.NMP.WPngr	S	*	G	*	IM	FP	W-	H*	**	*	WEAPONS GRADE																																											
WAR.GRDTRK.INS.MMF.NENY.NMS	S	*	G	*	IM	FS	--	H*	**	*	NUCLEAR MATERIAL STORAGE																																											
WAR.GRDTRK.INS.MMF.APA	S	*	G	*	IM	A-	--	H*	**	*	AIRCRAFT PRODUCTION & ASSEMBLY																																											
WAR.GRDTRK.INS.MMF.AMEP	S	*	G	*	IM	E-	--	H*	**	*	AMMUNITION AND EXPLOSIVES PRODUCTION																																											
WAR.GRDTRK.INS.MMF.AMTP	S	*	G	*	IM	G-	--	H*	**	*	ARMAMENT PRODUCTION																																											
WAR.GRDTRK.INS.MMF.MILVP	S	*	G	*	IM	V-	--	H*	**	*	MILITARY VEHICLE PRODUCTION																																											
WAR.GRDTRK.INS.MMF.ENGEp	S	*	G	*	IM	N-	--	H*	**	*	ENGINEERING EQUIPMENT PRODUCTION																																											
WAR.GRDTRK.INS.MMF.ENGEp.BRG	S	*	G	*	IM	NB	--	H*	**	*	BRIDGE																																											

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APPENDIX A

TABLE A-III. SIDC table - Continued.

HIERARCHY	C	A	B	S	F	S	C	O	R	DESCRIPTION	
	O	F	A	T	U	I	O	S	D		
	D	F	T	A	N	Z	O	U	E		
	E	I	T	T	C	E	/	T	R		
	S	L	L	U	T	M	R	O	F		
	C	I	E	S	I	O	Y	Y	O		
	H	T	D		N	B	C	B			
	E	I	I			I	L	O			
	M	O	M		I	L	I	D			
	E	N	E		D	T	E	T			
						Y					
WAR.GRDTRK.INS.MMF.CBWP	S	*	G	*	IM	C-	--	H*	**	*	CHEMICAL & BIOLOGICAL WARFARE PRODUCTION
WAR.GRDTRK.INS.MMF.SHPCSN	S	*	G	*	IM	S-	--	H*	**	*	SHIP CONSTRUCTION
WAR.GRDTRK.INS.MMF.MSSP	S	*	G	*	IM	M-	--	H*	**	*	MISSILE & SPACE SYSTEM PRODUCTION
WAR.GRDTRK.INS.GOVLDR	S	*	G	*	IG	--	--	H*	**	*	GOVERNMENT LEADERSHIP
WAR.GRDTRK.INS.MILBF	S	*	G	*	IB	--	--	H*	**	*	MILITARY BASE/FACILITY
WAR.GRDTRK.INS.MILBF.AB	S	*	G	*	IB	A-	--	H*	**	*	AIRPORT/AIRBASE
WAR.GRDTRK.INS.MILBF.SP	S	*	G	*	IB	N-	--	H*	**	*	SEAPORT/NAVAL BASE
WAR.GRDTRK.INS.TSPF	S	*	G	*	IT	--	--	H*	**	*	TRANSPORT FACILITY
WAR.GRDTRK.INS.MEDF	S	*	G	*	IX	--	--	H*	**	*	MEDICAL FACILITY
WAR.GRDTRK.INS.MEDF.HSP	S	*	G	*	IX	H-	--	H*	**	*	HOSPITAL
WAR.SSUF	S	*	S	*	--	--	--	**	**	*	SEA SURFACE TRACK
WAR.SSUF.CBTT	S	*	S	*	C-	--	--	**	**	*	COMBATANT
WAR.SSUF.CBTT.LNE	S	*	S	*	CL	--	--	**	**	*	LINE
WAR.SSUF.CBTT.LNE.CRR	S	*	S	*	CL	CV	--	**	**	*	CARRIER
WAR.SSUF.CBTT.LNE.BBS	S	*	S	*	CL	BB	--	**	**	*	BATTLESHIP
WAR.SSUF.CBTT.LNE.CRU	S	*	S	*	CL	CC	--	**	**	*	CRUISER
WAR.SSUF.CBTT.LNE.DD	S	*	S	*	CL	DD	--	**	**	*	DESTROYER
WAR.SSUF.CBTT.LNE.FFR	S	*	S	*	CL	FF	--	**	**	*	FRIGATE/CORVETTE
WAR.SSUF.CBTT.LNE.LL	S	*	S	*	CL	LL	--	**	**	*	LITTORAL COMBATANT
WAR.SSUF.CBTT.LNE.LL.ASBW	S	*	S	*	CL	LL	AS	**	**	*	ANTISUBMARINE WARFARE MISSION PACKAGE
WAR.SSUF.CBTT.LNE.LL.MNEW	S	*	S	*	CL	LL	MI	**	**	*	MINE WARFARE MISSION PACKAGE
WAR.SSUF.CBTT.LNE.LL.SUW	S	*	S	*	CL	LL	SU	**	**	*	SURFACE WARFARE (SUW) MISSION PACKAGE

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APPENDIX A

TABLE A-III. SIDC table - Continued.

HIERARCHY	C	A	B	S	F	S	C	O	R	DESCRIPTION
	O	F	A	T	U	I	O	S	D	
	D	F	T	A	N	Z	O	U	E	
	E	I	T	T	C	/	T	E	R	
	S	L	L	U	T	M	R	O	F	
	C	I	E	S	I	O	Y	Y	O	
	H	T	D		N	B	C	B	B	
	E	I	I		I	I	O	A	A	
	M	O	M		D	I	I	T	T	
	E	N	E		Y	T	D	L	L	
WAR.SSUF.CBTT.AMPWS	S	*	S	*	CA	--	--	**	**	* AMPHIBIOUS WARFARE SHIP
WAR.SSUF.CBTT.AMPWS.ASTVES	S	*	S	*	CA	LA	--	**	**	* ASSAULT VESSEL
WAR.SSUF.CBTT.AMPWS.LNDSHP	S	*	S	*	CA	LS	--	**	**	* LANDING SHIP
WAR.SSUF.CBTT.AMPWS.LNDSHP.MDM	S	*	S	*	CA	LS	M-	**	**	* LANDING SHIP MEDIUM
WAR.SSUF.CBTT.AMPWS.LNDSHP.TANK	S	*	S	*	CA	LS	T-	**	**	* LANDING SHIP TANK
WAR.SSUF.CBTT.AMPWS.LNDCRT	S	*	S	*	CA	LC	--	**	**	* LANDING CRAFT
WAR.SSUF.CBTT.MNEWV	S	*	S	*	CM	--	--	**	**	* MINE WARFARE VESSEL
WAR.SSUF.CBTT.MNEWV.MNELYR	S	*	S	*	CM	ML	--	**	**	* MINELAYER
WAR.SSUF.CBTT.MNEWV.MNESWE	S	*	S	*	CM	MS	--	**	**	* MINESWEEPER
WAR.SSUF.CBTT.MNEWV.MNEHNT	S	*	S	*	CM	MH	--	**	**	* MINEHUNTER
WAR.SSUF.CBTT.MNEWV.MCMSUP	S	*	S	*	CM	MA	--	**	**	* MCM SUPPORT
WAR.SSUF.CBTT.PAT	S	*	S	*	CP	--	--	**	**	* PATROL
WAR.SSUF.CBTT.PAT.ASBW	S	*	S	*	CP	SB	--	**	**	* ANTISUBMARINE WARFARE
WAR.SSUF.CBTT.PAT.ASUW	S	*	S	*	CP	SU	--	**	**	* ANTISURFACE WARFARE
WAR.SSUF.CBTT.PAT.ASUW.ASMSL	S	*	S	*	CP	SU	M-	**	**	* ANTI-SHIP MISSILE PATROL CRAFT
WAR.SSUF.CBTT.PAT.ASUW.TPD	S	*	S	*	CP	SU	T-	**	**	* TORPEDO PATROL CRAFT
WAR.SSUF.CBTT.PAT.ASUW.GUN	S	*	S	*	CP	SU	G-	**	**	* GUN PATROL CRAFT
WAR.SSUF.CBTT.HOV	S	*	S	*	CH	--	--	**	**	* HOVERCRAFT
WAR.SSUF.CBTT.STN	S	*	S	*	S-	--	--	**	**	* STATION
WAR.SSUF.CBTT.STN.PKT	S	*	S	*	SP	--	--	**	**	* PICKET
WAR.SSUF.CBTT.STN.ASWSHP	S	*	S	*	SA	--	--	**	**	* ASW SHIP
WAR.SSUF.CBTT.NAVGRP	S	*	S	*	G-	--	--	**	**	* NAVY GROUP

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APPENDIX A

TABLE A-III. SIDC table - Continued.

HIERARCHY	C	A	B	S	F	S	C	O	R	DESCRIPTION
	O	F	A	T	U	I	O	S	D	
	D	F	T	A	N	Z	E	U	E	
WAR.SSUF.CBTT.NAVGRP.NAVTF	S	*	S	*	GT	--	--	**	**	* NAVY TASK FORCE
WAR.SSUF.CBTT.NAVGRP.NAVTG	S	*	S	*	GG	--	--	**	**	* NAVY TASK GROUP
WAR.SSUF.CBTT.NAVGRP.NAVTU	S	*	S	*	GU	--	--	**	**	* NAVY TASK UNIT
WAR.SSUF.CBTT.NAVGRP.CNY	S	*	S	*	GC	--	--	**	**	* CONVOY
WAR.SSUF.CBTT.SUFDCY	S	*	S	*	CD	--	--	**	**	* SURFACE DECOY
WAR.SSUF.CBTT.USV	S	*	S	*	CU	--	--	**	**	* UNMANNED SURFACE VEHICLE
WAR.SSUF.CBTT.USV.MNECM	S	*	S	*	CU	M-	--	**	**	* MINE COUNTERMEASURES SURFACE DRONE
WAR.SSUF.CBTT.USV.ASBW	S	*	S	*	CU	S-	--	**	**	* ANTISUBMARINE WARFARE SURFACE DRONE
WAR.SSUF.CBTT.USV.ASUW	S	*	S	*	CU	N-	--	**	**	* ANTISURFACE WARFARE SURFACE DRONE
WAR.SSUF.NCBTT	S	*	S	*	N-	--	--	**	**	* NONCOMBATANT
WAR.SSUF.NCBTT.UWRPM	S	*	S	*	NR	--	--	**	**	* UNDERWAY REPLENISHMENT
WAR.SSUF.NCBTT.FLTSUP	S	*	S	*	NF	--	--	**	**	* FLEET SUPPORT
WAR.SSUF.NCBTT.INT	S	*	S	*	NI	--	--	**	**	* INTELLIGENCE
WAR.SSUF.NCBTT.SSH	S	*	S	*	NS	--	--	**	**	* SERVICE & SUPPORT HARBOR
WAR.SSUF.NCBTT.HSPSHP	S	*	S	*	NM	--	--	**	**	* HOSPITAL SHIP
WAR.SSUF.NCBTT.HOV	S	*	S	*	NH	--	--	**	**	* HOVERCRAFT
WAR.SSUF.NCBTT.STN	S	*	S	*	NN	--	--	**	**	* STATION
WAR.SSUF.NCBTT.STN.RSC	S	*	S	*	NN	R-	--	**	**	* RESCUE
WAR.SSUF.NMIL	S	*	S	*	X-	--	--	**	**	* NON-MILITARY
WAR.SSUF.NMIL.MCT	S	*	S	*	XM	--	--	**	**	* MERCHANT
WAR.SSUF.NMIL.MCT.CGO	S	*	S	*	XM	C-	--	**	**	* CARGO
WAR.SSUF.NMIL.MCT.RORO	S	*	S	*	XM	R-	--	**	**	* ROLL ON/ROLL OFF

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TABLE A-III. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	A F I L I T I O A N	B A T T U E D I M E N S I O N	S T T U I O N D	F U N C I O N I	S I Z E / M O B I L I T Y	C O R D E T R Y O F C O B A T T L E	O R D E R O F B A T T L E	DESCRIPTION
WAR.SSUF.NMIL.MCT.OLR	S	*	S	*	XM O- --	**	**	*	OILER/TANKER
WAR.SSUF.NMIL.MCT.TUG	S	*	S	*	XM TU --	**	**	*	TUG
WAR.SSUF.NMIL.MCT.FRY	S	*	S	*	XM F- --	**	**	*	FERRY
WAR.SSUF.NMIL.MCT.PSG	S	*	S	*	XM P- --	**	**	*	PASSENGER
WAR.SSUF.NMIL.MCT.HAZMAT	S	*	S	*	XM H- --	**	**	*	HAZARDOUS MATERIALS (HAZMAT)
WAR.SSUF.NMIL.MCT.TOWVES	S	*	S	*	XM TO --	**	**	*	TOWING VESSEL
WAR.SSUF.NMIL.FSG	S	*	S	*	XF -- --	**	**	*	FISHING
WAR.SSUF.NMIL.FSG.DRFT	S	*	S	*	XF DF --	**	**	*	DRIFTER
WAR.SSUF.NMIL.FSG.DRG	S	*	S	*	XF DR --	**	**	*	DREDGE
WAR.SSUF.NMIL.FSG.TRW	S	*	S	*	XF TR --	**	**	*	TRAWLER
WAR.SSUF.NMIL.LESCRT	S	*	S	*	XR -- --	**	**	*	LEISURE CRAFT
WAR.SSUF.NMIL.LAWENV	S	*	S	*	XL -- --	**	**	*	LAW ENFORCEMENT VESSEL
WAR.SSUF.NMIL.HOV	S	*	S	*	XH -- --	**	**	*	HOVERCRAFT
WAR.SSUF.OWN	S	*	S	*	O- -- --	**	**	*	OWN TRACK
WAR.SBSUF	S	*	U	*	-- -- --	**	**	*	SUBSURFACE TRACK
WAR.SBSUF.SUB	S	*	U	*	S- -- --	**	**	*	SUBMARINE
WAR.SBSUF.SUB.SURF	S	*	U	*	SF -- --	**	**	*	SURFACED SUBMARINE
WAR.SBSUF.SUB.NPRN	S	*	U	*	SN -- --	**	**	*	NUCLEAR PROPULSION
WAR.SBSUF.SUB.NPRN.SURF	S	*	U	*	SN F- --	**	**	*	SURFACED NUCLEAR PROPULSION SUBMARINE
WAR.SBSUF.SUB.NPRN.ATK	S	*	U	*	SN A- --	**	**	*	ATTACK SUBMARINE (SSN)
WAR.SBSUF.SUB.NPRN.MSL	S	*	U	*	SN M- --	**	**	*	MISSILE SUBMARINE (TYPE UNKNOWN)
WAR.SBSUF.SUB.NPRN.GDD	S	*	U	*	SN G- --	**	**	*	GUIDED MISSILE SUBMARINE (SSGN)

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TABLE A-III. SIDC table - Continued.

HIERARCHY	C	A	B	S	F	S	C	O	R	D	E	I	T	T	U	N	C	Z	E	N	T	R
	O	F	A	T	U	I	O	S	O	R	E	I	T	T	L	L	C	E	N	T	R	
	D	F	T	A	N	O	M	R	D	E	M	I	I	I	S	I	/	T	O	F	O	
	E	I	T	T	C	N	B	C	I	O	E	N	N	N	O	N	/	T	O	F	O	
	S	L	L	U	T	I	I	L	I	D	E	M	O	O	R	O	M	R	O	F	O	
	C	A	T	S	I	O	L	O	I	T	E	H	I	I	A	N	O	B	O	A	T	
	H	T	D	S	N	D	I	I	T	Y	Y	M	O	O	B	N	I	L	I	D	T	
	E	I	I	S	S	S	I	I	Y	Y	Y	E	N	N	A	S	I	L	I	D	T	
	M	O	M	E	N	S	I	T	Y	Y	Y	E	N	N	T	S	I	L	I	D	T	
	E	N	E	N	S	I	O	D	Y	Y	Y	E	N	N	A	S	I	L	I	D	T	
	M	S	S	I	O	N	O	T	Y	Y	Y	E	N	N	T	S	I	L	I	D	T	
	I	O	N	S	I	O	O	O	Y	Y	Y	E	N	N	A	S	I	L	I	D	T	
	S	I	O	N	S	I	O	O	Y	Y	Y	E	N	N	A	S	I	L	I	D	T	
WAR.SBSUF.SUB.NPRN.BLST	S	*	U	*	SN	B-	--	**	**	*	*	BALLISTIC MISSILE SUBMARINE (SSBN)										
WAR.SBSUF.SUB.CNVPRN	S	*	U	*	SC	--	--	**	**	*	*	CONVENTIONAL PROPULSION										
WAR.SBSUF.SUB.CNVPRN.SURF	S	*	U	*	SC	F-	--	**	**	*	*	SURFACED CONVENTIONAL PROPULSION SUBMARINE										
WAR.SBSUF.SUB.CNVPRN.ATK	S	*	U	*	SC	A-	--	**	**	*	*	ATTACK SUBMARINE (SS)										
WAR.SBSUF.SUB.CNVPRN.MSL	S	*	U	*	SC	M-	--	**	**	*	*	MISSILE SUBMARINE (TYPE UNKNOWN)										
WAR.SBSUF.SUB.CNVPRN.GDD	S	*	U	*	SC	G-	--	**	**	*	*	GUIDED MISSILE SUBMARINE (SSG)										
WAR.SBSUF.SUB.CNVPRN.BLST	S	*	U	*	SC	B-	--	**	**	*	*	BALLISTIC MISSILE SUBMARINE (SSB)										
WAR.SBSUF.SUB.OTH	S	*	U	*	SO	--	--	**	**	*	*	OTHER SUBMERSIBLE										
WAR.SBSUF.SUB.OTH.SURF	S	*	U	*	SO	F-	--	**	**	*	*	SURFACED OTHER SUBMERSIBLE										
WAR.SBSUF.SUB.STN	S	*	U	*	SS	--	--	**	**	*	*	STATION										
WAR.SBSUF.SUB.STN.ASWSUB	S	*	U	*	SS	A-	--	**	**	*	*	ASW SUBMARINE										
WAR.SBSUF.SUB.UUV	S	*	U	*	SU	--	--	**	**	*	*	UNMANNED UNDERWATER VEHICLE (UUV)										
WAR.SBSUF.SUB.UUV.MNEW	S	*	U	*	SU	M-	--	**	**	*	*	MINE WARFARE SUBSURFACE DRONE										
WAR.SBSUF.SUB.UUV.ASBW	S	*	U	*	SU	S-	--	**	**	*	*	ANTISUBMARINE WARFARE SUBSURFACE DRONE										
WAR.SBSUF.SUB.UUV.ASUW	S	*	U	*	SU	N-	--	**	**	*	*	ANTISURFACE WARFARE SUBSURFACE DRONE										
WAR.SBSUF.UH2WPN	S	*	U	*	W-	--	--	**	**	*	*	UNDERWATER WEAPON										
WAR.SBSUF.UH2WPN.TPD	S	*	U	*	WT	--	--	**	**	*	*	TORPEDO										
WAR.SBSUF.UH2WPN.SMNE	S	*	U	*	WM	--	--	**	**	*	*	SEA MINE										
WAR.SBSUF.UH2WPN.SMNE.DLT	S	*	U	*	WM	D-	--	**	**	*	*	SEA MINE DEALT										
WAR.SBSUF.UH2WPN.SMNE.SMG	S	*	U	*	WM	G-	--	**	**	*	*	SEA MINE (GROUND)										
WAR.SBSUF.UH2WPN.SMNE.SMG.DLT	S	*	U	*	WM	GD	--	**	**	*	*	SEA MINE (GROUND) DEALT										
WAR.SBSUF.UH2WPN.SMNE.SMM	S	*	U	*	WM	M-	--	**	**	*	*	SEA MINE (MOORED)										

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APPENDIX A

TABLE A-III. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	A F I L I T I O N	B A T T U E D I M E N S I O N	S T T U I O N D	F U N C I O N I	S I Z E M B I L I T Y	C O U N R O Y C O D I T Y	O R D E R O F B A T T L E	DESCRIPTION	
WAR.SBSUF.UH2WPN.SMNE.SMM.DLT	S	*	U	*	WM MD --	--	**	**	*	SEA MINE (MOORED) DEALT
WAR.SBSUF.UH2WPN.SMNE.SMF	S	*	U	*	WM F- --	--	**	**	*	SEA MINE (FLOATING)
WAR.SBSUF.UH2WPN.SMNE.SMF.DLT	S	*	U	*	WM FD --	--	**	**	*	SEA MINE (FLOATING) DEALT
WAR.SBSUF.UH2WPN.SMNE.SMOP	S	*	U	*	WM O- --	--	**	**	*	SEA MINE (OTHER POSITION)
WAR.SBSUF.UH2WPN.SMNE.SMOP.DLT	S	*	U	*	WM OD --	--	**	**	*	SEA MINE (OTHER POSITION) DEALT
WAR.SBSUF.UH2DCY	S	*	U	*	WD -- --	--	**	**	*	UNDERWATER DECOY
WAR.SBSUF.UH2DCY.SMDCY	S	*	U	*	WD M- --	--	**	**	*	SEA MINE DECOY
WAR.SBSUF.NSUB	S	*	U	*	N- -- --	--	**	**	*	NON-SUBMARINE
WAR.SBSUF.NSUB.DVR	S	*	U	*	ND -- --	--	**	**	*	DIVER
WAR.SOFUNT	S	*	F	*	-- -- --	--	**	**	*	SPECIAL OPERATIONS FORCES (SOF) UNIT
WAR.SOFUNT.AVN	S	*	F	*	A- -- --	--	**	**	*	SOF UNIT AVIATION
WAR.SOFUNT.AVN.FIXD	S	*	F	*	AF -- --	--	**	**	*	SOF UNIT FIXED WING
WAR.SOFUNT.AVN.FIXD.ATK	S	*	F	*	AF A- --	--	**	**	*	SOF UNIT ATTACK
WAR.SOFUNT.AVN.FIXD.RFE	S	*	F	*	AF K- --	--	**	**	*	SOF UNIT REFUEL
WAR.SOFUNT.AVN.FIXD.UTY	S	*	F	*	AF U- --	--	**	**	*	SOF UNIT UTILITY
WAR.SOFUNT.AVN.FIXD.UTY.LIT	S	*	F	*	AF UL --	--	**	**	*	SOF UNIT UTILITY (LIGHT)
WAR.SOFUNT.AVN.FIXD.UTY.MDM	S	*	F	*	AF UM --	--	**	**	*	SOF UNIT UTILITY (MEDIUM)
WAR.SOFUNT.AVN.FIXD.UTY.HVY	S	*	F	*	AF UH --	--	**	**	*	SOF UNIT UTILITY (HEAVY)
WAR.SOFUNT.AVN.VSTOL	S	*	F	*	AV -- --	--	**	**	*	SOF UNIT V/STOL
WAR.SOFUNT.AVN.ROT	S	*	F	*	AH -- --	--	**	**	*	SOF UNIT ROTARY WING
WAR.SOFUNT.AVN.ROT.CSAR	S	*	F	*	AH H- --	--	**	**	*	SOF UNIT COMBAT SEARCH AND RESCUE
WAR.SOFUNT.AVN.ROT.ATK	S	*	F	*	AH A- --	--	**	**	*	SOF UNIT ATTACK

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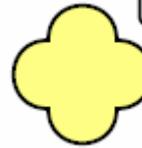
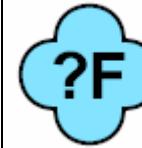
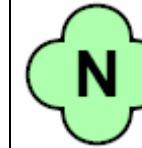
TABLE A-III. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	A F I L I T A I O N E N S I C H I M E N S I O N	B A T T U E D I M E N S I O N	S T U C I O N N D	F U N C I O N I D	S I Z E / M B I L I T Y	C O R D E T R Y O F C O B A T T L E	O R D E R T R Y O F C O B A T T L E	DESCRIPTION
<b>WAR.SOFUNT.AVN.ROT.UTY</b>	S	*	F	*	AH U- --	**	**	*	SOF UNIT UTILITY
<b>WAR.SOFUNT.AVN.ROT.UTY.LIT</b>	S	*	F	*	AH UL --	**	**	*	SOF UNIT UTILITY (LIGHT)
<b>WAR.SOFUNT.AVN.ROT.UTY.MDM</b>	S	*	F	*	AH UM --	**	**	*	SOF UNIT UTILITY (MEDIUM)
<b>WAR.SOFUNT.AVN.ROT.UTY.HVY</b>	S	*	F	*	AH UH --	**	**	*	SOF UNIT UTILITY (HEAVY)
<b>WAR.SOFUNT.NAV</b>	S	*	F	*	N- -- --	**	**	*	SOF UNIT SOF UNIT NAVAL
<b>WAR.SOFUNT.NAV.SEAL</b>	S	*	F	*	NS -- --	**	**	*	SOF UNIT SEAL
<b>WAR.SOFUNT.NAV.UH2DML</b>	S	*	F	*	NU -- --	**	**	*	SOF UNIT UNDERWATER DEMOLITION TEAM
<b>WAR.SOFUNT.NAV.SBT</b>	S	*	F	*	NB -- --	**	**	*	SOF UNIT SPECIAL BOAT
<b>WAR.SOFUNT.NAV.SSSNR</b>	S	*	F	*	NN -- --	**	**	*	SOF UNIT SPECIAL SSNR
<b>WAR.SOFUNT.GRD</b>	S	*	F	*	G- -- --	**	**	*	SOF UNIT GROUND
<b>WAR.SOFUNT.GRD.SOF</b>	S	*	F	*	GS -- --	**	**	*	SOF UNIT SPECIAL FORCES
<b>WAR.SOFUNT.GRD.RGR</b>	S	*	F	*	GR -- --	**	**	*	SOF UNIT RANGER
<b>WAR.SOFUNT.GRD.PSYOP</b>	S	*	F	*	GP -- --	**	**	*	SOF UNIT PSYCHOLOGICAL OPERATIONS (PSYOP)
<b>WAR.SOFUNT.GRD.PSYOP.FIXAVN</b>	S	*	F	*	GP A- --	**	**	*	SOF UNIT FIXED WING AVIATION
<b>WAR.SOFUNT.GRD.CVLAFF</b>	S	*	F	*	GC -- --	**	**	*	SOF UNIT CIVIL AFFAIRS
<b>WAR.SOFUNT.SUP</b>	S	*	F	*	B- -- --	**	**	*	SOF UNIT SUPPORT

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**APPENDIX A**

**A.5.3 Symbology set.** The tables IV and V provide a graphic representation of each approved tactical symbol in the C<sup>2</sup>: UEI symbology set. In the following tables, the Symbol column provides a concise description of each tactical symbol using operational terminology including its unique identifier code and an indication of whether the icon is framed (F), unframed (U), or frame optional (FO). In the following tables, icons with an FO code are shown both framed and unframed. The SIDC portion of each Affiliation column (Unknown, Friend, Neutral, Hostile) presents the 15-character alphanumeric identifier necessary for automated systems to create each specific icon. As indicated previously, an asterisk (\*) indicates a position that is defined by the user based on specific symbol circumstances, while a dash (-) indicates that no information is provided in the position.

**TABLE A-IV. UEI symbols – unknown.**

SYMBOL	UNKNOWN, PENDING	UNKNOWN, UNKNOWN	UNKNOWN, ASSUMED FRIEND	UNKNOWN, NEUTRAL
<b>UNK</b>  UNKNOWN/UNKNOWN  Hierarchy: 1.X  Framed: F	 SPZP-----	 SUZP-----	 SAZP-----	 SNZP -----
	<b>UNKNOWN, HOSTILE</b>	<b>UNKNOWN, FRIEND</b>	<b>UNKNOWN, SUSPECT</b>	
	 SHZP -----	 SFZP-----	 SSZP -----	N/A

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**TABLE A-V. UEI symbols – space.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR</b>				
WARFIGHTING SYMBOLS	N/A	N/A	N/A	N/A
Hierarchy: 1.X				
<b>WAR.SPC</b>				
WARFIGHTING SYMBOLS SPACE TRACK				
Hierarchy: 1.X.1				
Framed: F	SUPP-----*****	SFPP-----*****	SNPP-----*****	SHPP-----*****
<b>WAR.SPC.SAT</b>				
WARFIGHTING SYMBOLS SPACE TRACK SATELLITE				
Hierarchy: 1.X.1.1				
Framed: F	SUPPS-----*****	SFPPS-----*****	SNPPS-----*****	SHPPS-----*****
<b>WAR.SPC.CSV</b>				
WARFIGHTING SYMBOLS SPACE TRACK CREWED SPACE VEHICLE				
Hierarchy: 1.X.1.2				
Framed: F	SUPPV-----*****	SFPPV-----*****	SNPPV-----*****	SHPPV-----*****
<b>WAR.SPC.SST</b>				
WARFIGHTING SYMBOLS SPACE TRACK SPACE STATION				
Hierarchy: 1.X.1.3				
Framed: F	SUPPT-----*****	SFPTT-----*****	SNPPT-----*****	SHPPT-----*****
<b>WAR.SPC.SLV</b>				
WARFIGHTING SYMBOLS SPACE TRACK SPACE LAUNCH VEHICLE				
Hierarchy: N/A				
Framed: F	SUPPL-----*****	SFPL-----*****	SNPL-----*****	SHPL-----*****

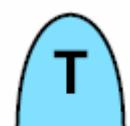
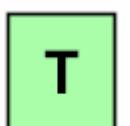
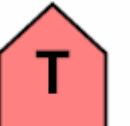
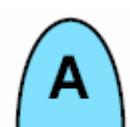
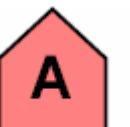
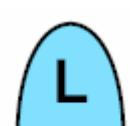
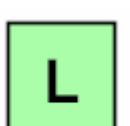
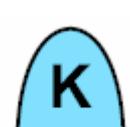
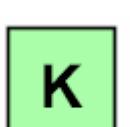
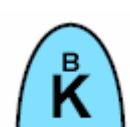
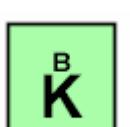
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VI. UEI symbols – air.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.AIRTRK</b>  WARFIGHTING SYMBOLS AIR TRACK  Hierarchy: 1.X.2  Framed: F				
<b>WAR.AIRTRK.MIL</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY  Hierarchy: 1.X.2.1  Framed: F				
<b>WAR.AIRTRK.MIL.FIXD</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING  Hierarchy: 1.X.2.1.1  Framed: F				
<b>WAR.AIRTRK.MIL.FIXD.BMB</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING BOMBER  Hierarchy: 1.X.2.1.1.1  Framed: F				
<b>WAR.AIRTRK.MIL.FIXD.FTR</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING FIGHTER  Hierarchy: 1.X.2.1.1.2  Framed: F				
<b>WAR.AIRTRK.MIL.FIXD.FTR.INCR</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING FIGHTER INTERCEPTOR  Hierarchy: 1.X.2.1.1.2.1  Framed: F				

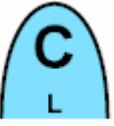
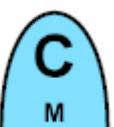
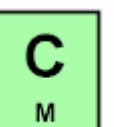
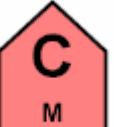
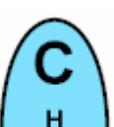
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VI. UEI symbols – air - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.AIRTRK.MIL.FIXD.TNE</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING TRAINER  Hierarchy: 1.X.2.1.1.3  Framed: F				
<b>WAR.AIRTRK.MIL.FIXD.ATK</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING ATTACK/STRIKE  Hierarchy: 1.X.2.1.1.4  Framed: F				
<b>WAR.AIRTRK.MIL.FIXD.VSTOL</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING VSTOL  Hierarchy: 1.X.2.1.1.5  Framed: F				
<b>WAR.AIRTRK.MIL.FIXD.TNK</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING TANKER  Hierarchy: 1.X.2.1.1.6  Framed: F				
<b>WAR.AIRTRK.MIL.FIXD.TNK.BOOM</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING TANKER BOOM-ONLY  Hierarchy: N/A  Framed: F				

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VI. UEI symbols – air - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.AIRTRK.MIL.FIXD.TNK.DROG</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING TANKER DROGUE-ONLY  Hierarchy: N/A  Framed: F				
<b>WAR.AIRTRK.MIL.FIXD.CGOALT</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING CARGO AIRLIFT (TRANSPORT)  Hierarchy: 1.X.2.1.1.7  Framed: F				
<b>WAR.AIRTRK.MIL.FIXD.CGOALT.LIT</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING CARGO AIRLIFT (TRANSPORT) LIGHT  Hierarchy: 1.X.2.1.1.7.1  Framed: F				
<b>WAR.AIRTRK.MIL.FIXD.CGOALT.MDM</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING CARGO AIRLIFT (TRANSPORT) MEDIUM  Hierarchy: 1.X.2.1.1.7.2  Framed: F				
<b>WAR.AIRTRK.MIL.FIXD.CGOALT.HVY</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING CARGO AIRLIFT (TRANSPORT) HEAVY  Hierarchy: 1.X.2.1.1.7.3  Framed: F				

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**APPENDIX A**

TABLE A-VI. UEI symbols – air - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.AIRTRK.MIL.FIXD.ECM</b>				
WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING ELECTRONIC COUNTERMEASURES (ECM/JAMMER)				
Hierarchy: 1.X.2.1.1.8	SUAPMFJ---*****	SFAPMFJ---*****	SNAPMFJ---*****	SHAPMFJ---*****
Framed: F				
<b>WAR.AIRTRK.MIL.FIXD.MEDV</b>				
WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING MEDEVAC				
Hierarchy: 1.X.2.1.1.9	SUAPMFO--- *****	SFAPMFO--- *****	SNAPMFO--- *****	SHAPMFO--- *****
Framed: F				
<b>WAR.AIRTRK.MIL.FIXD.RECON</b>				
WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING RECONNAISSANCE				
Hierarchy: 1.X.2.1.1.10	SUAPMFR--- *****	SFAPMFR--- *****	SNAPMFR--- *****	SHAPMFR--- *****
Framed: F				
<b>WAR.AIRTRK.MIL.FIXD.RECON.ABNEW</b>				
WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING RECONNAISSANCE AIRBORNE EARLY WARNING (AEW)				
Hierarchy: 1.X.2.1.1.10.1	SUAPMFRW-- *****	SFAPMFRW-- *****	SNAPMFRW-- *****	SHAPMFRW-- *****
Framed: F				
<b>WAR.AIRTRK.MIL.FIXD.RECON.ESM</b>				
WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING RECONNAISSANCE ELECTRONIC SURVEILLANCE MEASURES				
Hierarchy: 1.X.2.1.1.10.2	SUAPMFRZ-- *****	SFAPMFRZ-- *****	SNAPMFRZ-- *****	SHAPMFRZ-- *****
Framed: F				

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VI. UEI symbols – air - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.AIRTRK.MIL.FIXD.RECON.PHG</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING RECONNAISSANCE PHOTOGRAPHIC  Hierarchy: 1.X.2.1.1.10.3  Framed: F				
<b>WAR.AIRTRK.MIL.FIXD.PAT</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING PATROL  Hierarchy: 1.X.2.1.1.11  Framed: F				
<b>WAR.AIRTRK.MIL.FIXD.PAT.ASUW</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING PATROL ANTISURFACE WARFARE (ASUW)  Hierarchy: 1.X.2.1.1.11.1  Framed: F				
<b>WAR.AIRTRK.MIL.FIXD.PAT.MNECM</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING PATROL MINE COUNTERMEASURES  Hierarchy: 1.X.2.1.1.11.2  Framed: F				
<b>WAR.AIRTRK.MIL.FIXD.UTY</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING UTILITY  Hierarchy: 1.X.2.1.1.12  Framed: F				

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VI. UEI symbols – air - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.AIRTRK.MIL.FIXD.UTY.LIT</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING UTILITY LIGHT  Hierarchy: 1.X.2.1.1.12.1  Framed: F				
<b>WAR.AIRTRK.MIL.FIXD.UTY.MDM</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING UTILITY MEDIUM  Hierarchy: 1.X.2.1.1.12.2  Framed: F				
<b>WAR.AIRTRK.MIL.FIXD.UTY.HVY</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING UTILITY HEAVY  Hierarchy: 1.X.2.1.1.12.3  Framed: F				
<b>WAR.AIRTRK.MIL.FIXD.COMM</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING COMMUNICATIONS (C3I)  Hierarchy: 1.X.2.1.1.13  Framed: F				
<b>WAR.AIRTRK.MIL.FIXD.CSAR</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING COMBAT SEARCH AND RESCUE (CSAR)  Hierarchy: 1.X.2.1.1.14  Framed: F				

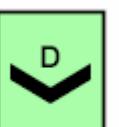
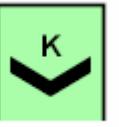
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VI. UEI symbols – air - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.AIRTRK.MIL.FIXD.ABNCP</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING AIRBORNE COMMAND POST (C2)  Hierarchy: 1.X.2.1.1.15  Framed: F				
SUAPMFD--- *****	SFAPMFD--- *****	SNAPMFD--- *****	SHAPMFD--- *****	
<b>WAR.AIRTRK.MIL.FIXD.DRN</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UAV)  Hierarchy: 1.X.2.1.1.16  Framed: F				
SUAPMFQ--- *****	SFAPMFQ--- *****	SNAPMFQ--- *****	SHAPMFQ--- *****	
<b>WAR.AIRTRK.MIL.FIXD.DRN.ATK</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UAV) ATTACK  Hierarchy: 1.X.2.1.1.16.1  Framed: F				
SUAPMFQA-- *****	SFAPMFQA-- *****	SNAPMFQA-- *****	SHAPMFQA-- *****	
<b>WAR.AIRTRK.MIL.FIXD.DRN.BMB</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UAV) BOMBER  Hierarchy: 1.X.2.1.1.16.2  Framed: F				
SUAPMFQB-- *****	SFAPMFQB-- *****	SNAPMFQB-- *****	SHAPMFQB-- *****	
<b>WAR.AIRTRK.MIL.FIXD.DRN.CGO</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UAV) CARGO  Hierarchy: 1.X.2.1.1.16.3  Framed: F				
SUAPMFQC-- *****	SFAPMFQC-- *****	SNAPMFQC-- *****	SHAPMFQC-- *****	

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VI. UEI symbols – air - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.AIRTRK.MIL.FIXD.DRN.ABNCP</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UAV) AIRBORNE COMMAND POST  Hierarchy: 1.X.2.1.1.16.4  Framed: F				
<b>WAR.AIRTRK.MIL.FIXD.DRN.FTR</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UAV) FIGHTER  Hierarchy: 1.X.2.1.1.16.5  Framed: F				
<b>WAR.AIRTRK.MIL.FIXD.DRN.CSAR</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UAV) SEARCH & RESCUE (CSAR)  Hierarchy: 1.X.2.1.1.16.6  Framed: F				
<b>WAR.AIRTRK.MIL.FIXD.DRN.ECM</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UAV) ELECTRONIC COUNTERMEASURES (JAMMER)  Hierarchy: 1.X.2.1.1.16.7  Framed: F				
<b>WAR.AIRTRK.MIL.FIXD.DRN.TNK</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UAV) TANKER  Hierarchy: 1.X.2.1.1.16.8  Framed: F				

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VI. UEI symbols – air - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.AIRTRK.MIL.FIXD.DRN.VSTOL</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UAV) VSTOL  Hierarchy: 1.X.2.1.1.16.9  Framed: F				
SUAPMFQL-- *****	SFAPMFQL-- *****	SNAPMFQL-- *****	SHAPMFQL-- *****	
<b>WAR.AIRTRK.MIL.FIXD.DRN.SOF</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UAV) SPECIAL OPERATIONS FORCES (SOF)  Hierarchy: 1.X.2.1.1.16.10  Framed: F				
SUAPMFQM-- *****	SFAPMFQM-- *****	SNAPMFQM-- *****	SHAPMFQM-- *****	
<b>WAR.AIRTRK.MIL.FIXD.DRN.MNECM</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UAV) MINE COUNTERMEASURES  Hierarchy: 1.X.2.1.1.16.11  Framed: F				
SUAPMFQI-- *****	SFAPMFQI-- *****	SNAPMFQI-- *****	SHAPMFQI-- *****	
<b>WAR.AIRTRK.MIL.FIXD.DRN.ASUW</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UAV) ANTI-SURFACE WARFARE (ASUW)  Hierarchy: 1.X.2.1.1.16.12  Framed: F				
SUAPMFQN-- *****	SFAPMFQN-- *****	SNAPMFQN-- *****	SHAPMFQN-- *****	
<b>WAR.AIRTRK.MIL.FIXD.DRN.PAT</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UAV) PATROL  Hierarchy: 1.X.2.1.1.16.13  Framed: F				
SUAPMFQP-- *****	SFAPMFQP-- *****	SNAPMFQP-- *****	SHAPMFQP-- *****	

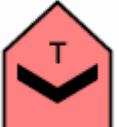
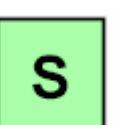
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VI. UEI symbols – air - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.AIRTRK.MIL.FIXD.DRN.RECON</b>				
WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UAV) RECONNAISSANCE				
Hierarchy: 1.X.2.1.1.16.14	SUAPMFQR-- *****	SFAPMFQR-- *****	SNAPMFQR-- *****	SHAPMFQR-- *****
Framed: F				
<b>WAR.AIRTRK.MIL.FIXD.DRN.RECON.ABNEW</b>				
WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UAV) RECONNAISSANCE AIRBORNE EARLY WARNING (AEW)				
Hierarchy: 1.X.2.1.1.16.14.1	SUAPMFQRW- *****	SFAPMFQRW- *****	SNAPMFQRW- *****	SHAPMFQRW- *****
Framed: F				
<b>WAR.AIRTRK.MIL.FIXD.DRN.RECON.ESM</b>				
WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UAV) RECONNAISSANCE ELECTRONIC SURVEILLANCE MEASURES				
Hierarchy: 1.X.2.1.1.16.14.2	SUAPMFQRZ- *****	SFAPMFQRZ- *****	SNAPMFQRZ- *****	SHAPMFQRZ- *****
Framed: F				
<b>WAR.AIRTRK.MIL.FIXD.DRN.RECON.PHG</b>				
WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UAV) RECONNAISSANCE PHOTOGRAPHIC				
Hierarchy: 1.X.2.1.1.16.14.3	SUAPMFQRX- *****	SFAPMFQRX- *****	SNAPMFQRX- *****	SHAPMFQRX- *****
Framed: F				
<b>WAR.AIRTRK.MIL.FIXD.DRN.ASBW</b>				
WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UAV) ANTI-SUBMARINE WARFARE (ASW)				
Hierarchy: 1.X.2.1.1.16.15	SUAPMFQS-- *****	SFAPMFQS-- *****	SNAPMFQS-- *****	SHAPMFQS-- *****
Framed: F				

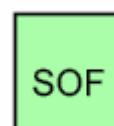
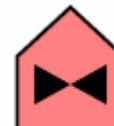
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VI. UEI symbols – air - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.AIRTRK.MIL.FIXD.DRN.TNE</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UAV) TRAINER  Hierarchy: 1.X.2.1.1.16.16  Framed: F				
<b>WAR.AIRTRK.MIL.FIXD.DRN.UTY</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UAV) UTILITY  Hierarchy: 1.X.2.1.1.16.17  Framed: F				
<b>WAR.AIRTRK.MIL.FIXD.DRN.COMM</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UAV) COMMUNICATIONS (C3I)  Hierarchy: 1.X.2.1.1.16.18  Framed: F				
<b>WAR.AIRTRK.MIL.FIXD.DRN.MEDV</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING DRONE (RPV/UAV) MEDEVAC  Hierarchy: 1.X.2.1.1.16.19  Framed: F				
<b>WAR.AIRTRK.MIL.FIXD.ASBWCB</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING ANTISUBMARINE WARFARE (ASW) CARRIER BASED  Hierarchy: 1.X.2.1.1.17  Framed: F				

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VI. UEI symbols – air - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.AIRTRK.MIL.FIXD.SOF</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY FIXED WING SPECIAL OPERATIONS FORCES (SOF)  Hierarchy: 1.X.2.1.1.18  Framed: F	  SOF	  SOF	  SOF	  SOF
<b>WAR.AIRTRK.MIL.ROT</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY ROTARY WING  Hierarchy: 1.X.2.1.2  Framed: F	  SUAPMF--- *****	  SFAPMF--- *****	  SNAPMF--- *****	  SHAPMF--- *****
<b>WAR.AIRTRK.MIL.ROT.ATK</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY ROTARY WING ATTACK  Hierarchy: 1.X.2.1.2.1  Framed: F	  SUAPMHA--- *****	  SFAPMHA--- *****	  SNAPMHA--- *****	  SHAPMHA--- *****
<b>WAR.AIRTRK.MIL.ROT.ASBW</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY ROTARY WING ANTISUBMARINE WARFARE/MPA  Hierarchy: 1.X.2.1.2.2  Framed: F	  SUAPMHS--- *****	  SFAPMHS--- *****	  SNAPMHS--- *****	  SHAPMHS--- *****
<b>WAR.AIRTRK.MIL.ROT.UTY</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY ROTARY WING UTILITY  Hierarchy: 1.X.2.1.2.3  Framed: F	  SUAPMHU--- *****	  SFAPMHU--- *****	  SNAPMHU--- *****	  SHAPMHU--- *****

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VI. UEI symbols – air - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.AIRTRK.MIL.ROT.UTY.LIT</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY ROTARY WING UTILITY LIGHT  Hierarchy: 1.X.2.1.2.3.1  Framed: F				
SUAPMHUL-- *****	SFAPMHUL-- *****	SNAPMHUL-- *****	SHAPMHUL-- *****	
<b>WAR.AIRTRK.MIL.ROT.UTY.MDM</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY ROTARY WING UTILITY MEDIUM  Hierarchy: 1.X.2.1.2.3.2  Framed: F				
SUAPMHUM-- *****	SFAPMHUM-- *****	SNAPMHUM-- *****	SHAPMHUM-- *****	
<b>WAR.AIRTRK.MIL.ROT.UTY.HVY</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY ROTARY WING UTILITY HEAVY  Hierarchy: 1.X.2.1.2.3.3  Framed: F				
SUAPMHUH-- *****	SFAPMHUH-- *****	SNAPMHUH-- *****	SHAPMHUH-- *****	
<b>WAR.AIRTRK.MIL.ROT.MNECM</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY ROTARY WING MINE COUNTERMEASURES  Hierarchy: 1.X.2.1.2.4  Framed: F				
SUAPMHI--- *****	SFAPMHI--- *****	SNAPMHI--- *****	SHAPMHI--- *****	
<b>WAR.AIRTRK.MIL.ROT.CSAR</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY ROTARY WING COMBAT SEARCH AND RESCUE (CSAR)  Hierarchy: 1.X.2.1.2.5  Framed: F				
SUAPMHH--- *****	SFAPMHH--- *****	SNAPMHH--- *****	SHAPMHH--- *****	

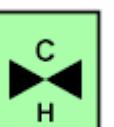
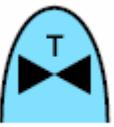
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VI. UEI symbols – air - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.AIRTRK.MIL.ROT.RECON</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY ROTARY WING RECONNAISSANCE  Hierarchy: 1.X.2.1.2.6  Framed: F				
<b>WAR.AIRTRK.MIL.ROT.DRN</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY ROTARY WING DRONE (RPV/UAV)  Hierarchy: 1.X.2.1.2.7  Framed: F				
<b>WAR.AIRTRK.MIL.ROT.CGOALT</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY ROTARY WING CARGO AIRLIFT (TRANSPORT)  Hierarchy: 1.X.2.1.2.8  Framed: F				
<b>WAR.AIRTRK.MIL.ROT.CGOALT.LIT</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY ROTARY WING CARGO AIRLIFT (TRANSPORT) LIGHT  Hierarchy: 1.X.2.1.2.8.1  Framed: F				
<b>WAR.AIRTRK.MIL.ROT.CGOALT.MDM</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY ROTARY WING CARGO AIRLIFT (TRANSPORT) MEDIUM  Hierarchy: 1.X.2.1.2.8.2  Framed: F				

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VI. UEI symbols – air - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.AIRTRK.MIL.ROT.CGOALT.HVY</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY ROTARY WING CARGO AIRLIFT (TRANSPORT) HEAVY  Hierarchy: 1.X.2.1.2.8.3  Framed: F				
<b>WAR.AIRTRK.MIL.ROT.TNE</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY ROTARY WING TRAINER  Hierarchy: 1.X.2.1.2.9  Framed: F				
<b>WAR.AIRTRK.MIL.ROT.MEDV</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY ROTARY WING MEDEVAC  Hierarchy: 1.X.2.1.2.10  Framed: F				
<b>WAR.AIRTRK.MIL.ROT.SOF</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY ROTARY WING SPECIAL OPERATIONS FORCES (SOF)  Hierarchy: 1.X.2.1.2.11  Framed: F				
<b>WAR.AIRTRK.MIL.ROT.ABNCP</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY ROTARY WING AIRBORNE COMMAND POST (C2)  Hierarchy: 1.X.2.1.2.12  Framed: F				

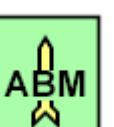
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VI. UEI symbols – air - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.AIRTRK.MIL.ROT.TNK</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY ROTARY WING TANKER  Hierarchy: 1.X.2.1.2.13  Framed: F				
<b>WAR.AIRTRK.MIL.ROT.ECM</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY ROTARY WING ELECTRONIC COUNTERMEASURES (ECM/JAMMER)  Hierarchy: 1.X.2.1.2.14  Framed: F				
<b>WAR.AIRTRK.MIL.LTA</b>  WARFIGHTING SYMBOLS AIR TRACK MILITARY LIGHTER THAN AIR  Hierarchy: 1.X.2.1.3  Framed: F				
<b>WAR.AIRTRK.WPN</b>  WARFIGHTING SYMBOLS AIR TRACK WEAPON  Hierarchy: 1.X.2.2  Framed: F				
<b>WAR.AIRTRK.WPN.MSLIF</b>  WARFIGHTING SYMBOLS AIR TRACK WEAPON MISSILE IN FLIGHT  Hierarchy: 1.X.2.2.1  Framed: F				
<b>WAR.AIRTRK.WPN.MSLIF.SLM</b>  WARFIGHTING SYMBOLS AIR TRACK WEAPON MISSILE IN FLIGHT SURFACE LAUNCHED MISSILE  Hierarchy: 1.X.2.2.1.1  Framed: F				

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**APPENDIX A**

TABLE A-VI. UEI symbols – air - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.AIRTRK.WPN.MSLIF.SLM.SSM</b>  WARFIGHTING SYMBOLS AIR TRACK WEAPON MISSILE IN FLIGHT SURFACE LAUNCHED MISSILE SURFACE TO SURFACE MISSILE (SSM)  Hierarchy: 1.X.2.2.1.1.1  Framed: F				
<b>WAR.AIRTRK.WPN.MSLIF.SLM.SAM</b>  WARFIGHTING SYMBOLS AIR TRACK WEAPON MISSILE IN FLIGHT SURFACE LAUNCHED MISSILE SURFACE TO AIR MISSILE (SAM)  Hierarchy: 1.X.2.2.1.1.2  Framed: F				
<b>WAR.AIRTRK.WPN.MSLIF.SLM.SSUM</b>  WARFIGHTING SYMBOLS AIR TRACK WEAPON MISSILE IN FLIGHT SURFACE LAUNCHED MISSILE SURFACE TO SUBSURFACE MISSILE  Hierarchy: N/A  Framed: F				
<b>WAR.AIRTRK.WPN.MSLIF.SLM.ABM</b>  WARFIGHTING SYMBOLS AIR TRACK WEAPON MISSILE IN FLIGHT SURFACE LAUNCHED MISSILE ANTI-BALLISTIC MISSILE (ABM)  Hierarchy: N/A  Framed: F				
<b>WAR.AIRTRK.WPN.MSLIF.AL</b>  WARFIGHTING SYMBOLS AIR TRACK WEAPON MISSILE IN FLIGHT AIR LAUNCHED MISSILE  Hierarchy: 1.X.2.2.1.2  Framed: F				

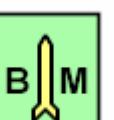
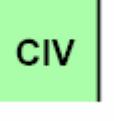
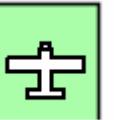
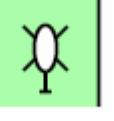
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VI. UEI symbols – air - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.AIRTRK.WPN.MSLIF.ALM.ASM</b>  WARFIGHTING SYMBOLS AIR TRACK WEAPON MISSILE IN FLIGHT AIR LAUNCHED MISSILE AIR TO SURFACE MISSILE (ASM)  Hierarchy: 1.X.2.2.1.2.1  Framed: F				
SUAPWMAS-- *****	SFAPWMAS-- *****	SNAPWMAS-- *****	SHAPWMAS-- *****	
<b>WAR.AIRTRK.WPN.MSLIF.ALM.AAM</b>  WARFIGHTING SYMBOLS AIR TRACK WEAPON MISSILE IN FLIGHT AIR LAUNCHED MISSILE AIR TO AIR MISSILE (AAM)  Hierarchy: 1.X.2.2.1.2.2  Framed: F				
SUAPWMAA-- *****	SFAPWMAA-- *****	SNAPWMAA-- *****	SHAPWMAA-- *****	
<b>WAR.AIRTRK.WPN.MSLIF.ALM.ASPC</b>  WARFIGHTING SYMBOLS AIR TRACK WEAPON MISSILE IN FLIGHT AIR LAUNCHED MISSILE AIR TO SPACE MISSILE  Hierarchy: N/A  Framed: F				
SUAPWMAP-- *****	SFAPWMAP-- *****	SNAPWMAP-- *****	SHAPWMAP-- *****	
<b>WAR.AIRTRK.WPN.MSLIF.SBSM</b>  WARFIGHTING SYMBOLS AIR TRACK WEAPON MISSILE IN FLIGHT SUBSURFACE TO SURFACE MISSILE (S/ SSM)  Hierarchy: 1.X.2.2.1.3  Framed: F				
SUAPWMU--- *****	SFAPWMU--- *****	SNAPWMU--- *****	SHAPWMU--- *****	
<b>WAR.AIRTRK.WPN.MSLIF.CM</b>  WARFIGHTING SYMBOLS AIR TRACK WEAPON MISSILE IN FLIGHT CRUISE MISSILE  Hierarchy: 1.X.2.2.1.4  Framed: F				
SUAPWMCM-- *****	SFAPWMCM-- *****	SNAPWMCM-- *****	SHAPWMCM-- *****	

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**APPENDIX A**

TABLE A-VI. UEI symbols – air - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.AIRTRK.WPN.MSLIF.BLST</b>  WARFIGHTING SYMBOLS AIR TRACK WEAPON MISSILE IN FLIGHT BALLISTIC MISSILE  Hierarchy: N/A Framed: F				
<b>WAR.AIRTRK.WPN.BM</b>  WARFIGHTING SYMBOLS AIR TRACK WEAPON BOMB  Hierarchy: N/A Framed: F				
<b>WAR.AIRTRK.WPN.DCY</b>  WARFIGHTING SYMBOLS AIR TRACK WEAPON DECOY  Hierarchy: 1.X.2.2.2 Framed: F				
<b>WAR.AIRTRK.CVL</b>  WARFIGHTING SYMBOLS AIR TRACK CIVIL  Hierarchy: 1.X.2.3 Framed: F				
<b>WAR.AIRTRK.CVL.FIXD</b>  WARFIGHTING SYMBOLS AIR TRACK CIVIL FIXED WING  Hierarchy: 1.X.2.3.1 Framed: F				
<b>WAR.AIRTRK.CVL.ROT</b>  WARFIGHTING SYMBOLS AIR TRACK CIVIL ROTARY WING  Hierarchy: 1.X.2.3.2 Framed: F				

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TABLE A-VI. UEI symbols – air - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.AIRTRK.CVL.LTA</b>  WARFIGHTING SYMBOLS AIR TRACK CIVIL LIGHTER THAN AIR  Hierarchy: 1.X.2.3.3  Framed: F	 <b>SUAPCL----*****</b>	 <b>SFAPCL----*****</b>	 <b>SNAPCL----*****</b>	 <b>SHAPCL----*****</b>

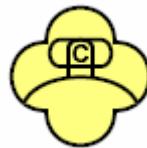
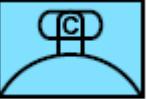
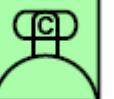
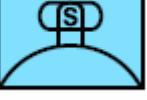
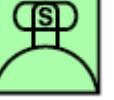
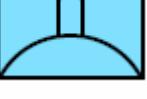
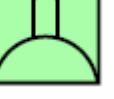
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VII. UEI symbols – ground.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK</b>  WARFIGHTING SYMBOLS GROUND TRACK  Hierarchy: 1.X.3  Framed: F				
<b>WAR.GRDTRK.UNT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT  Hierarchy: 1.X.3.1  Framed: F				
<b>WAR.GRDTRK.UNT.CBT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT  Hierarchy: 1.X.3.1.1  Framed: F				
<b>WAR.GRDTRK.UNT.CBT.ADF</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AIR DEFENSE  Hierarchy: 1.X.3.1.1.1  Framed: F				
<b>WAR.GRDTRK.UNT.CBT.ADF.SHTR</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AIR DEFENSE SHORT RANGE  Hierarchy: 1.X.3.1.1.1.1  Framed: F				

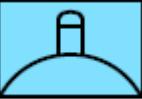
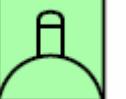
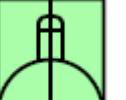
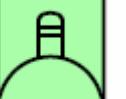
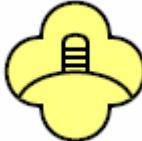
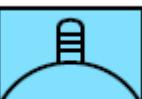
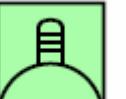
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CBT.ADF.SHTR.CPL</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AIR DEFENSE SHORT RANGE CHAPARRAL  Hierarchy: 1.X.3.1.1.1.1.1  Framed: F	  SUGPUCDSC- *****	  SFGPUCDSC- *****	  SNGPUCDSC- *****	  SHG PUCDSC- *****
<b>WAR.GRDTRK.UNT.CBT.ADF.SHTR.STG</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AIR DEFENSE SHORT RANGE STINGER  Hierarchy: 1.X.3.1.1.1.1.2  Framed: F	  SUGPUCDSS- *****	  SFGPUCDSS- *****	  SNGPUCDSS- *****	  SHG PUCDSS- *****
<b>WAR.GRDTRK.UNT.CBT.ADF.SHTR.VUL</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AIR DEFENSE SHORT RANGE VULCAN  Hierarchy: 1.X.3.1.1.1.1.3  Framed: F	  SUGPUCDSV- *****	  SFGPUCDSV- *****	  SNGPUCDSV- *****	  SHG PUCDSV- *****
<b>WAR.GRDTRK.UNT.CBT.ADF.MSL</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AIR DEFENSE MISSILE  Hierarchy: 1.X.3.1.1.1.1.2  Framed: F	  SUGPUCDM-- *****	  SFGPUCDM-- *****	  SNGPUCDM-- *****	  SHG PUCDM-- *****

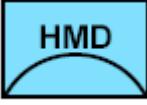
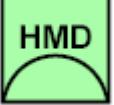
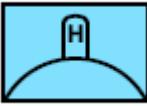
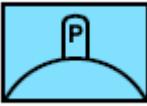
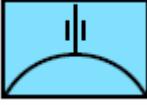
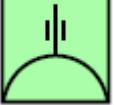
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**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CBT.ADF.MSL.LIT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AIR DEFENSE MISSILE LIGHT  Hierarchy: 1.X.3.1.1.1.2.1  Framed: F				
<b>WAR.GRDTRK.UNT.CBT.ADF.MSL.LIT.MOT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AIR DEFENSE MISSILE LIGHT MOTORIZED (AVENGER)  Hierarchy: 1.X.3.1.1.1.2.1.1  Framed: F				
<b>WAR.GRDTRK.UNT.CBT.ADF.MSL.MDM</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AIR DEFENSE MISSILE MEDIUM  Hierarchy: 1.X.3.1.1.1.2.2  Framed: F				
<b>WAR.GRDTRK.UNT.CBT.ADF.MSL.HVY</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AIR DEFENSE MISSILE HEAVY  Hierarchy: 1.X.3.1.1.1.2.3  Framed: F				

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**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CBT.ADF.MSL.HMAD</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AIR DEFENSE MISSILE H/MAD  Hierarchy: 1.X.3.1.1.1.2.4  Framed: F	  SUGPUCDH-- *****	  SFGPUCDH-- *****	  SNGPUCDH-- *****	  SHGPUCDH-- *****
<b>WAR.GRDTRK.UNT.CBT.ADF.MSL.HMAD.HWK</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AIR DEFENSE MISSILE H/MAD HAWK  Hierarchy: 1.X.3.1.1.1.2.4.1  Framed: F	  SUGPUCDHH-- *****	  SFGPUCDHH-- *****	  SNGPUCDHH-- *****	  SHGPUCDHH-- *****
<b>WAR.GRDTRK.UNT.CBT.ADF.MSL.HMAD.PATT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AIR DEFENSE MISSILE H/MAD PATRIOT  Hierarchy: 1.X.3.1.1.1.2.4.2  Framed: F	  SUGPUCDHP-- *****	  SFGPUCDHP-- *****	  SNGPUCDHP-- *****	  SHGPUCDHP-- *****
<b>WAR.GRDTRK.UNT.CBT.ADF.GUNUNT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AIR DEFENSE GUN UNIT  Hierarchy: 1.X.3.1.1.1.3  Framed: F	  SUGPUCDG-- *****	  SFGPUCDG-- *****	  SNGPUCDG-- *****	  SHGPUCDG-- *****

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**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CBT.ADF.CMPS</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AIR DEFENSE COMPOSITE  Hierarchy: 1.X.3.1.1.1.4  Framed: F				
SUGPUCDC-- *****	SFGPUCDC-- *****	SNGPUCDC-- *****	SHGPUCDC-- *****	
<b>WAR.GRDTRK.UNT.CBT.ADF.TGTGUT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AIR DEFENSE TARGETING UNIT  Hierarchy: 1.X.3.1.1.1.5  Framed: F				
SUGPUCDT-- *****	SFGPUCDT-- *****	SNGPUCDT-- *****	SHGPUCDT-- *****	
<b>WAR.GRDTRK.UNT.CBT.ADF.TMDU</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AIR DEFENSE THEATER MISSILE DEFENSE UNIT  Hierarchy: 1.X.3.1.1.1.6  Framed: F				
SUGPUCDO-- *****	SFGPUCDO-- *****	SNGPUCDO-- *****	SHGPUCDO-- *****	
<b>WAR.GRDTRK.UNT.CBT.ARM</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ARMOR  Hierarchy: 1.X.3.1.1.2  Framed: F				
SUGPUCA--- *****	SFGPUCA--- *****	SNGPUCA--- *****	SHGPUCA--- *****	
<b>WAR.GRDTRK.UNT.CBT.ARM.TRK</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ARMOR TRACK  Hierarchy: 1.X.3.1.1.2.1  Framed: F				
SUGPUCAT-- *****	SFGPUCAT-- *****	SNGPUCAT-- *****	SHGPUCAT-- *****	

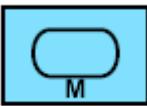
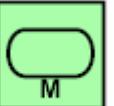
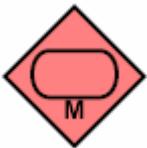
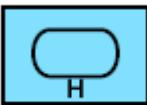
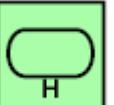
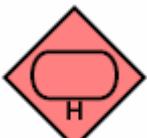
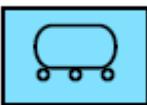
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CBT.ARM.TRK.ABN</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ARMOR TRACK AIRBORNE  Hierarchy: 1.X.3.1.1.2.1.1  Framed: F				
<b>WAR.GRDTRK.UNT.CBT.ARM.TRK.AMP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ARMOR TRACK AMPHIBIOUS  Hierarchy: 1.X.3.1.1.2.1.2  Framed: F				
<b>WAR.GRDTRK.UNT.CBT.ARM.TRK.AMP.RCY</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ARMOR TRACK AMPHIBIOUS RECOVERY  Hierarchy: 1.X.3.1.1.2.1.2.1  Framed: F				
<b>WAR.GRDTRK.UNT.CBT.ARM.TRK.LIT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ARMOR TRACK LIGHT  Hierarchy: 1.X.3.1.1.2.1.3  Framed: F				

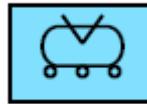
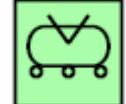
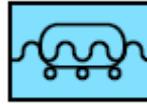
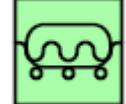
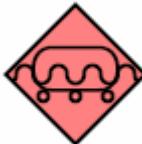
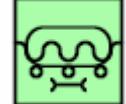
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CBT.ARM.TRK.MDM</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ARMOR TRACK MEDIUM  Hierarchy: 1.X.3.1.1.2.1.4  Framed: F	  SUGPUCATM- *****	  SFGPUCATM- *****	  SNGPUCATM- *****	  SHG PUCATM- *****
<b>WAR.GRDTRK.UNT.CBT.ARM.TRK.HVY</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ARMOR TRACK HEAVY  Hierarchy: 1.X.3.1.1.2.1.5  Framed: F	  SUGPUCATH- *****	  SFGPUCATH- *****	  SNGPUCATH- *****	  SHG PUCATH- *****
<b>WAR.GRDTRK.UNT.CBT.ARM.TRK.RCY</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ARMOR TRACK RECOVERY  Hierarchy: 1.X.3.1.1.2.1.6  Framed: F	  SUGPUCATR- *****	  SFGPUCATR- *****	  SNGPUCATR- *****	  SHG PUCATR- *****
<b>WAR.GRDTRK.UNT.CBT.ARM.WHD</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ARMOR WHEELED  Hierarchy: 1.X.3.1.1.2.2  Framed: F	  SUGPUCAW-- *****	  SFGPUCAW-- *****	  SNGPUCAW-- *****	  SHG PUCAW-- *****

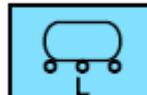
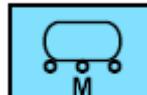
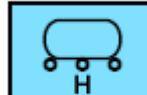
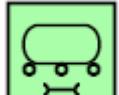
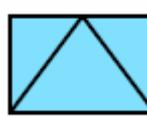
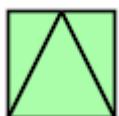
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CBT.ARM.WHD.AAST</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ARMOR WHEELED AIR ASSAULT  Hierarchy: 1.X.3.1.1.2.2.1  Framed: F				
<b>WAR.GRDTRK.UNT.CBT.ARM.WHD.ABN</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ARMOR WHEELED AIRBORNE  Hierarchy: 1.X.3.1.1.2.2.2  Framed: F				
<b>WAR.GRDTRK.UNT.CBT.ARM.WHD.AMP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ARMOR WHEELED AMPHIBIOUS  Hierarchy: 1.X.3.1.1.2.2.3  Framed: F				
<b>WAR.GRDTRK.UNT.CBT.ARM.WHD.AMP.RCY</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ARMOR WHEELED AMPHIBIOUS RECOVERY  Hierarchy: 1.X.3.1.1.2.2.3.1  Framed: F				

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CBT.ARM.WHD.LIT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ARMOR WHEELED LIGHT  Hierarchy: 1.X.3.1.1.2.2.4  Framed: F				
<b>WAR.GRDTRK.UNT.CBT.ARM.WHD.MDM</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ARMOR WHEELED MEDIUM  Hierarchy: 1.X.3.1.1.2.2.5  Framed: F				
<b>WAR.GRDTRK.UNT.CBT.ARM.WHD.HVY</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ARMOR WHEELED HEAVY  Hierarchy: 1.X.3.1.1.2.2.6  Framed: F				
<b>WAR.GRDTRK.UNT.CBT.ARM.WHD.RCY</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ARMOR WHEELED RECOVERY  Hierarchy: 1.X.3.1.1.2.2.7  Framed: F				
<b>WAR.GRDTRK.UNT.CBT.AARM</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ANTI ARMOR  Hierarchy: 1.X.3.1.1.3  Framed: F				

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CBT.AARM.DMD</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ANTI ARMOR DISMOUNTED  Hierarchy: 1.X.3.1.1.3.1  Framed: F				
SUGPUAAD- *****	SFGPUAAD- *****	SNGPUAAD- *****	SHGPUAAD- *****	
<b>WAR.GRDTRK.UNT.CBT.AARM.LIT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ANTI ARMOR LIGHT  Hierarchy: 1.X.3.1.1.3.2  Framed: F				
SUGPUAAL- *****	SFGPUAAL- *****	SNGPUAAL- *****	SHGPUAAL- *****	
<b>WAR.GRDTRK.UNT.CBT.AARM.ABN</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ANTI ARMOR AIRBORNE  Hierarchy: 1.X.3.1.1.3.3  Framed: F				
SUGPUCAAM- *****	SFGPUCAAM- *****	SNGPUCAAM- *****	SHGPUCAAM- *****	
<b>WAR.GRDTRK.UNT.CBT.AARM.AAST</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ANTI ARMOR AIR ASSAULT  Hierarchy: 1.X.3.1.1.3.4  Framed: F				
SUGPUCAAS- *****	SFGPUCAAS- *****	SNGPUCAAS- *****	SHGPUCAAS- *****	
<b>WAR.GRDTRK.UNT.CBT.AARM.MNT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ANTI ARMOR MOUNTAIN  Hierarchy: 1.X.3.1.1.3.5  Framed: F				
SUGPUCAAU- *****	SFGPUCAAU- *****	SNGPUCAAU- *****	SHGPUCAAU- *****	

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CBT.AARM.ARC</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ANTI ARMOR ARCTIC  Hierarchy: 1.X.3.1.1.3.6  Framed: F				
SUGPUAAC- *****	SFGPUAAC- *****	SNGPUAAC- *****	SHGPUAAC- *****	
<b>WAR.GRDTRK.UNT.CBT.AARM.ARMD</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ANTI ARMOR ARMORED  Hierarchy: 1.X.3.1.1.3.7  Framed: F				
SUGPUAAA- *****	SFGPUAAA- *****	SNGPUAAA- *****	SHGPUAAA- *****	
<b>WAR.GRDTRK.UNT.CBT.AARM.ARMD.TKD</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ANTI ARMOR ARMORED TRACKED  Hierarchy: 1.X.3.1.1.3.7.1  Framed: F				
SUGPUAAAT** ***	SFGPUAAAT** ***	SNGPUAAAT** ***	SHGPUAAAT** ***	
<b>WAR.GRDTRK.UNT.CBT.AARM.ARMD.WHD</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ANTI ARMOR ARMORED WHEELED  Hierarchy: 1.X.3.1.1.3.7.2  Framed: F				
SUGPUAAAW* ****	SFGPUAAAW** ***	SNGPUAAAW* ****	SHGPUAAAW* ****	
<b>WAR.GRDTRK.UNT.CBT.AARM.ARMD.AAST</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ANTI ARMOR ARMORED AIR ASSAULT  Hierarchy: 1.X.3.1.1.3.7.3  Framed: F				
SUGPUAAAS** ***	SFGPUAAAS** ***	SNGPUAAAS** ***	SHGPUAAAS** ***	

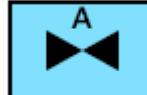
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CBT.AARM.MOT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ANTI ARMOR MOTORIZED  Hierarchy: 1.X.3.1.1.3.8  Framed: F				
SUGPUCAAO- *****	SFGPUCAAO- *****	SNGPUCAAO- *****	SHGPUCAAO- *****	
<b>WAR.GRDTRK.UNT.CBT.AARM.MOT.AAST</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ANTI ARMOR MOTORIZED AIR ASSAULT  Hierarchy: 1.X.3.1.1.3.8.1  Framed: F				
SUGPUCAAOS** ***	SFGPUCAAOS** ***	SNGPUCAAOS** ***	SHGPUCAAOS** ***	
<b>WAR.GRDTRK.UNT.CBT.AVN</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AVIATION  Hierarchy: 1.X.3.1.1.4  Framed: F				
SUGPUCV--- *****	SFGPUCV--- *****	SNGPUCV--- *****	SHGPUCV--- *****	
<b>WAR.GRDTRK.UNT.CBT.AVN.FIXD</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AVIATION FIXED WING  Hierarchy: 1.X.3.1.1.4.1  Framed: F				
SUGPUCVF-- *****	SFGPUCVF-- *****	SNGPUCVF-- *****	SHGPUCVF-- *****	
<b>WAR.GRDTRK.UNT.CBT.AVN.FIXD.UTY</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AVIATION FIXED WING UTILITY  Hierarchy: 1.X.3.1.1.4.1.1  Framed: F				
SUGPUCVFU- *****	SFGPUCVFU- *****	SNGPUCVFU- *****	SHGPUCVFU- *****	

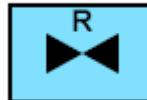
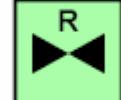
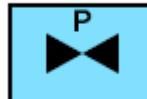
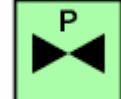
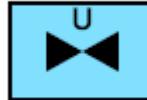
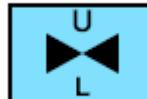
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CBT.AVN.FIXD.ATK</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AVIATION FIXED WING ATTACK  Hierarchy: 1.X.3.1.1.4.1.2  Framed: F				
<b>WAR.GRDTRK.UNT.CBT.AVN.FIXD.RECON</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AVIATION FIXED WING RECON  Hierarchy: 1.X.3.1.1.4.1.3  Framed: F				
<b>WAR.GRDTRK.UNT.CBT.AVN.ROT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AVIATION ROTARY WING  Hierarchy: 1.X.3.1.1.4.2  Framed: F				
<b>WAR.GRDTRK.UNT.CBT.AVN.ROT.ATK</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AVIATION ROTARY WING ATTACK  Hierarchy: 1.X.3.1.1.4.2.1  Framed: F				

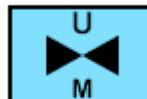
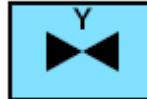
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CBT.AVN.ROT.SCUT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AVIATION ROTARY WING SCOUT  Hierarchy: 1.X.3.1.1.4.2.2  Framed: F				
<b>WAR.GRDTRK.UNT.CBT.AVN.ROT.ASBW</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AVIATION ROTARY WING ANTISUBMARINE WARFARE  Hierarchy: 1.X.3.1.1.4.2.3  Framed: F				
<b>WAR.GRDTRK.UNT.CBT.AVN.ROT.UTY</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AVIATION ROTARY WING UTILITY  Hierarchy: 1.X.3.1.1.4.2.4  Framed: F				
<b>WAR.GRDTRK.UNT.CBT.AVN.ROT.UTY.LIT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AVIATION ROTARY WING UTILITY LIGHT  Hierarchy: 1.X.3.1.1.4.2.4.1  Framed: F				

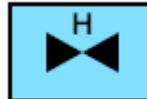
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CBT.AVN.ROT.UTY.MDM</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AVIATION ROTARY WING UTILITY MEDIUM  Hierarchy: 1.X.3.1.1.4.2.4.2  Framed: F	 SUGPUCVRUM** ***	 SFGPUCVRUM** ***	 SNGPUCVRUM** ***	 SHGPUCVRUM** ***
<b>WAR.GRDTRK.UNT.CBT.AVN.ROT.UTY.HVY</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AVIATION ROTARY WING UTILITY HEAVY  Hierarchy: 1.X.3.1.1.4.2.4.3  Framed: F	 SUGPUCVRUH** ***	 SFGPUCVRUH** ***	 SNGPUCVRUH** ***	 SHGPUCVRUH** ***
<b>WAR.GRDTRK.UNT.CBT.AVN.ROT.C2</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AVIATION ROTARY WING C2  Hierarchy: 1.X.3.1.1.4.2.5  Framed: F	 SUGPUCVRUC** ***	 SFGPUCVRUC** ***	 SNGPUCVRUC** ***	 SHGPUCVRUC** ***
<b>WAR.GRDTRK.UNT.CBT.AVN.ROT.MEDV</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AVIATION ROTARY WING MEDEVAC  Hierarchy: 1.X.3.1.1.4.2.6  Framed: F	 SUGPUCVRUE** ***	 SFGPUCVRUE** ***	 SNGPUCVRUE** ***	 SHGPUCVRUE** ***

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CBT.AVN.ROT.MNECM</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AVIATION ROTARY WING MINE COUNTERMEASURE  Hierarchy: 1.X.3.1.1.4.2.7  Framed: F	  SUGPUCVRM- *****	  SFGPUCVRM- *****	  SNGPUCVRM- *****	  SHGPUCVRM- *****
<b>WAR.GRDTRK.UNT.CBT.AVN.SAR</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AVIATION SEARCH AND RESCUE  Hierarchy: 1.X.3.1.1.4.3  Framed: F	  SUGPUCVS- *****	  SFGPUCVS- *****	  SNGPUCVS- *****	  SHGPUCVS- *****
<b>WAR.GRDTRK.UNT.CBT.AVN.CMPS</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AVIATION COMPOSITE  Hierarchy: 1.X.3.1.1.4.4  Framed: F	  SUGPUCVC- *****	  SFGPUCVC- *****	  SNGPUCVC- *****	  SHGPUCVC- *****
<b>WAR.GRDTRK.UNT.CBT.AVN.VSTOL</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AVIATION VERTICAL/SHORT TAKEOFF AND LANDING (V/STOL)  Hierarchy: 1.X.3.1.1.4.5  Framed: F	  SUGPUCVV- *****	  SFGPUCVV- *****	  SNGPUCVV- *****	  SHGPUCVV- *****
<b>WAR.GRDTRK.UNT.CBT.AVN.UAV</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AVIATION UNMANNED AERIAL VEHICLE  Hierarchy: 1.X.3.1.1.4.6  Framed: F	  SUGPUCVU- *****	  SFGPUCVU- *****	  SNGPUCVU- *****	  SHGPUCVU- *****

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CBT.AVN.UAV.FIXD</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AVIATION UNMANNED AERIAL VEHICLE FIXED WING  Hierarchy: 1.X.3.1.1.4.6.1  Framed: F				
SUGPUCVUF- *****	SFGPUCVUF- *****	SNGPUCVUF- *****	SHGPUCVUF- *****	
<b>WAR.GRDTRK.UNT.CBT.AVN.UAV.ROT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT AVIATION UNMANNED AERIAL VEHICLE ROTARY WING  Hierarchy: 1.X.3.1.1.4.6.2  Framed: F				
SUGPUCVUR- *****	SFGPUCVUR- *****	SNGPUCVUR- *****	SHGPUCVUR- *****	
<b>WAR.GRDTRK.UNT.CBT.INF</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT INFANTRY  Hierarchy: 1.X.3.1.1.5  Framed: F				
SUGPUCI---*****	SFGPUCI---*****	SNGPUCI---*****	SHGPUCI---*****	
<b>WAR.GRDTRK.UNT.CBT.INF.LIT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT INFANTRY LIGHT  Hierarchy: 1.X.3.1.1.5.1  Framed: F				
SUGPUCIL-- *****	SFGPUCIL-- *****	SNGPUCIL-- *****	SHGPUCIL-- *****	
<b>WAR.GRDTRK.UNT.CBT.INF.MOT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT INFANTRY MOTORIZED  Hierarchy: 1.X.3.1.1.5.2  Framed: F				
SUGPUCIM-- *****	SFGPUCIM-- *****	SNGPUCIM-- *****	SHGPUCIM-- *****	

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CBT.INF.MNT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT INFANTRY MOUNTAIN  Hierarchy: 1.X.3.1.1.5.3  Framed: F				
SUGPUCIO-- *****	SFGPUCIO-- *****	SNGPUCIO-- *****	SHGPUCIO-- *****	
<b>WAR.GRDTRK.UNT.CBT.INF.ABN</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT INFANTRY AIRBORNE  Hierarchy: 1.X.3.1.1.5.4  Framed: F				
SUGPUCIA-- *****	SFGPUCIA-- *****	SNGPUCIA-- *****	SHGPUCIA-- *****	
<b>WAR.GRDTRK.UNT.CBT.INF.AAST</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT INFANTRY AIR ASSAULT  Hierarchy: 1.X.3.1.1.5.5  Framed: F				
SUGPUCIS-- *****	SFGPUCIS-- *****	SNGPUCIS-- *****	SHGPUCIS-- *****	
<b>WAR.GRDTRK.UNT.CBT.INF.MECH</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT INFANTRY MECHANIZED  Hierarchy: 1.X.3.1.1.5.6  Framed: F				
SUGPUCIZ-- *****	SFGPUCIZ-- *****	SNGPUCIZ-- *****	SHGPUCIZ-- *****	
<b>WAR.GRDTRK.UNT.CBT.INF.NAV</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT INFANTRY NAVAL  Hierarchy: 1.X.3.1.1.5.7  Framed: F				
SUGPUCIN-- *****	SFGPUCIN-- *****	SNGPUCIN-- *****	SHGPUCIN-- *****	

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CBT.INF.INFFV</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT INFANTRY INFANTRY FIGHTING VEHICLE  Hierarchy: 1.X.3.1.1.5.8  Framed: F				
SUGPUCII--*****	SFGPUCII--*****	SNGPUCII--*****	SHGPUCII--*****	
<b>WAR.GRDTRK.UNT.CBT.INF.ARC</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT INFANTRY ARCTIC  Hierarchy: 1.X.3.1.1.5.9  Framed: F				
SUGPUCIC-- *****	SFGPUCIC--*****	SNGPUCIC-- *****	SHGPUCIC-- *****	
<b>WAR.GRDTRK.UNT.CBT.ENG</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ENGINEER  Hierarchy: 1.X.3.1.1.6  Framed: F				
SUGPUCE--- *****	SFGPUCE---*****	SNGPUCE--- *****	SHGPUCE--- *****	
<b>WAR.GRDTRK.UNT.CBT.ENG.CBT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ENGINEER COMBAT  Hierarchy: 1.X.3.1.1.6.1  Framed: F				
SUGPUCEC-- *****	SFGPUCEC-- *****	SNGPUCEC-- *****	SHGPUCEC-- *****	
<b>WAR.GRDTRK.UNT.CBT.ENG.CBT.AAST</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ENGINEER COMBAT AIR ASSAULT  Hierarchy: 1.X.3.1.1.6.1.1  Framed: F				
SUGPUCECS- *****	SFGPUCECS- *****	SNGPUCECS- *****	SHGPUCECS- *****	

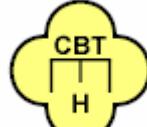
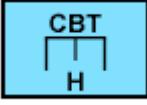
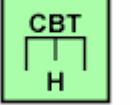
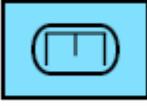
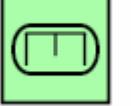
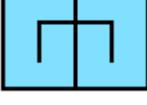
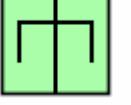
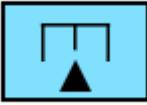
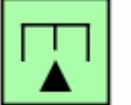
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CBT.ENG.CBT.ABN</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ENGINEER COMBAT AIRBORNE  Hierarchy: 1.X.3.1.1.6.1.2  Framed: F				
SUGPUCECA- *****	SFGPUCECA- *****	SNGPUCECA- *****	SHGPUCECA- *****	
<b>WAR.GRDTRK.UNT.CBT.ENG.CBT.ARC</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ENGINEER COMBAT ARCTIC  Hierarchy: 1.X.3.1.1.6.1.3  Framed: F				
SUGPUCECC- *****	SFGPUCECC- *****	SNGPUCECC- *****	SHGPUCECC- *****	
<b>WAR.GRDTRK.UNT.CBT.ENG.CBT.LIT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ENGINEER COMBAT LIGHT (SAPPER)  Hierarchy: 1.X.3.1.1.6.1.4  Framed: F				
SUGPUCECL- *****	SFGPUCECL- *****	SNGPUCECL- *****	SHGPUCECL- *****	
<b>WAR.GRDTRK.UNT.CBT.ENG.CBT.MDM</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ENGINEER COMBAT MEDIUM  Hierarchy: 1.X.3.1.1.6.1.5  Framed: F				
SUGPUCECM- *****	SFGPUCECM- *****	SNGPUCECM- *****	SHGPUCECM- *****	

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CBT.ENG.CBT.HVY</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ENGINEER COMBAT HEAVY  Hierarchy: 1.X.3.1.1.6.1.6  Framed: F	  SUGPUCECH- *****	  SFGPUCECH- *****	  SNGPUCECH- *****	  SHGPUCECH- *****
<b>WAR.GRDTRK.UNT.CBT.ENG.CBT.MECH</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ENGINEER COMBAT MECHANIZED (TRACK)  Hierarchy: 1.X.3.1.1.6.1.7  Framed: F	  SUGPUCECT- *****	  SFGPUCECT- *****	  SNGPUCECT- *****	  SHGPUCECT- *****
<b>WAR.GRDTRK.UNT.CBT.ENG.CBT.MOT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ENGINEER COMBAT MOTORIZED  Hierarchy: 1.X.3.1.1.6.1.8  Framed: F	  SUGPUCECW- *****	  SFGPUCECW- *****	  SNGPUCECW- *****	  SHGPUCECW- *****
<b>WAR.GRDTRK.UNT.CBT.ENG.CBT.MNT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ENGINEER COMBAT MOUNTAIN  Hierarchy: 1.X.3.1.1.6.1.9  Framed: f	  SUGPUCECO- *****	  SFGPUCECO- *****	  SNGPUCECO- *****	  SHGPUCECO- *****

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CBT.ENG.CBT.RECON</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ENGINEER COMBAT RECON  Hierarchy: 1.X.3.1.1.6.1.10  Framed: F				
SUGPUCECR- *****	SFGPUCECR- *****	SNGPUCECR- *****	SHGPUCECR- *****	
<b>WAR.GRDTRK.UNT.CBT.ENG.CSN</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ENGINEER CONSTRUCTION  Hierarchy: 1.X.3.1.1.6.2  Framed: F				
SUGPUCEN-- *****	SFGPUCEN-- *****	SNGPUCEN-- *****	SHG PUCEN-- *****	
<b>WAR.GRDTRK.UNT.CBT.ENG.CSN.NAV</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT ENGINEER CONSTRUCTION NAVAL  Hierarchy: 1.X.3.1.1.6.2.1  Framed: F				
SUGPUCENN- *****	SFGPUCENN- *****	SNGPUCENN- *****	SHG PUCENN- *****	
<b>WAR.GRDTRK.UNT.CBT.FLDART</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY  Hierarchy: 1.X.3.1.1.7  Framed: F				
SUGPUCF--- *****	SFGPUCF--- *****	SNGPUCF--- *****	SHG PUCF--- *****	
<b>WAR.GRDTRK.UNT.CBT.FLDART.HOW</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN  Hierarchy: 1.X.3.1.1.7.1  Framed: F				
SUGPUCFH-- *****	SFGPUCFH-- *****	SNGPUCFH-- *****	SHG PUCFH-- *****	

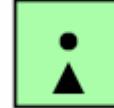
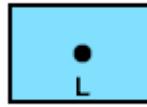
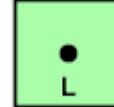
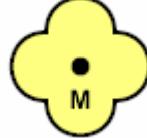
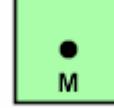
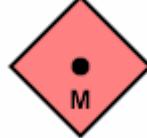
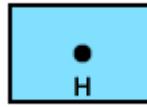
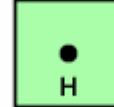
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CBT.FLDART.HOW.SPD</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN SELF-PROPELLED  Hierarchy: 1.X.3.1.1.7.1.1  Framed: F				
<b>WAR.GRDTRK.UNT.CBT.FLDART.HOW.AAST</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN AIR ASSAULT  Hierarchy: 1.X.3.1.1.7.1.2  Framed: F				
<b>WAR.GRDTRK.UNT.CBT.FLDART.HOW.ABN</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN AIRBORNE  Hierarchy: 1.X.3.1.1.7.1.3  Framed: F				
<b>WAR.GRDTRK.UNT.CBT.FLDART.HOW.ARC</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN ARCTIC  Hierarchy: 1.X.3.1.1.7.1.4  Framed: F				

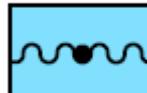
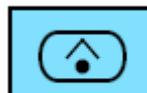
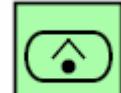
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CBT.FLDART.HOW.MNT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN MOUNTAIN  Hierarchy: 1.X.3.1.1.7.1.5  Framed: F	  SUGPUCFHO- *****	  SFGPUCFHO- *****	  SNGPUCFHO- *****	  SHGPUCFHO- *****
<b>WAR.GRDTRK.UNT.CBT.FLDART.HOW.LIT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN LIGHT  Hierarchy: 1.X.3.1.1.7.1.6  Framed: F	  SUGPUCFHL- *****	  SFGPUCFHL- *****	  SNGPUCFHL- *****	  SHGPUCFHL- *****
<b>WAR.GRDTRK.UNT.CBT.FLDART.HOW.MDM</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN MEDIUM  Hierarchy: 1.X.3.1.1.7.1.7  Framed: F	  SUGPUCFHM- *****	  SFGPUCFHM- *****	  SNGPUCFHM- *****	  SHGPUCFHM- *****
<b>WAR.GRDTRK.UNT.CBT.FLDART.HOW.HVY</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN HEAVY  Hierarchy: 1.X.3.1.1.7.1.8  Framed: F	  SUGPUCFHH- *****	  SFGPUCFHH- *****	  SNGPUCFHH- *****	  SHGPUCFHH- *****

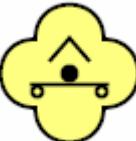
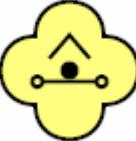
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CBT.FLDART.HOW.AMP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY HOWITZER/GUN AMPHIBIOUS  Hierarchy: 1.X.3.1.1.7.1.9  Framed: F				
<b>WAR.GRDTRK.UNT.CBT.FLDART.ROC</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET  Hierarchy: 1.X.3.1.1.7.2  Framed: F				
<b>WAR.GRDTRK.UNT.CBT.FLDART.ROC.SRL</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET SINGLE ROCKET LAUNCHER  Hierarchy: 1.X.3.1.1.7.2.1  Framed: F				
<b>WAR.GRDTRK.UNT.CBT.FLDART.ROC.SRL.SRS PD</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET SINGLE ROCKET LAUNCHER SINGLE ROCKET SELF-PROPELLED  Hierarchy: 1.X.3.1.1.7.2.1.1  Framed: F				

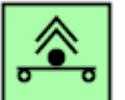
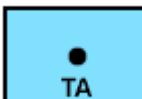
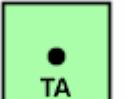
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CBT.FLDART.ROC.SRL.SRT RK</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET SINGLE ROCKET LAUNCHER SINGLE ROCKET TRUCK  Hierarchy: 1.X.3.1.1.7.2.1.2  Framed: F	 SUGPUCFRSR*** **	 SFGPUCFRSR *** **	 SNGPUCFRSR *** **	 SHGPUCFRSR *** **
<b>WAR.GRDTRK.UNT.CBT.FLDART.ROC.SRL.SRT OW</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET SINGLE ROCKET LAUNCHER SINGLE ROCKET TOWED  Hierarchy: 1.X.3.1.1.7.2.1.3  Framed: F	 SUGPUCFRST*** **	 SFGPUCFRST *** **	 SNGPUCFRST *** **	 SHGPUCFRST *** **
<b>WAR.GRDTRK.UNT.CBT.FLDART.ROC.MRL</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET MULTI ROCKET LAUNCHER  Hierarchy: 1.X.3.1.1.7.2.2  Framed: F	 SUGPUCFRM- *****	 SFGPUCFRM- *****	 SNGPUCFRM- *****	 SHGPUCFRM- *****
<b>WAR.GRDTRK.UNT.CBT.FLDART.ROC.MRL.MR SPD</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET MULTI ROCKET LAUNCHER MULTI ROCKET SELF-PROPELLED  Hierarchy: 1.X.3.1.1.7.2.2.1  Framed: F	 SUGPUCFRMS** ***	 SFGPUCFRMS*** **	 SNGPUCFRMS** ***	 SHGPUCFRMS** ***

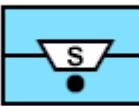
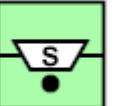
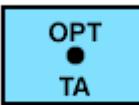
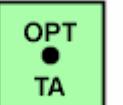
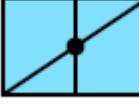
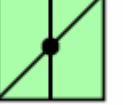
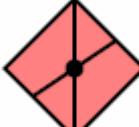
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CBT.FLDART.ROC.MRL.MR TRK</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET MULTI ROCKET LAUNCHER MULTI ROCKET TRUCK  Hierarchy: 1.X.3.1.1.7.2.2.2  Framed: F				
<b>WAR.GRDTRK.UNT.CBT.FLDART.ROC.MRL.MR TOW</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY ROCKET MULTI ROCKET LAUNCHER MULTI ROCKET TOWED  Hierarchy: 1.X.3.1.1.7.2.2.3  Framed: F				
<b>WAR.GRDTRK.UNT.CBT.FLDART.TGTAQ</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY TARGET ACQUISITION  Hierarchy: 1.X.3.1.1.7.3  Framed: F				
<b>WAR.GRDTRK.UNT.CBT.FLDART.TGTAQ.RAD</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY TARGET ACQUISITION RADAR  Hierarchy: 1.X.3.1.1.7.3.1  Framed: F				

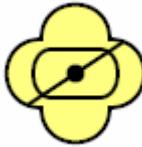
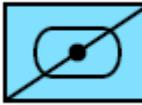
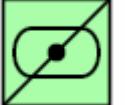
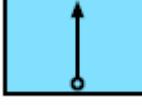
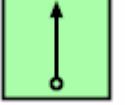
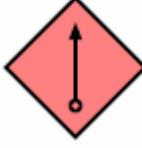
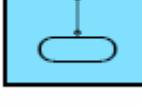
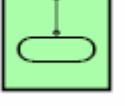
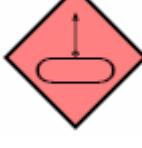
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CBT.FLDART.TGTAQ.SND</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY TARGET ACQUISITION SOUND  Hierarchy: 1.X.3.1.1.7.3.2  Framed: F	 SUGPUCFTS- *****	 SFGPUCFTS- *****	 SNGPUCFTS- *****	 SHGPUCFTS- *****
<b>WAR.GRDTRK.UNT.CBT.FLDART.TGTAQ.FLH</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY TARGET ACQUISITION FLASH (OPTICAL)  Hierarchy: 1.X.3.1.1.7.3.3  Framed: F	 SUGPUCFTF- *****	 SFGPUCFTF- *****	 SNGPUCFTF- *****	 SHGPUCFTF- *****
<b>WAR.GRDTRK.UNT.CBT.FLDART.TGTAQ.CLT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY TARGET ACQUISITION COLT/FIST  Hierarchy: 1.X.3.1.1.7.3.4  Framed: F	 SUGPUCFTC- *****	 SFGPUCFTC- *****	 SNGPUCFTC- *****	 SHGPUCFTC- *****
<b>WAR.GRDTRK.UNT.CBT.FLDART.TGTAQ.CLT.DMD</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY TARGET ACQUISITION COLT/FIST DISMOUNTED  Hierarchy: 1.X.3.1.1.7.3.4.1  Framed: F	 SUGPUCFTCD** ***  SFGPUCFTCD*** **  SNGPUCFTCD** ***  SHGPUCFTCD** ***			

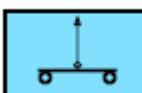
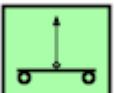
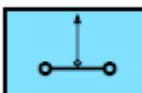
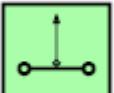
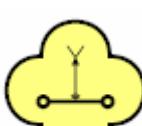
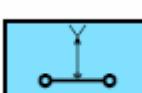
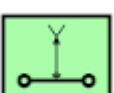
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CBT.FLDART.TGTAQ.CLT. TKD</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY TARGET ACQUISITION COLT/FIST TRACKED  Hierarchy: 1.X.3.1.1.7.3.4.2  Framed: F				
<b>WAR.GRDTRK.UNT.CBT.FLDART.TGTAQ.ANG</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY TARGET ACQUISITION ANGLICO  Hierarchy: 1.X.3.1.1.7.3.5  Framed: F				
<b>WAR.GRDTRK.UNT.CBT.FLDART.MORT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR  Hierarchy: 1.X.3.1.1.7.4  Framed: F				
<b>WAR.GRDTRK.UNT.CBT.FLDART.MORT.SPDTR K</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR SELF-PROPELLED TRACKED  Hierarchy: 1.X.3.1.1.7.4.1  Framed: F				

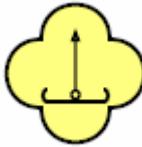
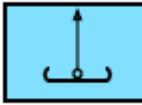
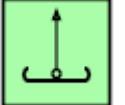
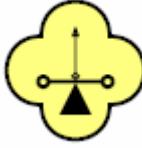
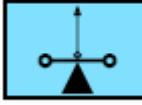
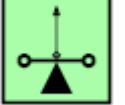
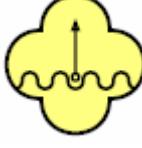
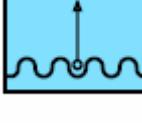
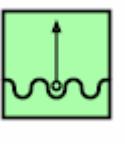
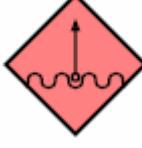
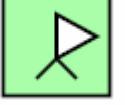
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CBT.FLDART.MORT.SPDW HD</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR SELF-PROPELLED WHEELED  Hierarchy: 1.X.3.1.1.7.4.2  Framed: F				
<b>WAR.GRDTRK.UNT.CBT.FLDART.MORT.TOW</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR TOWED  Hierarchy: 1.X.3.1.1.7.4.3  Framed: F				
<b>WAR.GRDTRK.UNT.CBT.FLDART.MORT.TOW.A BN</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR TOWED AIRBORNE  Hierarchy: 1.X.3.1.1.7.4.3.1  Framed: F				
<b>WAR.GRDTRK.UNT.CBT.FLDART.MORT.TOW.A AST</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR TOWED AIR ASSAULT  Hierarchy: 1.X.3.1.1.7.4.3.2  Framed: F				

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CBT.FLDART.MORT.TOW.ARCTIC</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR TOWED ARCTIC  Hierarchy: 1.X.3.1.1.7.4.3.3  Framed: F				
<b>WAR.GRDTRK.UNT.CBT.FLDART.MORT.TOW.MOUNTAIN</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR TOWED MOUNTAIN  Hierarchy: 1.X.3.1.1.7.4.3.4  Framed: F				
<b>WAR.GRDTRK.UNT.CBT.FLDART.MORT.AMPHIBIOUS</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY MORTAR AMPHIBIOUS  Hierarchy: 1.X.3.1.1.7.4.4  Framed: F				
<b>WAR.GRDTRK.UNT.CBT.FLDART.ARTSVY</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY ARTILLERY SURVEY  Hierarchy: 1.X.3.1.1.7.5  Framed: F				

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CBT.FLDART.ARTSVY.AAS-T</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY ARTILLERY SURVEY AIR ASSAULT  Hierarchy: 1.X.3.1.1.7.5.1  Framed: F				
<b>WAR.GRDTRK.UNT.CBT.FLDART.ARTSVY.ABN</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY ARTILLERY SURVEY AIRBORNE  Hierarchy: 1.X.3.1.1.7.5.2  Framed: F				
<b>WAR.GRDTRK.UNT.CBT.FLDART.ARTSVY.LIT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY ARTILLERY SURVEY LIGHT  Hierarchy: 1.X.3.1.1.7.5.3  Framed: F				
<b>WAR.GRDTRK.UNT.CBT.FLDART.ARTSVY.MNT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY ARTILLERY SURVEY MOUNTAIN  Hierarchy: 1.X.3.1.1.7.5.4  Framed: F				

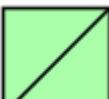
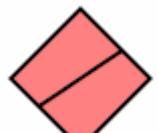
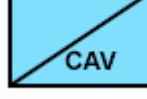
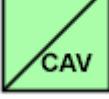
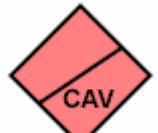
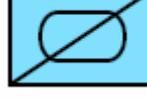
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CBT.FLDART.METO</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY METEOROLOGICAL  Hierarchy: 1.X.3.1.1.7.6  Framed: F				
SUGPUCFO-- *****	SFGPUCFO-- *****	SNGPUCFO-- *****	SHGPUCFO-- *****	
<b>WAR.GRDTRK.UNT.CBT.FLDART.METO.AAST</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY METEOROLOGICAL AIR ASSAULT  Hierarchy: 1.X.3.1.1.7.6.1  Framed: F				
SUGPUCFOS- *****	SFGPUCFOS- *****	SNGPUCFOS- *****	SHGPUCFOS- *****	
<b>WAR.GRDTRK.UNT.CBT.FLDART.METO.ABN</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY METEOROLOGICAL AIRBORNE  Hierarchy: 1.X.3.1.1.7.6.2  Framed: F				
SUGPUCFOA- *****	SFGPUCFOA- *****	SNGPUCFOA- *****	SHGPUCFOA- *****	
<b>WAR.GRDTRK.UNT.CBT.FLDART.METO.LIT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY METEOROLOGICAL LIGHT  Hierarchy: 1.X.3.1.1.7.6.3  Framed: F				
SUGPUCFOL- *****	SFGPUCFOL- *****	SNGPUCFOL- *****	SHGPUCFOL- *****	

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CBT.FLDART.METO.MNT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT FIELD ARTILLERY METEOROLOGICAL MOUNTAIN  Hierarchy: 1.X.3.1.1.7.6.4  Framed: F	  SUGPUCFOO- *****	  SFGPUCFOO- *****	  SNGPUCFOO- *****	  SHGPUCFOO- *****
<b>WAR.GRDTRK.UNT.CBT.RECON</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT RECONNAISSANCE  Hierarchy: 1.X.3.1.1.8  Framed: F	  SUGPUCR--- *****	  SFGPUCR--- *****	  SNGPUCR--- *****	  SHGPUCR--- *****
<b>WAR.GRDTRK.UNT.CBT.RECON.HRE</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT RECONNAISSANCE HORSE  Hierarchy: 1.X.3.1.1.8.1  Framed: F	  SUGPUCRH-- *****	  SFGPUCRH-- *****	  SNGPUCRH-- *****	  SHGPUCRH-- *****
<b>WAR.GRDTRK.UNT.CBT.RECON.CVY</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT RECONNAISSANCE CAVALRY  Hierarchy: 1.X.3.1.1.8.2  Framed: F	  SUGPUCRV-- *****	  SFGPUCRV-- *****	  SNGPUCRV-- *****	  SHGPUCRV-- *****
<b>WAR.GRDTRK.UNT.CBT.RECON.CVY.ARMD</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT RECONNAISSANCE CAVALRY ARMORED  Hierarchy: 1.X.3.1.1.8.2.1  Framed: F	  SUGPUCRVA- *****	  SFGPUCRVA- *****	  SNGPUCRVA- *****	  SHGPUCRVA- *****

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CBT.RECON.CVY.MOT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT RECONNAISSANCE CAVALRY MOTORIZED  Hierarchy: 1.X.3.1.1.8.2.2  Framed: F				
<b>WAR.GRDTRK.UNT.CBT.RECON.CVY.GRD</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT RECONNAISSANCE CAVALRY GROUND  Hierarchy: 1.X.3.1.1.8.2.3  Framed: F				
<b>WAR.GRDTRK.UNT.CBT.RECON.CVY.AIR</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT RECONNAISSANCE CAVALRY AIR  Hierarchy: 1.X.3.1.1.8.2.4  Framed: F				
<b>WAR.GRDTRK.UNT.CBT.RECON.ARC</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT RECONNAISSANCE ARCTIC  Hierarchy: 1.X.3.1.1.8.3  Framed: F				
<b>WAR.GRDTRK.UNT.CBT.RECON.AAST</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT RECONNAISSANCE AIR ASSAULT  Hierarchy: 1.X.3.1.1.8.4  Framed: F				

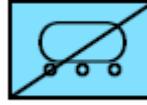
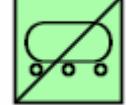
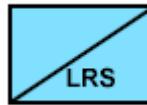
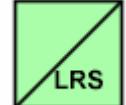
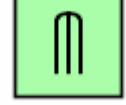
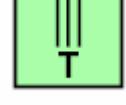
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CBT.RECON.ABN</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT RECONNAISSANCE AIRBORNE  Hierarchy: 1.X.3.1.1.8.5  Framed: F				
SUGPUCRA-- *****	SFGPUCRA-- *****	SNGPUCRA-- *****	SHGPUCRA-- *****	
<b>WAR.GRDTRK.UNT.CBT.RECON.MNT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT RECONNAISSANCE MOUNTAIN  Hierarchy: 1.X.3.1.1.8.6  Framed: F				
SUGPUCRO-- *****	SFGPUCRO-- *****	SNGPUCRO-- *****	SHGPUCRO-- *****	
<b>WAR.GRDTRK.UNT.CBT.RECON.LIT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT RECONNAISSANCE LIGHT  Hierarchy: 1.X.3.1.1.8.7  Framed: F				
SUGPUCRL-- *****	SFGPUCRL-- *****	SNGPUCRL-- *****	SHGPUCRL-- *****	
<b>WAR.GRDTRK.UNT.CBT.RECON.MAR</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT RECONNAISSANCE MARINE  Hierarchy: 1.X.3.1.1.8.8  Framed: F				
SUGPUCRR-- *****	SFGPUCRR-- *****	SNGPUCRR-- *****	SHGPUCRR-- *****	
<b>WAR.GRDTRK.UNT.CBT.RECON.MAR.DIV</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT RECONNAISSANCE MARINE DIVISION  Hierarchy: 1.X.3.1.1.8.8.1  Framed: F				
SUGPUCRRD-- *****	SFGPUCRRD-- *****	SNGPUCRRD-- *****	SHGPUCRRD-- *****	

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CBT.RECON.MAR.FOR</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT RECONNAISSANCE MARINE FORCE  Hierarchy: 1.X.3.1.1.8.8.2  Framed: F	 SUGPUCRRF- *****	 SFGPUCRRF- *****	 SNGPUCRRF- *****	 SHGPUCRRF- *****
<b>WAR.GRDTRK.UNT.CBT.RECON.MAR.LAR</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT RECONNAISSANCE MARINE LIGHT ARMORED RECONNAISSNACE (LAR)  Hierarchy: 1.X.3.1.1.8.8.3  Framed: F	 SUGPUCRRL- *****	 SFGPUCRRL- *****	 SNGPUCRRL- *****	 SHGPUCRRL- *****
<b>WAR.GRDTRK.UNT.CBT.RECON.LRS</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT RECONNAISSANCE LONG RANGE SURVEILLANCE (LRS)  Hierarchy: 1.X.3.1.1.8.9  Framed: F	 SUGPUCRX-- *****	 SFGPUCRX-- *****	 SNGPUCRX-- *****	 SHGPUCRX-- *****
<b>WAR.GRDTRK.UNT.CBT.MSL</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT MISSILE (SURF-SURF)  Hierarchy: 1.X.3.1.1.9  Framed: F	 SUGPUCM--- *****	 SFGPUCM--- *****	 SNGPUCM--- *****	 SHGPUCM--- *****
<b>WAR.GRDTRK.UNT.CBT.MSL.TAC</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT MISSILE (SURF-SURF) TACTICAL  Hierarchy: 1.X.3.1.1.9.1  Framed: F	 SUGPUCMT-- *****	 SFGPUCMT-- *****	 SNGPUCMT-- *****	 SHGPUCMT-- *****

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CBT.MSL.STGC</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT MISSILE (SURF-SURF) STRATEGIC  Hierarchy: 1.X.3.1.1.9.2  Framed: F				
SUGPUCMS-- *****	SFGPUCMS-- *****	SNGPUCMS-- *****	SHGPUCMS-- *****	
<b>WAR.GRDTRK.UNT.CBT.ISF</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT INTERNAL SECURITY FORCES  Hierarchy: 1.X.3.1.1.10  Framed: F				
SUGPUCS--- *****	SFGPUCS--- *****	SNGPUCS--- *****	SHGPUCS--- *****	
<b>WAR.GRDTRK.UNT.CBT.ISF.RIV</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT INTERNAL SECURITY FORCES RIVERINE  Hierarchy: 1.X.3.1.1.10.1  Framed: F				
SUGPUCSW-- *****	SFGPUCSW-- *****	SNGPUCSW-- *****	SHGPUCSW-- *****	
<b>WAR.GRDTRK.UNT.CBT.ISF.GRD</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT INTERNAL SECURITY FORCES GROUND  Hierarchy: 1.X.3.1.1.10.2  Framed: F				
SUGPUCSG-- *****	SFGPUCSG-- *****	SNGPUCSG-- *****	SHGPUCSG-- *****	
<b>WAR.GRDTRK.UNT.CBT.ISF.GRD.DMD</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT INTERNAL SECURITY FORCES GROUND DISMOUNTED  Hierarchy: 1.X.3.1.1.10.2.1  Framed: F				
SUGPUCSGD-- *****	SFGPUCSGD-- *****	SNGPUCSGD-- *****	SHGPUCSGD-- *****	

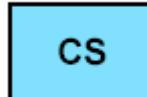
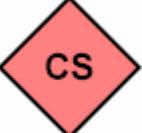
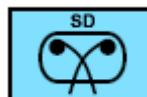
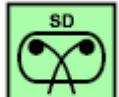
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CBT.ISF.GRD.MOT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT INTERNAL SECURITY FORCES GROUND MOTORIZED  Hierarchy: 1.X.3.1.1.10.2.2  Framed: F				
SUGPUCSGM- *****	SFGPUCSGM- *****	SNGPUCSGM- *****	SHGPUCSGM- *****	
<b>WAR.GRDTRK.UNT.CBT.ISF.GRD.MECH</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT INTERNAL SECURITY FORCES GROUND MECHANIZED  Hierarchy: 1.X.3.1.1.10.2.3  Framed: F				
SUGPUCSGA- *****	SFGPUCSGA- *****	SNGPUCSGA- *****	SHGPUCSGA- *****	
<b>WAR.GRDTRK.UNT.CBT.ISF.WHMECH</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT INTERNAL SECURITY FORCES WHEELED MECHANIZED  Hierarchy: 1.X.3.1.1.10.3  Framed: F				
SUGPUCSM-- *****	SFGPUCSM-- *****	SNGPUCSM-- *****	SHGPUCSM-- *****	
<b>WAR.GRDTRK.UNT.CBT.ISF.RALRD</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT INTERNAL SECURITY FORCES RAILROAD  Hierarchy: 1.X.3.1.1.10.4  Framed: F				
SUGPUCSR-- *****	SFGPUCSR-- *****	SNGPUCSR-- *****	SHGPUCSR-- *****	
<b>WAR.GRDTRK.UNT.CBT.ISF.AVN</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT INTERNAL SECURITY FORCES AVIATION  Hierarchy: 1.X.3.1.1.10.5  Framed: F				
SUGPUCSA-- *****	SFGPUCSA-- *****	SNGPUCSA-- *****	SHGPUCSA-- *****	

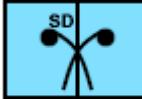
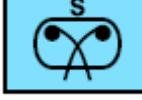
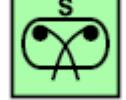
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CS</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT  Hierarchy: 1.X.3.1.2  Framed: F				
<b>WAR.GRDTRK.UNT.CS.NBC</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT NBC  Hierarchy: 1.X.3.1.2.1  Framed: F				
<b>WAR.GRDTRK.UNT.CS.NBC.CML</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL  Hierarchy: 1.X.3.1.2.1.1  Framed: F				
<b>WAR.GRDTRK.UNT.CS.NBC.CML.SMKDEC</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL SMOKE/DECON  Hierarchy: 1.X.3.1.2.1.1.1  Framed: F				
<b>WAR.GRDTRK.UNT.CS.NBC.CML.SMKDEC.MEC</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL SMOKE/DECON MECHANIZED  Hierarchy: 1.X.3.1.2.1.1.1.1  Framed: F				

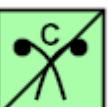
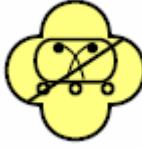
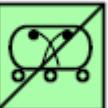
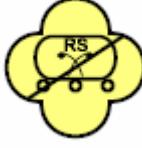
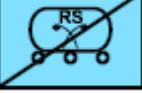
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CS.NBC.CML.SMKDEC.MOT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL SMOKE/DECON MOTORIZED  Hierarchy: 1.X.3.1.2.1.1.1.2  Framed: F	 SUGPUUACCM** ***	 SFGPUUACCM** ***	 SNGPUUACCM** ***	 SHGPUUACCM** ***
<b>WAR.GRDTRK.UNT.CS.NBC.CML.SMK</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL SMOKE  Hierarchy: 1.X.3.1.2.1.1.2  Framed: F	 SUGPUUACS- *****	 SFGPUUACS- *****	 SNGPUUACS- *****	 SHGPUUACS- *****
<b>WAR.GRDTRK.UNT.CS.NBC.CML.SMK.MOT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL SMOKE MOTORIZED  Hierarchy: 1.X.3.1.2.1.1.2.1  Framed: F	 SUGPUUACSM** ***	 SFGPUUACSM** ***	 SNGPUUACSM** ***	 SHGPUUACSM** ***
<b>WAR.GRDTRK.UNT.CS.NBC.CML.SMK.ARM</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL SMOKE ARMOR  Hierarchy: 1.X.3.1.2.1.1.2.2  Framed: F	 SUGPUUACSA** ***	 SFGPUUACSA** ***	 SNGPUUACSA** ***	 SHGPUUACSA** ***

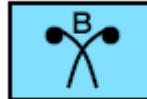
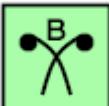
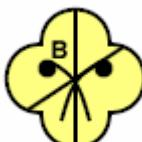
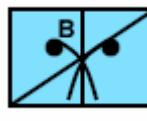
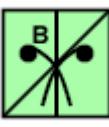
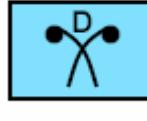
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CS.NBC.CML.RECON</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL RECON  Hierarchy: 1.X.3.1.2.1.1.3  Framed: F				
<b>WAR.GRDTRK.UNT.CS.NBC.CML.RECON.WAR.MVH</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL RECON WHEELED ARMORED VEHICLE  Hierarchy: 1.X.3.1.2.1.1.3.1  Framed: F				
<b>WAR.GRDTRK.UNT.CS.NBC.CML.RECON.WAVS</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT NBC CHEMICAL RECON WHEELED ARMORED VEHICLE SURVEILLANCE  Hierarchy: 1.X.3.1.2.1.1.3.2  Framed: F				
<b>WAR.GRDTRK.UNT.CS.NBC.NUC</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT NBC NUCLEAR  Hierarchy: 1.X.3.1.2.1.1.2  Framed: F				

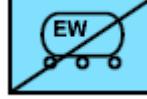
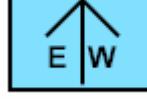
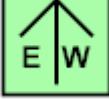
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CS.NBC.BIO</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT NBC BIOLOGICAL  Hierarchy: 1.X.3.1.2.1.3  Framed: F	 SUGPUUAB-- *****	 SFGPUUAB-- *****	 SNGPUUAB-- *****	 SHGPUUAB-- *****
<b>WAR.GRDTRK.UNT.CS.NBC.BIO.RECEQP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT NBC BIOLOGICAL RECON EQUIPPED  Hierarchy: 1.X.3.1.2.1.3.1  Framed: F	 SUGPUUABR-- *****	 SFGPUUABR-- *****	 SNGPUUABR-- *****	 SHGPUUABR-- *****
<b>WAR.GRDTRK.UNT.CS.NBC.DECON</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT NBC DECONTAMINATION  Hierarchy: 1.X.3.1.2.1.4  Framed: F	 SUGPUUAD-- *****	 SFGPUUAD-- *****	 SNGPUUAD-- *****	 SHGPUUAD-- *****
<b>WAR.GRDTRK.UNT.CS.MILINT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE  Hierarchy: 1.X.3.1.2.2  Framed: F	 SUGPUUM--- *****	 SFGPUUM--- *****	 SNGPUUM--- *****	 SHGPUUM--- *****
<b>WAR.GRDTRK.UNT.CS.MILINT.AEREXP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE AERIAL EXPLOITATION  Hierarchy: 1.X.3.1.2.2.1  Framed: F	 SUGPUUMA-- *****	 SFGPUUMA-- *****	 SNGPUUMA-- *****	 SHGPUUMA-- *****

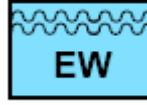
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CS.MILINT.SIGINT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SIGNAL INTELLIGENCE (SIGINT)				
Hierarchy: 1.X.3.1.2.2.2  Framed: F	SUGPUUMS-- *****	SFGPUUMS-- *****	SNGPUUMS-- *****	SHGPUUMS-- *****
<b>WAR.GRDTRK.UNT.CS.MILINT.SIGINT.ECW</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SIGNAL INTELLIGENCE (SIGINT) ELECTRONIC WARFARE				
Hierarchy: 1.X.3.1.2.2.2.1  Framed: F	SUGPUUMSE-- *****	SFGPUUMSE-- *****	SNGPUUMSE-- *****	SHGPUUMSE-- *****
<b>WAR.GRDTRK.UNT.CS.MILINT.SIGINT.ECW.AR</b> <b>MWVH</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SIGNAL INTELLIGENCE (SIGINT) ELECTRONIC WARFARE ARMORED WHEELED VEHICLE				
Hierarchy: 1.X.3.1.2.2.2.1.1  Framed: F	SUGPUUMSEA** ***	SFGPUUMSEA** ***	SNGPUUMSEA** ***	SHGPUUMSEA** ***
<b>WAR.GRDTRK.UNT.CS.MILINT.SIGINT.ECW.DF</b> <b>N</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SIGNAL INTELLIGENCE (SIGINT) ELECTRONIC WARFARE DIRECTION FINDING				
Hierarchy: 1.X.3.1.2.2.2.1.2  Framed: F	SUGPUUMSED** ***	SFGPUUMSED** ***	SNGPUUMSED** ***	SHGPUUMSED** ***

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CS.MILINT.SIGINT.ECW.IN C</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SIGNAL INTELLIGENCE (SIGINT) ELECTRONIC WARFARE INTERCEPT  Hierarchy: 1.X.3.1.2.2.2.1.3  Framed: F	  SUGPUUMSEI*** **	  SFGPUUMSEI*** **	  SNGPUUMSEI*** **	  SHGPUUMSEI*** **
<b>WAR.GRDTRK.UNT.CS.MILINT.SIGINT.ECW.JM G</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SIGNAL INTELLIGENCE (SIGINT) ELECTRONIC WARFARE JAMMING  Hierarchy: 1.X.3.1.2.2.2.1.4  Framed: F	  SUGPUUMSEJ*** **	  SFGPUUMSEJ*** **	  SNGPUUMSEJ*** **	  SHGPUUMSEJ*** **
<b>WAR.GRDTRK.UNT.CS.MILINT.SIGINT.ECW.TH T</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SIGNAL INTELLIGENCE (SIGINT) ELECTRONIC WARFARE THEATER  Hierarchy: 1.X.3.1.2.2.2.1.5  Framed: F	  SUGPUUMSET** ***	  SFGPUUMSET** ***	  SNGPUUMSET** ***	  SHGPUUMSET** ***
<b>WAR.GRDTRK.UNT.CS.MILINT.SIGINT.ECW.CR P</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SIGNAL INTELLIGENCE (SIGINT) ELECTRONIC WARFARE CORPS  Hierarchy: 1.X.3.1.2.2.2.1.6  Framed: F	  SUGPUUMSEC** ***	  SFGPUUMSEC** ***	  SNGPUUMSEC** ***	  SHGPUUMSEC** ***

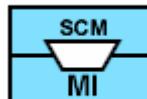
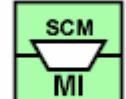
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CS.MILINT.CINT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE COUNTER INTELLIGENCE  Hierarchy: 1.X.3.1.2.2.3  Framed: F				
<b>WAR.GRDTRK.UNT.CS.MILINT.SVL</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SURVEILLANCE  Hierarchy: 1.X.3.1.2.2.4  Framed: F				
<b>WAR.GRDTRK.UNT.CS.MILINT.SVL.GRDSR</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SURVEILLANCE GROUND SURVEILLANCE RADAR  Hierarchy: 1.X.3.1.2.2.4.1  Framed: F				
<b>WAR.GRDTRK.UNT.CS.MILINT.SVL.SNS</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SURVEILLANCE SENSOR  Hierarchy: 1.X.3.1.2.2.4.2  Framed: F				

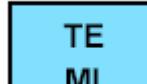
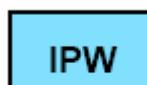
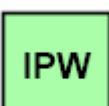
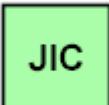
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CS.MILINT.SVL.SNS.SCM</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SURVEILLANCE SENSOR SCM  Hierarchy: 1.X.3.1.2.2.4.2.1  Framed: F	 SUGPUUMRSS** ***  SCM MI	 SFGPUUMRSS** ***  SCM MI	 SNGPUUMRSS** ***  SCM MI	 SHGPUUMRSS** ***  SCM MI
<b>WAR.GRDTRK.UNT.CS.MILINT.SVL.GRDSM</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SURVEILLANCE GROUND STATION MODULE  Hierarchy: 1.X.3.1.2.2.4.3  Framed: F	 SUGPUUMRX- ****  GSM MI	 SFGPUUMRX- ****  GSM MI	 SNGPUUMRX- ****  GSM MI	 SHGPUUMRX- ****  GSM MI
<b>WAR.GRDTRK.UNT.CS.MILINT.SVL.METO</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE SURVEILLANCE METEOROLOGICAL  Hierarchy: 1.X.3.1.2.2.4.4  Framed: F	 SUGPUUMMO- ****  MET MI	 SFGPUUMMO- ****  MET MI	 SNGPUUMMO- ****  MET MI	 SHGPUUMMO- ****  MET MI
<b>WAR.GRDTRK.UNT.CS.MILINT.OPN</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE OPERATIONS  Hierarchy: 1.X.3.1.2.2.5  Framed: F	 SUGPUUMO-- *****  OPS MI	 SFGPUUMO-- *****  OPS MI	 SNGPUUMO-- *****  OPS MI	 SHGPUUMO-- *****  OPS MI

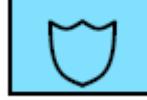
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CS.MILINT.TACEXP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE TACTICAL EXPLOIT  Hierarchy: 1.X.3.1.2.2.6  Framed: F	  SUGPUUUMT-- *****	  SFGPUUUMT-- *****	  SNGPUUUMT-- *****	  SHGPUUUMT-- *****
<b>WAR.GRDTRK.UNT.CS.MILINT.INTGN</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE INTERROGATION  Hierarchy: 1.X.3.1.2.2.7  Framed: F	  SUGPUUUMQ-- *****	  SFGPUUUMQ-- *****	  SNGPUUUMQ-- *****	  SHGPUUUMQ-- *****
<b>WAR.GRDTRK.UNT.CS.MILINT.JINTCT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT MILITARY INTELLIGENCE JOINT INTELLIGENCE CENTER  Hierarchy: 1.X.3.1.2.2.8  Framed: F	  SUGPUUMJ-- *****	  SFGPUUMJ-- *****	  SNGPUUMJ-- *****	  SHGPUUMJ-- *****
<b>WAR.GRDTRK.UNT.CS.LAWENU</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT LAW ENFORCEMENT UNIT  Hierarchy: 1.X.3.1.2.3  Framed: F	  SUGPUUL--- *****	  SFGPUUL--- *****	  SNGPUUL--- *****	  SHGPUUL--- *****
<b>WAR.GRDTRK.UNT.CS.LAWENU.SHRPAT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT LAW ENFORCEMENT UNIT SHORE PATROL  Hierarchy: 1.X.3.1.2.3.1  Framed: F	  SUGPUULS-- *****	  SFGPUULS-- *****	  SNGPUULS-- *****	  SHGPUULS-- *****

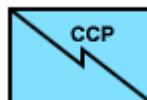
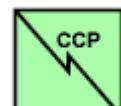
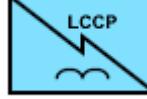
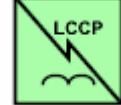
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CS.LAWENU.MILP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT LAW ENFORCEMENT UNIT MILITARY POLICE  Hierarchy: 1.X.3.1.2.3.2  Framed: F	  SUGPUULM-- *****	  SFGPUULM-- *****	  SNGPUULM-- *****	  SHGPUULM-- *****
<b>WAR.GRDTRK.UNT.CS.LAWENU.CLE</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT LAW ENFORCEMENT UNIT CIVILIAN LAW ENFORCEMENT  Hierarchy: 1.X.3.1.2.3.3  Framed: F	  SUGPUULC-- *****	  SFGPUULC-- *****	  SNGPUULC-- *****	  SHGPUULC-- *****
<b>WAR.GRDTRK.UNT.CS.LAWENU.SECPOL</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT LAW ENFORCEMENT UNIT SECURITY POLICE (AIR)  Hierarchy: 1.X.3.1.2.3.4  Framed: F	  SUGPUULF-- *****	  SFGPUULF-- *****	  SNGPUULF-- *****	  SHGPUULF-- *****
<b>WAR.GRDTRK.UNT.CS.LAWENU.CID</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT LAW ENFORCEMENT UNIT CENTRAL INTELLIGENCE DIVISION (CID)  Hierarchy: 1.X.3.1.2.3.5  Framed: F	  SUGPUULD-- *****	  SFGPUULD-- *****	  SNGPUULD-- *****	  SHGPUULD-- *****
<b>WAR.GRDTRK.UNT.CS.SIGUNT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT  Hierarchy: 1.X.3.1.2.4  Framed: F	  SUGPUUS--- *****	  SFGPUUS--- *****	  SNGPUUS--- *****	  SHGPUUS--- *****

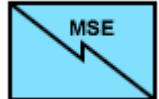
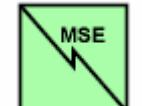
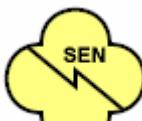
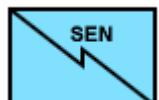
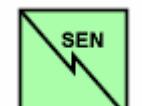
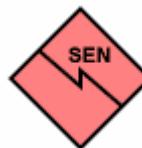
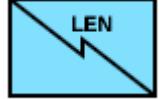
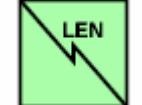
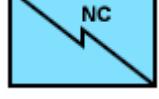
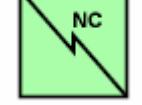
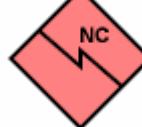
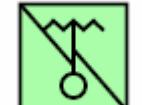
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CS.SIGUNT.ARA</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT AREA  Hierarchy: 1.X.3.1.2.4.1  Framed: F	 SUGPUUSA-- *****	 SFGPUUSA-- *****	 SNGPUUSA-- *****	 SHGPUUSA-- *****
<b>WAR.GRDTRK.UNT.CS.SIGUNT.COMCP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT COMMUNICATION CONFIGURED PACKAGE  Hierarchy: 1.X.3.1.2.4.2  Framed: F	 SUGPUUSC-- *****	 SFGPUUSC-- *****	 SNGPUUSC-- *****	 SHGPUUSC-- *****
<b>WAR.GRDTRK.UNT.CS.SIGUNT.COMCP.LCCP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT COMMUNICATION CONFIGURED PACKAGE LARGE COMMUNICATION CONFIGURED PACKAGE (LCCP)  Hierarchy: 1.X.3.1.2.4.2.1  Framed: F	 SUGPUUSCL-- *****	 SFGPUUSCL-- *****	 SNGPUUSCL-- *****	 SHGPUUSCL-- *****
<b>WAR.GRDTRK.UNT.CS.SIGUNT.CMDOPN</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT COMMAND OPERATIONS  Hierarchy: 1.X.3.1.2.4.3  Framed: F	 SUGPUUSO-- *****	 SFGPUUSO-- *****	 SNGPUUSO-- *****	 SHGPUUSO-- *****
<b>WAR.GRDTRK.UNT.CS.SIGUNT.FWDCOM</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT FORWARD COMMUNICATIONS  Hierarchy: 1.X.3.1.2.4.4  Framed: F	 SUGPUUSF-- *****	 SFGPUUSF-- *****	 SNGPUUSF-- *****	 SHGPUUSF-- *****

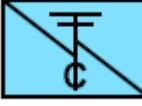
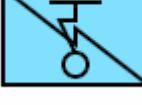
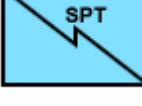
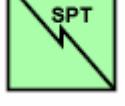
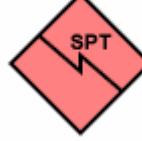
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CS.SIGUNT.MSE</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT MULTIPLE SUBSCRIBER ELEMENT  Hierarchy: 1.X.3.1.2.4.5  Framed: F	 SUGPUUSM-- *****	 SFGPUUSM-- *****	 SNGPUUSM-- *****	 SHGPUUSM-- *****
<b>WAR.GRDTRK.UNT.CS.SIGUNT.MSE.SEN</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT MULTIPLE SUBSCRIBER ELEMENT SMALL EXTENSION NODE  Hierarchy: 1.X.3.1.2.4.5.1  Framed: F	 SUGPUUSMS- *****	 SFGPUUSMS- *****	 SNGPUUSMS- *****	 SHGPUUSMS- *****
<b>WAR.GRDTRK.UNT.CS.SIGUNT.MSE.LEN</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT MULTIPLE SUBSCRIBER ELEMENT LARGE EXTENSION NODE  Hierarchy: 1.X.3.1.2.4.5.2  Framed: F	 SUGPUUSML- *****	 SFGPUUSML- *****	 SNGPUUSML- *****	 SHGPUUSML- *****
<b>WAR.GRDTRK.UNT.CS.SIGUNT.MSE.NODCTR</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT MULTIPLE SUBSCRIBER ELEMENT NODE CENTER  Hierarchy: 1.X.3.1.2.4.5.3  Framed: F	 SUGPUUSMN- *****	 SFGPUUSMN- *****	 SNGPUUSMN- *****	 SHGPUUSMN- *****
<b>WAR.GRDTRK.UNT.CS.SIGUNT.RDOOUNT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT RADIO UNIT  Hierarchy: 1.X.3.1.2.4.6  Framed: F	 SUGPUUSR-- *****	 SFGPUUSR-- *****	 SNGPUUSR-- *****	 SHGPUUSR-- *****

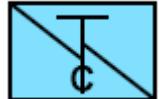
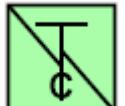
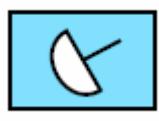
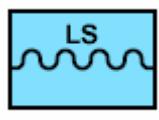
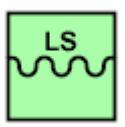
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CS.SIGUNT.RDOOUNT.TACS AT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT RADIO UNIT TACTICAL SATELLITE  Hierarchy: 1.X.3.1.2.4.6.1  Framed: F	 SUGPUUSRS- *****	 SFGPUUSRS- *****	 SNGPUUSRS- *****	 SHGPUUSRS- *****
<b>WAR.GRDTRK.UNT.CS.SIGUNT.RDOOUNT.TTYC TR</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT RADIO UNIT TELETYPE CENTER  Hierarchy: 1.X.3.1.2.4.6.2  Framed: F	 SUGPUUSRT- *****	 SFGPUUSRT- *****	 SNGPUUSRT- *****	 SHGPUUSRT- *****
<b>WAR.GRDTRK.UNT.CS.SIGUNT.RDOOUNT.RLY</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT RADIO UNIT RELAY  Hierarchy: 1.X.3.1.2.4.6.3  Framed: F	 SUGPUUSRW- *****	 SFGPUUSRW- *****	 SNGPUUSRW- *****	 SHGPUUSRW- *****
<b>WAR.GRDTRK.UNT.CS.SIGUNT.SIGSUP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT SIGNAL SUPPORT  Hierarchy: 1.X.3.1.2.4.7  Framed: F	 SUGPUUSS-- *****	 SFGPUUSS-- *****	 SNGPUUSS-- *****	 SHGPUUSS-- *****

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CS.SIGUNT.PHOSWT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT TELEPHONE SWITCH  Hierarchy: 1.X.3.1.2.4.8  Framed: F				
<b>WAR.GRDTRK.UNT.CS.SIGUNT.ECRG</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT SIGNAL UNIT ELECTRONIC RANGING  Hierarchy: 1.X.3.1.2.4.9  Framed: F				
<b>WAR.GRDTRK.UNT.CS.IWU</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT INFORMATION WARFARE UNIT  Hierarchy: 1.X.3.1.2.5  Framed: F				
<b>WAR.GRDTRK.UNT.CS.LNDSUP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT LANDING SUPPORT  Hierarchy: 1.X.3.1.2.6  Framed: F				
<b>WAR.GRDTRK.UNT.CS.EOD</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SUPPORT EXPLOSIVE ORDNANCE DISPOSAL  Hierarchy: 1.X.3.1.2.7  Framed: F				

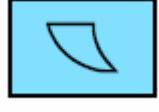
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CSS</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT  Hierarchy: 1.X.3.1.3  Framed: F				
<b>WAR.GRDTRK.UNT.CSS.ADMIN</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN)  Hierarchy: 1.X.3.1.3.1  Framed: F				
<b>WAR.GRDTRK.UNT.CSS.ADMIN.THT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) THEATER  Hierarchy: 1.X.3.1.3.1.1  Framed: F				
<b>WAR.GRDTRK.UNT.CSS.ADMIN.CRP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) CORPS  Hierarchy: 1.X.3.1.3.1.2  Framed: F				
<b>WAR.GRDTRK.UNT.CSS.ADMIN.JAG</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) JUDGE ADVOCATE GENERAL (JAG)  Hierarchy: 1.X.3.1.3.1.3  Framed: F				

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CSS.ADMIN.JAG.THT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) JUDGE ADVOCATE GENERAL (JAG) THEATER  Hierarchy: 1.X.3.1.3.1.3.1  Framed: F	  SUGPUSAJT- *****	  SFGPUSAJT- *****	  SNGPUSAJT- *****	  SHGPUSAJT- *****
<b>WAR.GRDTRK.UNT.CSS.ADMIN.JAG.CRP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) JUDGE ADVOCATE GENERAL (JAG) CORPS  Hierarchy: 1.X.3.1.3.1.3.2  Framed: F	  SUGPUSAJC- *****	  SFGPUSAJC- *****	  SNGPUSAJC- *****	  SHGPUSAJC- *****
<b>WAR.GRDTRK.UNT.CSS.ADMIN.PST</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) POSTAL  Hierarchy: 1.X.3.1.3.1.4  Framed: F	  SUGPUSAO-- *****	  SFGPUSAO-- *****	  SNGPUSAO-- *****	  SHGPUSAO-- *****
<b>WAR.GRDTRK.UNT.CSS.ADMIN.PST.THT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) POSTAL THEATER  Hierarchy: 1.X.3.1.3.1.4.1  Framed: F	  SUGPUSAOT- *****	  SFGPUSAOT- *****	  SNGPUSAOT- *****	  SHGPUSAOT- *****

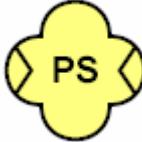
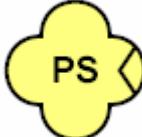
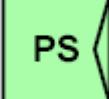
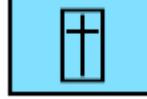
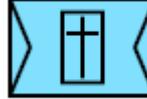
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CSS.ADMIN.PST.CRP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) POSTAL CORPS  Hierarchy: 1.X.3.1.3.1.4.2  Framed: F				
SUGPUSAOC- *****	SFGPUSAOC- *****	SNGPUSAOC- *****	SHGPUSAOC- *****	
<b>WAR.GRDTRK.UNT.CSS.ADMIN.FIN</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) FINANCE  Hierarchy: 1.X.3.1.3.1.5  Framed: F				
SUGPUSAFC-- *****	SFGPUSAFC-- *****	SNGPUSAFC-- *****	SHGPUSAFC-- *****	
<b>WAR.GRDTRK.UNT.CSS.ADMIN.FIN.THT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) FINANCE THEATER  Hierarchy: 1.X.3.1.3.1.5.1  Framed: F				
SUGPUSAFT- *****	SFGPUSAFT- *****	SNGPUSAFT- *****	SHGPUSAFT- *****	
<b>WAR.GRDTRK.UNT.CSS.ADMIN.FIN.CRP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) FINANCE CORPS  Hierarchy: 1.X.3.1.3.1.5.2  Framed: F				
SUGPUSAFC- *****	SFGPUSAFC- *****	SNGPUSAFC- *****	SHGPUSAFC- *****	
<b>WAR.GRDTRK.UNT.CSS.ADMIN.PERSVC</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) PERSONNEL SERVICES  Hierarchy: 1.X.3.1.3.1.6  Framed: F				
SUGPUSAS-- *****	SFGPUSAS-- *****	SNGPUSAS-- *****	SHGPUSAS-- *****	

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CSS.ADMIN.PERSVC.THT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) PERSONNEL SERVICES THEATER  Hierarchy: 1.X.3.1.3.1.6.1  Framed: F	  SUGPUSAST- *****	  SFGPUSAST- *****	  SNGPUSAST- *****	  SHGPUSAST- *****
<b>WAR.GRDTRK.UNT.CSS.ADMIN.PERSVC.CRP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) PERSONNEL SERVICES CORPS  Hierarchy: 1.X.3.1.3.1.6.2  Framed: F	  SUGPUSASC- *****	  SFGPUSASC- *****	  SNGPUSASC- *****	  SHGPUSASC- *****
<b>WAR.GRDTRK.UNT.CSS.ADMIN.MTRY</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) MORTUARY/GRAVES REGISTRY  Hierarchy: 1.X.3.1.3.1.7  Framed: F	  SUGPUSAM-- *****	  SFGPUSAM-- *****	  SNGPUSAM-- *****	  SHGPUSAM-- *****
<b>WAR.GRDTRK.UNT.CSS.ADMIN.MTRY.THT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) MORTUARY/GRAVES REGISTRY THEATER  Hierarchy: 1.X.3.1.3.1.7.1  Framed: F	  SUGPUSAMT- *****	  SFGPUSAMT- *****	  SNGPUSAMT- *****	  SHGPUSAMT- *****

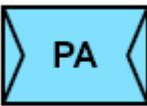
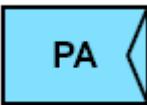
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CSS.ADMIN.MTRY.CRP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) MORTUARY/GRAVES REGISTRY CORPS  Hierarchy: 1.X.3.1.3.1.7.2  Framed: F				
SUGPUSAMC- *****	SFGPUSAMC- *****	SNGPUSAMC- *****	SHGPUSAMC- *****	
<b>WAR.GRDTRK.UNT.CSS.ADMIN.RELG</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) RELIGIOUS/CHAPLAIN  Hierarchy: 1.X.3.1.3.1.8  Framed: F				
SUGPUSAR-- *****	SFGPUSAR-- *****	SNGPUSAR-- *****	SHGPUSAR-- *****	
<b>WAR.GRDTRK.UNT.CSS.ADMIN.RELG.THT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) RELIGIOUS/CHAPLAIN THEATER  Hierarchy: 1.X.3.1.3.1.8.1  Framed: F				
SUGPUSART- *****	SFGPUSART- *****	SNGPUSART- *****	SHGPUSART- *****	
<b>WAR.GRDTRK.UNT.CSS.ADMIN.RELG.CRP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) RELIGIOUS/CHAPLAIN CORPS  Hierarchy: 1.X.3.1.3.1.8.2  Framed: F				
SUGPUSARC- *****	SFGPUSARC- *****	SNGPUSARC- *****	SHGPUSARC- *****	
<b>WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) PUBLIC AFFAIRS  Hierarchy: 1.X.3.1.3.1.9  Framed: F				
SUGPUSAP-- *****	SFGPUSAP-- *****	SNGPUSAP-- *****	SHGPUSAP-- *****	

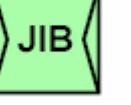
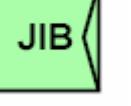
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF.THT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) PUBLIC AFFAIRS THEATER  Hierarchy: 1.X.3.1.3.1.9.1  Framed: F	  SUGPUSAPT- *****	  SFGPUSAPT- *****	  SNGPUSAPT- *****	  SHGPUSAPT- *****
<b>WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF.CRP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) PUBLIC AFFAIRS CORPS  Hierarchy: 1.X.3.1.3.1.9.2  Framed: F	  SUGPUSAPC- *****	  SFGPUSAPC- *****	  SNGPUSAPC- *****	  SHGPUSAPC- *****
<b>WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF.BRCT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) PUBLIC AFFAIRS BROADCAST  Hierarchy: 1.X.3.1.3.1.9.3  Framed: F	  SUGPUSAPB- *****	  SFGPUSAPB- *****	  SNGPUSAPB- *****	  SHGPUSAPB- *****
<b>WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF.BRCT. THT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) PUBLIC AFFAIRS BROADCAST THEATER  Hierarchy: 1.X.3.1.3.1.9.3.1  Framed: F	  SUGPUSAPBT*** **	  SFGPUSAPBT*** **	  SNGPUSAPBT*** **	  SHGPUSAPBT*** **

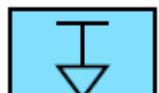
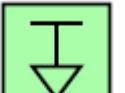
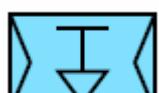
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF.BRCT.CRP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) PUBLIC AFFAIRS BROADCAST CORPS  Hierarchy: 1.X.3.1.3.1.9.3.2  Framed: F	 BPAD <small>SUGPUSAPBC*** **</small>	 BPAD <small>SFGPUSAPBC*** **</small>	 BPAD <small>SNGPUSAPBC*** **</small>	 BPAD <small>SHGPUSAPBC*** **</small>
<b>WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF.JIB</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) PUBLIC AFFAIRS JOINT INFORMATION BUREAU (JIB)  Hierarchy: 1.X.3.1.3.1.9.4  Framed: F	 JIB <small>SUGPUSAPM- *****</small>	 JIB <small>SFGPUSAPM- *****</small>	 JIB <small>SNGPUSAPM- *****</small>	 JIB <small>SHGPUSAPM- *****</small>
<b>WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF.JIB.TH</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) PUBLIC AFFAIRS JOINT INFORMATION BUREAU (JIB) THEATER  Hierarchy: 1.X.3.1.3.1.9.4.1  Framed: F	 JIB <small>SUGPUSAPMT** ***</small>	 JIB <small>SFGPUSAPMT*** **</small>	 JIB <small>SNGPUSAPMT** ***</small>	 JIB <small>SHGPUSAPMT** ***</small>
<b>WAR.GRDTRK.UNT.CSS.ADMIN.PUBAFF.JIB.CRP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) PUBLIC AFFAIRS JOINT INFORMATION BUREAU (JIB) CORPS  Hierarchy: 1.X.3.1.3.1.9.4.2  Framed: F	 JIB <small>SUGPUSAPMC** ***</small>	 JIB <small>SFGPUSAPMC** ***</small>	 JIB <small>SNGPUSAPMC** ***</small>	 JIB <small>SHGPUSAPMC** ***</small>

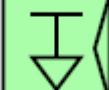
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CSS.ADMIN.RHU</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) REPLACEMENT HOLDING UNIT (RHU)  Hierarchy: 1.X.3.1.3.1.10  Framed: F	  SUGPUSAX-- *****	  SFGPUSAX-- *****	  SNGPUSAX-- *****	  SHGPUSAX-- *****
<b>WAR.GRDTRK.UNT.CSS.ADMIN.RHU.THT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) REPLACEMENT HOLDING UNIT (RHU) THEATER  Hierarchy: 1.X.3.1.3.1.10.1  Framed: F	  SUGPUSAXT-- *****	  SFGPUSAXT-- *****	  SNGPUSAXT-- *****	  SHGPUSAXT-- *****
<b>WAR.GRDTRK.UNT.CSS.ADMIN.RHU.CRP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) REPLACEMENT HOLDING UNIT (RHU) CORPS  Hierarchy: 1.X.3.1.3.1.10.2  Framed: F	  SUGPUSAXC-- *****	  SFGPUSAXC-- *****	  SNGPUSAXC-- *****	  SHGPUSAXC-- *****
<b>WAR.GRDTRK.UNT.CSS.ADMIN.LBR</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) LABOR  Hierarchy: 1.X.3.1.3.1.11  Framed: F	  SUGPUSAL-- *****	  SFGPUSAL-- *****	  SNGPUSAL-- *****	  SHGPUSAL-- *****
<b>WAR.GRDTRK.UNT.CSS.ADMIN.LBR.THT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) LABOR THEATER  Hierarchy: 1.X.3.1.3.1.11.1  Framed: F	  SUGPUSALT-- *****	  SFGPUSALT-- *****	  SNGPUSALT-- *****	  SHGPUSALT-- *****

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CSS.ADMIN.LBR.CRP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) LABOR CORPS  Hierarchy: 1.X.3.1.3.1.11.2  Framed: F	 SUGPUSALC- *****	 SFGPUSALC- *****	 SNGPUSALC- *****	 SHGPUSALC- *****
<b>WAR.GRDTRK.UNT.CSS.ADMIN.MWR</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) MORALE, WELFARE, RECREATION (MWR)  Hierarchy: 1.X.3.1.3.1.12  Framed: F	 SUGPUSAW-- *****	 SFGPUSAW-- *****	 SNGPUSAW-- *****	 SHGPUSAW-- *****
<b>WAR.GRDTRK.UNT.CSS.ADMIN.MWR.THT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) MORALE, WELFARE, RECREATION (MWR) THEATER  Hierarchy: 1.X.3.1.3.1.12.1  Framed: F	 SUGPUSAWT- *****	 SFGPUSAWT- *****	 SNGPUSAWT- *****	 SHGPUSAWT- *****
<b>WAR.GRDTRK.UNT.CSS.ADMIN.MWR.CRP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) MORALE, WELFARE, RECREATION (MWR) CORPS  Hierarchy: 1.X.3.1.3.1.12.2  Framed: F	 SUGPUSAWC- *****	 SFGPUSAWC- *****	 SNGPUSAWC- *****	 SHGPUSAWC- *****

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CSS.ADMIN.SUPPLY</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) QUARTERMASTER (SUPPLY)  Hierarchy: 1.X.3.1.3.1.13  Framed: F				
SUGPUSAQ-- *****	SFGPUSAQ-- *****	SNGPUSAQ-- *****	SHGPUSAQ-- *****	
<b>WAR.GRDTRK.UNT.CSS.ADMIN.SUPPLY.THT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) QUARTERMASTER (SUPPLY) THEATER  Hierarchy: 1.X.3.1.3.1.13.1  Framed: F				
SUGPUSAQT-- *****	SFGPUSAQT-- *****	SNGPUSAQT-- *****	SHGPUSAQT-- *****	
<b>WAR.GRDTRK.UNT.CSS.ADMIN.SUPPLY.CRP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT ADMINISTRATIVE (ADMIN) QUARTERMASTER (SUPPLY) CORPS  Hierarchy: 1.X.3.1.3.1.13.2  Framed: F				
SUGPUSAQC-- *****	SFGPUSAQC-- *****	SNGPUSAQC-- *****	SHGPUSAQC-- *****	
<b>WAR.GRDTRK.UNT.CSS.MED</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL  Hierarchy: 1.X.3.1.3.2  Framed: F				
SUGPUSM--- *****	SFGPUSM--- *****	SNGPUSM--- *****	SHGPUSM--- *****	
<b>WAR.GRDTRK.UNT.CSS.MED.THT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL THEATER  Hierarchy: 1.X.3.1.3.2.1  Framed: F				
SUGPUSMT-- *****	SFGPUSMT-- *****	SNGPUSMT-- *****	SHGPUSMT-- *****	

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CSS.MED.CRP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL CORPS  Hierarchy: 1.X.3.1.3.2.2  Framed: F				
SUGPUSMC-- *****	SFGPUSMC-- *****	SNGPUSMC-- *****	SHGPUSMC-- *****	
<b>WAR.GRDTRK.UNT.CSS.MED.MEDTF</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL MEDICAL TREATMENT FACILITY  Hierarchy: 1.X.3.1.3.2.3  Framed: F				
SUGPUSMM-- *****	SFGPUSMM-- *****	SNGPUSMM-- *****	SHGPUSMM-- *****	
<b>WAR.GRDTRK.UNT.CSS.MED.MEDTF.THT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL MEDICAL TREATMENT FACILITY THEATER  Hierarchy: 1.X.3.1.3.2.3.1  Framed: F				
SUGPUSMMT-- *****	SFGPUSMMT-- *****	SNGPUSMMT-- *****	SHGPUSMMT-- *****	
<b>WAR.GRDTRK.UNT.CSS.MED.MEDTF.CRP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL MEDICAL TREATMENT FACILITY CORPS  Hierarchy: 1.X.3.1.3.2.3.2  Framed: F				
SUGPUSMMC-- *****	SFGPUSMMC-- *****	SNGPUSMMC-- *****	SHGPUSMMC-- *****	
<b>WAR.GRDTRK.UNT.CSS.MED.VNY</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL VETERINARY  Hierarchy: 1.X.3.1.3.2.4  Framed: F				
SUGPUSMV-- *****	SFGPUSMV-- *****	SNGPUSMV-- *****	SHGPUSMV-- *****	

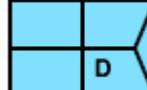
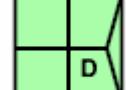
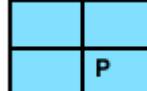
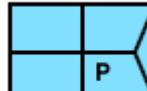
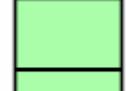
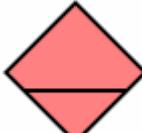
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CSS.MED.VNY.THT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL VETERINARY THEATER  Hierarchy: 1.X.3.1.3.2.4.1  Framed: F				
<b>WAR.GRDTRK.UNT.CSS.MED.VNY.CRP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL VETERINARY CORPS  Hierarchy: 1.X.3.1.3.2.4.2  Framed: F				
<b>WAR.GRDTRK.UNT.CSS.MED.DEN</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL DENTAL  Hierarchy: 1.X.3.1.3.2.5  Framed: F				
<b>WAR.GRDTRK.UNT.CSS.MED.DEN.THT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL DENTAL THEATER  Hierarchy: 1.X.3.1.3.2.5.1  Framed: F				

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**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CSS.MED.DEN.CRP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL DENTAL CORPS  Hierarchy: 1.X.3.1.3.2.5.2  Framed: F				
<b>WAR.GRDTRK.UNT.CSS.MED.PSY</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL PSYCHOLOGICAL  Hierarchy: 1.X.3.1.3.2.6  Framed: F				
<b>WAR.GRDTRK.UNT.CSS.MED.PSY.THT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL PSYCHOLOGICAL THEATER  Hierarchy: 1.X.3.1.3.2.6.1  Framed: F				
<b>WAR.GRDTRK.UNT.CSS.MED.PSY.CRP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MEDICAL PSYCHOLOGICAL CORPS  Hierarchy: 1.X.3.1.3.2.6.2  Framed: F				
<b>WAR.GRDTRK.UNT.CSS.SLP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY  Hierarchy: 1.X.3.1.3.3  Framed: F				

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**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CSS.SLP.THT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY THEATER  Hierarchy: 1.X.3.1.3.3.1  Framed: F				
SUGPUSST-- *****	SFGPUSST-- *****	SNGPUSST-- *****	SHGPPUSST-- *****	
<b>WAR.GRDTRK.UNT.CSS.SLP.CRP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CORPS  Hierarchy: 1.X.3.1.3.3.2  Framed: F				
SUGPUSSC-- *****	SFGPUSSC-- *****	SNGPUSSC-- *****	SHGPPUSSC-- *****	
<b>WAR.GRDTRK.UNT.CSS.SLP.CLS1</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS I  Hierarchy: 1.X.3.1.3.3.3  Framed: F				
SUGPUSS1-- *****	SFGPUSS1-- *****	SNGPUSS1-- *****	SHGPPUSS1-- *****	
<b>WAR.GRDTRK.UNT.CSS.SLP.CLS1.THT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS I THEATER  Hierarchy: 1.X.3.1.3.3.3.1  Framed: F				
SUGPUSS1T-- *****	SFGPUSS1T-- *****	SNGPUSS1T-- *****	SHGPPUSS1T-- *****	
<b>WAR.GRDTRK.UNT.CSS.SLP.CLS1.CRP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS I CORPS  Hierarchy: 1.X.3.1.3.3.3.2  Framed: F				
SUGPUSS1C-- *****	SFGPUSS1C-- *****	SNGPUSS1C-- *****	SHGPPUSS1C-- *****	

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**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CSS.SLP.CLS2</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS II  Hierarchy: 1.X.3.1.3.3.4  Framed: F				
SUGPUSS2-- *****	SFGPUSS2--*****	SNGPUSS2-- *****	SHGPUSS2-- *****	
<b>WAR.GRDTRK.UNT.CSS.SLP.CLS2.THT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS II THEATER  Hierarchy: 1.X.3.1.3.3.4.1  Framed: F				
SUGPUSS2T-- *****	SFGPUSS2T-- *****	SNGPUSS2T-- *****	SHGPUSS2T-- *****	
<b>WAR.GRDTRK.UNT.CSS.SLP.CLS2.CRP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS II CORPS  Hierarchy: 1.X.3.1.3.3.4.2  Framed: F				
SUGPUSS2C-- *****	SFGPUSS2C-- *****	SNGPUSS2C-- *****	SHGPUSS2C-- *****	
<b>WAR.GRDTRK.UNT.CSS.SLP.CLS3</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS III  Hierarchy: 1.X.3.1.3.3.5  Framed: F				
SUGPUSS3-- *****	SFGPUSS3--*****	SNGPUSS3-- *****	SHGPUSS3-- *****	
<b>WAR.GRDTRK.UNT.CSS.SLP.CLS3.THT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS III THEATER  Hierarchy: 1.X.3.1.3.3.5.1  Framed: F				
SUGPUSS3T-- *****	SFGPUSS3T-- *****	SNGPUSS3T-- *****	SHGPUSS3T-- *****	

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CSS.SLP.CLS3.CRP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS III CORPS  Hierarchy: 1.X.3.1.3.3.5.2  Framed: F				
SUGPUSS3C- *****	SFGPUSS3C- *****	SNGPUSS3C- *****	SHGPUSS3C- *****	
<b>WAR.GRDTRK.UNT.CSS.SLP.CLS3.AVN</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS III AVIATION  Hierarchy: 1.X.3.1.3.3.5.3  Framed: F				
SUGPUSS3A- *****	SFGPUSS3A- *****	SNGPUSS3A- *****	SHGPUSS3A- *****	
<b>WAR.GRDTRK.UNT.CSS.SLP.CLS3.AVN.THT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS III AVIATION THEATER  Hierarchy: 1.X.3.1.3.3.5.3.1  Framed: F				
SUGPUSS3AT*** **	SFGPUSS3AT*** **	SNGPUSS3AT*** **	SHGPUSS3AT*** **	
<b>WAR.GRDTRK.UNT.CSS.SLP.CLS3.AVN.CRP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS III AVIATION CORPS  Hierarchy: 1.X.3.1.3.3.5.3.2  Framed: F				
SUGPUSS3AC*** **	SFGPUSS3AC*** **	SNGPUSS3AC*** **	SHGPUSS3AC*** **	

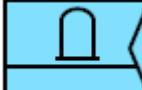
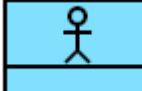
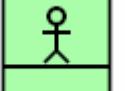
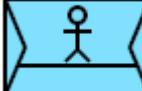
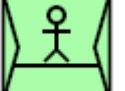
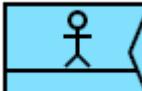
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CSS.SLP.CLS4</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS IV  Hierarchy: 1.X.3.1.3.3.6  Framed: F				
SUGPUSS4-- *****	SFGPUSS4--*****	SNGPUSS4-- *****	SHGPUSS4-- *****	
<b>WAR.GRDTRK.UNT.CSS.SLP.CLS4.THT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS IV THEATER  Hierarchy: 1.X.3.1.3.3.6.1  Framed: F				
SUGPUSS4T- *****	SFGPUSS4T- *****	SNGPUSS4T- *****	SHGPUSS4T- *****	
<b>WAR.GRDTRK.UNT.CSS.SLP.CLS4.CRP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS IV CORPS  Hierarchy: 1.X.3.1.3.3.6.2  Framed: F				
SUGPUSS4C- *****	SFGPUSS4C- *****	SNGPUSS4C- *****	SHGPUSS4C- *****	
<b>WAR.GRDTRK.UNT.CSS.SLP.CLS5</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS V  Hierarchy: 1.X.3.1.3.3.7  Framed: F				
SUGPUSS5-- *****	SFGPUSS5--*****	SNGPUSS5-- *****	SHGPUSS5-- *****	
<b>WAR.GRDTRK.UNT.CSS.SLP.CLS5.THT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS V THEATER  Hierarchy: 1.X.3.1.3.3.7.1  Framed: F				
SUGPUSS5T- *****	SFGPUSS5T- *****	SNGPUSS5T- *****	SHGPUSS5T- *****	

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**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CSS.SLP.CLS5.CRP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS V CORPS  Hierarchy: 1.X.3.1.3.3.7.2  Framed: F				
SUGPUSS5C- *****	SFGPUSS5C- *****	SNGPUSS5C- *****	SHGPUSS5C- *****	
<b>WAR.GRDTRK.UNT.CSS.SLP.CLS6</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS VI  Hierarchy: 1.X.3.1.3.3.8  Framed: F				
SUGPUSS6-- *****	SFGPUSS6-- *****	SNGPUSS6-- *****	SHGPUSS6-- *****	
<b>WAR.GRDTRK.UNT.CSS.SLP.CLS6.THT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS VI THEATER  Hierarchy: 1.X.3.1.3.3.8.1  Framed: F				
SUGPUSS6T- *****	SFGPUSS6T- *****	SNGPUSS6T- *****	SHGPUSS6T- *****	
<b>WAR.GRDTRK.UNT.CSS.SLP.CLS6.CRP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS VI CORPS  Hierarchy: 1.X.3.1.3.3.8.2  Framed: F				
SUGPUSS6C- *****	SFGPUSS6C- *****	SNGPUSS6C- *****	SHGPUSS6C- *****	
<b>WAR.GRDTRK.UNT.CSS.SLP.CLS7</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS VII  Hierarchy: 1.X.3.1.3.3.9  Framed: F				
SUGPUSS7-- *****	SFGPUSS7-- *****	SNGPUSS7-- *****	SHGPUSS7-- *****	

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**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CSS.SLP.CLS7.THT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS VII THEATER  Hierarchy: 1.X.3.1.3.3.9.1  Framed: F				
<b>WAR.GRDTRK.UNT.CSS.SLP.CLS7.CRP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS VII CORPS  Hierarchy: 1.X.3.1.3.3.9.2  Framed: F				
<b>WAR.GRDTRK.UNT.CSS.SLP.CLS8</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS VIII  Hierarchy: 1.X.3.1.3.3.10  Framed: F				
<b>WAR.GRDTRK.UNT.CSS.SLP.CLS8.THT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS VIII THEATER  Hierarchy: 1.X.3.1.3.3.10.1  Framed: F				

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**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CSS.SLP.CLS8.CRP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS VIII CORPS  Hierarchy: 1.X.3.1.3.3.10.2  Framed: F				
SUGPUSS8C- *****	SFGPUSS8C- *****	SNGPUSS8C- *****	SHGPUSS8C- *****	
<b>WAR.GRDTRK.UNT.CSS.SLP.CLS9</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS IX  Hierarchy: 1.X.3.1.3.3.11  Framed: F				
SUGPUSS9-- *****	SFGPUSS9-- *****	SNGPUSS9-- *****	SHGPUSS9-- *****	
<b>WAR.GRDTRK.UNT.CSS.SLP.CLS9.THT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS IX THEATER  Hierarchy: 1.X.3.1.3.3.11.1  Framed: F				
SUGPUSS9T- *****	SFGPUSS9T- *****	SNGPUSS9T- *****	SHGPUSS9T- *****	
<b>WAR.GRDTRK.UNT.CSS.SLP.CLS9.CRP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS IX CORPS  Hierarchy: 1.X.3.1.3.3.11.2  Framed: F				
SUGPUSS9C- *****	SFGPUSS9C- *****	SNGPUSS9C- *****	SHGPUSS9C- *****	
<b>WAR.GRDTRK.UNT.CSS.SLP.CLS10</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS X  Hierarchy: 1.X.3.1.3.3.12  Framed: F				
SUGPUSSX-- *****	SFGPUSSX-- *****	SNGPUSSX-- *****	SHGPUSSX-- *****	

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**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CSS.SLP.CLS10.THT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS X THEATER  Hierarchy: 1.X.3.1.3.3.12.1  Framed: F				
<b>WAR.GRDTRK.UNT.CSS.SLP.CLS10.CRP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY CLASS X CORPS  Hierarchy: 1.X.3.1.3.3.12.2  Framed: F				
<b>WAR.GRDTRK.UNT.CSS.SLP.LDY</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY LAUNDRY/BATH  Hierarchy: 1.X.3.1.3.3.13  Framed: F				
<b>WAR.GRDTRK.UNT.CSS.SLP.LDY.THT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY LAUNDRY/BATH THEATER  Hierarchy: 1.X.3.1.3.3.13.1  Framed: F				

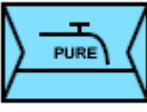
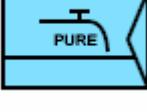
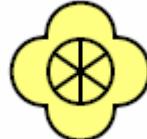
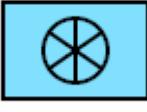
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CSS.SLP.LDY.CRP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY LAUNDRY/BATH CORPS  Hierarchy: 1.X.3.1.3.3.13.2  Framed: F				
<b>WAR.GRDTRK.UNT.CSS.SLP.H2O</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY WATER  Hierarchy: 1.X.3.1.3.3.14  Framed: F				
<b>WAR.GRDTRK.UNT.CSS.SLP.H2O.THT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY WATER THEATER  Hierarchy: 1.X.3.1.3.3.14.1  Framed: F				
<b>WAR.GRDTRK.UNT.CSS.SLP.H2O.CRP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY WATER CORPS  Hierarchy: 1.X.3.1.3.3.14.2  Framed: F				

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**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CSS.SLP.H2O.PUR</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY WATER PURIFICATION  Hierarchy: 1.X.3.1.3.3.14.3  Framed: F	 SUGPUSSWP- *****	 SFGPUSSWP- *****	 SNGPUSSWP- *****	 SHGPUSSWP- *****
<b>WAR.GRDTRK.UNT.CSS.SLP.H2O.PUR.THT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY WATER PURIFICATION THEATER  Hierarchy: 1.X.3.1.3.3.14.3.1  Framed: F	 SUGPUSSWPT** ***	 SFGPUSSWPT*** **	 SNGPUSSWPT** ***	 SHGPUSSWPT** ***
<b>WAR.GRDTRK.UNT.CSS.SLP.H2O.PUR.CRP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT SUPPLY WATER PURIFICATION CORPS  Hierarchy: 1.X.3.1.3.3.14.3.2  Framed: F	 SUGPUSSWPC** ***	 SFGPUSSWPC*** **	 SNGPUSSWPC** ***	 SHGPUSSWPC** ***
<b>WAR.GRDTRK.UNT.CSS.TPT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION  Hierarchy: 1.X.3.1.3.4  Framed: F	 SUGPUST---*****	 SFGPUST---*****	 SNGPUST---*****	 SHGPUST---*****

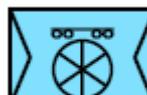
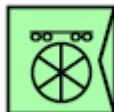
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CSS.TPT.THT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION THEATER  Hierarchy: 1.X.3.1.3.4.1  Framed: F				
SUGPUSTT-- *****	SFGPUSTT-- *****	SNGPUSTT-- *****	SHGPUSTT-- *****	
<b>WAR.GRDTRK.UNT.CSS.TPT.CRP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION CORPS  Hierarchy: 1.X.3.1.3.4.2  Framed: F				
SUGPUSTC-- *****	SFGPUSTC-- *****	SNGPUSTC-- *****	SHGPUSTC-- *****	
<b>WAR.GRDTRK.UNT.CSS.TPT.MCC</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION MOVEMENT CONTROL CENTER (MCC)  Hierarchy: 1.X.3.1.3.4.3  Framed: F				
SUGPUSTM-- *****	SFGPUSTM-- *****	SNGPUSTM-- *****	SHGPUSTM-- *****	
<b>WAR.GRDTRK.UNT.CSS.TPT.MCC.THT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION MOVEMENT CONTROL CENTER (MCC) THEATER  Hierarchy: 1.X.3.1.3.4.3.1  Framed: F				
SUGPUSTMT-- *****	SFGPUSTMT-- *****	SNGPUSTMT-- *****	SHGPUSTMT-- *****	
<b>WAR.GRDTRK.UNT.CSS.TPT.MCC.CRP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION MOVEMENT CONTROL CENTER (MCC) CORPS  Hierarchy: 1.X.3.1.3.4.3.2  Framed: F				
SUGPUSTMC-- *****	SFGPUSTMC-- *****	SNGPUSTMC-- *****	SHGPUSTMC-- *****	

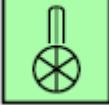
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CSS.TPT.RHD</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION RAILHEAD  Hierarchy: 1.X.3.1.3.4.4  Framed: F	 SUGPUSTR-- *****	 SFGPUSTR-- *****	 SNGPUSTR-- *****	 SHGPUSTR-- *****
<b>WAR.GRDTRK.UNT.CSS.TPT.RHD.THT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION RAILHEAD THEATER  Hierarchy: 1.X.3.1.3.4.4.1  Framed: F	 SUGPUSTRT-- *****	 SFGPUSTRT-- *****	 SNGPUSTRT-- *****	 SHGPUSTRT-- *****
<b>WAR.GRDTRK.UNT.CSS.TPT.RHD.CRP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION RAILHEAD CORPS  Hierarchy: 1.X.3.1.3.4.4.2  Framed: F	 SUGPUSTRC-- *****	 SFGPUSTRC-- *****	 SNGPUSTRC-- *****	 SHGPUSTRC-- *****
<b>WAR.GRDTRK.UNT.CSS.TPT.SPOD</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION SPOD/SPOE  Hierarchy: 1.X.3.1.3.4.5  Framed: F	 SUGPUSTS-- *****	 SFGPUSTS-- *****	 SNGPUSTS-- *****	 SHGPUSTS-- *****
<b>WAR.GRDTRK.UNT.CSS.TPT.SPOD.THT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION SPOD/SPOE THEATER  Hierarchy: 1.X.3.1.3.4.5.1  Framed: F	 SUGPUSTST-- *****	 SFGPUSTST-- *****	 SNGPUSTST-- *****	 SHGPUSTST-- *****

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CSS.TPT.SPOD.CRP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION SPOD/SPOE CORPS  Hierarchy: 1.X.3.1.3.4.5.2  Framed: F	 SUGPUSTSC- *****	 SFGPUSTSC- *****	 SNGPUSTSC- *****	 SHGPUSTSC- *****
<b>WAR.GRDTRK.UNT.CSS.TPT.APOD</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION APOD/APOE  Hierarchy: 1.X.3.1.3.4.6  Framed: F	 SUGPUSTA-- *****	 SFGPUSTA-- *****	 SNGPUSTA-- *****	 SHGPUSTA-- *****
<b>WAR.GRDTRK.UNT.CSS.TPT.APOD.THT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION APOD/APOE THEATER  Hierarchy: 1.X.3.1.3.4.6.1  Framed: F	 SUGPUSTAT- *****	 SFGPUSTAT- *****	 SNGPUSTAT- *****	 SHGPUSTAT- *****
<b>WAR.GRDTRK.UNT.CSS.TPT.APOD.CRP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION APOD/APOE CORPS  Hierarchy: 1.X.3.1.3.4.6.2  Framed: F	 SUGPUSTAC- *****	 SFGPUSTAC- *****	 SNGPUSTAC- *****	 SHGPUSTAC- *****
<b>WAR.GRDTRK.UNT.CSS.TPT.MSL</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION MISSILE  Hierarchy: 1.X.3.1.3.4.7  Framed: F	 SUGPUSTI- *****	 SFGPUSTI-- *****	 SNGPUSTI-- *****	 SHGPUSTI-- *****

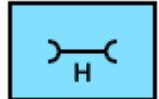
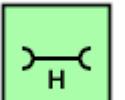
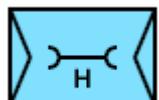
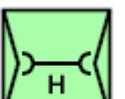
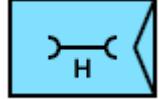
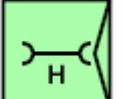
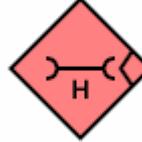
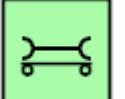
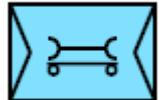
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CSS.TPT.MSL.THT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION MISSILE THEATER  Hierarchy: 1.X.3.1.3.4.7.1  Framed: F				
SUGPUSTIT- *****	SFGPUSTIT- *****	SNGPUSTIT- *****	SHGPUSTIT- *****	
<b>WAR.GRDTRK.UNT.CSS.TPT.MSL.CRP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT TRANSPORTATION MISSILE CORPS  Hierarchy: 1.X.3.1.3.4.7.2  Framed: F				
SUGPUSTIC- *****	SFGPUSTIC- *****	SNGPUSTIC- *****	SHGPUSTIC- *****	
<b>WAR.GRDTRK.UNT.CSS.MAINT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE  Hierarchy: 1.X.3.1.3.5  Framed: F				
SUGPUSX--- *****	SFGPUSX---*****	SNGPUSX--- *****	SHGPUSX--- *****	
<b>WAR.GRDTRK.UNT.CSS.MAINT.THT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE THEATER  Hierarchy: 1.X.3.1.3.5.1  Framed: F				
SUGPUSXT-- *****	SFGPUSXT-- *****	SNGPUSXT-- *****	SHGPUSXT-- *****	
<b>WAR.GRDTRK.UNT.CSS.MAINT.CRP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE CORPS  Hierarchy: 1.X.3.1.3.5.2  Framed: F				
SUGPUSXC-- *****	SFGPUSXC-- *****	SNGPUSXC-- *****	SHGPUSXC-- *****	

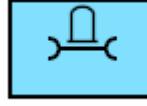
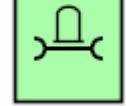
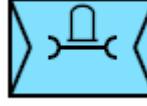
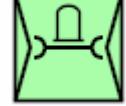
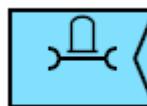
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CSS.MAINT.HVY</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE HEAVY  Hierarchy: 1.X.3.1.3.5.3  Framed: F	  SUGPUSXH-- *****	  SFGPUSXH-- *****	  SNGPUSXH-- *****	  SHGPUSXH-- *****
<b>WAR.GRDTRK.UNT.CSS.MAINT.HVY.THT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE HEAVY THEATER  Hierarchy: 1.X.3.1.3.5.3.1  Framed: F	  SUGPUSXHT-- *****	  SFGPUSXHT-- *****	  SNGPUSXHT-- *****	  SHGPUSXHT-- *****
<b>WAR.GRDTRK.UNT.CSS.MAINT.HVY.CRP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE HEAVY CORPS  Hierarchy: 1.X.3.1.3.5.3.2  Framed: F	  SUGPUSXHC-- *****	  SFGPUSXHC-- *****	  SNGPUSXHC-- *****	  SHGPUSXHC-- *****
<b>WAR.GRDTRK.UNT.CSS.MAINT.RCY</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE RECOVERY  Hierarchy: 1.X.3.1.3.5.4  Framed: F	  SUGPUSR-- *****	  SFGPUSR-- *****	  SNGPUSR-- *****	  SHGPUSR-- *****
<b>WAR.GRDTRK.UNT.CSS.MAINT.RCY.THT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE RECOVERY THEATER  Hierarchy: 1.X.3.1.3.5.4.1  Framed: F	  SUGPUSR-- *****	  SFGPUSR-- *****	  SNGPUSR-- *****	  SHGPUSR-- *****

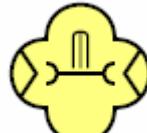
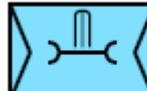
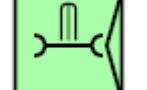
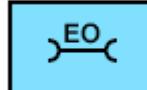
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CSS.MAINT.RCY.CRP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE RECOVERY CORPS  Hierarchy: 1.X.3.1.3.5.4.2  Framed: F				
<b>WAR.GRDTRK.UNT.CSS.MAINT.ORD</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ORDNANCE  Hierarchy: 1.X.3.1.3.5.5  Framed: F				
<b>WAR.GRDTRK.UNT.CSS.MAINT.ORD.THT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ORDNANCE THEATER  Hierarchy: 1.X.3.1.3.5.5.1  Framed: F				
<b>WAR.GRDTRK.UNT.CSS.MAINT.ORD.CRP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ORDNANCE CORPS  Hierarchy: 1.X.3.1.3.5.5.2  Framed: F				

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CSS.MAINT.ORD.MSL</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ORDNANCE MISSILE  Hierarchy: 1.X.3.1.3.5.5.3  Framed: F				
<b>WAR.GRDTRK.UNT.CSS.MAINT.ORD.MSL.THT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ORDNANCE MISSILE THEATER  Hierarchy: 1.X.3.1.3.5.5.3.1  Framed: F				
<b>WAR.GRDTRK.UNT.CSS.MAINT.ORD.MSL.CRP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ORDNANCE MISSILE CORPS  Hierarchy: 1.X.3.1.3.5.5.3.2  Framed: F				
<b>WAR.GRDTRK.UNT.CSS.MAINT.EOP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ELECTRO-OPTICAL  Hierarchy: 1.X.3.1.3.5.6  Framed: F				

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**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.UNT.CSS.MAINT.EOP.THT</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ELECTRO-OPTICAL THEATER  Hierarchy: 1.X.3.1.3.5.6.1  Framed: F				
<b>WAR.GRDTRK.UNT.CSS.MAINT.EOP.CRP</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT COMBAT SERVICE SUPPORT MAINTENANCE ELECTRO-OPTICAL CORPS  Hierarchy: 1.X.3.1.3.5.6.2  Framed: F				
<b>WAR.GRDTRK.UNT.C2HQ</b>  WARFIGHTING SYMBOLS GROUND TRACK UNIT SPECIAL C2 HEADQUARTERS COMPONENT  Hierarchy: 1.X.3.1.4  Framed: F  NOTE: Refer to paragraph C.4.4.2 for construction of Special C2 Headquarters symbols.				
<b>WAR.GRDTRK.EQT</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT  Hierarchy: 1.X.3.2  Framed: F				
<b>WAR.GRDTRK.EQT.WPN</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON  Hierarchy: 1.X.3.2.1	N/A	N/A	N/A	N/A

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**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.EQT.WPN.MSLL</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER  Hierarchy: 1.X.3.2.1.1				
Framed: FO				
	SUGPEWM--- *****	SFGPEWM--- *****	SNGPEWM--- *****	SHGPEWM--- *****
<b>WAR.GRDTRK.EQT.WPN.MSLL.ADFAD</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER AIR DEFENSE (AD)  Hierarchy: 1.X.3.2.1.1.1				
Framed: FO				
	SUGPEWMA--- *****	SFGPEWMA--- *****	SNGPEWMA--- *****	SHGPEWMA--- *****
<b>WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.SHTR</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER AIR DEFENSE (AD) SHORT RANGE  Hierarchy: 1.X.3.2.1.1.1.1				
Framed: FO				
	SUGPEWMAS--- *****	SFGPEWMAS--- *****	SNGPEWMAS--- *****	SHGPEWMAS--- *****

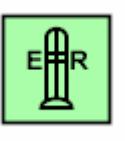
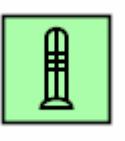
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.SHTR.TLAR</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER AIR DEFENSE (AD) SHORT RANGE TLAR				
Hierarchy: N/A				
Framed: FO				
<b>WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.SHTR.TELAR</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER AIR DEFENSE (AD) SHORT RANGE TELAR				
Hierarchy: N/A				
Framed: FO				
<b>WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.INTMR</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER AIR DEFENSE (AD) INTERMEDIATE RANGE				
Hierarchy: 1.X.3.2.1.1.1.2				
Framed: FO				

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.INTMR.TLAR</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER AIR DEFENSE (AD) INTERMEDIATE RANGE TLAR  Hierarchy: N/A  Framed: FO	 SUGPEWMAIR** ***   SUGPEWMAIR** *** 	 SFGPEWMAIR** ***   SFGPEWMAIR** *** 	 SNGPEWMAIR** ***   SNGPEWMAIR** *** 	 SHGPEWMAIR** ***   SHGPEWMAIR** *** 
<b>WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.INTMR.TELAR</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER AIR DEFENSE (AD) INTERMEDIATE RANGE TELAR  Hierarchy: N/A  Framed: FO	 SUGPEWMAIE** ***   SUGPEWMAIE** *** 	 SFGPEWMAIE** ***   SFGPEWMAIE** *** 	 SNGPEWMAIE** ***   SNGPEWMAIE** *** 	 SHGPEWMAIE** ***   SHGPEWMAIE** *** 
<b>WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.LNGR</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER AIR DEFENSE (AD) LONG RANGE  Hierarchy: 1.X.3.2.1.1.1.3  Framed: FO	 SUGPEWMAL- *****   SUGPEWMAL- ***** 	 SFGPEWMAL- *****   SFGPEWMAL- ***** 	 SNGPEWMAL- *****   SNGPEWMAL- ***** 	 SHGPEWMAL- *****   SHGPEWMAL- ***** 

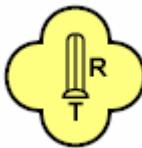
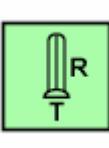
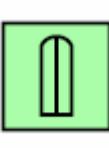
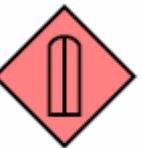
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.LNGR.TLAR</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER AIR DEFENSE (AD) LONG RANGE TLAR				
Hierarchy: N/A				
Framed: FO				
<b>WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.LNGR.TELAR</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER AIR DEFENSE (AD) LONG RANGE TELAR				
Hierarchy: N/A				
Framed: FO				
<b>WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.THT</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER AIR DEFENSE (AD) THEATER				
Hierarchy: 1.X.3.2.1.1.1.4				
Framed: FO				

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.THT.TLAR</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER AIR DEFENSE (AD) THEATER TLAR  Hierarchy: N/A  Framed: FO	 SUGPEWMATR* ****	 SFGPEWMATR** ***	 SNGPEWMATR* ****	 SHGPEWMATR* ****
<b>WAR.GRDTRK.EQT.WPN.MSLL.ADFAD.THT.TELAR</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER AIR DEFENSE (AD) THEATER TELAR  Hierarchy: N/A  Framed: FO	 SUGPEWMATE** ***	 SFGPEWMATE** ***	 SNGPEWMATE** ***	 SHGPEWMATE** ***
<b>WAR.GRDTRK.EQT.WPN.MSLL.SUF</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER SURF-SURF (SS)  Hierarchy: 1.X.3.2.1.1.2  Framed: FO	 SUGPEWMS-- *****   SUGPEWMS-- *****	 SFGPEWMS-- *****   SFGPEWMS-- *****	 SNGPEWMS-- *****   SNGPEWMS-- *****	 SHGPEWMS-- *****   SHGPEWMS-- *****

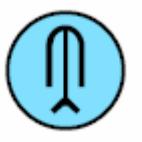
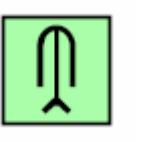
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.EQT.WPN.MSLL.SUF.SHTR</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER SURF-SURF (SS) SHORT RANGE				
SUGPEWMSS- *****	SFGPEWMSS- *****	SNGPEWMSS- *****	SHGPEWMSS- *****	
Hierarchy: 1.X.3.2.1.1.2.1  Framed: FO				
	SUGPEWMSS- *****	SFGPEWMSS- *****	SNGPEWMSS- *****	SHGPEWMSS- *****
<b>WAR.GRDTRK.EQT.WPN.MSLL.SUF.INTMR</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER SURF-SURF (SS) INTERMEDIATE RANGE				
SUGPEWMSI- *****	SFGPEWMSI- *****	SNGPEWMSI- *****	SHGPEWMSI- *****	
Hierarchy: 1.X.3.2.1.1.2.2  Framed: FO				
	SUGPEWMSI- *****	SFGPEWMSI- *****	SNGPEWMSI- *****	SHGPEWMSI- *****
<b>WAR.GRDTRK.EQT.WPN.MSLL.SUF.LNGR</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER SURF-SURF (SS) LONG RANGE				
SUGPEWMSL- *****	SFGPEWMSL- *****	SNGPEWMSL- *****	SHGPEWMSL- *****	
Hierarchy: 1.X.3.2.1.1.2.3  Framed: FO				
	SUGPEWMSL- *****	SFGPEWMSL- *****	SNGPEWMSL- *****	SHGPEWMSL- *****

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.EQT.WPN.MSLL.AT</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER ANTITANK (AT)  Hierarchy: 1.X.3.2.1.1.3  Framed: FO	 SUGPEWMT-- *****	 SFGPEWMT-- *****	 SNGPEWMT-- *****	 SHGPEWMT-- *****
<b>WAR.GRDTRK.EQT.WPN.MSLL.AT.LIT</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER ANTITANK (AT) LIGHT  Hierarchy: 1.X.3.2.1.1.3.1  Framed: FO	 SUGPEWMLT-- *****	 SFGPEWMLT-- *****	 SNGPEWMLT-- *****	 SHGPEWMLT-- *****
<b>WAR.GRDTRK.EQT.WPN.MSLL.AT.MDM</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER ANTITANK (AT) MEDIUM  Hierarchy: 1.X.3.2.1.1.3.2  Framed: FO	 SUGPEWMTM-- *****	 SFGPEWMTM-- *****	 SNGPEWMTM-- *****	 SHGPEWMTM-- *****
	 SUGPEWMTM-- *****	 SFGPEWMTM-- *****	 SNGPEWMTM-- *****	 SHGPEWMTM-- *****

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.EQT.WPN.MSLL.AT.HVY</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MISSILE LAUNCHER ANTITANK (AT) HEAVY				
SUGPEWMTH- ****	SFGPEWMTH- ****	SNGPEWMTH- ****	SHGPEWMTH- ****	
Hierarchy: 1.X.3.2.1.1.3.3  Framed: FO				
SUGPEWMTH- ****	SFGPEWMTH- ****	SNGPEWMTH- ****	SHGPEWMTH- ****	
<b>WAR.GRDTRK.EQT.WPN.SRL</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON SINGLE ROCKET LAUNCHER				
SUGPEWS--- ****	SFGPEWS--- ****	SNGPEWS--- ****	SHGPEWS--- ****	
Hierarchy: 1.X.3.2.1.2  Framed: FO				
SUGPEWS--- ****	SFGPEWS--- ****	SNGPEWS--- ****	SHGPEWS--- ****	
<b>WAR.GRDTRK.EQT.WPN.SRL.LIT</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON SINGLE ROCKET LAUNCHER LIGHT				
SUGPEWSL-- ****	SFGPEWSL-- ****	SNGPEWSL-- ****	SHGPEWSL-- ****	
Hierarchy: 1.X.3.2.1.2.1  Framed: FO				
SUGPEWSL-- ****	SFGPEWSL-- ****	SNGPEWSL-- ****	SHGPEWSL-- ****	

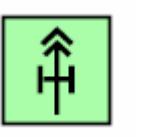
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.EQT.WPN.SRL.MDM</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON SINGLE ROCKET LAUNCHER MEDIUM  Hierarchy: 1.X.3.2.1.2.2  Framed: FO	 SUGPEWSM-- *****	 SFGPEWSM-- *****	 SNGPEWSM-- *****	 SHGPEWSM-- *****
	 SUGPEWSM-- *****	 SFGPEWSM-- *****	 SNGPEWSM-- *****	 SHGPEWSM-- *****
<b>WAR.GRDTRK.EQT.WPN.SRL.HVY</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON SINGLE ROCKET LAUNCHER HEAVY  Hierarchy: 1.X.3.2.1.2.3  Framed: FO	 SUGPEWSH-- *****	 SFGPEWSH-- *****	 SNGPEWSH-- *****	 SHGPEWSH-- *****
	 SUGPEWSH-- *****	 SFGPEWSH-- *****	 SNGPEWSH-- *****	 SHGPEWSH-- *****
<b>WAR.GRDTRK.EQT.WPN.MRL</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MULTIPLE ROCKET LAUNCHER  Hierarchy: 1.X.3.2.1.3  Framed: FO	 SUGPEWX--- *****	 SFGPEWX--- *****	 SNGPEWX--- *****	 SHGPEWX--- *****
	 SUGPEWX--- *****	 SFGPEWX--- *****	 SNGPEWX--- *****	 SHGPEWX--- *****

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**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.EQT.WPN.MRL.LIT</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MULTIPLE ROCKET LAUNCHER LIGHT  Hierarchy: 1.X.3.2.1.3.1  Framed: FO	 SUGPEWXL-- *****	 SFGPEWXL-- *****	 SNGPEWXL-- *****	 SHGPEWXL-- *****
	 SUGPEWXL-- *****	 SFGPEWXL-- *****	 SNGPEWXL-- *****	 SHGPEWXL-- *****
<b>WAR.GRDTRK.EQT.WPN.MRL.MDM</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MULTIPLE ROCKET LAUNCHER MEDIUM  Hierarchy: 1.X.3.2.1.3.2  Framed: FO	 SUGPEWXM-- *****	 SFGPEWXM-- *****	 SNGPEWXM-- *****	 SHGPEWXM-- *****
	 SUGPEWXM-- *****	 SFGPEWXM-- *****	 SNGPEWXM-- *****	 SHGPEWXM-- *****
<b>WAR.GRDTRK.EQT.WPN.MRL.HVY</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MULTIPLE ROCKET LAUNCHER HEAVY  Hierarchy: 1.X.3.2.1.3.3  Framed: FO	 SUGPEWXH-- *****	 SFGPEWXH-- *****	 SNGPEWXH-- *****	 SHGPEWXH-- *****
	 SUGPEWXH-- *****	 SFGPEWXH-- *****	 SNGPEWXH-- *****	 SHGPEWXH-- *****

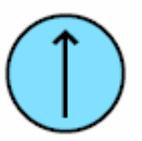
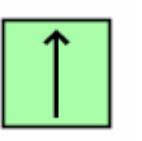
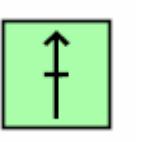
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.EQT.WPN.ATRL</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON ANTITANK ROCKET LAUNCHER  Hierarchy: 1.X.3.2.1.4				
Framed: FO				
<b>WAR.GRDTRK.EQT.WPN.ATRL.LIT</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON ANTITANK ROCKET LAUNCHER LIGHT  Hierarchy: 1.X.3.2.1.4.1				
Framed: FO				
<b>WAR.GRDTRK.EQT.WPN.ATRL.MDM</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON ANTITANK ROCKET LAUNCHER MEDIUM  Hierarchy: 1.X.3.2.1.4.2				
Framed: FO				

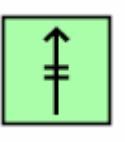
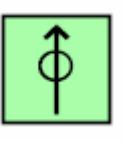
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.EQT.WPN.ATRL.HVY</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON ANTITANK ROCKET LAUNCHER HEAVY  Hierarchy: 1.X.3.2.1.4.3  Framed: FO	 SUGPEWTH-- *****	 SFGPEWTH-- *****	 SNGPEWTH-- *****	 SHGPEWTH-- *****
	 SUGPEWTH-- *****	 SFGPEWTH-- *****	 SNGPEWTH-- *****	 SHGPEWTH-- *****
<b>WAR.GRDTRK.EQT.WPN.RIFWPN</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON RIFLE/AUTOMATIC WEAPON  Hierarchy: 1.X.3.2.1.5  Framed: FO	 SUGPEWR--- *****	 SFGPEWR--- *****	 SNGPEWR--- *****	 SHGPEWR--- *****
	 SUGPEWR--- *****	 SFGPEWR--- *****	 SNGPEWR--- *****	 SHGPEWR--- *****
<b>WAR.GRDTRK.EQT.WPN.RIFWPN.RIF</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON RIFLE/AUTOMATIC WEAPON RIFLE  Hierarchy: 1.X.3.2.1.5.1  Framed: FO	 SUGPEWRR-- *****	 SFGPEWRR-- *****	 SNGPEWRR-- *****	 SHGPEWRR-- *****
	 SUGPEWRR-- *****	 SFGPEWRR-- *****	 SNGPEWRR-- *****	 SHGPEWRR-- *****

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**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.EQT.WPN.RIFWPN.LMG</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON RIFLE/AUTOMATIC WEAPON LIGHT MACHINE GUN  Hierarchy: 1.X.3.2.1.5.2  Framed: FO	 SUGPEWRL-- *****	 SFGPEWRL-- *****	 SNGPEWRL-- *****	 SHGPEWRL-- *****
	 SUGPEWRL-- *****	 SFGPEWRL-- *****	 SNGPEWRL-- *****	 SHGPEWRL-- *****
<b>WAR.GRDTRK.EQT.WPN.RIFWPN.HMG</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON RIFLE/AUTOMATIC WEAPON HEAVY MACHINE GUN  Hierarchy: 1.X.3.2.1.5.3  Framed: FO	 SUGPEWRH-- *****	 SFGPEWRH-- *****	 SNGPEWRH-- *****	 SHGPEWRH-- *****
	 SUGPEWRH-- *****	 SFGPEWRH-- *****	 SNGPEWRH-- *****	 SHGPEWRH-- *****
<b>WAR.GRDTRK.EQT.WPN.GREL</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON GRENADE LAUNCHER  Hierarchy: 1.X.3.2.1.6  Framed: FO	 SUGPEWZ--- *****	 SFGPEWZ--- *****	 SNGPEWZ--- *****	 SHGPEWZ--- *****
	 SUGPEWZ--- *****	 SFGPEWZ--- *****	 SNGPEWZ--- *****	 SHGPEWZ--- *****

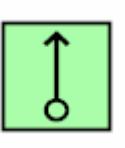
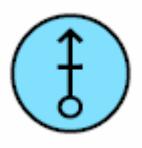
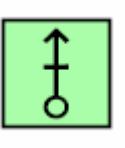
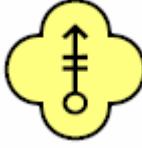
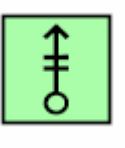
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.EQT.WPN.GREL.LIT</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON GRENADE LAUNCHER LIGHT  Hierarchy: 1.X.3.2.1.6.1  Framed: FO	 SUGPEWZL-- *****	 SFGPEWZL-- *****	 SNGPEWZL-- *****	 SHGPEWZL-- *****
<b>WAR.GRDTRK.EQT.WPN.GREL.MDM</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON GRENADE LAUNCHER MEDIUM  Hierarchy: 1.X.3.2.1.6.2  Framed: FO	 SUGPEWZM-- *****	 SFGPEWZM-- *****	 SNGPEWZM-- *****	 SHGPEWZM-- *****
<b>WAR.GRDTRK.EQT.WPN.GREL.HVY</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON GRENADE LAUNCHER HEAVY  Hierarchy: 1.X.3.2.1.6.3  Framed: FO	 SUGPEWZH-- *****	 SFGPEWZH-- *****	 SNGPEWZH-- *****	 SHGPEWZH-- *****
	 SUGPEWZH-- *****	 SFGPEWZH-- *****	 SNGPEWZH-- *****	 SHGPEWZH-- *****

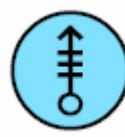
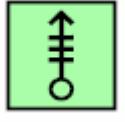
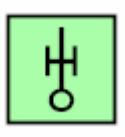
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.EQT.WPN.MORT</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MORTAR  Hierarchy: 1.X.3.2.1.7	  SUGPEWO--- *****	  SFGPEWO--- *****	  SNGPEWO--- *****	  SHGPEWO--- *****
Framed: FO	  SUGPEWO--- *****	  SFGPEWO--- *****	  SNGPEWO--- *****	  SHGPEWO--- *****
<b>WAR.GRDTRK.EQT.WPN.MORT.LIT</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MORTAR LIGHT  Hierarchy: 1.X.3.2.1.7.1	  SUGPEWOL-- *****	  SFGPEWOL-- *****	  SNGPEWOL-- *****	  SHGPEWOL-- *****
Framed: FO	  SUGPEWOL-- *****	  SFGPEWOL-- *****	  SNGPEWOL-- *****	  SHGPEWOL-- *****
<b>WAR.GRDTRK.EQT.WPN.MORT.MDM</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MORTAR MEDIUM  Hierarchy: 1.X.3.2.1.7.2	  SUGPEWOM-- *****	  SFGPEWOM-- *****	  SNGPEWOM-- *****	  SHGPEWOM-- *****
Framed: FO	  SUGPEWOM-- *****	  SFGPEWOM-- *****	  SNGPEWOM-- *****	  SHGPEWOM-- *****

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**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.EQT.WPN.MORT.HVY</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON MORTAR HEAVY  Hierarchy: 1.X.3.2.1.7.3  Framed: FO	 SUGPEWOH-- *****	 SFGPEWOH-- *****	 SNGPEWOH-- *****	 SHGPEWOH-- *****
<b>WAR.GRDTRK.EQT.WPN.HOW</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON HOWITZER  Hierarchy: 1.X.3.2.1.8  Framed: FO	 SUGPEWH--- *****	 SFGPEWH--- *****	 SNGPEWH--- *****	 SHGPEWH--- *****
<b>WAR.GRDTRK.EQT.WPN.HOW.LIT</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON HOWITZER LIGHT  Hierarchy: 1.X.3.2.1.8.1  Framed: FO	 SUGPEWHL-- *****	 SFGPEWHL-- *****	 SNGPEWHL-- *****	 SHGPEWHL-- *****
	 SUGPEWHL-- *****	 SFGPEWHL-- *****	 SNGPEWHL-- *****	 SHGPEWHL-- *****

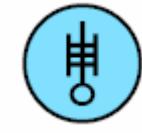
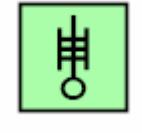
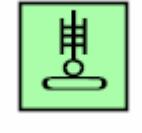
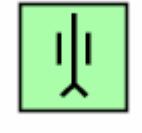
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.EQT.WPN.HOW.LIT.SPD</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON HOWITZER LIGHT SELF-PROPELLED				
Hierarchy: 1.X.3.2.1.8.1.1	SUGPEWHLs- *****	SFGPEWHLs- *****	SNGPEWHLs- *****	SHGPEWHLs- *****
Framed: FO				
	SUGPEWHLs- *****	SFGPEWHLs- *****	SNGPEWHLs- *****	SHGPEWHLs- *****
<b>WAR.GRDTRK.EQT.WPN.HOW.MDM</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON HOWITZER MEDIUM				
Hierarchy: 1.X.3.2.1.8.2	SUGPEWHM-- *****	SFGPEWHM-- *****	SNGPEWHM-- *****	SHGPEWHM-- *****
Framed: FO				
	SUGPEWHM-- *****	SFGPEWHM-- *****	SNGPEWHM-- *****	SHGPEWHM-- *****
<b>WAR.GRDTRK.EQT.WPN.HOW.MDM.SPD</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON HOWITZER MEDIUM SELF-PROPELLED				
Hierarchy: 1.X.3.2.1.8.2.1	SUGPEWHMS- *****	SFGPEWHMS- *****	SNGPEWHMS- *****	SHGPEWHMS- *****
Framed: FO				
	SUGPEWHMS- *****	SFGPEWHMS- *****	SNGPEWHMS- *****	SHGPEWHMS- *****

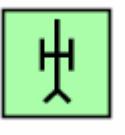
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.EQT.WPN.HOW.HVY</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON HOWITZER HEAVY  Hierarchy: 1.X.3.2.1.8.3  Framed: FO	 SUGPEWHH-- *****	 SFGPEWHH-- *****	 SNGPEWHH-- *****	 SHGPEWHH-- *****
<b>WAR.GRDTRK.EQT.WPN.HOW.HVY.SPD</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON HOWITZER HEAVY SELF-PROPELLED  Hierarchy: 1.X.3.2.1.8.3.1  Framed: FO	 SUGPEWHHS- *****	 SFGPEWHHS- *****	 SNGPEWHHS- *****	 SHGPEWHHS- *****
<b>WAR.GRDTRK.EQT.WPN.ATG</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON ANTI-TANK GUN  Hierarchy: 1.X.3.2.1.9  Framed: FO	 SUGPEWG--- *****	 SFGPEWG--- *****	 SNGPEWG--- *****	 SHGPEWG--- *****
	 SUGPEWG--- *****	 SFGPEWG--- *****	 SNGPEWG--- *****	 SHGPEWG--- *****

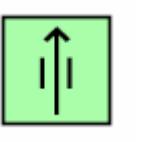
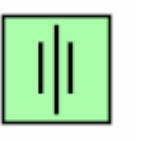
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.EQT.WPN.ATG.LIT</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON ANTI-TANK GUN LIGHT  Hierarchy: 1.X.3.2.1.9.1  Framed: FO	 SUGPEWGL-- *****	 SFGPEWGL-- *****	 SNGPEWGL-- *****	 SHGPEWGL-- *****
<b>WAR.GRDTRK.EQT.WPN.ATG.MDM</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON ANTI-TANK GUN MEDIUM  Hierarchy: 1.X.3.2.1.9.2  Framed: FO	 SUGPEWGM-- *****	 SFGPEWGM-- *****	 SNGPEWGM-- *****	 SHGPEWGM-- *****
<b>WAR.GRDTRK.EQT.WPN.ATG.HVY</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON ANTI-TANK GUN HEAVY  Hierarchy: 1.X.3.2.1.9.3  Framed: FO	 SUGPEWGH-- *****	 SFGPEWGH-- *****	 SNGPEWGH-- *****	 SHGPEWGH-- *****
	 SUGPEWGH-- *****	 SFGPEWGH-- *****	 SNGPEWGH-- *****	 SHGPEWGH-- *****

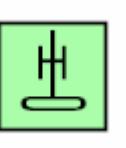
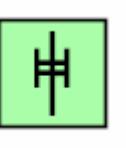
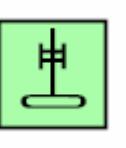
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.EQT.WPN.ATG.RECL</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON ANTI-TANK GUN RECOILLESS  Hierarchy: 1.X.3.2.1.9.4	  SUGPEWGR-- *****	  SFGPEWGR-- *****	  SNGPEWGR-- *****	  SHGPEWGR-- *****
Framed: FO	  SUGPEWGR-- *****	  SFGPEWGR-- *****	  SNGPEWGR-- *****	  SHGPEWGR-- *****
<b>WAR.GRDTRK.EQT.WPN.DFG</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON DIRECT FIRE GUN  Hierarchy: 1.X.3.2.1.10	  SUGPEWD--- *****	  SFGPEWD--- *****	  SNGPEWD--- *****	  SHGPEWD--- *****
Framed: FO	  SUGPEWD--- *****	  SFGPEWD--- *****	  SNGPEWD--- *****	  SHGPEWD--- *****
<b>WAR.GRDTRK.EQT.WPN.DFG.LIT</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON DIRECT FIRE GUN LIGHT  Hierarchy: 1.X.3.2.1.10.1	  SUGPESDL-- *****	  SFGPESDL-- *****	  SNGPESDL-- *****	  SHGPESDL-- *****
Framed: FO	  SUGPESDL-- *****	  SFGPESDL-- *****	  SNGPESDL-- *****	  SHGPESDL-- *****

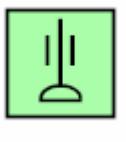
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.EQT.WPN.DFG.LIT.SPD</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON DIRECT FIRE GUN LIGHT SELF-PROPELLED	 SUGPEWDLs- *****	 SFGPEWDLs- *****	 SNGPEWDLs- *****	 SHGPEWDLs- *****
Hierarchy: 1.X.3.2.1.10.1.1  Framed: FO	 SUGPEWDLs- *****	 SFGPEWDLs- *****	 SNGPEWDLs- *****	 SHGPEWDLs- *****
<b>WAR.GRDTRK.EQT.WPN.DFG.MDM</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON DIRECT FIRE GUN MEDIUM	 SUGPEWDM-- *****	 SFGPEWDM-- *****	 SNGPEWDM-- *****	 SHGPEWDM-- *****
Hierarchy: 1.X.3.2.1.10.2  Framed: FO	 SUGPEWDM-- *****	 SFGPEWDM-- *****	 SNGPEWDM-- *****	 SHGPEWDM-- *****
<b>WAR.GRDTRK.EQT.WPN.DFG.MDM.SPD</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON DIRECT FIRE GUN MEDIUM SELF-PROPELLED	 SUGPEWDMS- *****	 SFGPEWDMS- *****	 SNGPEWDMS- *****	 SHGPEWDMS- *****
Hierarchy: 1.X.3.2.1.10.2.1  Framed: FO	 SUGPEWDMS- *****	 SFGPEWDMS- *****	 SNGPEWDMS- *****	 SHGPEWDMS- *****

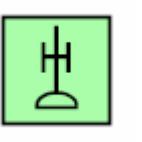
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.EQT.WPN.DFG.HVY</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON DIRECT FIRE GUN HEAVY  Hierarchy: 1.X.3.2.1.10.3  Framed: FO	 SUGPEWDH-- *****   SUGPEWDH-- ***** 	 SFGPEWDH-- *****   SFGPEWDH-- ***** 	 SNGPEWDH-- *****   SNGPEWDH-- ***** 	 SHGPEWDH-- *****   SHGPEWDH-- ***** 
<b>WAR.GRDTRK.EQT.WPN.DFG.HVY.SPD</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON DIRECT FIRE GUN HEAVY SELF-PROPELLED  Hierarchy: 1.X.3.2.1.10.3.1  Framed: FO	 SUGPEWDHS- *****   SUGPEWDHS- ***** 	 SFGPEWDHS- *****   SFGPEWDHS- ***** 	 SNGPEWDHS- *****   SNGPEWDHS- ***** 	 SHGPEWDHS- *****   SHGPEWDHS- ***** 
<b>WAR.GRDTRK.EQT.WPN.ADFG</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON AIR DEFENSE GUN  Hierarchy: 1.X.3.2.1.11  Framed: FO	 SUGPEWA-- *****   SUGPEWA-- ***** 	 SFGPEWA-- *****   SFGPEWA-- ***** 	 SNGPEWA-- *****   SNGPEWA-- ***** 	 SHGPEWA-- *****   SHGPEWA-- ***** 

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.EQT.WPN.ADFG.LIT</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON AIR DEFENSE GUN LIGHT  Hierarchy: 1.X.3.2.1.11.1  Framed: FO	 SUGPEWAL-- *****	 SFGPEWAL-- *****	 SNGPEWAL-- *****	 SHGPEWAL-- *****
	 SUGPEWAL-- *****	 SFGPEWAL-- *****	 SNGPEWAL-- *****	 SHGPEWAL-- *****
<b>WAR.GRDTRK.EQT.WPN.ADFG.MDM</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON AIR DEFENSE GUN MEDIUM  Hierarchy: 1.X.3.2.1.11.2  Framed: FO	 SUGPEWAM-- *****	 SFGPEWAM-- *****	 SNGPEWAM-- *****	 SHGPEWAM-- *****
	 SUGPEWAM-- *****	 SFGPEWAM-- *****	 SNGPEWAM-- *****	 SHGPEWAM-- *****
<b>WAR.GRDTRK.EQT.WPN.ADFG.HVY</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT WEAPON AIR DEFENSE GUN HEAVY  Hierarchy: 1.X.3.2.1.11.3  Framed: FO	 SUGPEWAH-- *****	 SFGPEWAH-- *****	 SNGPEWAH-- *****	 SHGPEWAH-- *****
	 SUGPEWAH-- *****	 SFGPEWAH-- *****	 SNGPEWAH-- *****	 SHGPEWAH-- *****

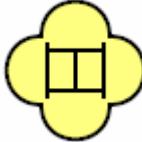
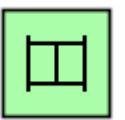
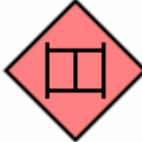
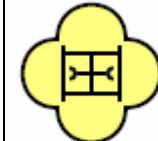
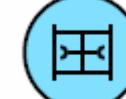
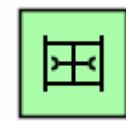
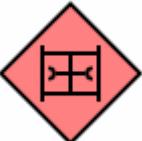
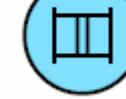
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.EQT.GRDVEH</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE  Hierarchy: 1.X.3.2.2				
Framed: FO				
	SUGPEV----*****	SFGPEV----*****	SNGPEV----*****	SHGPEV----*****
<b>WAR.GRDTRK.EQT.GRDVEH.ARMD</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED  Hierarchy: 1.X.3.2.2.1				
Framed: FO				
	SUGPEVA---*****	SFGPEVA---*****	SNGPEVA---*****	SHGPEVA---*****
<b>WAR.GRDTRK.EQT.GRDVEH.ARMD.TANK</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED TANK  Hierarchy: 1.X.3.2.2.1.1				
Framed: FO				
	SUGPEVAT--*****	SFGPEVAT--*****	SNGPEVAT--*****	SHGPEVAT--*****

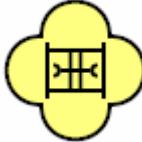
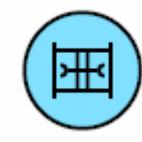
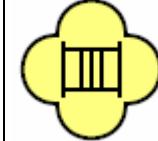
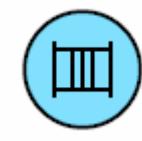
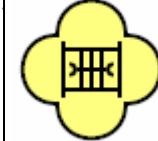
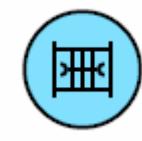
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.EQT.GRDVEH.ARMD.TANK.LIT</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED TANK LIGHT	 SUGPEVATL- *****	 SFGPEVATL- *****	 SNGPEVATL- *****	 SHGPEVATL- *****
Hierarchy: 1.X.3.2.2.1.1.1  Framed: FO	 SUGPEVATL- *****	 SFGPEVATL- *****	 SNGPEVATL- *****	 SHGPEVATL- *****
<b>WAR.GRDTRK.EQT.GRDVEH.ARMD.TANK.LIT.RCY</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED TANK LIGHT RECOVERY	 SUGPEVATLR** ***	 SFGPEVATLR*** **	 SNGPEVATLR** ***	 SHGPEVATLR** ***
Hierarchy: 1.X.3.2.2.1.1.1.1  Framed: FO	 SUGPEVATLR** ***	 SFGPEVATLR*** **	 SNGPEVATLR** ***	 SHGPEVATLR** ***
<b>WAR.GRDTRK.EQT.GRDVEH.ARMD.TANK.MD M</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED TANK MEDIUM	 SUGPEVATM- *****	 SFGPEVATM- *****	 SNGPEVATM- *****	 SHGPEVATM- *****
Hierarchy: 1.X.3.2.2.1.1.2  Framed: FO	 SUGPEVATM- *****	 SFGPEVATM- *****	 SNGPEVATM- *****	 SHGPEVATM- *****

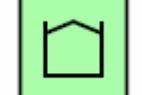
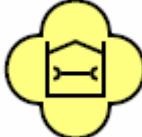
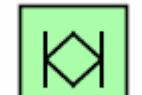
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.EQT.GRDVEH.ARMD.TANK.MD M.RCY</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED TANK MEDIUM RECOVERY  Hierarchy: 1.X.3.2.2.1.1.2.1  Framed: FO	 SUGPEVATMR** ***   SUGPEVATMR** *** 	 SFGPEVATMR** ***   SFGPEVATMR** *** 	 SNGPEVATMR** ***   SNGPEVATMR** *** 	 SHGPEVATMR** ***   SHGPEVATMR** *** 
<b>WAR.GRDTRK.EQT.GRDVEH.ARMD.TANK.HVY</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED TANK HEAVY  Hierarchy: 1.X.3.2.2.1.1.3  Framed: FO	 SUGPEVATH- *****   SUGPEVATH- ***** 	 SFGPEVATH- *****   SFGPEVATH- ***** 	 SNGPEVATH- *****   SNGPEVATH- ***** 	 SHGPEVATH- *****   SHGPEVATH- ***** 
<b>WAR.GRDTRK.EQT.GRDVEH.ARMD.TANK.HVY RCY</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED TANK HEAVY RECOVERY  Hierarchy: 1.X.3.2.2.1.1.3.1  Framed: FO	 SUGPEVATHR** ***   SUGPEVATHR** *** 	 SFGPEVATHR*** **   SFGPEVATHR*** ** 	 SNGPEVATHR** ***   SNGPEVATHR** *** 	 SHGPEVATHR** ***   SHGPEVATHR** *** 

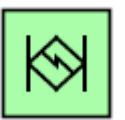
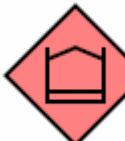
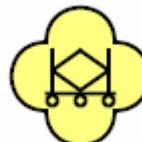
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.EQT.GRDVEH.ARMD.ARMPC</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED ARMORED PERSONNEL CARRIER  Hierarchy: 1.X.3.2.2.1.2  Framed: FO	 SUGPEVAA-- *****	 SFGPEVAA-- *****	 SNGPEVAA-- *****	 SHGPEVAA-- *****
	 SUGPEVAA-- *****	 SFGPEVAA-- *****	 SNGPEVAA-- *****	 SHGPEVAA-- *****
<b>WAR.GRDTRK.EQT.GRDVEH.ARMD.ARMPC.RCY</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED ARMORED PERSONNEL CARRIER RECOVERY  Hierarchy: 1.X.3.2.2.1.2.1  Framed: FO	 SUGPEVAAR- *****	 SFGPEVAAR- *****	 SNGPEVAAR- *****	 SHGPEVAAR- *****
	 SUGPEVAAR- *****	 SFGPEVAAR- *****	 SNGPEVAAR- *****	 SHGPEVAAR- *****
<b>WAR.GRDTRK.EQT.GRDVEH.ARMD.ARMINF</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED ARMORED INFANTRY  Hierarchy: 1.X.3.2.2.1.3  Framed: FO	 SUGPEVAI-- *****	 SFGPEVAI-- *****	 SNGPEVAI-- *****	 SHGPEVAI-- *****
	 SUGPEVAI-- *****	 SFGPEVAI-- *****	 SNGPEVAI-- *****	 SHGPEVAI-- *****

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.EQT.GRDVEH.ARMD.C2V</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED C2V/ACV  Hierarchy: 1.X.3.2.2.1.4	 SUGPEVAC-- *****   SUGPEVAC-- ***** 	 SFGPEVAC-- *****   SFGPEVAC-- ***** 	 SNGPEVAC-- *****   SNGPEVAC-- ***** 	 SHGPEVAC-- *****   SHGPEVAC-- ***** 
<b>WAR.GRDTRK.EQT.GRDVEH.ARMD.CSSVEH</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED COMBAT SERVICE SUPPORT VEHICLE  Hierarchy: 1.X.3.2.2.1.5	 SUGPEVAS-- *****   SUGPEVAS-- ***** 	 SFGPEVAS-- *****   SFGPEVAS-- ***** 	 SNGPEVAS-- *****   SNGPEVAS-- ***** 	 SHGPEVAS-- *****   SHGPEVAS-- ***** 
<b>WAR.GRDTRK.EQT.GRDVEH.ARMD.LARMVH</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ARMORED LIGHT ARMORED VEHICLE  Hierarchy: 1.X.3.2.2.1.6	 SUGPEVAL-- *****   SUGPEVAL-- ***** 	 SFGPEVAL-- *****   SFGPEVAL-- ***** 	 SNGPEVAL-- *****   SNGPEVAL-- ***** 	 SHGPEVAL-- *****   SHGPEVAL-- ***** 

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.EQT.GRDVEH.UTYVEH</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE UTILITY VEHICLE  Hierarchy: 1.X.3.2.2.2				
Framed: FO				
	SUGPEVU--- *****	SFGPEVU---*****	SNGPEVU--- *****	SHGPEVU--- *****
<b>WAR.GRDTRK.EQT.GRDVEH.UTYVEH.BUS</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE UTILITY VEHICLE BUS  Hierarchy: 1.X.3.2.2.2.1				
Framed: FO				
	SUGPEVUB-- *****	SFGPEVUB-- *****	SNGPEVUB-- *****	SHGPEVUB-- *****
<b>WAR.GRDTRK.EQT.GRDVEH.UTYVEH.SEMI</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE UTILITY VEHICLE SEMI  Hierarchy: 1.X.3.2.2.2.2				
Framed: FO				
	SUGPEVUS-- *****	SFGPEVUS-- *****	SNGPEVUS-- *****	SHGPEVUS-- *****

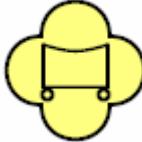
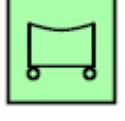
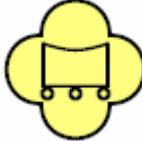
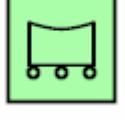
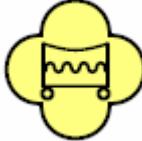
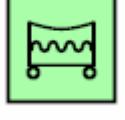
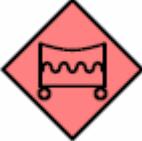
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.EQT.GRDVEH.UTYVEH.SEMI.LT</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE UTILITY VEHICLE SEMI LIGHT  Hierarchy: N/A  Framed: FO	 SUGPEVUSL- *****   SUGPEVUSL- ***** 	 SFGPEVUSL- *****   SFGPEVUSL- ***** 	 SNGPEVUSL- *****   SNGPEVUSL- ***** 	 SHGPEVUSL- *****   SHGPEVUSL- ***** 
<b>WAR.GRDTRK.EQT.GRDVEH.UTYVEH.SEMI.MDM</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE UTILITY VEHICLE SEMI MEDIUM  Hierarchy: N/A  Framed: FO	 SUGPEVUSM- *****   SUGPEVUSM- ***** 	 SFGPEVUSM- *****   SFGPEVUSM- ***** 	 SNGPEVUSM- *****   SNGPEVUSM- ***** 	 SHGPEVUSM- *****   SHGPEVUSM- ***** 
<b>WAR.GRDTRK.EQT.GRDVEH.UTYVEH.SEMI.HVY</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE UTILITY VEHICLE SEMI HEAVY  Hierarchy: N/A  Framed: FO	 SUGPEVUSH- *****   SUGPEVUSH- ***** 	 SFGPEVUSH- *****   SFGPEVUSH- ***** 	 SNGPEVUSH- *****   SNGPEVUSH- ***** 	 SHGPEVUSH- *****   SHGPEVUSH- ***** 

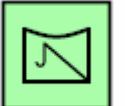
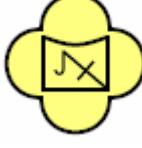
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.EQT.GRDVEH.UTYVEH.LCCTRK</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE UTILITY VEHICLE LIMITED CROSS-COUNTRY TRUCK  Hierarchy: 1.X.3.2.2.2.3  Framed: FO	 SUGPEVUL-- *****	 SFGPEVUL-- *****	 SNGPEVUL-- *****	 SHGPEVUL-- *****
	 SUGPEVUL-- *****	 SFGPEVUL-- *****	 SNGPEVUL-- *****	 SHGPEVUL-- *****
<b>WAR.GRDTRK.EQT.GRDVEH.UTYVEH.CCTRK</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE UTILITY VEHICLE CROSS-COUNTRY TRUCK  Hierarchy: 1.X.3.2.2.2.4  Framed: FO	 SUGPEVUX-- *****	 SFGPEVUX-- *****	 SNGPEVUX-- *****	 SHGPEVUX-- *****
	 SUGPEVUX-- *****	 SFGPEVUX-- *****	 SNGPEVUX-- *****	 SHGPEVUX-- *****
<b>WAR.GRDTRK.EQT.GRDVEH.UTYVEH.H2OCRT</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE UTILITY VEHICLE WATER CRAFT  Hierarchy: 1.X.3.2.2.2.5  Framed: FO	 SUGPEVUR-- *****	 SFGPEVUR-- *****	 SNGPEVUR-- *****	 SHGPEVUR-- *****
	 SUGPEVUR-- *****	 SFGPEVUR-- *****	 SNGPEVUR-- *****	 SHGPEVUR-- *****

**MIL-STD-2525B w/CHANGE 2**  
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TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.EQT.GRDVEH.UTYVEH.TOWTR K</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE UTILITY VEHICLE TOW TRUCK	 SUGPEVUT-- *****	 SFGPEVUT-- *****	 SNGPEVUT-- *****	 SHGPEVUT-- *****
Hierarchy: N/A	 SUGPEVUT-- *****	 SFGPEVUT-- *****	 SNGPEVUT-- *****	 SHGPEVUT-- *****
<b>WAR.GRDTRK.EQT.GRDVEH.UTYVEH.TOWTR K.LIT</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE UTILITY VEHICLE TOW TRUCK LIGHT	 SUGPEVUTL-- *****	 SFGPEVUTL-- *****	 SNGPEVUTL-- *****	 SHGPEVUTL-- *****
Hierarchy: N/A	 SUGPEVUTL-- *****	 SFGPEVUTL-- *****	 SNGPEVUTL-- *****	 SHGPEVUTL-- *****
<b>WAR.GRDTRK.EQT.GRDVEH.UTYVEH.TOWTR K.HVY</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE UTILITY VEHICLE TOW TRUCK HEAVY	 SUGPEVUTH-- *****	 SFGPEVUTH-- *****	 SNGPEVUTH-- *****	 SHGPEVUTH-- *****
Hierarchy: N/A	 SUGPEVUTH-- *****	 SFGPEVUTH-- *****	 SNGPEVUTH-- *****	 SHGPEVUTH-- *****

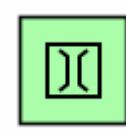
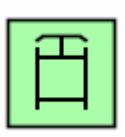
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.EQT.GRDVEH.UTYVEH.AMBLNC</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE UTILITY VEHICLE AMBULANCE  Hierarchy: N/A  Framed: FO	 SUGPEVUA-- *****	 SFGPEVUA-- *****	 SNGPEVUA-- *****	 SHGPEVUA-- *****
	 SUGPEVUA-- *****	 SFGPEVUA-- *****	 SNGPEVUA-- *****	 SHGPEVUA-- *****
<b>WAR.GRDTRK.EQT.GRDVEH.UTYVEH.AMBLN.C.ARMD</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE UTILITY VEHICLE AMBULANCE ARMORED  Hierarchy: N/A  Framed: FO	 SUGPEVUAA-- *****	 SFGPEVUAA-- *****	 SNGPEVUAA-- *****	 SHGPEVUAA-- *****
	 SUGPEVUAA-- *****	 SFGPEVUAA-- *****	 SNGPEVUAA-- *****	 SHGPEVUAA-- *****
<b>WAR.GRDTRK.EQT.GRDVEH.ENGVEH</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE  Hierarchy: 1.X.3.2.2.3  Framed: FO	 SUGPEVE--- *****	 SFGPEVE--- *****	 SNGPEVE--- *****	 SHGPEVE--- *****
	 SUGPEVE--- *****	 SFGPEVE--- *****	 SNGPEVE--- *****	 SHGPEVE--- *****

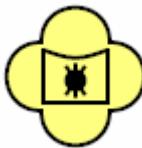
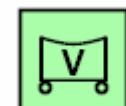
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.EQT.GRDVEH.ENGEVH.BRG</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE BRIDGE  Hierarchy: 1.X.3.2.2.3.1  Framed: F	 SUGPEVEB-- *****   SUGPEVEB-- ***** 	 SFGPEVEB-- *****   SFGPEVEB-- ***** 	 SNGPEVEB-- *****   SNGPEVEB-- ***** 	 SHGPEVEB-- *****   SHGPEVEB-- ***** 
<b>WAR.GRDTRK.EQT.GRDVEH.ENGEVH.ERHMR</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE EARTHMOVER  Hierarchy: 1.X.3.2.2.3.2  Framed: FO	 SUGPEVEE-- *****   SUGPEVEE-- ***** 	 SFGPEVEE-- *****   SFGPEVEE-- ***** 	 SNGPEVEE-- *****   SNGPEVEE-- ***** 	 SHGPEVEE-- *****   SHGPEVEE-- ***** 
<b>WAR.GRDTRK.EQT.GRDVEH.ENGEVH.CSNVEH</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE CONSTRUCTION VEHICLE  Hierarchy: 1.X.3.2.2.3.3  Framed: FO	 SUGPEVEC-- *****   SUGPEVEC-- ***** 	 SFGPEVEC-- *****   SFGPEVEC-- ***** 	 SNGPEVEC-- *****   SNGPEVEC-- ***** 	 SHGPEVEC-- *****   SHGPEVEC-- ***** 

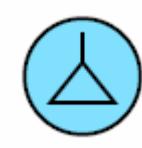
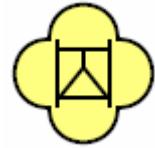
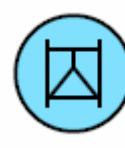
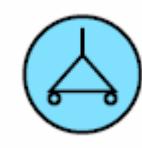
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.EQT.GRDVEH.ENGEVH.MLVEH</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE MINE LAYING VEHICLE  Hierarchy: 1.X.3.2.2.3.4  Framed: FO	 SUGPEVEM-- *****   SUGPEVEM-- ***** 	 SFGPEVEM-- *****   SFGPEVEM-- ***** 	 SNGPEVEM-- *****   SNGPEVEM-- ***** 	 SHGPEVEM-- *****   SHGPEVEM-- ***** 
<b>WAR.GRDTRK.EQT.GRDVEH.ENGEVH.MLVEH.ARMCV</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE MINE LAYING VEHICLE ARMORED CARRIER WITH VOLCANO  Hierarchy: 1.X.3.2.2.3.4.1  Framed: FO	 SUGPEVEMV- *****   SUGPEVEMV- ***** 	 SFGPEVEMV-- *****   SFGPEVEMV-- ***** 	 SNGPEVEMV-- *****   SNGPEVEMV-- ***** 	 SHGPEVEMV-- *****   SHGPEVEMV-- ***** 
<b>WAR.GRDTRK.EQT.GRDVEH.ENGEVH.MLVEH.TRKMV</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE MINE LAYING VEHICLE TRUCK MOUNTED WITH VOLCANO  Hierarchy: 1.X.3.2.2.3.4.2  Framed: FO	 SUGPEVEML-- *****   SUGPEVEML-- ***** 	 SFGPEVEML-- *****   SFGPEVEML-- ***** 	 SNGPEVEML-- *****   SNGPEVEML-- ***** 	 SHGPEVEML-- *****   SHGPEVEML-- ***** 

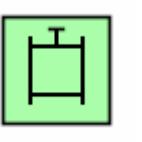
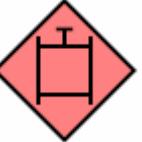
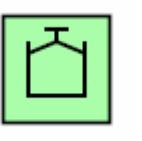
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.EQT.GRDVEH.ENGEVH.MCVEH</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE MINE CLEARING VEHICLE  Hierarchy: 1.X.3.2.2.3.5  Framed: FO	 SUGPEVEA-- *****   SUGPEVEA-- ***** 	 SFGPEVEA-- *****   SFGPEVEA-- ***** 	 SNGPEVEA-- *****   SNGPEVEA-- ***** 	 SHGPEVEA-- *****   SHGPEVEA-- ***** 
<b>WAR.GRDTRK.EQT.GRDVEH.ENGEVH.MCVEH. ARMVM</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE MINE CLEARING VEHICLE ARMORED VEHICLE MOUNTED  Hierarchy: 1.X.3.2.2.3.5.1  Framed: FO	 SUGPEVEAA- *****   SUGPEVEAA- ***** 	 SFGPEVEAA- *****   SFGPEVEAA- ***** 	 SNGPEVEAA- *****   SNGPEVEAA- ***** 	 SHGPEVEAA- *****   SHGPEVEAA- ***** 
<b>WAR.GRDTRK.EQT.GRDVEH.ENGEVH.MCVEH. TM</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE MINE CLEARING VEHICLE TRAILER MOUNTED  Hierarchy: 1.X.3.2.2.3.5.2  Framed: FO	 SUGPEVEAT- *****   SUGPEVEAT- ***** 	 SFGPEVEAT- *****   SFGPEVEAT- ***** 	 SNGPEVEAT- *****   SNGPEVEAT- ***** 	 SHGPEVEAT- *****   SHGPEVEAT- ***** 

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.EQT.GRDVEH.ENGEVH.DZR</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE DOZER  Hierarchy: 1.X.3.2.2.3.6  Framed: FO	 SUGPEVED-- *****	 SFGPEVED-- *****	 SNGPEVED-- *****	 SHGPEVED-- *****
<b>WAR.GRDTRK.EQT.GRDVEH.ENGEVH.DZR.ARMD</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE DOZER ARMORED  Hierarchy: N/A	 SUGPEVEDA-- *****	 SFGPEVEDA-- *****	 SNGPEVEDA-- *****	 SHGPEVEDA-- *****
<b>WAR.GRDTRK.EQT.GRDVEH.ENGEVH.AST</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE ARMORED ASSAULT  Hierarchy: N/A  Framed: FO	 SUGPEVES-- *****	 SFGPEVES-- *****	 SNGPEVES-- *****	 SHGPEVES-- *****
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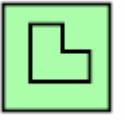
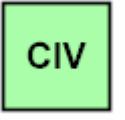
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.EQT.GRDVEH.ENGEVH.ARMER V</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE ARMORED ENGINEER RECON VEHICLE (AERV)				
Hierarchy: N/A				
Framed: FO				
<b>WAR.GRDTRK.EQT.GRDVEH.ENGEVH.BH</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE BACKHOE				
Hierarchy: N/A				
Framed: FO				
<b>WAR.GRDTRK.EQT.GRDVEH.ENGEVH.FRYTSP</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE ENGINEER VEHICLE FERRY TRANSPORTER				
Hierarchy: N/A				
Framed: FO				

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.EQT.GRDVEH.TRNLCO</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE TRAIN LOCOMOTIVE  Hierarchy: 1.X.3.2.2.4	  SUGPEVT--- *****	  SFGPEVT---*****	  SNGPEVT--- *****	  SHGPEVT--- *****
Framed: FO	  SUGPEVT--- *****	  SFGPEVT---*****	  SNGPEVT--- *****	  SHGPEVT--- *****
<b>WAR.GRDTRK.EQT.GRDVEH.CVLVEH</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE  Hierarchy: 1.X.3.2.2.5	  SUGPEVC--- *****	  SFGPEVC---*****	  SNGPEVC--- *****	  SHGPEVC--- *****
Framed: FO	  SUGPEVC--- *****	  SFGPEVC---*****	  SNGPEVC--- *****	  SHGPEVC--- *****
<b>WAR.GRDTRK.EQT.GRDVEH.CVLVEH.AUT</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE AUTOMOBILE  Hierarchy: N/A	  SUGPEVCA-- *****	  SFGPEVCA-- *****	  SNGPEVCA-- *****	  SHGPEVCA-- *****
Framed: FO	  SUGPEVCA-- *****	  SFGPEVCA-- *****	  SNGPEVCA-- *****	  SHGPEVCA-- *****

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.EQT.GRDVEH.CVLVEH.AUT.CP CT</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE AUTOMOBILE COMPACT  Hierarchy: N/A  Framed: FO	 SUGPEVCAL- *****	 SFGPEVCAL- *****	 SNGPEVCAL- *****	 SHGPEVCAL- *****
	 SUGPEVCAL- *****	 SFGPEVCAL- *****	 SNGPEVCAL- *****	 SHGPEVCAL- *****
<b>WAR.GRDTRK.EQT.GRDVEH.CVLVEH.AUT.MD SZ</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE AUTOMOBILE MIDSIZE  Hierarchy: N/A  Framed: FO	 SUGPEVCAM- *****	 SFGPEVCAM- *****	 SNGPEVCAM- *****	 SHGPEVCAM- *****
	 SUGPEVCAM- *****	 SFGPEVCAM- *****	 SNGPEVCAM- *****	 SHGPEVCAM- *****
<b>WAR.GRDTRK.EQT.GRDVEH.CVLVEH.AUT.SDN</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE AUTOMOBILE SEDAN  Hierarchy: N/A  Framed: FO	 SUGPEVCAH- *****	 SFGPEVCAH- *****	 SNGPEVCAH- *****	 SHGPEVCAH- *****
	 SUGPEVCAH- *****	 SFGPEVCAH- *****	 SNGPEVCAH- *****	 SHGPEVCAH- *****

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.EQT.GRDVEH.CVLVEH.OBTRK</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE OPEN-BED TRUCK  Hierarchy: N/A  Framed: FO	 SUGPEVCO-- *****	 SFGPEVCO-- *****	 SNGPEVCO-- *****	 SHGPEVCO-- *****
	 SUGPEVCO-- *****	 SFGPEVCO-- *****	 SNGPEVCO-- *****	 SHGPEVCO-- *****
<b>WAR.GRDTRK.EQT.GRDVEH.CVLVEH.OBTRK.PU</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE OPEN-BED TRUCK PICKUP  Hierarchy: N/A  Framed: FO	 SUGPEVCOL-- *****	 SFGPEVCOL-- *****	 SNGPEVCOL-- *****	 SHGPEVCOL-- *****
	 SUGPEVCOL-- *****	 SFGPEVCOL-- *****	 SNGPEVCOL-- *****	 SHGPEVCOL-- *****
<b>WAR.GRDTRK.EQT.GRDVEH.CVLVEH.OBTRK.SMAL</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE OPEN-BED TRUCK SMALL  Hierarchy: N/A  Framed: FO	 SUGPEVCOM-- *****	 SFGPEVCOM-- *****	 SNGPEVCOM-- *****	 SHGPEVCOM-- *****
	 SUGPEVCOM-- *****	 SFGPEVCOM-- *****	 SNGPEVCOM-- *****	 SHGPEVCOM-- *****

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TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.EQT.GRDVEH.CVLVEH.OBTRK. LRG</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE OPEN-BED TRUCK LARGE  Hierarchy: N/A  Framed: FO	 SUGPEVCOH- *****	 SFGPEVCOH- *****	 SNGPEVCOH- *****	 SHGPEVCOH- *****
	 SUGPEVCOH- *****	 SFGPEVCOH- *****	 SNGPEVCOH- *****	 SHGPEVCOH- *****
<b>WAR.GRDTRK.EQT.GRDVEH.CVLVEH.MPV</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE MULTI-PASSENGER VEHICLE  Hierarchy: N/A  Framed: FO	 SUGPEVCM-- *****	 SFGPEVCM-- *****	 SNGPEVCM-- *****	 SHGPEVCM-- *****
	 SUGPEVCM-- *****	 SFGPEVCM-- *****	 SNGPEVCM-- *****	 SHGPEVCM-- *****
<b>WAR.GRDTRK.EQT.GRDVEH.CVLVEH.MPV.VA N</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE MULTI-PASSENGER VEHICLE VAN  Hierarchy: N/A  Framed: FO	 SUGPEVCML- *****	 SFGPEVCML- *****	 SNGPEVCML- *****	 SHGPEVCML- *****
	 SUGPEVCML- *****	 SFGPEVCML- *****	 SNGPEVCML- *****	 SHGPEVCML- *****

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TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.EQT.GRDVEH.CVLVEH.MPV.SB US</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE MULTI-PASSENGER VEHICLE SMALL BUS  Hierarchy: N/A  Framed: FO	 SUGPEVCMM- *****	 SFGPEVCMM- *****	 SNGPEVCMM- *****	 SHGPEVCMM- *****
	 SUGPEVCMM- *****	 SFGPEVCMM- *****	 SNGPEVCMM- *****	 SHGPEVCMM- *****
<b>WAR.GRDTRK.EQT.GRDVEH.CVLVEH.MPV.LB US</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE MULTI-PASSENGER VEHICLE LARGE BUS  Hierarchy: N/A  Framed: FO	 SUGPEVCMH- *****	 SFGPEVCMH- *****	 SNGPEVCMH- *****	 SHGPEVCMH- *****
	 SUGPEVCMH- *****	 SFGPEVCMH- *****	 SNGPEVCMH- *****	 SHGPEVCMH- *****
<b>WAR.GRDTRK.EQT.GRDVEH.CVLVEH.UTYVEH</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE UTILITY VEHICLE  Hierarchy: N/A  Framed: FO	 SUGPEVCU-- *****	 SFGPEVCU-- *****	 SNGPEVCU-- *****	 SHGPEVCU-- *****
	 SUGPEVCU-- *****	 SFGPEVCU-- *****	 SNGPEVCU-- *****	 SHGPEVCU-- *****

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TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.EQT.GRDVEH.CVLVEH.UTYVEH.SUV</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE UTILITY VEHICLE SPORT UTILITY VEHICLE (SUV)				
Hierarchy: N/A				
Framed: FO				
<b>WAR.GRDTRK.EQT.GRDVEH.CVLVEH.UTYVEH.SBOX</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE UTILITY VEHICLE SMALL BOX TRUCK				
Hierarchy: N/A				
Framed: FO				
<b>WAR.GRDTRK.EQT.GRDVEH.CVLVEH.UTYVEH.LBOX</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE UTILITY VEHICLE LARGE BOX TRUCK				
Hierarchy: N/A				
Framed: FO				

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**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.EQT.GRDVEH.CVLVEH.JP</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE JEEP TYPE VEHICLE  Hierarchy: N/A  Framed: FO	 SUGPEVCJ-- *****	 SFGPEVCJ--*****	 SNGPEVCJ-- *****	 SHGPEVCJ-- *****
	 SUGPEVCJ-- *****	 SFGPEVCJ--*****	 SNGPEVCJ-- *****	 SHGPEVCJ-- *****
<b>WAR.GRDTRK.EQT.GRDVEH.CVLVEH.JP.SMAL</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE JEEP TYPE VEHICLE SMALL/LIGHT  Hierarchy: N/A  Framed: FO	 SUGPEVCJL- *****	 SFGPEVCJL- *****	 SNGPEVCJL- *****	 SHGPEVCJL- *****
	 SUGPEVCJL- *****	 SFGPEVCJL- *****	 SNGPEVCJL- *****	 SHGPEVCJL- *****
<b>WAR.GRDTRK.EQT.GRDVEH.CVLVEH.JP.MDM</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE JEEP TYPE VEHICLE MEDIUM  Hierarchy: N/A  Framed: FO	 SUGPEVCJM- *****	 SFGPEVCJM- *****	 SNGPEVCJM- *****	 SHGPEVCJM- *****
	 SUGPEVCJM- *****	 SFGPEVCJM- *****	 SNGPEVCJM- *****	 SHGPEVCJM- *****

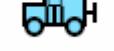
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**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.EQT.GRDVEH.CVLVEH.JP.LRG</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE JEEP TYPE VEHICLE LARGE/HEAVY	 SUGPEVCJH- *****	 SFGPEVCJH- *****	 SNGPEVCJH- *****	 SHGPEVCJH- *****
Hierarchy: N/A				
Framed: FO	 SUGPEVCJH- *****	 SFGPEVCJH- *****	 SNGPEVCJH- *****	 SHGPEVCJH- *****
<b>WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRL</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE TRACTOR TRAILER TRUCK WITH BOX TRAILER	 SUGPEVCT-- *****	 SFGPEVCT-- *****	 SNGPEVCT-- *****	 SHGPEVCT-- *****
Hierarchy: N/A				
Framed: FO	 SUGPEVCT-- *****	 SFGPEVCT-- *****	 SNGPEVCT-- *****	 SHGPEVCT-- *****
<b>WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRL.SMAL</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE TRACTOR TRAILER TRUCK WITH BOX TRAILER SMALL/LIGHT BOX TRAILER	 SUGPEVCTL- *****	 SFGPEVCTL- *****	 SNGPEVCTL- *****	 SHGPEVCTL- *****
Hierarchy: N/A				
Framed: FO	 SUGPEVCTL- *****	 SFGPEVCTL- *****	 SNGPEVCTL- *****	 SHGPEVCTL- *****

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**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRL.MDM</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE TRACTOR TRAILER TRUCK WITH BOX TRAILER MEDIUM BOX TRAILER  Hierarchy: N/A  Framed: FO	 SUGPEVCTM- *****   SUGPEVCTM- ***** 	 SFGPEVCTM- *****   SFGPEVCTM- ***** 	 SNGPEVCTM- *****   SNGPEVCTM- ***** 	 SHGPEVCTM- *****   SHGPEVCTM- ***** 
<b>WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRL.LRG</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE TRACTOR TRAILER TRUCK WITH BOX TRAILER LARGE/HEAVY BOX TRAILER  Hierarchy: N/A  Framed: FO	 SUGPEVCTH- *****   SUGPEVCTH- ***** 	 SFGPEVCTH- *****   SFGPEVCTH- ***** 	 SNGPEVCTH- *****   SNGPEVCTH- ***** 	 SHGPEVCTH- *****   SHGPEVCTH- ***** 
<b>WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRLF</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE TRACTOR TRAILER TRUCK WITH FLATBED TRAILER  Hierarchy: N/A  Framed: FO	 SUGPEVCF-- *****   SUGPEVCF-- ***** 	 SFGPEVCF-- *****   SFGPEVCF-- ***** 	 SNGPEVCF-- *****   SNGPEVCF-- ***** 	 SHGPEVCF-- *****   SHGPEVCF-- ***** 

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**APPENDIX A**

TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRLF. SMAL</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE TRACTOR TRAILER TRUCK WITH FLATBED TRAILER SMALL/LIGHT FLATBED TRAILER	 SUGPEVCFL- *****	 SFGPEVCFL- *****	 SNGPEVCFL- *****	 SHGPEVCFL- *****
Hierarchy: N/A				
Framed: FO	 SUGPEVCFL- *****	 SFGPEVCFL- *****	 SNGPEVCFL- *****	 SHGPEVCFL- *****
<b>WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRLF. MDM</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE TRACTOR TRAILER TRUCK WITH FLATBED TRAILER MEDIUM FLATBED TRAILER	 SUGPEVCFM- *****	 SFGPEVCFM- *****	 SNGPEVCFM- *****	 SHGPEVCFM- *****
Hierarchy: N/A				
Framed: FO	 SUGPEVCFM- *****	 SFGPEVCFM- *****	 SNGPEVCFM- *****	 SHGPEVCFM- *****
<b>WAR.GRDTRK.EQT.GRDVEH.CVLVEH.TRTRLF. LRG</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE CIVILIAN VEHICLE TRACTOR TRAILER TRUCK WITH FLATBED TRAILER LARGE/HEAVY FLATBED TRAILER	 SUGPEVCFH- *****	 SFGPEVCFH- *****	 SNGPEVCFH- *****	 SHGPEVCFH- *****
Hierarchy: N/A				
Framed: FO	 SUGPEVCFH- *****	 SFGPEVCFH- *****	 SNGPEVCFH- *****	 SHGPEVCFH- *****

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**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.EQT.GRDVEH.PKAN</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE PACK ANIMAL(S)  Hierarchy: N/A				
Framed: FO				
<b>WAR.GRDTRK.EQT.GRDVEH.MSLSP</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE MISSILE SUPPORT  Hierarchy: N/A				
Framed: FO				
<b>WAR.GRDTRK.EQT.GRDVEH.MSLSP.TLDR</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE MISSILE SUPPORT TRANSLOADER  Hierarchy: N/A				
Framed: FO				

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TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.EQT.GRDVEH.MSLSP.TPTR</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE MISSILE SUPPORT TRANSPORTER  Hierarchy: N/A	 SUGPEVSR-- *****	 SFGPEVSR-- *****	 SNGPEVSR-- *****	 SHGPEVSR-- *****
Framed: FO	 SUGPEVSR-- *****	 SFGPEVSR-- *****	 SNGPEVSR-- *****	 SHGPEVSR-- *****
<b>WAR.GRDTRK.EQT.GRDVEH.MSLSP.CRN</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE MISSILE SUPPORT CRANE/LOADING DEVICE  Hierarchy: N/A	 SUGPEVSC-- *****	 SFGPEVSC-- *****	 SNGPEVSC-- *****	 SHGPEVSC-- *****
Framed: FO	 SUGPEVSC-- *****	 SFGPEVSC-- *****	 SNGPEVSC-- *****	 SHGPEVSC-- *****
<b>WAR.GRDTRK.EQT.GRDVEH.MSLSP.PLNT</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE MISSILE SUPPORT PROPELLANT TRANSPORTER  Hierarchy: N/A	 SUGPEVSP-- *****	 SFGPEVSP-- *****	 SNGPEVSP-- *****	 SHGPEVSP-- *****
Framed: FO	 SUGPEVSP-- *****	 SFGPEVSP-- *****	 SNGPEVSP-- *****	 SHGPEVSP-- *****

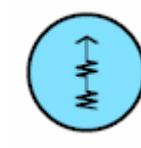
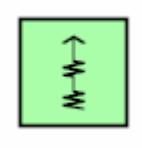
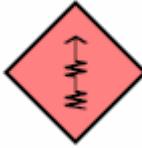
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**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.EQT.GRDVEH.MSLSP.T.WH</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT GROUND VEHICLE MISSILE SUPPORT WARHEAD TRANSPORTER  Hierarchy: N/A  Framed: FO	 SUGPEVSW-- *****   SUGPEVSW-- ***** 	 SFGPEVSW-- *****   SFGPEVSW-- ***** 	 SNGPEVSW-- *****   SNGPEVSW-- ***** 	 SHGPEVSW-- *****   SHGPEVSW-- ***** 
<b>WAR.GRDTRK.EQT.SNS</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT SENSOR  Hierarchy: 1.X.3.2.3  Framed: FO	 SUGPES----*****   SUGPES----***** 	 SFGPES----*****   SFGPES----***** 	 SNGPES----*****   SNGPES----***** 	 SHGPES----*****   SHGPES----***** 
<b>WAR.GRDTRK.EQT.SNS.RAD</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT SENSOR RADAR  Hierarchy: 1.X.3.2.3.1  Framed: FO	 SUGPESR---*****   SUGPESR---***** 	 SFGPESR---*****   SFGPESR---***** 	 SNGPESR---*****   SNGPESR---***** 	 SHGPESR---*****   SHGPESR---***** 

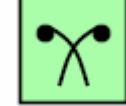
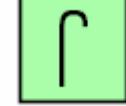
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TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.EQT.SNS.EMP</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT SENSOR EMPLACED  Hierarchy: 1.X.3.2.3.2				
Framed: FO				
	SUGPESE---*****	SFGPESE---*****	SNGPESE---*****	SHGPESE---*****
<b>WAR.GRDTRK.EQT.SPL</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT SPECIAL  Hierarchy: 1.X.3.2.4	N/A	N/A	N/A	N/A
<b>WAR.GRDTRK.EQT.SPL.LSR</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT SPECIAL LASER  Hierarchy: 1.X.3.2.4.1				
Framed: F				
	SUGPEXL---*****	SFGPEXL---*****	SNGPEXL---*****	SHGPEXL---*****

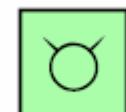
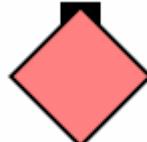
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TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.EQT.SPL.NBCEQT</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT SPECIAL NBC EQUIPMENT  Hierarchy: 1.X.3.2.4.2	  SUGPEXN--- *****	  SFGPEXN---*****	  SNGPEXN--- *****	  SHGPEXN--- *****
Framed: F	  SUGPEXN--- *****	  SFGPEXN---*****	  SNGPEXN--- *****	  SHGPEXN--- *****
<b>WAR.GRDTRK.EQT.SPL.FLMTHR</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT SPECIAL FLAME THROWER  Hierarchy: 1.X.3.2.4.3	  SUGPEXF---*****	  SFGPEXF---*****	  SNGPEXF---*****	  SHGPEXF---*****
Framed: F	  SUGPEXF---*****	  SFGPEXF---*****	  SNGPEXF---*****	  SHGPEXF---*****
<b>WAR.GRDTRK.EQT.SPL.LNDMNE</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT SPECIAL LAND MINES  Hierarchy: 1.X.3.2.4.4	  SUGPEXM--- *****	  SFGPEXM--- *****	  SNGPEXM--- *****	  SHGPEXM--- *****
Framed: F	  SUGPEXM--- *****	  SFGPEXM--- *****	  SNGPEXM--- *****	  SHGPEXM--- *****

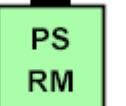
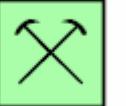
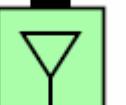
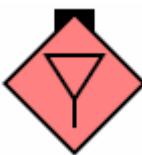
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TABLE A-VII. UEI symbols – ground - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.EQT.SPL.LNDMNE.CLM</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT SPECIAL LAND MINES CLAYMORE  Hierarchy: 1.X.3.2.4.4.1  Framed: F	 SUGPEXMC-- *****   SUGPEXMC-- ***** 	 SFGPEXMC-- *****   SFGPEXMC-- ***** 	 SNGPEXMC-- *****   SNGPEXMC-- ***** 	 SHGPEXMC-- *****   SHGPEXMC-- ***** 
<b>WAR.GRDTRK.EQT.SPL.LNDMNE.LTL</b>  WARFIGHTING SYMBOLS GROUND TRACK EQUIPMENT SPECIAL LAND MINES LESS THAN LETHAL  Hierarchy: 1.X.3.2.4.4.2  Framed: F	 SUGPEXML-- *****   SUGPEXML-- ***** 	 SFGPEXML-- *****   SFGPEXML-- ***** 	 SNGPEXML-- *****   SNGPEXML-- ***** 	 SHGPEXML-- *****   SHGPEXML-- ***** 
<b>WAR.GRDTRK.INS</b>  WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION  Hierarchy: 1.X.3.3  Framed: F  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPI----H**** 	 SFGPI----H**** 	 SNGPI----H**** 	 SHGPI----H**** 

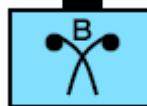
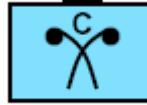
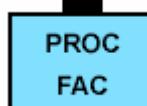
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**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.INS.RMP</b>  WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION RAW MATERIAL PRODUCTION/STORAGE  Hierarchy: 1.X.3.3.1  Framed: F  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.				
<b>WAR.GRDTRK.INS.RMP.MNE</b>  WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION RAW MATERIAL PRODUCTION/STORAGE MINE  Hierarchy: 1.X.3.3.1.1  Framed: F  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.				
<b>WAR.GRDTRK.INS.RMP.PGO</b>  WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION RAW MATERIAL PRODUCTION/STORAGE PETROLEUM/GAS/OIL  Hierarchy: 1.X.3.3.1.2  Framed: F  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.				
<b>WAR.GRDTRK.INS.RMP.NBC</b>  WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION RAW MATERIAL PRODUCTION/STORAGE NBC  Hierarchy: 1.X.3.3.1.3  Framed: F  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.				

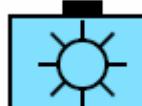
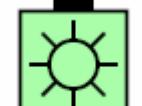
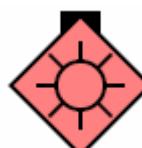
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.INS.RMP.NBC.BIO</b>  WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION RAW MATERIAL PRODUCTION/STORAGE NBC BIOLOGICAL  Hierarchy: 1.X.3.3.1.3.1  Framed: F  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.				
<b>WAR.GRDTRK.INS.RMP.NBC.CML</b>  WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION RAW MATERIAL PRODUCTION/STORAGE NBC CHEMICAL  Hierarchy: 1.X.3.3.1.3.2  Framed: F  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.				
<b>WAR.GRDTRK.INS.RMP.NBC.NUC</b>  WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION RAW MATERIAL PRODUCTION/STORAGE NBC NUCLEAR  Hierarchy: 1.X.3.3.1.3.3  Framed: F  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.				
<b>WAR.GRDTRK.INS.PF</b>  WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION PROCESSING FACILITY  Hierarchy: 1.X.3.3.2  Framed: F  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.				

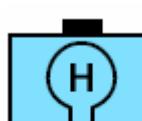
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.INS.PF.DECON</b>  WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION PROCESSING FACILITY DECONTAMINATION  Hierarchy: 1.X.3.3.2.1  Framed: F  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIPD---H****	 SFGPIPD---H****	 SNGPIPD---H****	 SHGPIPD---H****
<b>WAR.GRDTRK.INS.EQTMNF</b>  WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION EQUIPMENT MANUFACTURE  Hierarchy: 1.X.3.3.3  Framed: F  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIE----H****	 SFGPIE----H****	 SNGPIE----H****	 SHGPIE----H****
<b>WAR.GRDTRK.INS.SRUF</b>  WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION SERVICE, RESEARCH, UTILITY FACILITY  Hierarchy: 1.X.3.3.4  Framed: F  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIU----H****	 SFGPIU----H****	 SNGPIU----H****	 SHGPIU----H****
<b>WAR.GRDTRK.INS.SRUF.TRF</b>  WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION SERVICE, RESEARCH, UTILITY FACILITY TECHNOLOGICAL RESEARCH FACILITY  Hierarchy: 1.X.3.3.4.1  Framed: F  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIUR--- H****	 SFGPIUR---H****	 SNGPIUR--- H****	 SHGPIUR--- H****

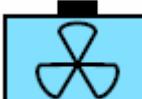
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.INS.SRUF.TCF</b>  WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION SERVICE, RESEARCH, UTILITY FACILITY TELECOMMUNICATIONS FACILITY  Hierarchy: 1.X.3.3.4.2  Framed: F  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIUT---H****	 SFGPIUT---H****	 SNGPIUT---H****	 SHGPIUT---H****
<b>WAR.GRDTRK.INS.SRUF.EPF</b>  WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION SERVICE, RESEARCH, UTILITY FACILITY ELECTRIC POWER FACILITY  Hierarchy: 1.X.3.3.4.3  Framed: F  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIUE---H****	 SFGPIUE---H****	 SNGPIUE---H****	 SHGPIUE---H****
<b>WAR.GRDTRK.INS.SRUF.EPF.NPT</b>  WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION SERVICE, RESEARCH, UTILITY FACILITY ELECTRIC POWER FACILITY NUCLEAR PLANT  Hierarchy: 1.X.3.3.4.3.1  Framed: F  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol..	 SUGPIUEN--H****	 SFGPIUEN--H****	 SNGPIUEN--H****	 SHGPIUEN--H****
<b>WAR.GRDTRK.INS.SRUF.EPF.DAM</b>  WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION SERVICE, RESEARCH, UTILITY FACILITY ELECTRIC POWER FACILITY DAM  Hierarchy: 1.X.3.3.4.3.2  Framed: F  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIUED--H****	 SFGPIUED--H****	 SNGPIUED--H****	 SHGPIUED--H****

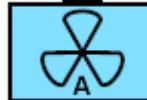
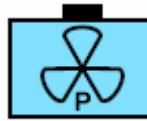
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.INS.SRUF.EPF.FOSF</b>  WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION SERVICE, RESEARCH, UTILITY FACILITY ELECTRIC POWER FACILITY FOSSIL FUEL  Hierarchy: 1.X.3.3.4.3.3  Framed: F  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.				
<b>WAR.GRDTRK.INS.SRUF.PWS</b>  WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION SERVICE, RESEARCH, UTILITY FACILITY PUBLIC WATER SERVICES  Hierarchy: 1.X.3.3.4.4  Framed: F  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.				
<b>WAR.GRDTRK.INS.MMF</b>  WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY  Hierarchy: 1.X.3.3.5  Framed: F  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	N/A	N/A	N/A	N/A
<b>WAR.GRDTRK.INS.MMF.NENY</b>  WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY NUCLEAR ENERGY  Hierarchy: 1.X.3.3.5.1  Framed: F  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.				

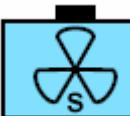
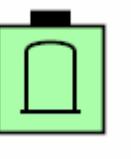
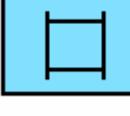
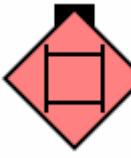
**MIL-STD-2525B w/CHANGE 2**  
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**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.INS.MMF.NENY.ATMER</b>  WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY NUCLEAR ENERGY ATOMIC ENERGY REACTOR  Hierarchy: 1.X.3.3.5.1.1  Framed: F  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIMFA-- H****	 SFGPIMFA-- H****	 SNGPIMFA-- H****	 SHGPIMFA-- H****
<b>WAR.GRDTRK.INS.MMF.NENY.NMP</b>  WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY NUCLEAR ENERGY NUCLEAR MATERIAL PRODUCTION  Hierarchy: 1.X.3.3.5.1.2  Framed: F  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIMFP-- H****	 SFGPIMFP-- H****	 SNGPIMFP-- H****	 SHGPIMFP-- H****
<b>WAR.GRDTRK.INS.MMF.NENY.NMP.WPNGR</b>  WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY NUCLEAR ENERGY NUCLEAR MATERIAL PRODUCTION WEAPONS GRADE  Hierarchy: 1.X.3.3.5.1.2.1  Framed: F  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 SUGPIMFPW-- H****	 SFGPIMFPW-- H****	 SNGPIMFPW-- H****	 SHGPIMFPW-- H****

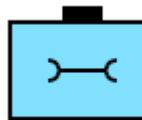
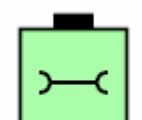
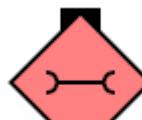
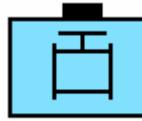
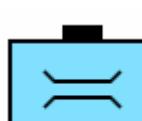
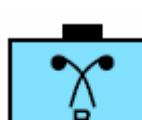
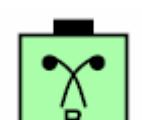
**MIL-STD-2525B w/CHANGE 2**  
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**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.INS.MMF.NENY.NMS</b>  WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY NUCLEAR ENERGY NUCLEAR MATERIAL STORAGE  Hierarchy: 1.X.3.3.5.1.3  Framed: F  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	  SUGPIMFS-- H****	  SFGPIMFS-- H****	  SNGPIMFS-- H****	  SHGPIMFS-- H****
<b>WAR.GRDTRK.INS.MMF.APA</b>  WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY AIRCRAFT PRODUCTION & ASSEMBLY  Hierarchy: 1.X.3.3.5.2  Framed: F  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	  SUGPIMA--- H****	  SFGPIMA--- H****	  SNGPIMA--- H****	  SHGPIMA--- H****
<b>WAR.GRDTRK.INS.MMF.AMEP</b>  WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY AMMUNITION AND EXPLOSIVES PRODUCTION  Hierarchy: 1.X.3.3.5.3  Framed: F  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	  SUGPIME--- H****	  SFGPIME---H****	  SNGPIME--- H****	  SHGPIME--- H****
<b>WAR.GRDTRK.INS.MMF.AMTP</b>  WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY ARMAMENT PRODUCTION  Hierarchy: 1.X.3.3.5.4  Framed: F  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	  SUGPIMG--- H****	  SFGPIMG--- H****	  SNGPIMG--- H****	  SHGPIMG--- H****

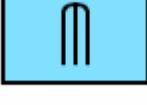
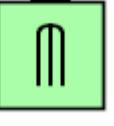
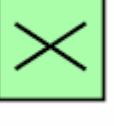
**MIL-STD-2525B w/CHANGE 2**  
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**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.INS.MMF.MILVP</b>  WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY MILITARY VEHICLE PRODUCTION  Hierarchy: 1.X.3.3.5.5  Framed: F  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	  SUGPIMV--- H****	  SFGPIMV--- H****	  SNGPIMV--- H****	  SHGPIMV--- H****
<b>WAR.GRDTRK.INS.MMF.ENGEPE</b>  WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY ENGINEERING EQUIPMENT PRODUCTION  Hierarchy: 1.X.3.3.5.6  Framed: F  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	  SUGPIMN--- H****	  SFGPIMN--- H****	  SNGPIMN--- H****	  SHGPIMN--- H****
<b>WAR.GRDTRK.INS.MMF.ENGEPE.BRG</b>  WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY ENGINEERING EQUIPMENT PRODUCTION BRIDGE  Hierarchy: 1.X.3.3.5.6.1  Framed: F  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	  SUGPIMNB--- H****	  SFGPIMNB--- H****	  SNGPIMNB--- H****	  SHGPIMNB--- H****
<b>WAR.GRDTRK.INS.MMF.CBWP</b>  WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY CHEMICAL & BIOLOGICAL WARFARE PRODUCTION  Hierarchy: 1.X.3.3.5.7  Framed: F  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	  SUGPIMC--- H****	  SFGPIMC--- H****	  SNGPIMC--- H****	  SHGPIMC--- H****

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**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.INS.MMF.SHPCSN</b>  WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY SHIP CONSTRUCTION  Hierarchy: 1.X.3.3.5.8  Framed: F  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.				
<b>WAR.GRDTRK.INS.MMF.MSSP</b>  WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION MILITARY MATERIEL FACILITY MISSILE & SPACE SYSTEM PRODUCTION  Hierarchy: 1.X.3.3.5.9  Framed: F  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.				
<b>WAR.GRDTRK.INS.GOVLDR</b>  WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION GOVERNMENT LEADERSHIP  Hierarchy: 1.X.3.3.6  Framed: F  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.				
<b>WAR.GRDTRK.INS.MILBF</b>  WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION MILITARY BASE/FACILITY  Hierarchy: 1.X.3.3.7  Framed: F  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.				

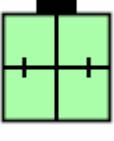
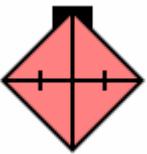
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**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.INS.MILBF.AB</b>  WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION MILITARY BASE/FACILITY AIRPORT/AIRBASE  Hierarchy: 1.X.3.3.7.1  Framed: F  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.				
SUGPIBA---H****  SFGPIBA---H****  SNGPIBA---H****  SHGPIBA---H****				
<b>WAR.GRDTRK.INS.MILBF.SP</b>  WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION MILITARY BASE/FACILITY SEAPORT/NAVAL BASE  Hierarchy: 1.X.3.3.7.2  Framed: F  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.				
SUGPIBN---H****  SFGPIBN---H****  SNGPIBN---H****  SHGPIBN---H****				
<b>WAR.GRDTRK.INS.TSPF</b>  WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION TRANSPORT FACILITY  Hierarchy: 1.X.3.3.8  Framed: F  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.				
SUGPIT----H****  SFGPIT----H****  SNGPIT----H****  SHGPIT----H****				
<b>WAR.GRDTRK.INS.MEDF</b>  WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION MEDICAL FACILITY  Hierarchy: 1.X.3.3.9  Framed: F  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.				
SUGPIX----H****  SFGPIX----H****  SNGPIX----H****  SHGPIX----H****				

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**TABLE A-VII. UEI symbols – ground - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.GRDTRK.INS.MEDF.HSP</b>  WARFIGHTING SYMBOLS GROUND TRACK INSTALLATION MEDICAL FACILITY HOSPITAL  Hierarchy: 1.X.3.3.9.1  Framed: F  NOTE: The following symbol shows an installation indicator on top of the symbol; this indicator appears in modifier field "AC" and is not part of the basic symbol.	 <b>SUGPIXH---</b> <b>H****</b>	 <b>SFGPIXH---H****</b>	 <b>SNGPIXH---</b> <b>H****</b>	 <b>SHGPIXH---</b> <b>H****</b>

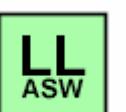
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**TABLE A-VIII. UEI symbols – sea surface.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.SSUF</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK  Hierarchy: 1.X.4  Framed: F				
<b>WAR.SSUF.CBTT</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT  Hierarchy: 1.X.4.1  Framed: F				
<b>WAR.SSUF.CBTT.LNE</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT LINE  Hierarchy: 1.X.4.1.1  Framed: F				
<b>WAR.SSUF.CBTT.LNE.CRR</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT LINE CARRIER  Hierarchy: 1.X.4.1.1.1  Framed: F				
<b>WAR.SSUF.CBTT.LNE.BBS</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT LINE BATTLESHIP  Hierarchy: 1.X.4.1.1.2  Framed: F				
<b>WAR.SSUF.CBTT.LNE.CRU</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT LINE CRUISER  Hierarchy: 1.X.4.1.1.3  Framed: F				

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**TABLE A-VIII. UEI symbols – sea surface - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.SSUF.CBTT.LNE.DD</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT LINE DESTROYER  Hierarchy: 1.X.4.1.1.4  Framed: F				
<b>WAR.SSUF.CBTT.LNE.FFR</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT LINE FRIGATE/CORVETTE  Hierarchy: 1.X.4.1.1.5  Framed: F				
<b>WAR.SSUF.CBTT.LNE.LL</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT LINE LITTORAL COMBATANT  Hierarchy: N/A  Framed: F				
<b>WAR.SSUF.CBTT.LNE.LL.ASW</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT LINE LITTORAL COMBATANT ANTISUBMARINE WARFARE MISSION PACKAGE  Hierarchy: N/A  Framed: F				
<b>WAR.SSUF.CBTT.LNE.LL.MNEW</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT LINE LITTORAL COMBATANT MINE WARFARE MISSION PACKAGE  Hierarchy: N/A  Framed: F				

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**TABLE A-VIII. UEI symbols – sea surface - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.SSUF.CBTT.LNE.LL.SUW</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT LINE LITTORAL COMBATANT SURFACE WARFARE (SUW) MISSION PACKAGE  Hierarchy: N/A  Framed: F				
SUSPCLLLSU*** **	SFSPCULLSU*** **	SNSPCLLSU*** **	SHSPCLLSU*** **	
<b>WAR.SSUF.CBTT.AMPWS</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT AMPHIBIOUS WARFARE SHIP  Hierarchy: 1.X.4.1.2  Framed: F				
SUSPCA----*****	SFSPCA----*****	SNSPCA----*****	SHSPCA----*****	
<b>WAR.SSUF.CBTT.AMPWS.ASTVES</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT AMPHIBIOUS WARFARE SHIP ASSAULT VESSEL  Hierarchy: 1.X.4.1.2.1  Framed: F				
SUSPCALA-- *****	SFSPCALA-- *****	SNSPCALA-- *****	SHSPCALA-- *****	
<b>WAR.SSUF.CBTT.AMPWS.LNDSHP</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT AMPHIBIOUS WARFARE SHIP LANDING SHIP  Hierarchy: 1.X.4.1.2.2  Framed: F				
SUSPCALS-- *****	SFSPCALS-- *****	SNSPCALS-- *****	SHSPCALS-- *****	
<b>WAR.SSUF.CBTT.AMPWS.LNDSHP.MDM</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT AMPHIBIOUS WARFARE SHIP LANDING SHIP MEDIUM  Hierarchy: N/A  Framed: F				
SUSPCALSM- *****	SFSPCALSM- *****	SNSPCALSM- *****	SHSPCALSM- *****	

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**APPENDIX A**

**TABLE A-VIII. UEI symbols – sea surface - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.SSUF.CBTT.AMPWS.LNDSHP.TANK</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT AMPHIBIOUS WARFARE SHIP LANDING SHIP TANK  Hierarchy: N/A  Framed: F				
<b>WAR.SSUF.CBTT.AMPWS.LNDCRT</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT AMPHIBIOUS WARFARE SHIP LANDING CRAFT  Hierarchy: 1.X.4.1.2.3  Framed: F				
<b>WAR.SSUF.CBTT.MNEWV</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT MINE WARFARE VESSEL  Hierarchy: 1.X.4.1.3  Framed: F				
<b>WAR.SSUF.CBTT.MNEWV.MNELYR</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT MINE WARFARE VESSEL MINELAYER  Hierarchy: 1.X.4.1.3.1  Framed: F				
<b>WAR.SSUF.CBTT.MNEWV.MNESWE</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT MINE WARFARE VESSEL MINESWEEPER  Hierarchy: 1.X.4.1.3.2  Framed: F				

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**TABLE A-VIII. UEI symbols – sea surface - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.SSUF.CBTT.MNEWV.MNEHNT</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT MINE WARFARE VESSEL MINEHUNTER  Hierarchy: 1.X.4.1.3.3  Framed: F				
<b>WAR.SSUF.CBTT.MNEWV.MCMSUP</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT MINE WARFARE VESSEL MCM SUPPORT  Hierarchy: 1.X.4.1.3.4  Framed: F				
<b>WAR.SSUF.CBTT.PAT</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT PATROL  Hierarchy: 1.X.4.1.4  Framed: F				
<b>WAR.SSUF.CBTT.PAT.ASBW</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT PATROL ANTISUBMARINE WARFARE  Hierarchy: 1.X.4.1.4.1  Framed: F				
<b>WAR.SSUF.CBTT.PAT.ASUW</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT PATROL ANTISURFACE WARFARE  Hierarchy: 1.X.4.1.4.2  Framed: F				

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**TABLE A-VIII. UEI symbols – sea surface - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.SSUF.CBTT.PAT.ASUW.ASMSL</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT PATROL ANTISURFACE WARFARE ANTI-SHIP MISSILE  Hierarchy: N/A Framed: F				
<b>WAR.SSUF.CBTT.PAT.ASUW.TPD</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT PATROL ANTISURFACE WARFARE TORPEDO  Hierarchy: N/A Framed: F				
<b>WAR.SSUF.CBTT.PAT.ASUW.GUN</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT PATROL ANTISURFACE WARFARE GUN  Hierarchy: N/A Framed: F				
<b>WAR.SSUF.CBTT.HOV</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT HOVERCRAFT  Hierarchy: 1.X.4.1.5 Framed: F				
<b>WAR.SSUF.CBTT.STN</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT STATION  Hierarchy: 1.X.4.1.6 Framed: F				

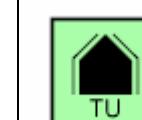
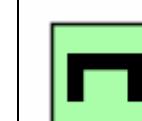
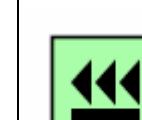
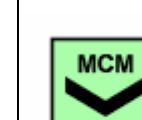
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-VIII. UEI symbols – sea surface - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.SSUF.CBTT.STN.PKT</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT STATION PICKET  Hierarchy: 1.X.4.1.6.1  Framed: F				
<b>WAR.SSUF.CBTT.STN.ASWSHP</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT STATION ASW SHIP  Hierarchy: 1.X.4.1.6.2  Framed: F				
<b>WAR.SSUF.CBTT.NAVGRP</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT NAVY GROUP  Hierarchy: 1.X.4.1.7  Framed: F				
<b>WAR.SSUF.CBTT.NAVGRP.NAVTF</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT NAVY GROUP NAVY TASK FORCE  Hierarchy: 1.X.4.1.7.1  Framed: F				
<b>WAR.SSUF.CBTT.NAVGRP.NAVTG</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT NAVY GROUP NAVY TASK GROUP  Hierarchy: 1.X.4.1.7.2  Framed: F				

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**TABLE A-VIII. UEI symbols – sea surface - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.SSUF.CBTT.NAVGRP.NAVTU</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT NAVY GROUP NAVY TASK UNIT  Hierarchy: 1.X.4.1.7.3  Framed: F				
<b>WAR.SSUF.CBTT.NAVGRP.CNY</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT NAVY GROUP CONVOY  Hierarchy: 1.X.4.1.7.4  Framed: F				
<b>WAR.SSUF.CBTT.SUFDXY</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT SURFACE DECOY  Hierarchy: N/A  Framed: F				
<b>WAR.SSUF.CBTT.USV</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT UNMANNED SURFACE VEHICLE  Hierarchy: N/A  Framed: F				
<b>WAR.SSUF.CBTT.USV.MNECM</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT UNMANNED SURFACE VEHICLE MINE COUNTERMEASURES  Hierarchy: N/A  Framed: F				

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**TABLE A-VIII. UEI symbols – sea surface - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.SSUF.CBTT.USV.ASBW</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT UNMANNED SURFACE VEHICLE ANTISUBMARINE WARFARE  Hierarchy: N/A Framed: F				
<b>WAR.SSUF.CBTT.USV.ASUW</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK COMBATANT UNMANNED SURFACE VEHICLE ANTSURFACE WARFARE  Hierarchy: N/A Framed: F				
<b>WAR.SSUF.NCBTT</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK NONCOMBATANT  Hierarchy: 1.X.4.2 Framed: F				
<b>WAR.SSUF.NCBTT.UWRPM</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK NONCOMBATANT UNDERWAY REPLENISHMENT (OILER/ TANKER, STORES, AMMUNITION, TROOP TRANSPORT)  Hierarchy: 1.X.4.2.1 Framed: F				
<b>WAR.SSUF.NCBTT.FLTSUP</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK NONCOMBATANT FLEET SUPPORT (TENDER/TUG)  Hierarchy: 1.X.4.2.2 Framed: F				
<b>WAR.SSUF.NCBTT.INT</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK NONCOMBATANT INTELLIGENCE (OCEANOGRAPHIC, AGI)  Hierarchy: 1.X.4.2.3 Framed: F				

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**TABLE A-VIII. UEI symbols – sea surface - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.SSUF.NCBTT.SSH</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK NONCOMBATANT SERVICE & SUPPORT HARBOR (YARDCRAFT, BARGE, HARBOR, TUG)  Hierarchy: 1.X.4.2.4  Framed: F				
SUSPNS----*****  SFSPNS----*****  SNSPNS----*****  SHSPNS----*****				
<b>WAR.SSUF.NCBTT.HSPSHP</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK NONCOMBATANT HOSPITAL SHIP  Hierarchy: 1.X.4.2.5  Framed: F				
SUSPNM----*****  SFSPNM----*****  SNSPNM----*****  SHSPNM----*****				
<b>WAR.SSUF.NCBTT.HOV</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK NONCOMBATANT HOVERCRAFT  Hierarchy: 1.X.4.2.6  Framed: F				
SUSPNH----*****  SFSPNH----*****  SNSPNH----*****  SHSPNH----*****				
<b>WAR.SSUF.NCBTT.STN</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK NONCOMBATANT STATION  Hierarchy: 1.X.4.2.7  Framed: F				
SUSPNN----*****  SFSPNN----*****  SNSPNN----*****  SHSPNN----*****				
<b>WAR.SSUF.NCBTT.STN.RSC</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK NONCOMBATANT STATION RESCUE  Hierarchy: 1.X.4.2.7.1  Framed: F				
SUSPNNR---*****  SFSPNNR---*****  SNSPNNR---*****  SHSPNNR---*****				
<b>WAR.SSUF.NMIL</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK NON-MILITARY  Hierarchy: 1.X.4.3	N/A	N/A	N/A	N/A

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**TABLE A-VIII. UEI symbols – sea surface - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.SSUF.NMIL.MCT</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK NON-MILITARY MERCHANT  Hierarchy: 1.X.4.3.1				
Framed: FO				
	SUSPXM---*****	SFSPXM---*****	SNSPXM---*****	SHSPXM---*****
<b>WAR.SSUF.NMIL.MCT.CGO</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK NON-MILITARY MERCHANT CARGO  Hierarchy: 1.X.4.3.1.1				
Framed: FO				
	SUSPXMCA---*****	SFSPXMCA---*****	SNSPXMCA---*****	SHSPXMCA---*****
<b>WAR.SSUF.NMIL.MCT.RORO</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK NON-MILITARY MERCHANT ROLL ON/ROLL OFF  Hierarchy: 1.X.4.3.1.2				
Framed: FO				
	SUSPXRRO---*****	SFSPXRRO---*****	SNSPXRRO---*****	SHSPXRRO---*****

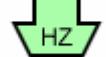
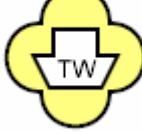
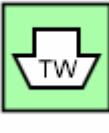
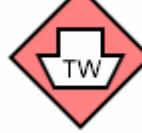
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**APPENDIX A**

**TABLE A-VIII. UEI symbols – sea surface - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.SSUF.NMIL.MCT.OLR</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK NON-MILITARY MERCHANT OILER/TANKER  Hierarchy: 1.X.4.3.1.3				
Framed: FO				
<b>WAR.SSUF.NMIL.MCT.TUG</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK NON-MILITARY MERCHANT TUG  Hierarchy: 1.X.4.3.1.4				
Framed: FO				
<b>WAR.SSUF.NMIL.MCT.FRY</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK NON-MILITARY MERCHANT FERRY  Hierarchy: 1.X.4.3.1.5				
Framed: FO				

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**TABLE A-VIII. UEI symbols – sea surface - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.SSUF.NMIL.MCT.PSG</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK NON-MILITARY MERCHANT PASSENGER  Hierarchy: 1.X.4.3.1.6	  SUSPXMP--- *****	  SFSPXMP---*****	  SNSPXMP--- *****	  SHSPXMP--- *****
Framed: FO	  SUSPXMP--- *****	  SFSPXMP---*****	  SUSPXMP--- *****	  SHSPXMP--- *****
<b>WAR.SSUF.NMIL.MCT.HAZMAT</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK NON-MILITARY MERCHANT HAZARDOUS MATERIALS (HAZMAT)  Hierarchy: 1.X.4.3.1.7	  SUSPXMH--- *****	  SFSPXMH--- *****	  SNSPXMH--- *****	  SHSPXMH--- *****
Framed: FO	  SUSPXMH--- *****	  SFSPXMH--- *****	  SNSPXMH--- *****	  SHSPXMH--- *****
<b>WAR.SSUF.NMIL.MCT.TOWVES</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK NON-MILITARY MERCHANT TOWING VESSEL  Hierarchy: 1.X.4.3.1.8	  SUSPXMTO-- *****	  SFSPXMTO-- *****	  SNSPXMTO-- *****	  SHSPXMTO-- *****
Framed: FO	  SUSPXMTO-- *****	  SFSPXMTO-- *****	  SNSPXMTO-- *****	  SHSPXMTO-- *****

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**TABLE A-VIII. UEI symbols – sea surface - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.SSUF.NMIL.FSG</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK NON-MILITARY FISHING  Hierarchy: 1.X.4.3.2				
Framed: FO				
	SUSPXF----*****	SFSPXF----*****	SNSPXF----*****	SHSPXF----*****
<b>WAR.SSUF.NMIL.FSG.DRFT</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK NON-MILITARY FISHING DRIFTER  Hierarchy: 1.X.4.3.2.1				
Framed: FO				
	SUSPXFDF--*****	SFSPXFDF--*****	SNSPXFDF--*****	SHSPXFDF--*****
<b>WAR.SSUF.NMIL.FSG.DRG</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK NON-MILITARY FISHING DREDGE  Hierarchy: 1.X.4.3.2.2				
Framed: FO				
	SUSPXFDR--*****	SFSPXFDR--*****	SNSPXFDR--*****	SHSPXFDR--*****

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**TABLE A-VIII. UEI symbols – sea surface - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.SSUF.NMIL.FSG.TRW</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK NON-MILITARY FISHING TRAWLER  Hierarchy: 1.X.4.3.2.3				
Framed: FO				
	SUSPXFTR-- *****	SFSPXFTR--*****	SNSPXFTR-- *****	SHSPXFTR-- *****
<b>WAR.SSUF.NMIL.LESCRT</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK NON-MILITARY LEISURE CRAFT  Hierarchy: 1.X.4.3.3				
Framed: FO				
	SUSPXR---- *****	SFSPXR---- *****	SNSPXR---- *****	SHSPXR---- *****
<b>WAR.SSUF.NMIL.LAWENV</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK NON-MILITARY LAW ENFORCEMENT VESSEL  Hierarchy: 1.X.4.3.4				
Framed: FO				
	SUSPXL---- *****	SFSPXL---- *****	SNSPXL---- *****	SHSPXL---- *****

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**TABLE A-VIII. UEI symbols – sea surface - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.SSUF.NMIL.HOV</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK NON-MILITARY HOVERCRAFT  Hierarchy: 1.X.4.3.5  Framed: FO				
	SUSPXH----*****	SFSPXH----*****	SNSPXH----*****	SHSPXH----*****
	SUSPXH----*****	SFSPXH----*****	SNSPXH----*****	SHSPXH----*****
<b>WAR.SSUF.OWN</b>  WARFIGHTING SYMBOLS SEA SURFACE TRACK OWN TRACK  Hierarchy: 1.X.4.4  Framed: UF				
	SUSPO-----*****	SFSPPO-----*****	SNSPO-----*****	SHSPPO-----*****

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**TABLE A-IX. UEI symbols – subsurface.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.SBSUF</b>  WARFIGHTING SYMBOLS SUBSURFACE TRACK  Hierarchy: 1.X.5  Framed: F				
	SUUP-----*****	SFUP-----*****	SNUP-----*****	SHUP-----*****
<b>WAR.SBSUF.SUB</b>  WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE  Hierarchy: 1.X.5.1  Framed: F				
	SUUPS-----*****	SFUPS-----*****	SNUPS-----*****	SHUPS-----*****
<b>WAR.SBSUF.SUB.SURF</b>  WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE SURFACED  Hierarchy: N/A  Framed: F				
	SUUPSF----*****	SFUPSF----*****	SNUPSF----*****	SHUPSF----*****
<b>WAR.SBSUF.SUB.NPRN</b>  WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE NUCLEAR PROPULSION  Hierarchy: 1.X.5.1.1  Framed: F				
	SUUPSN----*****	SFUPSN----*****	SNUPSN----*****	SHUPSN----*****
<b>WAR.SBSUF.SUB.NPRN.SURF</b>  WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE NUCLEAR PROPULSION SURFACED  Hierarchy: N/A  Framed: F				
	SUUPSNF----*****	SFUPSNF----*****	SNUPSNF----*****	SHUPSNF----*****
<b>WAR.SBSUF.SUB.NPRN.ATK</b>  WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE NUCLEAR PROPULSION ATTACK (SSN)  Hierarchy: N/A  Framed: F				
	SUUPSNA---****	SFUPSNA---****	SNUPSNA---****	SHUPSNA---****

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TABLE A-IX. UEI symbols – subsurface - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.SBSUF.SUB.NPRN.MSL</b>  WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE NUCLEAR PROPULSION MISSILE (TYPE UNKNOWN)				
Hierarchy: N/A  Framed: F	SUUPSNM--- *****	SFUPSNM--- *****	SNUPSNM--- *****	SHUPSNM--- *****
<b>WAR.SBSUF.SUB.NPRN.GDD</b>  WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE NUCLEAR PROPULSION GUIDED MISSILE (SSGN)				
Hierarchy: N/A  Framed: F	SUUPSNG--- *****	SFUPSNG--- *****	SNUPSNG--- *****	SHUPSNG--- *****
<b>WAR.SBSUF.SUB.NPRN.BLST</b>  WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE NUCLEAR PROPULSION BALLISTIC MISSILE (SSBN)				
Hierarchy: N/A  Framed: F	SUUPSNB--- *****	SFUPSNB--- *****	SNUPSNB--- *****	SHUPSNB--- *****
<b>WAR.SBSUF.SUB.CNVPRN</b>  WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE CONVENTIONAL PROPULSION				
Hierarchy: 1.X.5.1.2  Framed: F	SUUPSC--- *****	SFUPSC--- *****	SNUPSC--- *****	SHUPSC--- *****
<b>WAR.SBSUF.SUB.CNVPRN.SURF</b>  WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE CONVENTIONAL PROPULSION SURFACED				
Hierarchy: N/A  Framed: F	SUUPSCF--- *****	SFUPSCF--- *****	SNUPSCF--- *****	SHUPSCF--- *****

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**APPENDIX A**

TABLE A-IX. UEI symbols – subsurface - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.SBSUF.SUB.CNVPRN.ATK</b>  WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE CONVENTIONAL PROPULSION ATTACK (SS)  Hierarchy: N/A Framed: F				
SUUPSCA--- *****	SFUPSCA---*****	SNUPSCA--- *****	SHUPSCA--- *****	
<b>WAR.SBSUF.SUB.CNVPRN.MSL</b>  WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE CONVENTIONAL PROPULSION MISSILE (TYPE UNKNOWN)  Hierarchy: N/A Framed: F				
SUUPSCM--- *****	SFUPSCM--- *****	SNUPSCM--- *****	SHUPSCM--- *****	
<b>WAR.SBSUF.SUB.CNVPRN.GDD</b>  WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE CONVENTIONAL PROPULSION GUIDED MISSILE (SSG)  Hierarchy: N/A Framed: F				
SUUPSCG--- *****	SFUPSCG---*****	SNUPSCG--- *****	SHUPSCG--- *****	
<b>WAR.SBSUF.SUB.CNVPRN.BLST</b>  WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE CONVENTIONAL PROPULSION BALLISTIC MISSILE (SSB)  Hierarchy: N/A Framed: F				
SUUPSCB---*****	SFUPSCB---*****	SNUPSCB---*****	SHUPSCB---*****	
<b>WAR.SBSUF.SUB.OTH</b>  WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE OTHER SUBMERSIBLE (RESCUE, RESEARCH, UNDERWATER TUG)  Hierarchy: 1.X.5.1.3 Framed: F				
SUUPSO---*****	SFUPSO---*****	SNUPSO---*****	SHUPSO---*****	

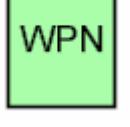
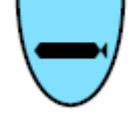
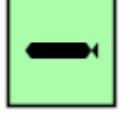
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-IX. UEI symbols – subsurface - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.SBSUF.SUB.OTH.SURF</b>  WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE OTHER SUBMERSIBLE (RESCUE, RESEARCH, UNDERWATER TUG) SURFACED				
Hierarchy: N/A	SUUPSOF---*****	SFUPSOF---*****	SNUPSOF---*****	SHUPSOF---*****
Framed: F				
<b>WAR.SBSUF.SUB.STN</b>  WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE STATION				
Hierarchy: 1.X.5.1.4	SUUPSS---*****	SFUPSS---*****	SNUPSS---*****	SHUPSS---*****
Framed: F				
<b>WAR.SBSUF.SUB.STN.ASWSUB</b>  WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE STATION ASW SUBMARINE				
Hierarchy: 1.X.5.1.4.1	SUUPSSA---*****	SFUPSSA---*****	SNUPSSA---*****	SHUPSSA---*****
Framed: F				
<b>WAR.SBSUF.SUB.UUV</b>  WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE UNMANNED UNDERWATER VEHICLE (UUV)				
Hierarchy: 1.X.5.1.3.1	SUUPSU---*****	SFUPSU---*****	SNUPSU---*****	SHUPSU---*****
Framed: F				
<b>WAR.SBSUF.SUB.UUV.MNEW</b>  WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE UNMANNED UNDERWATER VEHICLE (UUV) MINE WARFARE				
Hierarchy: N/A	SUUPSUM--- *****	SFUPSUM--- *****	SNUPSUM--- *****	SHUPSUM--- *****
Framed: F				

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**APPENDIX A**

**TABLE A-IX. UEI symbols – subsurface - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.SBSUF.SUB.UUV.ASBW</b>  WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE UNMANNED UNDERWATER VEHICLE (UUV) ANTISUBMARINE WARFARE  Hierarchy: N/A  Framed: F				
SUUPSUS---*****  SFUPsus---*****  SNUPsus---*****  SHUPsus---*****				
<b>WAR.SBSUF.SUB.UUV.ASUW</b>  WARFIGHTING SYMBOLS SUBSURFACE TRACK SUBMARINE UNMANNED UNDERWATER VEHICLE (UUV) ANTSURFACE WARFARE  Hierarchy: N/A  Framed: F				
SUUPsuN---*****  SFUPsuN---*****  SNUPsuN---*****  SHUPsuN---*****				
<b>WAR.SBSUF.UH2WPN</b>  WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON  Hierarchy: 1.X.5.2  Framed: F				
SUUPW----*****  SFUPW----*****  SNUPW----*****  SHUPW----*****				
<b>WAR.SBSUF.UH2WPN.TPD</b>  WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON TORPEDO  Hierarchy: 1.X.5.2.1  Framed: F				
SUUPWT---*****  SFUPWT---*****  SNUPWT---*****  SHUPWT---*****				
<b>WAR.SBSUF.UH2WPN.SMNE</b>  WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE  Hierarchy: 1.X.5.2.2  Framed: UF				
SUUPWM---*****  SFUPWM---*****  SNUPWM---*****  SHUPWM---*****				

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**APPENDIX A**

TABLE A-IX. UEI symbols – subsurface - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.SBSUF.UH2WPN.SMNE.DLT</b>  WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE DEALT  Hierarchy: 1.X.5.2.2.1  Framed: UF				
<b>WAR.SBSUF.UH2WPN.SMNE.SMG</b>  WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (GROUND)  Hierarchy: 1.X.5.2.2.2  Framed: UF				
<b>WAR.SBSUF.UH2WPN.SMNE.SMG.DLT</b>  WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (GROUND) DEALT  Hierarchy: 1.X.5.2.2.2.1  Framed: UF				
<b>WAR.SBSUF.UH2WPN.SMNE.SMM</b>  WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (MOORED)  Hierarchy: 1.X.5.2.2.3  Framed: UF				
<b>WAR.SBSUF.UH2WPN.SMNE.SMM.DLT</b>  WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (MOORED) DEALT  Hierarchy: 1.X.5.2.2.3.1  Framed: UF				

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**APPENDIX A**

TABLE A-IX. UEI symbols – subsurface - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.SBSUF.UH2WPN.SMNE.SMF</b>  WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (FLOATING)  Hierarchy: 1.X.5.2.2.4  Framed: UF				
SUUPWMF--- *****	SFUPWMF--- *****	SNUPWMF--- *****	SHUPWMF--- *****	
<b>WAR.SBSUF.UH2WPN.SMNE.SMF.DLT</b>  WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (FLOATING) DEALT  Hierarchy: 1.X.5.2.2.4.1  Framed: UF				
SUUPWMFD-- *****	SFUPWMFD-- *****	SNUPWMFD-- *****	SHUPWMFD-- *****	
<b>WAR.SBSUF.UH2WPN.SMNE.SMOP</b>  WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (OTHER POSITION)  Hierarchy: 1.X.5.2.2.5  Framed: UF				
SUUPWMO--- *****	SFUPWMO--- *****	SNUPWMO--- *****	SHUPWMO--- *****	
<b>WAR.SBSUF.UH2WPN.SMNE.SMOP.DLT</b>  WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER WEAPON SEA MINE SEA MINE (OTHER POSITION) DEALT  Hierarchy: 1.X.5.2.2.5.1  Framed: UF				
SUUPWMOD-- *****	SFUPWMOD-- *****	SNUPWMOD-- *****	SHUPWMOD-- *****	
<b>WAR.SBSUF.UH2DCY</b>  WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER DECOY  Hierarchy: 1.X.5.3  Framed: F				
SUUPWD---- *****	SFUPWD---- *****	SNUPWD---- *****	SHUPWD---- *****	

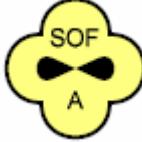
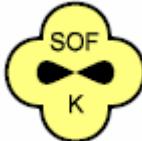
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-IX. UEI symbols – subsurface - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.SBSUF.UH2DCY.SMDCY</b>  WARFIGHTING SYMBOLS SUBSURFACE TRACK UNDERWATER DECOY SEA MINE DECOY  Hierarchy: 1.X.5.3.1  Framed: UF				
<b>WAR.SBSUF.NSUB</b>  WARFIGHTING SYMBOLS SUBSURFACE TRACK NON-SUBMARINE  Hierarchy: 1.X.5.4	N/A	N/A	N/A	N/A
<b>WAR.SBSUF.NSUB.DVR</b>  WARFIGHTING SYMBOLS SUBSURFACE TRACK NON-SUBMARINE DIVER (HARDTOP DIVER, SCUBA DIVER)  Hierarchy: 1.X.5.4.1  Framed: UF				

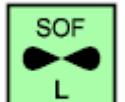
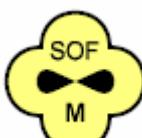
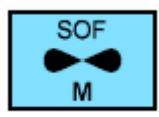
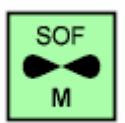
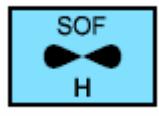
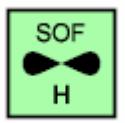
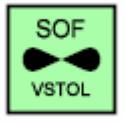
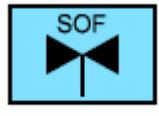
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-X. UEI symbols – SOF.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.SOFUNT</b>  WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT  Hierarchy: 1.X.6  Framed: F	 SUFP-----*****	 SFFP-----*****	 SNFP-----*****	 SHFP-----*****
<b>WAR.SOFUNT.AVN</b>  WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT AVIATION  Hierarchy: 1.X.6.1  Framed: F	 SUFPA-----*****	 SFFPA-----*****	 SNFPA-----*****	 SHFPA-----*****
<b>WAR.SOFUNT.AVN.FIXD</b>  WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT AVIATION FIXED WING  Hierarchy: 1.X.6.1.1  Framed: F	 SUFPAF----*****	 SFFPAF----*****	 SNFPAF----*****	 SHFPAF----*****
<b>WAR.SOFUNT.AVN.FIXD.ATK</b>  WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT AVIATION FIXED WING ATTACK  Hierarchy: 1.X.6.1.1.1  Framed: F	 SUFPAFA---*****	 SFFPAFA---*****	 SNFPAFA---*****	 SHFPAFA---*****
<b>WAR.SOFUNT.AVN.FIXD.RFE</b>  WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT AVIATION FIXED WING REFUEL  Hierarchy: 1.X.6.1.1.2  Framed: F	 SUFPAFK---*****	 SFFPAFK---*****	 SNFPAFK---*****	 SHFPAFK---*****
<b>WAR.SOFUNT.AVN.FIXD.UTY</b>  WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT AVIATION FIXED WING UTILITY  Hierarchy: 1.X.6.1.1.3  Framed: F	 SUFPAFU---*****	 SFFPAFU---*****	 SNFPAFU---*****	 SHFPAFU---*****

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-X. UEI symbols – SOF - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.SOFUNT.AVN.FIXD.UTY.LIT</b>  WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT AVIATION FIXED WING UTILITY LIGHT  Hierarchy: 1.X.6.1.1.3.1  Framed: F	 SUFPAFUL-- *****	 SFFPAFUL-- *****	 SNFPAFUL-- *****	 SHFPAFUL-- *****
<b>WAR.SOFUNT.AVN.FIXD.UTY.MDM</b>  WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT AVIATION FIXED WING UTILITY MEDIUM  Hierarchy: 1.X.6.1.1.3.2  Framed: F	 SUFPAFUM-- *****	 SFFPAFUM-- *****	 SNFPAFUM-- *****	 SHFPAFUM-- *****
<b>WAR.SOFUNT.AVN.FIXD.UTY.HVY</b>  WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT AVIATION FIXED WING UTILITY HEAVY  Hierarchy: 1.X.6.1.1.3.3  Framed: F	 SUFPAFUH-- *****	 SFFPAFUH-- *****	 SNFPAFUH-- *****	 SHFPAFUH-- *****
<b>WAR.SOFUNT.AVN.VSTOL</b>  WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT AVIATION V/STOL  Hierarchy: 1.X.6.1.2  Framed: F	 SUFPAV---- *****	 SFFPAV---- *****	 SNFPAV---- *****	 SHFPAV---- *****
<b>WAR.SOFUNT.AVN.ROT</b>  WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT AVIATION ROTARY WING  Hierarchy: 1.X.6.1.3  Framed: F	 SUFPAH---- *****	 SFFPAH---- *****	 SNFPAH---- *****	 SHFPAH---- *****

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**APPENDIX A**

TABLE A-X. UEI symbols – SOF - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.SOFUNT.AVN.ROT.CSAR</b>  WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT AVIATION ROTARY WING COMBAT SEARCH AND RESCUE  Hierarchy: 1.X.6.1.3.1  Framed: F				
SUFPAHH--- *****	SFFPAHH---*****	SNFPAHH--- *****	SHFPAHH--- *****	
<b>WAR.SOFUNT.AVN.ROT.ATK</b>  WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT AVIATION ROTARY WING ATTACK  Hierarchy: 1.X.6.1.3.2  Framed: F				
SUFPAHA--- *****	SFFPAHA---*****	SNFPAHA--- *****	SHFPAHA--- *****	
<b>WAR.SOFUNT.AVN.ROT.UTY</b>  WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT AVIATION ROTARY WING UTILITY  Hierarchy: 1.X.6.1.3.3  Framed: F				
SUFPAHU--- *****	SFFPAHU---*****	SNFPAHU--- *****	SHFPAHU--- *****	
<b>WAR.SOFUNT.AVN.ROT.UTY.LIT</b>  WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT AVIATION ROTARY WING UTILITY LIGHT  Hierarchy: 1.X.6.1.3.3.1  Framed: F				
SUFPAHUL-- *****	SFFPAHUL-- *****	SNFPAHUL-- *****	SHFPAHUL-- *****	
<b>WAR.SOFUNT.AVN.ROT.UTY.MDM</b>  WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT AVIATION ROTARY WING UTILITY MEDIUM  Hierarchy: 1.X.6.1.3.3.2  Framed: F				
SUFPAHUM-- *****	SFFPAHUM-- *****	SNFPAHUM-- *****	SHFPAHUM-- *****	

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-X. UEI symbols – SOF - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.SOFUNT.AVN.ROT.UTY.HVY</b>  WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT AVIATION ROTARY WING UTILITY HEAVY  Hierarchy: 1.X.6.1.3.3.3  Framed: F	 SUFPAHUH--*****	 SFFPAHUH--*****	 SNFPAHUH--*****	 SHFPAHUH--*****
<b>WAR.SOFUNT.NAV</b>  WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT NAVAL  Hierarchy: 1.X.6.2  Framed: F	 SUFPN-----*****	 SFFPN-----*****	 SNFPN-----*****	 SHFPN-----*****
<b>WAR.SOFUNT.NAV.SEAL</b>  WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT NAVAL SEAL  Hierarchy: 1.X.6.2.1  Framed: F	 SUFPNS----*****	 SFFPNS----*****	 SNFPNS----*****	 SHFPNS----*****
<b>WAR.SOFUNT.NAV.UH2DML</b>  WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT NAVAL UNDERWATER DEMOLITION TEAM  Hierarchy: 1.X.6.2.2  Framed: F	 SUFPNU----*****	 SFFPNU----*****	 SNFPNU----*****	 SHFPNU----*****
<b>WAR.SOFUNT.NAV.SBT</b>  WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT NAVAL SPECIAL BOAT  Hierarchy: 1.X.6.2.3  Framed: F	 SUFPNB----*****	 SFFPNB----*****	 SNFPNB----*****	 SHFPNB----*****
<b>WAR.SOFUNT.NAV.SSSNR</b>  WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT NAVAL SPECIAL SSNR  Hierarchy: 1.X.6.2.4  Framed: F	 SUFPNN----*****	 SFFPNN----*****	 SNFPNN----*****	 SHFPNN----*****

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

TABLE A-X. UEI symbols – SOF - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.SOFUNT.GRD</b>  WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT GROUND  Hierarchy: 1.X.6.3  Framed: F				
SUFPG-----*****  SFFPG-----*****  SNFPG-----*****  SHFPG-----*****				
<b>WAR.SOFUNT.GRD.SOF</b>  WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT GROUND SPECIAL FORCES  Hierarchy: 1.X.6.3.1  Framed: F				
SUFPGS-----*****  SFFPGS-----*****  SNFPGS-----*****  SHFPGS-----*****				
<b>WAR.SOFUNT.GRD.RGR</b>  WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT GROUND RANGER  Hierarchy: 1.X.6.3.2  Framed: F				
SUFPGR-----*****  SFFPGR-----*****  SNFPGR-----*****  SHFPGR-----*****				
<b>WAR.SOFUNT.GRD.PSYOP</b>  WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT GROUND PSYCHOLOGICAL OPERATIONS (PSYOP)  Hierarchy: 1.X.6.3.3  Framed: F				
SUFPGP-----*****  SFFPGP-----*****  SNFPGP-----*****  SHFPGP-----*****				
<b>WAR.SOFUNT.GRD.PSYOP.FIXAVN</b>  WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT GROUND PSYCHOLOGICAL OPERATIONS (PSYOP) FIXED WING AVIATION  Hierarchy: 1.X.6.3.3.1  Framed: F				
SUFPGPA-----*****  SFFPGPA-----*****  SNFPGPA-----*****  SHFPGPA-----*****				
<b>WAR.SOFUNT.GRD.CVLAFF</b>  WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT GROUND CIVIL AFFAIRS  Hierarchy: 1.X.6.3.4  Framed: F				
SUFPGC-----*****  SFFPGC-----*****  SNFPGC-----*****  SHFPGC-----*****				

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX A**

**TABLE A-X. UEI symbols – SOF - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>WAR.SOFUNT.SUP</b>  WARFIGHTING SYMBOLS SPECIAL OPERATIONS FORCES (SOF) UNIT SUPPORT  Hierarchy: 1.X.6.4  Framed: F	 SUFPB-----*****	 SFFPB-----*****	 SNFPB-----*****	 SHFPB-----*****

**MIL-STD-2525B w/CHANGE 2  
APPENDIX B**

**C<sup>2</sup> SYMOLOGY: MILITARY OPERATIONS**

**B.1 SCOPE**

**B.1.1 Scope.** This appendix addresses tactical graphics that support military operations in the C<sup>2</sup> domain. The tables in this appendix present graphics that support battlefield planning and management by delineating responsibilities and missions, providing guidance, establishing control measures, and identifying items of interest. While FM 1-02/MCRP 5-12A is the principal source for correct usage of these tactical graphics for operations, MIL-STD-2525B contains the correct implementation instructions. This appendix is a mandatory part of this standard. The information contained herein is intended for compliance.

**B.2 APPLICABLE DOCUMENTS**

Specific documents in 2.2.2 of this standard apply to this appendix.

**B.3 DEFINITIONS**

The definitions in section 3 of this standard apply to this appendix.

**B.4 GENERAL REQUIREMENTS**

**B.4.1 Organization.** The purpose of warfighting symbology is to convey information about objects in the warfighter battlespace. This appendix contains the technical specifications, symbol coding scheme, symbology hierarchy, and the tactical graphics for the C<sup>2</sup> Symbology: Military Operations symbology set.

**B.5 DETAILED REQUIREMENTS**

**B.5.1 Technical specifications.** Composition, construction, display, and transmission of tactical graphics are explained in this section of the standard. Additional construction specifications are explained here.

**B.5.1.1 Phase lines.** Phase lines are lines on maps that are easily identifiable from a ground or air vantage point. They may include features such as ridgelines, tree lines, hilltops, roads, and rivers. The generic line described in Figure 10 of the main document includes a class of lines called phase lines. Though a phase line might not change, its meaning can vary based on the line style or nomenclature associated with it. For instance, the same phase line may define a Forward Line of Own Troops (FLOT), Fire Support Coordination Line (FSCL), or Light Line (LL) depending on the ebb and flow of a battle. This appendix describes how to draw various line-type tactical graphics as if they do not already exist on a map or display. Implementors should consider that operators may want to change the line-type associated with an existing tactical graphic rather than replace it with a new tactical graphic. This may require a change in line-type (FSCL to FLOT), nomenclature (FSCL to LL), or both.

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B.5.1.2 Graphic orientation. Unless otherwise stated, tactical graphics in table B-IV whose orientations depend on enemy location are oriented with the enemy on the right hand side of the page. All tactical graphics can use offset location indicators. Offset location indicators shall be placed so they do not confuse the meaning of the graphic.

B.5.2 Symbol identification coding scheme. A symbol identification code (SIDC) is a 15-character alphanumeric identifier that provides the information necessary to display or transmit a tactical graphic between MIL-STD-2525B compliant systems.

B.5.2.1 Code positions. The positions of the symbol ID code are described below. Since many graphics do not have an entry in every code position, a dash (-) is used to fill each unused position. An asterisk (\*) indicates positions that are user defined based on specific symbol circumstances, such as affiliation or echelon/size. Table B-I identifies the fields of information included in a SIDC code and the position each occupies in the 15-character identifier. The values in each field are filled from left to right unless otherwise specified.

- a. Position 1, code scheme, indicates to which overall symbology set a graphic belongs.
- b. Position 2, affiliation, indicates the graphic's affiliation.
- c. Position 3, category, indicates to which of the groups of operation the graphic belongs.
- d. Position 4, status, indicates the graphic's planned or present status.
- e. Positions 5 through 10, function ID, identifies a graphic's function. Each position indicates an increasing level of detail and specialization.
- f. Positions 11 and 12, echelon/size indicator, identifies the command level of a unit or the size in kilotons of a nuclear event. Table B-II contains the specific values used in this field.
- g. Positions 13 and 14, country code, identifies the country with which a symbol is associated. Country code identifiers are listed in the FIPS Pub 10 series.
- h. Position 15, order of battle, provides additional information about the role of a symbol in the battlespace. All tactical graphics described in this appendix will have an "X" in this position.

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**TABLE B-I. SIDC positions and categories.**

CODING SCHEME (1) (POSITION 1)	AFFILIATION / EXERCISE AMPLIFYING DESCRIPTOR (1) (POSITION 2)	CATEGORY (1) (POSITION 3)	STATUS (1) (POSITION 4)
G - TACTICAL GRAPHICS	P - PENDING U - UNKNOWN A - ASSUMED FRIEND F - FRIEND N - NEUTRAL S - SUSPECT H - HOSTILE G - EXERCISE PENDING W - EXERCISE UNKNOWN M - EXERCISE ASSUMED FRIEND D - EXERCISE FRIEND L - EXERCISE NEUTRAL J - JOKER K - FAKER	T - TASKS G - C <sup>2</sup> & GENERAL MANEUVER M - MOBILITY /SURVIVABILITY F - FIRE SUPPORT S - COMBAT SERVICE SUPPORT O - OTHER	A - ANTICIPATED/PLANNED P - PRESENT
FUNCTION ID (6) (POSITIONS 5 - 10)	ECHELON/SIZE (2) (POSITIONS 11, 12)	COUNTRY CODE (2) (POSITIONS 13, 14)	ORDER OF BATTLE (1) (POSITION 15)
See table B-III for specific values.	See table B-II for specific values.	See FIPS Pub series 10	X - CONTROL MARKINGS

**TABLE B-II. Echelon/size codes.**

CODE	DESCRIPTION	CODE	DESCRIPTION
- A	TEAM/CREW	- H	BRIGADE
- B	SQUAD	- I	DIVISION
- C	SECTION	- J	CORPS/MEF
- D	PLATOON/DETACHMENT	- K	ARMY
- E	COMPANY/BATTERY/TROOP	- L	ARMY GROUP/FRONT
- F	BATTALION/SQUADRON	- M	REGION
- G	REGIMENT/GROUP	--	NULL

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**B.5.2.2 SIDC table.** The following table lists the codes for tactical graphics. As stated in B.5.2.1, a dash (-) is used to fill each unused position. An asterisk (\*) indicates positions that are user defined based on specific symbol circumstances, such as affiliation or echelon/size.

TABLE B-III. SIDC table.

HIERARCHY	C O D E S C H E M E	A F I L I A T I O N	C A E G O R T Y	S T U S I O N D	F U N C I O N I	S I Z E M O B I L I T Y	C O U N R Y O C O D E	O R D E R T R Y C O B A T T L E	DESCRIPTION	
TACGRP	G	*	-	-	--	--	--	--	X	TACTICAL GRAPHICS
TACGRP.TSK	G	*	T	*	--	--	--	**	**	X TASKS
TACGRP.TSK.BLK	G	*	T	*	B-	--	--	**	**	X BLOCK
TACGRP.TSK.BRH	G	*	T	*	H-	--	--	**	**	X BREACH
TACGRP.TSK.BYS	G	*	T	*	Y-	--	--	**	**	X BYPASS
TACGRP.TSK.CNZ	G	*	T	*	C-	--	--	**	**	X CANALIZE
TACGRP.TSK.CLR	G	*	T	*	X-	--	--	**	**	X CLEAR
TACGRP.TSK.CNT	G	*	T	*	J-	--	--	**	**	X CONTAIN
TACGRP.TSK.CATK	G	*	T	*	K-	--	--	**	**	X COUNTERATTACK (CATK)
TACGRP.TSK.CATK.CATKF	G	*	T	*	KF	--	--	**	**	X COUNTERATTACK BY FIRE
TACGRP.TSK.DLY	G	*	T	*	L-	--	--	**	**	X DELAY
TACGRP.TSK.DSTY	G	*	T	*	D-	--	--	**	**	X DESTROY
TACGRP.TSK.DRT	G	*	T	*	T-	--	--	**	**	X DISRUPT
TACGRP.TSK.FIX	G	*	T	*	F-	--	--	**	**	X FIX
TACGRP.TSK.FLWASS	G	*	T	*	A-	--	--	**	**	X FOLLOW AND ASSUME
TACGRP.TSK.FLWASS.FLWSUP	G	*	T	*	AS	--	--	**	**	X FOLLOW AND SUPPORT
TACGRP.TSK.ITDT	G	*	T	*	I-	--	--	**	**	X INTERDICT
TACGRP.TSK.ISL	G	*	T	*	E-	--	--	**	**	X ISOLATE
TACGRP.TSK.NEUT	G	*	T	*	N-	--	--	**	**	X NEUTRALIZE

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TABLE B-III. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	A F I L I G O R T Y	C A T E T U S	S T A T U S	F U N C T I O N	S I Z E / M O B I L I T Y	C O R D E T R Y O F C O B A T T L E	O R D E R	DESCRIPTION
TACGRP.TSK.OCC	G	*	T	*	O- -- --	**	**	X	OCCUPY
TACGRP.TSK.PNE	G	*	T	*	P- -- --	**	**	X	PENETRATE
TACGRP.TSK.RIP	G	*	T	*	R- -- --	**	**	X	RELIEF IN PLACE (RIP)
TACGRP.TSK.RTN	G	*	T	*	Q- -- --	**	**	X	RETAIN
TACGRP.TSK.RTM	G	*	T	*	M- -- --	**	**	X	RETIREMENT
TACGRP.TSK.SCE	G	*	T	*	S- -- --	**	**	X	SECURE
TACGRP.TSK.SEC	G	-	T	*	U- -- --	--	--	X	SECURITY
TACGRP.TSK.SEC.SCN	G	*	T	*	US -- --	**	**	X	SCREEN
TACGRP.TSK.SEC.GUD	G	*	T	*	UG -- --	**	**	X	GUARD
TACGRP.TSK.SEC.COV	G	*	T	*	UC -- --	**	**	X	COVER
TACGRP.TSK.SZE	G	*	T	*	Z- -- --	**	**	X	SEIZE
TACGRP.TSK.WDR	G	*	T	*	W- -- --	**	**	X	WITHDRAW
TACGRP.TSK.WDR.WDRUP	G	*	T	*	WP -- --	**	**	X	WITHDRAW UNDER PRESSURE
TACGRP.C2GM	G	*	G	*	-- -- --	**	**	X	COMMAND AND CONTROL AND GENERAL MANEUVER
TACGRP.C2GM.GNL	G	*	G	*	G- -- --	**	**	X	GENERAL
TACGRP.C2GM.GNL.PNT	G	*	G	*	GP -- --	**	**	X	POINTS
TACGRP.C2GM.GNL.PNT.USW	G	*	G	*	GP U- --	**	**	X	UNDER SEA WARFARE
TACGRP.C2GM.GNL.PNT.USW.UH2	G	*	G	*	GP UU --	**	**	X	UNDERWATER
TACGRP.C2GM.GNL.PNT.USW.UH2.DTM	G	*	G	*	GP UU D-	**	**	X	DATUM
TACGRP.C2GM.GNL.PNT.USW.UH2.BCON	G	*	G	*	GP UU B-	**	**	X	BRIEF CONTACT
TACGRP.C2GM.GNL.PNT.USW.UH2.LCON	G	*	G	*	GP UU L-	**	**	X	LOST CONTACT
TACGRP.C2GM.GNL.PNT.USW.UH2.SNK	G	*	G	*	GP UU S-	**	**	X	SINKER
TACGRP.C2GM.GNL.PNT.USW.SNBY	G	*	G	*	GP UY --	**	**	X	SONOBUOY

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TABLE B-III. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	A F I L I A T I O R Y	C A E L G O R T U S	S T U N C I O N	F A T C T I O N	S U /	I Z E M O B I L I T Y	C O R D E T R Y O F C O B A T T L E	O R D E R O F B A T T L E	DESCRIPTION
TACGRP.C2GM.GNL.PNT.USW.SNBY.PTNCTR	G	*	G	*	GP UY P-	**	**	X	PATTERN CENTER	
TACGRP.C2GM.GNL.PNT.USW.SNBY.DIFAR	G	*	G	*	GP UY D-	**	**	X	DIRECTIONAL FREQUENCY ANALYZING AND RECORDING (DIFAR)	
TACGRP.C2GM.GNL.PNT.USW.SNBY.LOFAR	G	*	G	*	GP UY L-	**	**	X	LOW FREQUENCY ANALYZING AND RECORDING (LOFAR)	
TACGRP.C2GM.GNL.PNT.USW.SNBY.CASS	G	*	G	*	GP UY C-	**	**	X	COMMAND ACTIVE SONOBUOY SYSTEM (CASS)	
TACGRP.C2GM.GNL.PNT.USW.SNBY.DICASS	G	*	G	*	GP UY S-	**	**	X	DIRECTIONAL COMMAND ACTIVE SONOBUOY SYSTEM (DICASS)	
TACGRP.C2GM.GNL.PNT.USW.SNBY.BT	G	*	G	*	GP UY B-	**	**	X	BATHYTHERMOGRAPH TRANSMITTING (BT)	
TACGRP.C2GM.GNL.PNT.USW.SNBY.ANM	G	*	G	*	GP UY A-	**	**	X	ANM	
TACGRP.C2GM.GNL.PNT.USW.SNBY.VLAD	G	*	G	*	GP UY V-	**	**	X	VERTICAL LINE ARRAY DIFAR (VLAD)	
TACGRP.C2GM.GNL.PNT.USW.SNBY.ATAC	G	*	G	*	GP UY T-	**	**	X	ATAC	
TACGRP.C2GM.GNL.PNT.USW.SNBY.RO	G	*	G	*	GP UY R-	**	**	X	RANGE ONLY (RO)	
TACGRP.C2GM.GNL.PNT.USW.SNBY.KGP	G	*	G	*	GP UY K-	**	**	X	KINGPIN	
TACGRP.C2GM.GNL.PNT.USW.SRH	G	*	G	*	GP US --	**	**	X	SEARCH	
TACGRP.C2GM.GNL.PNT.USW.SRH.ARA	G	*	G	*	GP US A-	**	**	X	SEARCH AREA	
TACGRP.C2GM.GNL.PNT.USW.SRH.DIPPSN	G	*	G	*	GP US D-	**	**	X	DIP POSITION	
TACGRP.C2GM.GNL.PNT.USW.SRH.CTR	G	*	G	*	GP US C-	**	**	X	SEARCH CENTER	
TACGRP.C2GM.GNL.PNT.REFPNT	G	*	G	*	GP R--	**	**	X	REFERENCE POINT	
TACGRP.C2GM.GNL.PNT.REFPNT.SPLPNT	G	*	G	*	GP RS --	**	**	X	SPECIAL POINT	
TACGRP.C2GM.GNL.PNT.REFPNT.NAVREF	G	*	G	*	GP RN --	**	**	X	NAV REFERENCE	
TACGRP.C2GM.GNL.PNT.REFPNT.DLRP	G	*	G	*	GP RD --	**	**	X	DLRP	
TACGRP.C2GM.GNL.PNT.REFPNT.PNTINR	G	*	G	*	GP RI --	**	**	X	POINT OF INTEREST	
TACGRP.C2GM.GNL.PNT.WPN	G	*	G	*	GP W--	**	**	X	WEAPON	
TACGRP.C2GM.GNL.PNT.WPN.AIMPNT	G	*	G	*	GP WA --	**	**	X	AIM POINT	
TACGRP.C2GM.GNL.PNT.WPN.DRPPNT	G	*	G	*	GP WD --	**	**	X	DROP POINT	

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TABLE B-III. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	A F I L I A T I O R Y	C A E I G O R T U S	S T U N C I O N	F U N C T I O N	S I Z E / M O B I L I T Y	C O R D E T R Y O F C O B A T T L E	O R D E R O F B A T T L E	DESCRIPTION
TACGRP.C2GM.GNL.PNT.WPN.ENTPNT	G	*	G	*	GP WE --	**	**	X	ENTRY POINT
TACGRP.C2GM.GNL.PNT.WPN.GRDZRO	G	*	G	*	GP WG --	**	**	X	GROUND ZERO
TACGRP.C2GM.GNL.PNT.WPN.MSLPNT	G	*	G	*	GP WM --	**	**	X	MSL DETECT POINT
TACGRP.C2GM.GNL.PNT.WPN.JMTPNT	G	*	G	*	GP WI --	**	**	X	IMPACT POINT
TACGRP.C2GM.GNL.PNT.WPN.PIPNT	G	*	G	*	GP WP --	**	**	X	PREDICTED IMPACT POINT
TACGRP.C2GM.GNL.PNT.FRMN	G	*	G	*	GP F- --	**	**	X	FORMATION
TACGRP.C2GM.GNL.PNT.HBR	G	*	G	*	GP H- --	**	**	X	HARBOR (GENERAL)
TACGRP.C2GM.GNL.PNT.HBR.PNTQ	G	*	G	*	GP HQ --	**	**	X	POINT Q
TACGRP.C2GM.GNL.PNT.HBR.PNTA	G	*	G	*	GP HA --	**	**	X	POINT A
TACGRP.C2GM.GNL.PNT.HBR.PNTY	G	*	G	*	GP HY --	**	**	X	POINT Y
TACGRP.C2GM.GNL.PNT.HBR.PNTX	G	*	G	*	GP HX --	**	**	X	POINT X
TACGRP.C2GM.GNL.PNT.RTE	G	*	G	*	GP O- --	**	**	X	ROUTE
TACGRP.C2GM.GNL.PNT.RTE.RDV	G	*	G	*	GP OZ --	**	**	X	RENDEZVOUS
TACGRP.C2GM.GNL.PNT.RTE.DVSN	G	*	G	*	GP OD --	**	**	X	DIVERSECTIONS
TACGRP.C2GM.GNL.PNT.RTE.WAP	G	*	G	*	GP OW --	**	**	X	WAYPOINT
TACGRP.C2GM.GNL.PNT.RTE.PIM	G	*	G	*	GP OP --	**	**	X	PIM
TACGRP.C2GM.GNL.PNT.RTE.PNTR	G	*	G	*	GP OR --	**	**	X	POINT R
TACGRP.C2GM.GNL.PNT.ACCTL	G	*	G	*	GP A- --	**	**	X	AIR CONTROL
TACGRP.C2GM.GNL.PNT.ACCTL.CAP	G	*	G	*	GP AP --	**	**	X	COMBAT AIR PATROL (CAP)
TACGRP.C2GM.GNL.PNT.ACCTL.ABNEW	G	*	G	*	GP AW --	**	**	X	AIRBORNE EARLY WARNING (AEW)
TACGRP.C2GM.GNL.PNT.ACCTL.TCN	G	*	G	*	GP AT --	**	**	X	TACAN
TACGRP.C2GM.GNL.PNT.ACCTL.TAK	G	*	G	*	GP AK --	**	**	X	TANKING
TACGRP.C2GM.GNL.PNT.ACCTL.ASBWF	G	*	G	*	GP AA --	**	**	X	ANTISUBMARINE WARFARE, FIXED WING

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TABLE B-III. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	A F I L I A T I O R Y	C A E G O R A I M A	S T U S I O N I O R Y	F U N C I O N D	S I Z E / M O B I L I T Y	C O R D E T R Y O F C O B A T T L E	O R D E R O F C O B A T T L E	DESCRIPTION
TACGRP.C2GM.GNL.PNT.ACCTL.ASBWR	G	*	G	*	GP AH --	**	**	X	ANTISUBMARINE WARFARE, ROTARY WING
TACGRP.C2GM.GNL.PNT.ACCTL.TMC	G	*	G	*	GP AO --	**	**	X	TOMCAT
TACGRP.C2GM.GNL.PNT.ACCTL.RSC	G	*	G	*	GP AR --	**	**	X	RESCUE
TACGRP.C2GM.GNL.PNT.ACCTL.RPH	G	*	G	*	GP AL --	**	**	X	REPLENISH
TACGRP.C2GM.GNL.PNT.ACCTL.MRSRH	G	*	G	*	GP AM --	**	**	X	MARSHALL
TACGRP.C2GM.GNL.PNT.ACCTL.SKEIP	G	*	G	*	GP AS --	**	**	X	STRIKE IP
TACGRP.C2GM.GNL.PNT.ACCTL.CRDRTB	G	*	G	*	GP AC --	**	**	X	CORRIDOR TAB
TACGRP.C2GM.GNL.PNT.ACOTPNT	G	*	G	*	GP P- --	**	**	X	ACTION POINTS (GENERAL)
TACGRP.C2GM.GNL.PNT.ACOTPNT.CHKPNT	G	*	G	*	GP PK --	**	**	X	CHECK POINT
TACGRP.C2GM.GNL.PNT.ACOTPNT.CONPNT	G	*	G	*	GP PC --	**	**	X	CONTACT POINT
TACGRP.C2GM.GNL.PNT.ACOTPNT.CRDPTNT	G	*	G	*	GP PO --	**	**	X	COORDINATION POINT
TACGRP.C2GM.GNL.PNT.ACOTPNT.DCNPNT	G	*	G	*	GP PD --	**	**	X	DECISION POINT
TACGRP.C2GM.GNL.PNT.ACOTPNT.LNKUPT	G	*	G	*	GP PL --	**	**	X	LINKUP POINT
TACGRP.C2GM.GNL.PNT.ACOTPNT.PSSPNT	G	*	G	*	GP PP --	**	**	X	PASSAGE POINT
TACGRP.C2GM.GNL.PNT.ACOTPNT.RAYPNT	G	*	G	*	GP PR --	**	**	X	RALLY POINT
TACGRP.C2GM.GNL.PNT.ACOTPNT.RELPNT	G	*	G	*	GP PE --	**	**	X	RELEASE POINT
TACGRP.C2GM.GNL.PNT.ACOTPNT.STRPNT	G	*	G	*	GP PS --	**	**	X	START POINT
TACGRP.C2GM.GNL.PNT.ACOTPNT.AMNPNT	G	*	G	*	GP PA --	**	**	X	AMNESTY POINT
TACGRP.C2GM.GNL.PNT.ACOTPNT.WAP	G	*	G	*	GP PW --	**	**	X	WAYPOINT
TACGRP.C2GM.GNL.LNE	G	*	G	*	GL -- --	**	**	X	LINES
TACGRP.C2GM.GNL.LNE.BNDS	G	*	G	*	GL B- --	**	**	X	BOUNDARIES
TACGRP.C2GM.GNL.LNE.FLOT	G	*	G	*	GL F- --	**	**	X	FORWARD LINE OF OWN TROOPS (FLOT)
TACGRP.C2GM.GNL.LNE.LOC	G	*	G	*	GL C- --	**	**	X	LINE OF CONTACT

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TABLE B-III. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	A F I L I A T R I O R Y N	C A E G O R Y T U S	S T U N C I O N	F U N C T I O N	S I Z E / M O B I L I T Y	C O R D E T R Y O F C O B A T T L E	O R D E R O F B A T T L E	DESCRIPTION
TACGRP.C2GM.GNL.LNE.PHELNE	G	*	G	*	GL P- --	**	**	X	PHASE LINE
TACGRP.C2GM.GNL.LNE.LITLNE	G	*	G	*	GL L- --	**	**	X	LIGHT LINE
TACGRP.C2GM.GNL.ARS	G	*	G	*	GA -- --	**	**	X	AREAS
TACGRP.C2GM.GNL.ARS.GENARA	G	*	G	*	GA G- --	**	**	X	GENERAL AREA
TACGRP.C2GM.GNL.ARS.ABYARA	G	*	G	*	GA A- --	**	**	X	ASSEMBLY AREA
TACGRP.C2GM.GNL.ARS.EMTARA	G	*	G	*	GA E- --	**	**	X	ENGAGEMENT AREA
TACGRP.C2GM.GNL.ARS.FTFDAR	G	*	G	*	GA F- --	**	**	X	FORTIFIED AREA
TACGRP.C2GM.GNL.ARS.DRPZ	G	*	G	*	GA D- --	**	**	X	DROP ZONE
TACGRP.C2GM.GNL.ARS.EZ	G	*	G	*	GA X- --	**	**	X	EXTRACTION ZONE (EZ)
TACGRP.C2GM.GNL.ARS.LZ	G	*	G	*	GA L- --	**	**	X	LANDING ZONE (LZ)
TACGRP.C2GM.GNL.ARS.PZ	G	*	G	*	GA P- --	**	**	X	PICKUP ZONE (PZ)
TACGRP.C2GM.GNL.ARS.SRHARA	G	*	G	*	GA S- --	**	**	X	SEARCH AREA/RECONNAISSANCE AREA
TACGRP.C2GM.GNL.ARS.LAARA	G	*	G	*	GA Y- --	**	**	X	LIMITED ACCESS AREA
TACGRP.C2GM.GNL.ARS.AIRFZ	G	*	G	*	GA Z- --	**	**	X	AIRFIELD ZONE
TACGRP.C2GM.AVN	G	*	G	*	A- -- --	**	**	X	AVIATION
TACGRP.C2GM.AVN.PNT	G	*	G	*	AP -- --	**	**	X	POINTS
TACGRP.C2GM.AVN.PNT.ACP	G	*	G	*	AP P- --	**	**	X	AIR CONTROL POINT (ACP)
TACGRP.C2GM.AVN.PNT.COMMCP	G	*	G	*	AP C- --	**	**	X	COMMUNICATIONS CHECKPOINT (CCP)
TACGRP.C2GM.AVN.PNT.PUP	G	*	G	*	AP U- --	**	**	X	PULL-UP POINT (PUP)
TACGRP.C2GM.AVN.PNT.DAPP	G	*	G	*	AP D- --	**	**	X	DOWNDOWN AIRCREW PICKUP POINT
TACGRP.C2GM.AVN.LNE	G	*	G	*	AL -- --	**	**	X	LINES
TACGRP.C2GM.AVN.LNE.ACDR	G	*	G	*	AL C- --	**	**	X	AIR CORRIDOR
TACGRP.C2GM.AVN.LNE.MRR	G	*	G	*	AL M- --	**	**	X	MINIMUM RISK ROUTE (MRR)

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

TABLE B-III. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	A F I L I A T I N R Y	C A E G O R T U S	S T U N C I O N I D	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O R D E T R Y O F C O B A T T L E	O R D E R T R Y O F C O B A T T L E	DESCRIPTION
TACGRP.C2GM.AVN.LNE.SAAFR	G	*	G	*	AL S- --	**	**	X	STANDARD-USE ARMY AIRCRAFT FLIGHT ROUTE (SAAFR)
TACGRP.C2GM.AVN.LNE.UAVR	G	*	G	*	AL U- --	**	**	X	UNMANNED AERIAL VEHICLE (UAV) ROUTE
TACGRP.C2GM.AVN.LNE.LLTR	G	*	G	*	AL L- --	**	**	X	LOW LEVEL TRANSIT ROUTE (LLTR)
TACGRP.C2GM.AVN.ARS	G	*	G	*	AA -- --	**	**	X	AREAS
TACGRP.C2GM.AVN.ARS.ROZ	G	*	G	*	AA R- --	**	**	X	RESTRICTED OPERATIONS ZONE (ROZ)
TACGRP.C2GM.AVN.ARS.FAADEZ	G	*	G	*	AA F- --	**	**	X	FORWARD AREA AIR DEFENSE ZONE (FAADEZ)
TACGRP.C2GM.AVN.ARS.HIDACZ	G	*	G	*	AA H- --	**	**	X	HIGH DENSITY AIRSPACE CONTROL ZONE (HIDACZ)
TACGRP.C2GM.AVN.ARS.MEZ	G	*	G	*	AA M- --	**	**	X	MISSILE ENGAGEMENT ZONE (MEZ)
TACGRP.C2GM.AVN.ARS.MEZ.LAMEZ	G	*	G	*	AA ML --	**	**	X	LOW ALTITUDE MEZ
TACGRP.C2GM.AVN.ARS.MEZ.HAMEZ	G	*	G	*	AA MH --	**	**	X	HIGH ALTITUDE MEZ
TACGRP.C2GM.AVN.ARS.WFZ	G	*	G	*	AA W- --	**	**	X	WEAPONS FREE ZONE
TACGRP.C2GM.DCPN	G	*	G	*	P- -- --	**	**	X	DECEPTION
TACGRP.C2GM.DCPN.DMY	G	*	G	*	PD -- --	**	**	X	DUMMY (DECEPTION/DECoy)
TACGRP.C2GM.DCPN.AAFF	G	*	G	*	PA -- --	**	**	X	AXIS OF ADVANCE FOR FEINT
TACGRP.C2GM.DCPN.DAFF	G	*	G	*	PF -- --	**	**	X	DIRECTION OF ATTACK FOR FEINT
TACGRP.C2GM.DCPN.DMA	G	*	G	*	PM -- --	**	**	X	DECoy MINED AREA
TACGRP.C2GM.DCPN.DMAF	G	*	G	*	PY -- --	**	**	X	DECoy MINED AREA, FENCED
TACGRP.C2GM.DCPN.DMYMS	G	*	G	*	PN -- --	**	**	X	DUMMY MINEFIELD (STATIC)
TACGRP.C2GM.DCPN.DMYMD	G	*	G	*	PC -- --	**	**	X	DUMMY MINEFIELD (DYNAMIC)
TACGRP.C2GM.DEF	G	*	G	*	D- -- --	**	**	X	DEFENSE
TACGRP.C2GM.DEF.PNT	G	*	G	*	DP -- --	**	**	X	POINTS
TACGRP.C2GM.DEF.PNT.TGTREF	G	*	G	*	DP T- --	**	**	X	TARGET REFERENCE POINT (TRP)
TACGRP.C2GM.DEF.PNT.OBSPST	G	*	G	*	DP O- --	**	**	X	OBSERVATION POST/OUTPOST

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

TABLE B-III. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	A F I L I O R T I M A	C A E G O R Y T I O N I D	S T U S O R Y N O B I L I T Y	F U N C I O N D	S I Z E M O B I L I T Y	C O R D E T R Y O F C O B A T T L E	O R D E R T R Y O F C O B A T T L E	DESCRIPTION
TACGRP.C2GM.DEF.PNT.OBSPST.CBTPST	G	*	G	*	DP OC --	**	**	X	COMBAT OUTPOST
TACGRP.C2GM.DEF.PNT.OBSPST.RECON	G	*	G	*	DP OR --	**	**	X	OBSERVATION POST OCCUPIED BY DISMOUNTED SCOUTS OR RECONNAISSANCE
TACGRP.C2GM.DEF.PNT.OBSPST.FWDOP	G	*	G	*	DP OF --	**	**	X	FORWARD OBSERVER POSITION
TACGRP.C2GM.DEF.PNT.OBSPST.SOP	G	*	G	*	DP OS --	**	**	X	SENSOR OUTPOST/LISTENING POST (OP/LP)
TACGRP.C2GM.DEF.PNT.OBSPST.NBCOP	G	*	G	*	DP ON --	**	**	X	NBC OBSERVATION POST (DISMOUNTED)
TACGRP.C2GM.DEF.LNE	G	*	G	*	DL -- --	**	**	X	LINES
TACGRP.C2GM.DEF.LNE.FEBA	G	*	G	*	DL F- --	**	**	X	FORWARD EDGE OF BATTLE AREA (FEBA)
TACGRP.C2GM.DEF.LNE.PDF	G	*	G	*	DL P- --	**	**	X	PRINCIPAL DIRECTION OF FIRE (PDF)
TACGRP.C2GM.DEF.ARS	G	*	G	*	DA -- --	**	**	X	AREAS
TACGRP.C2GM.DEF.ARS.BTLPSN	G	*	G	*	DA B- --	**	**	X	BATTLE POSITION
TACGRP.C2GM.DEF.ARS.BTLPSN.PBNO	G	*	G	*	DA BP --	**	**	X	PREPARED BUT NOT OCCUPIED
TACGRP.C2GM.DEF.ARS.EMTARA	G	*	G	*	DA E- --	**	**	X	ENGAGEMENT AREA
TACGRP.C2GM.OFF	G	*	G	*	O- -- --	**	**	X	OFFENSE
TACGRP.C2GM.OFF.PNT	G	*	G	*	OP -- --	**	**	X	POINTS
TACGRP.C2GM.OFF.PNT.PNTD	G	*	G	*	OP P- --	**	**	X	POINT OF DEPARTURE
TACGRP.C2GM.OFF.LNE	G	*	G	*	OL -- --	**	**	X	LINES
TACGRP.C2GM.OFF.LNE.AXSADV	G	*	G	*	OL A- --	**	**	X	AXIS OF ADVANCE
TACGRP.C2GM.OFF.LNE.AXSADV.AVN	G	*	G	*	OL AV --	**	**	X	AVIATION
TACGRP.C2GM.OFF.LNE.AXSADV.ABN	G	*	G	*	OL AA --	**	**	X	AIRBORNE
TACGRP.C2GM.OFF.LNE.AXSADV.ATK	G	*	G	*	OL AR --	**	**	X	ATTACK, ROTARY WING
TACGRP.C2GM.OFF.LNE.AXSADV.GRD	G	*	G	*	OL AG --	**	**	X	GROUND
TACGRP.C2GM.OFF.LNE.AXSADV.GRD.MANATK	G	*	G	*	OL AG M-	**	**	X	MAIN ATTACK

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

TABLE B-III. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	A F I L I A T R I N	C A I G O R T U S	S T U N C I O N	F U N C T I O N	S I Z E / M O B I L I T Y	C O R D E T R Y O F C O B A T T L E	O R D E R O F B A T T L E	DESCRIPTION
TACGRP.C2GM.OFF.LNE.AXSADV.GRD.SUPATK	G	*	G	*	OL AG S-	**	**	X	SUPPORTING ATTACK
TACGRP.C2GM.OFF.LNE.DIRATK	G	*	G	*	OL K- --	**	**	X	DIRECTION OF ATTACK
TACGRP.C2GM.OFF.LNE.DIRATK.AVN	G	*	G	*	OL KA --	**	**	X	AVIATION
TACGRP.C2GM.OFF.LNE.DIRATK.GRD	G	*	G	*	OL KG --	**	**	X	GROUND
TACGRP.C2GM.OFF.LNE.DIRATK.GRD.MANATK	G	*	G	*	OL KG M-	**	**	X	MAIN ATTACK
TACGRP.C2GM.OFF.LNE.DIRATK.GRD.SUPATK	G	*	G	*	OL KG S-	**	**	X	SUPPORTING ATTACK
TACGRP.C2GM.OFF.LNE.FCL	G	*	G	*	OL F- --	**	**	X	FINAL COORDINATION LINE
TACGRP.C2GM.OFF.LNE.INFNLE	G	*	G	*	OL I- --	**	**	X	INFILTRATION LANE
TACGRP.C2GM.OFF.LNE.LMTADV	G	*	G	*	OL L- --	**	**	X	LIMIT OF ADVANCE
TACGRP.C2GM.OFF.LNE.LD	G	*	G	*	OL T- --	**	**	X	LINE OF DEPARTURE
TACGRP.C2GM.OFF.LNE.LDLC	G	*	G	*	OL C- --	**	**	X	LINE OF DEPARTURE/LINE OF CONTACT (LD/LC)
TACGRP.C2GM.OFF.LNE.PLD	G	*	G	*	OL P- --	**	**	X	PROBABLE LINE OF DEPLOYMENT (PLD)
TACGRP.C2GM.OFF.ARS	G	*	G	*	OA -- --	**	**	X	AREAS
TACGRP.C2GM.OFF.ARS.ASTPSN	G	*	G	*	OA A- --	**	**	X	ASSAULT POSITION
TACGRP.C2GM.OFF.ARS.ATKPSN	G	*	G	*	OA K- --	**	**	X	ATTACK POSITION
TACGRP.C2GM.OFF.ARS.AFP	G	*	G	*	OA F- --	**	**	X	ATTACK BY FIRE POSITION
TACGRP.C2GM.OFF.ARS.SFP	G	*	G	*	OA S- --	**	**	X	SUPPORT BY FIRE POSITION
TACGRP.C2GM.OFF.ARS.OBJ	G	*	G	*	OA O- --	**	**	X	OBJECTIVE
TACGRP.C2GM.OFF.ARS.PBX	G	*	G	*	OA P- --	**	**	X	PENETRATION BOX
TACGRP.C2GM.SPL	G	*	G	*	S- -- --	**	**	X	SPECIAL
TACGRP.C2GM.SPL.LNE	G	*	G	*	SL -- --	**	**	X	LINE
TACGRP.C2GM.SPL.LNE.AMB	G	*	G	*	SL A- --	**	**	X	AMBUSH
TACGRP.C2GM.SPL.LNE.HGL	G	*	G	*	SL H- --	**	**	X	HOLDING LINE

MIL-STD-2525B w/CHANGE 2  
APPENDIX B

TABLE B-III. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	A F I L I A T E R N	C A E G O R T U S	S T U N C I O N	F U N C T I O N	S I Z E / M O B I L I T Y	C O R D E T R Y O F C O B A T T L E	O R D E R O F B A T T L E	DESCRIPTION
TACGRP.C2GM.SPL.LNE.REL	G	*	G	*	SL R- --	**	**	X	RELEASE LINE
TACGRP.C2GM.SPL.LNE.BRGH	G	*	G	*	SL B- --	**	**	X	BRIDGEHEAD
TACGRP.C2GM.SPL.ARA	G	*	G	*	SA -- --	**	**	X	AREA
TACGRP.C2GM.SPL.ARA.AOO	G	*	G	*	SA O- --	**	**	X	AREA OF OPERATIONS (AO)
TACGRP.C2GM.SPL.ARA.AHD	G	*	G	*	SA A- --	**	**	X	AIRHEAD
TACGRP.C2GM.SPL.ARA.ENCMT	G	*	G	*	SA E- --	**	**	X	ENCIRCLEMENT
TACGRP.C2GM.SPL.ARA.NAI	G	*	G	*	SA N- --	**	**	X	NAMED AREA OF INTEREST (NAI)
TACGRP.C2GM.SPL.ARA.TAI	G	*	G	*	SA T- --	**	**	X	TARGETED AREA OF INTEREST (TAI)
TACGRP.MOBSU	G	*	M	*	-- -- --	**	**	X	MOBILITY/SURVIVABILITY
TACGRP.MOBSU.OBST	G	*	M	*	O- -- --	**	**	X	OBSTACLES
TACGRP.MOBSU.OBST.GNL	G	*	M	*	OG -- --	**	**	X	GENERAL
TACGRP.MOBSU.OBST.GNL.BLT	G	*	M	*	OG B- --	**	**	X	BELT
TACGRP.MOBSU.OBST.GNL.LNE	G	*	M	*	OG L- --	**	**	X	LINE
TACGRP.MOBSU.OBST.GNL.Z	G	*	M	*	OG Z- --	**	**	X	ZONE
TACGRP.MOBSU.OBST.GNL.OFA	G	*	M	*	OG F- --	**	**	X	OBSTACLE FREE AREA
TACGRP.MOBSU.OBST.GNL.ORA	G	*	M	*	OG R- --	**	**	X	OBSTACLE RESTRICTED AREA
TACGRP.MOBSU.OBST.ABS	G	*	M	*	OS -- --	**	**	X	ABATIS
TACGRP.MOBSU.OBST.ATO	G	*	M	*	OA -- --	**	**	X	ANTITANK OBSTACLES
TACGRP.MOBSU.OBST.ATO.ATD	G	*	M	*	OA D- --	**	**	X	ANTITANK DITCH
TACGRP.MOBSU.OBST.ATO.ATD.ATDUC	G	*	M	*	OA DU --	**	**	X	UNDER CONSTRUCTION
TACGRP.MOBSU.OBST.ATO.ATD.ATDC	G	*	M	*	OA DC --	**	**	X	COMPLETE
TACGRP.MOBSU.OBST.ATO.ATDATM	G	*	M	*	OA R- --	**	**	X	ANTITANK DITCH REINFORCED WITH ANTITANK MINES

MIL-STD-2525B w/CHANGE 2  
APPENDIX B

TABLE B-III. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	A F I L I A T I N O R Y	C A E L I G T U S	S T U N C I O N I D	F T U N C I O N I D	S I Z E / M O B I L I T Y	C O R D E T R Y O F C O B A T T L E	O R D E R O F B A T T L E	DESCRIPTION
TACGRP.MOBSU.OBST.ATO.TDTSM	G	*	M	*	OA O- --	**	**	X	ANTITANK OBSTACLES: TETRAHEDRONS, DRAGONS TEETH, AND OTHER SIMILAR OBSTACLES
TACGRP.MOBSU.OBST.ATO.TDTSM.FIXPFD	G	*	M	*	OA OF --	**	**	X	FIXED AND PREFABRICATED
TACGRP.MOBSU.OBST.ATO.TDTSM.MVB	G	*	M	*	OA OM --	**	**	X	MOVEABLE
TACGRP.MOBSU.OBST.ATO.TDTSM.MVBPFD	G	*	M	*	OA OP --	**	**	X	MOVEABLE AND PREFABRICATED
TACGRP.MOBSU.OBST.ATO.ATW	G	*	M	*	OA W- --	**	**	X	ANTITANK WALL
TACGRP.MOBSU.OBST.BBY	G	*	M	*	OB -- --	**	**	X	BOOBY TRAP
TACGRP.MOBSU.OBST.MNE	G	*	M	*	OM -- --	**	**	X	MINES
TACGRP.MOBSU.OBST.MNE.USPMNE	G	*	M	*	OM U- --	**	**	X	UNSPECIFIED MINE
TACGRP.MOBSU.OBST.MNE.ATMNE	G	*	M	*	OM T- --	**	**	X	ANTITANK MINE (AT)
TACGRP.MOBSU.OBST.MNE.ATMAHD	G	*	M	*	OM D- --	**	**	X	ANTITANK MINE WITH ANTIHANDLING DEVICE
TACGRP.MOBSU.OBST.MNE.ATMDIR	G	*	M	*	OM E- --	**	**	X	ANTITANK MINE (DIRECTIONAL)
TACGRP.MOBSU.OBST.MNE.APMNE	G	*	M	*	OM P- --	**	**	X	ANTIPERSONNEL (AP) MINES
TACGRP.MOBSU.OBST.MNE.WAMNE	G	*	M	*	OM W- --	**	**	X	WIDE AREA MINES
TACGRP.MOBSU.OBST.MNE.MCLST	G	*	M	*	OM C- --	**	**	X	MINE CLUSTER
TACGRP.MOBSU.OBST.MNEFLD	G	*	M	*	OF -- --	**	**	X	MINEFIELDS
TACGRP.MOBSU.OBST.MNEFLD.STC	G	*	M	*	OF S- --	**	**	X	STATIC DEPICTION
TACGRP.MOBSU.OBST.MNEFLD.DYN	G	*	M	*	OF D- --	**	**	X	DYNAMIC DEPICTION
TACGRP.MOBSU.OBST.MNEFLD.GAP	G	*	M	*	OF G- --	**	**	X	GAP
TACGRP.MOBSU.OBST.MNEFLD.MNDARA	G	*	M	*	OF A- --	**	**	X	MINED AREA
TACGRP.MOBSU.OBST.OBSEFT	G	*	M	*	OE -- --	**	**	X	OBSTACLE EFFECT
TACGRP.MOBSU.OBST.OBSEFT.BLK	G	*	M	*	OE B- --	**	**	X	BLOCK
TACGRP.MOBSU.OBST.OBSEFT.FIX	G	*	M	*	OE F- --	**	**	X	FIX

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

TABLE B-III. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	A F I L I A T R I N	C A E G O R T Y S	S T U T I O N D	F U N C I O N I	S I Z E M O B I L I T Y	C O R D E T R Y O F C O B A T T L E	O R D E R O F B A T T L E	DESCRIPTION
TACGRP.MOBSU.OBST.OBSEFT.TUR	G	*	M	*	OE T- --	**	**	X	TURN
TACGRP.MOBSU.OBST.OBSEFT.DRT	G	*	M	*	OE D- --	**	**	X	DISRUPT
TACGRP.MOBSU.OBST.UXO	G	*	M	*	OU -- --	**	**	X	UNEXPLODED ORDNANCE AREA (UXO)
TACGRP.MOBSU.OBST.RCBB	G	*	M	*	OR -- --	**	**	X	RODBLOCKS, CRATERS, AND BLOWN BRIDGES
TACGRP.MOBSU.OBST.RCBB.PLND	G	*	M	*	OR P- --	**	**	X	PLANNED
TACGRP.MOBSU.OBST.RCBB.SAFE	G	*	M	*	OR S- --	**	**	X	EXPLOSIVES, STATE OF READINESS 1 (SAFE)
TACGRP.MOBSU.OBST.RCBB.ABP	G	*	M	*	OR A- --	**	**	X	EXPLOSIVES, STATE OF READINESS 2 (ARMED-BUT PASSABLE)
TACGRP.MOBSU.OBST.RCBB.EXCD	G	*	M	*	OR C- --	**	**	X	RODBLOCK COMPLETE (EXECUTED)
TACGRP.MOBSU.OBST.TRIPWR	G	*	M	*	OT -- --	**	**	X	TRIP WIRE
TACGRP.MOBSU.OBST.WREOBS	G	*	M	*	OW -- --	**	**	X	WIRE OBSTACLE
TACGRP.MOBSU.OBST.WREOBS.USP	G	*	M	*	OW U- --	**	**	X	UNSPECIFIED
TACGRP.MOBSU.OBST.WREOBS.SNGFNC	G	*	M	*	OW S- --	**	**	X	SINGLE FENCE
TACGRP.MOBSU.OBST.WREOBS.DBLFNC	G	*	M	*	OW D- --	**	**	X	DOUBLE FENCE
TACGRP.MOBSU.OBST.WREOBS.DAFNC	G	*	M	*	OW A- --	**	**	X	DOUBLE APRON FENCE
TACGRP.MOBSU.OBST.WREOBS.LWFNC	G	*	M	*	OW L- --	**	**	X	LOW WIRE FENCE
TACGRP.MOBSU.OBST.WREOBS.HWFNC	G	*	M	*	OW H- --	**	**	X	HIGH WIRE FENCE
TACGRP.MOBSU.OBST.WREOBS.CCTA	G	*	M	*	OW C- --	**	**	X	CONCERTINA
TACGRP.MOBSU.OBST.WREOBS.CCTA.SNG	G	*	M	*	OW CS --	**	**	X	SINGLE CONCERTINA
TACGRP.MOBSU.OBST.WREOBS.CCTA.DBLSTD	G	*	M	*	OW CD --	**	**	X	DOUBLE STRAND CONCERTINA
TACGRP.MOBSU.OBST.WREOBS.CCTA.TRISTD	G	*	M	*	OW CT --	**	**	X	TRIPLE STRAND CONCERTINA
TACGRP.MOBSU.OBSTBP	G	*	M	*	B- -- --	**	**	X	OBSTACLE BYPASS
TACGRP.MOBSU.OBSTBP.DFTY	G	*	M	*	BD -- --	**	**	X	OBSTACLE BYPASS DIFFICULTY
TACGRP.MOBSU.OBSTBP.DFTY.ESY	G	*	M	*	BD E- --	**	**	X	BYPASS EASY

MIL-STD-2525B w/CHANGE 2  
APPENDIX B

TABLE B-III. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	A F I L I G O R A T Y	C A T E T U S	S T U N C I O N	F U N C T I O N	S I Z E / M O B I L I T Y	C O R D E T R Y O F C O B A T T L E	O R D E R O F B A T T L E	DESCRIPTION	
TACGRP.MOBSU.OBSTBP.DFTY.DFT	G	*	M	*	BD D--	--	**	**	X	BYPASS DIFFICULT
TACGRP.MOBSU.OBSTBP.DFTY.IMP	G	*	M	*	BD I--	--	**	**	X	BYPASS IMPOSSIBLE
TACGRP.MOBSU.OBSTBP.CSGSTE	G	*	M	*	BC --	--	**	**	X	CROSSING SITE/WATER CROSSING
TACGRP.MOBSU.OBSTBP.CSGSTE.ASTCA	G	*	M	*	BC A--	--	**	**	X	ASSAULT CROSSING AREA
TACGRP.MOBSU.OBSTBP.CSGSTE.BRG	G	*	M	*	BC B--	--	**	**	X	BRIDGE OR GAP
TACGRP.MOBSU.OBSTBP.CSGSTE.FRY	G	*	M	*	BC F--	--	**	**	X	FERRY
TACGRP.MOBSU.OBSTBP.CSGSTE.FRDESY	G	*	M	*	BC E--	--	**	**	X	FORD EASY
TACGRP.MOBSU.OBSTBP.CSGSTE.FRDDFT	G	*	M	*	BC D--	--	**	**	X	FORD DIFFICULT
TACGRP.MOBSU.OBSTBP.CSGSTE.LANE	G	*	M	*	BC L--	--	**	**	X	LANE
TACGRP.MOBSU.OBSTBP.CSGSTE.RFT	G	*	M	*	BC R--	--	**	**	X	RAFT SITE
TACGRP.MOBSU.OBSTBP.CSGSTE.ERP	G	*	M	*	BC P--	--	**	**	X	ENGINEER REGULATING POINT
TACGRP.MOBSU.SU	G	*	M	*	S--	--	**	**	X	SURVIVABILITY
TACGRP.MOBSU.SU.ESTOF	G	*	M	*	SE --	--	**	**	X	EARTHWORK, SMALL TRENCH OR FORTIFICATION
TACGRP.MOBSU.SU.FRT	G	*	M	*	SF --	--	**	**	X	FORT
TACGRP.MOBSU.SU.FTFDLN	G	*	M	*	SL --	--	**	**	X	FORTIFIED LINE
TACGRP.MOBSU.SU.FEWS	G	*	M	*	SW --	--	**	**	X	FOXHOLE, EMPLACEMENT OR WEAPON SITE
TACGRP.MOBSU.SU.STRGPT	G	*	M	*	SP --	--	**	**	X	STRONG POINT
TACGRP.MOBSU.SU.SUFSHL	G	*	M	*	SS --	--	**	**	X	SURFACE SHELTER
TACGRP.MOBSU.SU.UGDSHL	G	*	M	*	SU --	--	**	**	X	UNDERGROUND SHELTER
TACGRP.MOBSU.NBC	G	*	M	*	N--	--	**	**	X	NUCLEAR, BIOLOGICAL AND CHEMICAL
TACGRP.MOBSU.NBC.MSDZ	G	*	M	*	NM --	--	**	**	X	MINIMUM SAFE DISTANCE ZONES
TACGRP.MOBSU.NBC.NDGZ	G	*	M	*	NZ --	--	**	**	X	NUCLEAR DESTINATIONS GROUND ZERO
TACGRP.MOBSU.NBC.FAOTP	G	*	M	*	NF --	--	**	**	X	FALLOUT PRODUCING

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

TABLE B-III. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	A F I L I A T I O R Y	C A I L G I O R Y	S T U T I O N N	F U N C I O N D	S I Z E / M B I L I T Y	C O N T R O Y C O D I T Y	O R D E R O F B A T T L E	DESCRIPTION
TACGRP.MOBSU.NBC.RADA	G	*	M	*	NR -- --	**	**	X	RADIOACTIVE AREA
TACGRP.MOBSU.NBC.BIOCA	G	*	M	*	NB -- --	**	**	X	BIOLOGICALLY CONTAMINATED AREA
TACGRP.MOBSU.NBC.CMLCA	G	*	M	*	NC -- --	**	**	X	CHEMICALLY CONTAMINATED AREA
TACGRP.MOBSU.NBC.REEVNT	G	*	M	*	NE -- --	**	**	X	RELEASE EVENTS
TACGRP.MOBSU.NBC.REEVNT.BIO	G	*	M	*	NE B- --	**	**	X	BIOLOGICAL
TACGRP.MOBSU.NBC.REEVNT.CML	G	*	M	*	NE C- --	**	**	X	CHEMICAL
TACGRP.MOBSU.NBC.DECONP	G	*	M	*	ND -- --	**	**	X	DECONTAMINATION (DECON) POINTS
TACGRP.MOBSU.NBC.DECONP.USP	G	*	M	*	ND P- --	**	**	X	DECON SITE/POINT (UNSPECIFIED)
TACGRP.MOBSU.NBC.DECONP.ALUSP	G	*	M	*	ND A- --	**	**	X	ALTERNATE DECON SITE/POINT (UNSPECIFIED)
TACGRP.MOBSU.NBC.DECONP.TRP	G	*	M	*	ND T- --	**	**	X	DECON SITE/POINT (TROOPS)
TACGRP.MOBSU.NBC.DECONP.EQT	G	*	M	*	ND E- --	**	**	X	DECON SITE/POINT (EQUIPMENT)
TACGRP.MOBSU.NBC.DECONP.EQTTRP	G	*	M	*	ND B- --	**	**	X	DECON SITE/POINT (EQUIPMENT AND TROOPS)
TACGRP.MOBSU.NBC.DECONP.OPDECN	G	*	M	*	ND O- --	**	**	X	DECON SITE/POINT (OPERATIONAL DECONTAMINATION)
TACGRP.MOBSU.NBC.DECONP.TRGH	G	*	M	*	ND D- --	**	**	X	DECON SITE/POINT (THOROUGH DECONTAMINATION)
TACGRP.MOBSU.NBC.DRCL	G	*	M	*	NL -- --	**	**	X	DOSE RATE CONTOUR LINES
TACGRP.FSUPP	G	*	F	*	-- -- --	**	**	X	FIRE SUPPORT
TACGRP.FSUPP.PNT	G	*	F	*	P- -- --	**	**	X	POINT
TACGRP.FSUPP.PNT.TGT	G	*	F	*	PT -- --	**	**	X	TARGET
TACGRP.FSUPP.PNT.TGT.PTGT	G	*	F	*	PT S- --	**	**	X	POINT/SINGLE TARGET
TACGRP.FSUPP.PNT.TGT.NUCTGT	G	*	F	*	PT N- --	**	**	X	NUCLEAR TARGET
TACGRP.FSUPP.PNT.C2PNT	G	*	F	*	PC -- --	**	**	X	COMMAND & CONTROL POINTS
TACGRP.FSUPP.PNT.C2PNT.FSS	G	*	F	*	PC F- --	**	**	X	FIRE SUPPORT STATION
TACGRP.FSUPP.PNT.C2PNT.SCP	G	*	F	*	PC S- --	**	**	X	SURVEY CONTROL POINT

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

TABLE B-III. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	A F I L I G A R T Y	C A T E T U O R S	S T U N C I O N	F U N C T I O N	S I Z E / M O B I L I T Y	C O U N T R Y O F C O D E	O R D E R O F B A T T L E	DESCRIPTION
TACGRP.FSUPP.PNT.C2PNT.FP	G	*	F	*	PC B- --	**	**	X	FIRING POINT
TACGRP.FSUPP.PNT.C2PNT.RP	G	*	F	*	PC R- --	**	**	X	RELOAD POINT
TACGRP.FSUPP.PNT.C2PNT.HP	G	*	F	*	PC H- --	**	**	X	HIDE POINT
TACGRP.FSUPP.PNT.C2PNT.LP	G	*	F	*	PC L- --	**	**	X	LAUNCH POINT
TACGRP.FSUPP.LNE	G	*	F	*	L- -- --	**	**	X	LINES
TACGRP.FSUPP.LNE.LNRTGT	G	*	F	*	LT -- --	**	**	X	LINEAR TARGET
TACGRP.FSUPP.LNE.LNRTGT.LSTGT	G	*	F	*	LT S- --	**	**	X	LINEAR SMOKE TARGET
TACGRP.FSUPP.LNE.LNRTGT.FPF	G	*	F	*	LT F- --	**	**	X	FINAL PROTECTIVE FIRE (FPF)
TACGRP.FSUPP.LNE.C2LNE	G	*	F	*	LC -- --	**	**	X	COMMAND & CONTROL LINES
TACGRP.FSUPP.LNE.C2LNE.FSCL	G	*	F	*	LC F- --	**	**	X	FIRE SUPPORT COORDINATION LINE (FSCL)
TACGRP.FSUPP.LNE.C2LNE.CFL	G	*	F	*	LC C- --	**	**	X	COORDINATED FIRE LINE (CFL)
TACGRP.FSUPP.LNE.C2LNE.NFL	G	*	F	*	LC N- --	**	**	X	NO-FIRE LINE (NFL)
TACGRP.FSUPP.LNE.C2LNE.RFL	G	*	F	*	LC R- --	**	**	X	RESTRICTIVE FIRE LINE (RFL)
TACGRP.FSUPP.ARS	G	*	F	*	A- -- --	**	**	X	AREAS
TACGRP.FSUPP.ARS.ARATGT	G	*	F	*	AT -- --	**	**	X	AREA TARGET
TACGRP.FSUPP.ARS.ARATGT.RTGTGT	G	*	F	*	AT R- --	**	**	X	RECTANGULAR TARGET
TACGRP.FSUPP.ARS.ARATGT.CIRTGT	G	*	F	*	AT C- --	**	**	X	CIRCULAR TARGET
TACGRP.FSUPP.ARS.ARATGT.SGTGT	G	*	F	*	AT G- --	**	**	X	SERIES OR GROUP OF TARGETS
TACGRP.FSUPP.ARS.ARATGT.SMK	G	*	F	*	AT S- --	**	**	X	SMOKE
TACGRP.FSUPP.ARS.ARATGT.BMARA	G	*	F	*	AT B- --	**	**	X	BOMB AREA
TACGRP.FSUPP.ARS.C2ARS	G	*	F	*	AC -- --	**	**	X	COMMAND & CONTROL AREAS
TACGRP.FSUPP.ARS.C2ARS.FSA	G	*	F	*	AC S- --	**	**	X	FIRE SUPPORT AREA (FSA)
TACGRP.FSUPP.ARS.C2ARS.FSA.IRR	G	*	F	*	AC SI --	**	**	X	FIRE SUPPORT AREA (FSA), IRREGULAR

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

TABLE B-III. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	A F I L I A T I M *	C A I G O R Y T U S	S T U N C I O N I D	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O R D E T R Y O F C O B A T T L E	O R D E R T O F B A T T L E	DESCRIPTION
TACGRP.FSUPP.ARS.C2ARS.FSA.RTG	G	*	F	*	AC SR --	**	**	X	FIRE SUPPORT AREA (FSA), RECTANGULAR
TACGRP.FSUPP.ARS.C2ARS.FSA.CIRCLR	G	*	F	*	AC SC --	**	**	X	FIRE SUPPORT AREA (FSA), CIRCULAR
TACGRP.FSUPP.ARS.C2ARS.ACA	G	*	F	*	AC A- --	**	**	X	AIRSPACE COORDINATION AREA (ACA)
TACGRP.FSUPP.ARS.C2ARS.ACA.IRR	G	*	F	*	AC AI --	**	**	X	AIRSPACE COORDINATION AREA (ACA), IRREGULAR
TACGRP.FSUPP.ARS.C2ARS.ACA.RTG	G	*	F	*	AC AR --	**	**	X	AIRSPACE COORDINATION AREA (ACA), RECTANGULAR
TACGRP.FSUPP.ARS.C2ARS.ACA.CIRCLR	G	*	F	*	AC AC --	**	**	X	AIRSPACE COORDINATION AREA (ACA), CIRCULAR
TACGRP.FSUPP.ARS.C2ARS.FFA	G	*	F	*	AC F- --	**	**	X	FREE FIRE AREA (FFA)
TACGRP.FSUPP.ARS.C2ARS.FFA.IRR	G	*	F	*	AC FI --	**	**	X	FREE FIRE AREA (FFA), IRREGULAR
TACGRP.FSUPP.ARS.C2ARS.FFA.RTG	G	*	F	*	AC FR --	**	**	X	FREE FIRE AREA (FFA), RECTANGULAR
TACGRP.FSUPP.ARS.C2ARS.FFA.CIRCLR	G	*	F	*	AC FC --	**	**	X	FREE FIRE AREA (FFA), CIRCULAR
TACGRP.FSUPP.ARS.C2ARS.NFA	G	*	F	*	AC N- --	**	**	X	NO-FIRE AREA (NFA)
TACGRP.FSUPP.ARS.C2ARS.NFA.IRR	G	*	F	*	AC NI --	**	**	X	NO FIRE AREA (NFA), IRREGULAR
TACGRP.FSUPP.ARS.C2ARS.NFA.RTG	G	*	F	*	AC NR --	**	**	X	NO FIRE AREA (NFA), RECTANGULAR
TACGRP.FSUPP.ARS.C2ARS.NFA.CIRCLR	G	*	F	*	AC NC --	**	**	X	NO FIRE AREA (NFA), CIRCULAR
TACGRP.FSUPP.ARS.C2ARS.RFA	G	*	F	*	AC R- --	**	**	X	RESTRICTIVE FIRE AREA (RFA)
TACGRP.FSUPP.ARS.C2ARS.RFA.IRR	G	*	F	*	AC RI --	**	**	X	RESTRICTIVE FIRE AREA (RFA), IRREGULAR
TACGRP.FSUPP.ARS.C2ARS.RFA.RTG	G	*	F	*	AC RR --	**	**	X	RESTRICTIVE FIRE AREA (RFA), RECTANGULAR
TACGRP.FSUPP.ARS.C2ARS.RFA.CIRCLR	G	*	F	*	AC RC --	**	**	X	RESTRICTIVE FIRE AREA (RFA), CIRCULAR
TACGRP.FSUPP.ARS.C2ARS.PAA	G	*	F	*	AC P- --	**	**	X	POSITION AREA FOR ARTILLERY (PAA)
TACGRP.FSUPP.ARS.C2ARS.PAA.RTG	G	*	F	*	AC PR --	**	**	X	POSITION AREA FOR ARTILLERY (PAA), RECTANGULAR
TACGRP.FSUPP.ARS.C2ARS.PAA.CIRCLR	G	*	F	*	AC PC --	**	**	X	POSITION AREA FOR ARTILLERY (PAA), CIRCULAR
TACGRP.FSUPP.ARS.TGTAQZ	G	*	F	*	AZ -- --	**	**	X	TARGET ACQUISITION ZONES
TACGRP.FSUPP.ARS.TGTAQZ.ATIZ	G	*	F	*	AZ I- --	**	**	X	ARTILLERY TARGET INTELLIGENCE (ATI) ZONE

MIL-STD-2525B w/CHANGE 2  
APPENDIX B

TABLE B-III. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	A F I L I O R T I M O N	C A E G O R Y	S T U S I O N N	F U N C I O N I	S I Z E M O B I L I T Y	C O N T R Y O F C O B A T T L E	O R D E R O F B A T T L E	DESCRIPTION
TACGRP.FSUPP.ARS.TGTAQZ.ATIZ.IRR	G	*	F	*	AZ II --	**	**	X	ARTILLERY TARGET INTELLIGENCE (ATI) ZONE, IRREGULAR
TACGRP.FSUPP.ARS.TGTAQZ.ATIZ.RTG	G	*	F	*	AZ IR --	**	**	X	ARTILLERY TARGET INTELLIGENCE (ATI) ZONE, RECTANGULAR
TACGRP.FSUPP.ARS.TGTAQZ.ATIZ.CIRCLR	G	*	F	*	AZ IC --	**	**	X	ARTILLERY TARGET INTELLIGENCE (ATI) ZONE, CIRCULAR
TACGRP.FSUPP.ARS.TGTAQZ.CFFZ	G	*	F	*	AZ X- --	**	**	X	CALL FOR FIRE ZONE (CFFZ)
TACGRP.FSUPP.ARS.TGTAQZ.CFFZ.IRR	G	*	F	*	AZ XI --	**	**	X	CALL FOR FIRE ZONE (CFFZ), IRREGULAR
TACGRP.FSUPP.ARS.TGTAQZ.CFFZ.RTG	G	*	F	*	AZ XR --	**	**	X	CALL FOR FIRE ZONE (CFFZ), RECTANGULAR
TACGRP.FSUPP.ARS.TGTAQZ.CFFZ.CIRCLR	G	*	F	*	AZ XC --	**	**	X	CALL FOR FIRE ZONE (CFFZ), CIRCULAR
TACGRP.FSUPP.ARS.TGTAQZ.SNSZ	G	*	F	*	AZ S- --	**	**	X	SENSOR ZONE
TACGRP.FSUPP.ARS.TGTAQZ.SNSZ.IRR	G	*	F	*	AZ SI --	**	**	X	SENSOR ZONE, IRREGULAR
TACGRP.FSUPP.ARS.TGTAQZ.SNSZ.RTG	G	*	F	*	AZ SR --	**	**	X	SENSOR ZONE, RECTANGULAR
TACGRP.FSUPP.ARS.TGTAQZ.SNSZ.CIRCLR	G	*	F	*	AZ SC --	**	**	X	SENSOR ZONE, CIRCULAR
TACGRP.FSUPP.ARS.TGTAQZ.CNS	G	*	F	*	AZ C- --	**	**	X	CENSOR ZONE
TACGRP.FSUPP.ARS.TGTAQZ.CNS.IRR	G	*	F	*	AZ CI --	**	**	X	CENSOR ZONE, IRREGULAR
TACGRP.FSUPP.ARS.TGTAQZ.CNS.RTG	G	*	F	*	AZ CR --	**	**	X	CENSOR ZONE, RECTANGULAR
TACGRP.FSUPP.ARS.TGTAQZ.CNS.CIRCLR	G	*	F	*	AZ CC --	**	**	X	CENSOR ZONE, CIRCULAR
TACGRP.FSUPP.ARS.TGTAQZ.DA	G	*	F	*	AZ D- --	**	**	X	DEAD SPACE AREA (DA)
TACGRP.FSUPP.ARS.TGTAQZ.DA.IRR	G	*	F	*	AZ DI --	**	**	X	DEAD SPACE AREA (DA), IRREGULAR
TACGRP.FSUPP.ARS.TGTAQZ.DA.RTG	G	*	F	*	AZ DR --	**	**	X	DEAD SPACE AREA (DA), RECTANGULAR
TACGRP.FSUPP.ARS.TGTAQZ.DA.CIRCLR	G	*	F	*	AZ DC --	**	**	X	DEAD SPACE AREA (DA), CIRCULAR
TACGRP.FSUPP.ARS.TGTAQZ.CFZ	G	*	F	*	AZ F- --	**	**	X	CRITICAL FRIENDLY ZONE (CFZ)
TACGRP.FSUPP.ARS.TGTAQZ.CFZ.IRR	G	*	F	*	AZ FI --	**	**	X	CRITICAL FRIENDLY ZONE (CFZ), IRREGULAR
TACGRP.FSUPP.ARS.TGTAQZ.CFZ.RTG	G	*	F	*	AZ FR --	**	**	X	CRITICAL FRIENDLY ZONE (CFZ), RECTANGULAR
TACGRP.FSUPP.ARS.TGTAQZ.CFZ.CIRCLR	G	*	F	*	AZ FC --	**	**	X	CRITICAL FRIENDLY ZONE (CFZ), CIRCULAR

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

TABLE B-III. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	A F I L I A T I O R Y	C A I G O R A I M A	S T U T I O N O B I L I T Y	F U N C I O N D	S I Z E M O B I L I T Y	C O R D E T R Y O F C O B A T T L E	O R D E R T R Y O F C O B A T T L E	DESCRIPTION
TACGRP.FSUPP.ARS.TGTAQZ.ZOR	G	*	F	*	AZ Z- --	**	**	X	ZONE OF RESPONSIBILITY (ZOR)
TACGRP.FSUPP.ARS.TGTAQZ.ZOR.IRR	G	*	F	*	AZ ZI --	**	**	X	ZONE OF RESPONSIBILITY (ZOR), IRREGULAR
TACGRP.FSUPP.ARS.TGTAQZ.ZOR.RTG	G	*	F	*	AZ ZR --	**	**	X	ZONE OF RESPONSIBILITY (ZOR), RECTANGULAR
TACGRP.FSUPP.ARS.TGTAQZ.ZOR.CIRCLR	G	*	F	*	AZ ZC --	**	**	X	ZONE OF RESPONSIBILITY (ZOR), CIRCULAR
TACGRP.FSUPP.ARS.TGTAQZ.TBA	G	*	F	*	AZ B- --	**	**	X	TARGET BUILD-UP AREA (TBA)
TACGRP.FSUPP.ARS.TGTAQZ.TBA.IRR	G	*	F	*	AZ BI --	**	**	X	TARGET BUILD UP AREA (TBA), IRREGULAR
TACGRP.FSUPP.ARS.TGTAQZ.TBA.RTG	G	*	F	*	AZ BR --	**	**	X	TARGET BUILD UP AREA (TBA), RECTANGULAR
TACGRP.FSUPP.ARS.TGTAQZ.TBA.CIRCLR	G	*	F	*	AZ BC --	**	**	X	TARGET BUILD UP AREA (TBA), CIRCULAR
TACGRP.FSUPP.ARS.TGTAQZ.TVAR	G	*	F	*	AZ V- --	**	**	X	TARGET VALUE AREA (TVAR)
TACGRP.FSUPP.ARS.TGTAQZ.TVAR.IRR	G	*	F	*	AZ VI --	**	**	X	TARGET VALUE AREA (TVAR), IRREGULAR
TACGRP.FSUPP.ARS.TGTAQZ.TVAR.RTG	G	*	F	*	AZ VR --	**	**	X	TARGET VALUE AREA (TVAR), RECTANGULAR
TACGRP.FSUPP.ARS.TGTAQZ.TVAR.CIRCLR	G	*	F	*	AZ VC --	**	**	X	TARGET VALUE AREA (TVAR), CIRCULAR
TACGRP.FSUPP.ARS.WPNRF	G	*	F	*	AX -- --	**	**	X	WEAPONS/RADAR RANGE FANS
TACGRP.FSUPP.ARS.WPNRF.CIRCLR	G	*	F	*	AX C- --	**	**	X	WEAPONS/RADAR RANGE FANS, CIRCULAR
TACGRP.FSUPP.ARS.WPNRF.SCR	G	*	F	*	AX S- --	**	**	X	WEAPONS/RADAR RANGE FANS, SECTOR
TACGRP.CSS	G	*	S	*	-- -- --	**	**	X	COMBAT SERVICE SUPPORT
TACGRP.CSS.PNT	G	*	S	*	P- -- --	**	**	X	POINTS
TACGRP.CSS.PNT.AEP	G	*	S	*	PX -- --	**	**	X	AMBULANCE EXCHANGE POINT
TACGRP.CSS.PNT.CBNP	G	*	S	*	PC -- --	**	**	X	CANNIBALIZATION POINT
TACGRP.CSS.PNT.CCP	G	*	S	*	PY -- --	**	**	X	CASUALTY COLLECTION POINT
TACGRP.CSS.PNT.CVP	G	*	S	*	PT -- --	**	**	X	CIVILIAN COLLECTION POINT
TACGRP.CSS.PNT.DCP	G	*	S	*	PD -- --	**	**	X	DETAINEE COLLECTION POINT
TACGRP.CSS.PNT.EPWCP	G	*	S	*	PE -- --	**	**	X	ENEMY PRISONER OF WAR (EPW) COLLECTION POINT

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

TABLE B-III. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	A F I L I A T I O R Y N	C A E G O R T U S R Y N	S T U N C I O N I D	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O R D E T R Y O F C O B A T T L E	O R D E R T R Y O F C O B A T T L E	DESCRIPTION
TACGRP.CSS.PNT.LRP	G	*	S	*	PL -- --	**	**	X	LOGISTICS RELEASE POINT (LRP)
TACGRP.CSS.PNT.MCP	G	*	S	*	PM -- --	**	**	X	MAINTENANCE COLLECTION POINT
TACGRP.CSS.PNT.RRRP	G	*	S	*	PR -- --	**	**	X	REARM, REFUEL AND RESUPPLY POINT
TACGRP.CSS.PNT.ROM	G	*	S	*	PU -- --	**	**	X	REFUEL ON THE MOVE (ROM) POINT
TACGRP.CSS.PNT.TCP	G	*	S	*	PO -- --	**	**	X	TRAFFIC CONTROL POST (TCP)
TACGRP.CSS.PNT.TTP	G	*	S	*	PI -- --	**	**	X	TRAILER TRANSFER POINT
TACGRP.CSS.PNT.UMC	G	*	S	*	PN -- --	**	**	X	UNIT MAINTENANCE COLLECTION POINT
TACGRP.CSS.PNT.SPT	G	*	S	*	PS -- --	**	**	X	SUPPLY POINTS
TACGRP.CSS.PNT.SPT.GNL	G	*	S	*	PS Z- --	**	**	X	GENERAL
TACGRP.CSS.PNT.SPT.CLS1	G	*	S	*	PS A- --	**	**	X	CLASS I
TACGRP.CSS.PNT.SPT.CLS2	G	*	S	*	PS B- --	**	**	X	CLASS II
TACGRP.CSS.PNT.SPT.CLS3	G	*	S	*	PS C- --	**	**	X	CLASS III
TACGRP.CSS.PNT.SPT.CLS4	G	*	S	*	PS D- --	**	**	X	CLASS IV
TACGRP.CSS.PNT.SPT.CLS5	G	*	S	*	PS E- --	**	**	X	CLASS V
TACGRP.CSS.PNT.SPT.CLS6	G	*	S	*	PS F- --	**	**	X	CLASS VI
TACGRP.CSS.PNT.SPT.CLS7	G	*	S	*	PS G- --	**	**	X	CLASS VII
TACGRP.CSS.PNT.SPT.CLS8	G	*	S	*	PS H- --	**	**	X	CLASS VIII
TACGRP.CSS.PNT.SPT.CLS9	G	*	S	*	PS I- --	**	**	X	CLASS IX
TACGRP.CSS.PNT.SPT.CLS10	G	*	S	*	PS J- --	**	**	X	CLASS X
TACGRP.CSS.PNT.AP	G	*	S	*	PA -- --	**	**	X	AMMUNITION POINTS
TACGRP.CSS.PNT.AP.ASP	G	*	S	*	PA S- --	**	**	X	AMMUNITION SUPPLY POINT (ASP)
TACGRP.CSS.PNT.AP.ATP	G	*	S	*	PA T- --	**	**	X	AMMUNITION TRANSFER POINT (ATP)
TACGRP.CSS.LNE	G	*	S	*	L- -- --	**	**	X	LINES

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

TABLE B-III. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	A F I L I A T I O R Y	C A E G O R T U S	S T U N C I O N	F U N C T I O N	S I Z E / M O B I L I T Y	C O R D E T R Y O F C O B A T T L E	O R D E R T R Y O F C O B A T T L E	DESCRIPTION
TACGRP.CSS.LNE.CNY	G	*	S	*	LC -- --	**	**	X	CONVOYS
TACGRP.CSS.LNE.CNY.MCNY	G	*	S	*	LC M- --	**	**	X	MOVING CONVOY
TACGRP.CSS.LNE.CNY.HCNY	G	*	S	*	LC H- --	**	**	X	HALTED CONVOY
TACGRP.CSS.LNE.SLPRUT	G	*	S	*	LR -- --	**	**	X	SUPPLY ROUTES
TACGRP.CSS.LNE.SLPRUT.MSRUT	G	*	S	*	LR M- --	**	**	X	MAIN SUPPLY ROUTE
TACGRP.CSS.LNE.SLPRUT.ASRUT	G	*	S	*	LR A- --	**	**	X	ALTERNATE SUPPLY ROUTE
TACGRP.CSS.LNE.SLPRUT.1WTRFF	G	*	S	*	LR O- --	**	**	X	ONE-WAY TRAFFIC
TACGRP.CSS.LNE.SLPRUT.ATRFF	G	*	S	*	LR T- --	**	**	X	ALTERNATING TRAFFIC
TACGRP.CSS.LNE.SLPRUT.2WTRFF	G	*	S	*	LR W- --	**	**	X	TWO-WAY TRAFFIC
TACGRP.CSS.ARA	G	*	S	*	A- -- --	**	**	X	AREA
TACGRP.CSS.ARA.DHA	G	*	S	*	AD -- --	**	**	X	DETAINEE HOLDING AREA
TACGRP.CSS.ARA.EPWHA	G	*	S	*	AE -- --	**	**	X	ENEMY PRISONER OF WAR (EPW) HOLDING AREA
TACGRP.CSS.ARA.FARP	G	*	S	*	AR -- --	**	**	X	FORWARD ARMING AND REFUELING AREA (FARP)
TACGRP.CSS.ARA.RHA	G	*	S	*	AH -- --	**	**	X	REFUGEE HOLDING AREA
TACGRP.CSS.ARA.SUPARS	G	*	S	*	AS -- --	**	**	X	SUPPORT AREAS
TACGRP.CSS.ARA.SUPARS.BSA	G	*	S	*	AS B- --	**	**	X	BRIGADE (BSA)
TACGRP.CSS.ARA.SUPARS.DSA	G	*	S	*	AS D- --	**	**	X	DIVISION (DSA)
TACGRP.CSS.ARA.SUPARS.RSA	G	*	S	*	AS R- --	**	**	X	REGIMENTAL (RSA)
TACGRP.OTH	G	*	O	*	-- -- --	**	**	X	OTHER
TACGRP.OTH.ER	G	*	O	*	E- -- --	**	**	X	EMERGENCY
TACGRP.OTH.ER.DTHAC	G	*	O	*	ED -- --	**	**	X	DITCHED AIRCRAFT
TACGRP.OTH.ER.PIW	G	*	O	*	EP -- --	**	**	X	PERSON IN WATER
TACGRP.OTH.ER.DSTVES	G	*	O	*	EV -- --	**	**	X	DISTRESSED VESSEL

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TABLE B-III. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	A F I L I G A T R Y	C A T E T U O R S	S T A T U S	F U N C T I O N	S I Z E / M O B I L I T Y	C O R D E T R Y O F C O B A T T L E	O R D E R	DESCRIPTION
TACGRP.OTH.HAZ	G	*	O	*	H- -- --	**	**	X	HAZARD
TACGRP.OTH.HAZ.SML	G	*	O	*	HM -- --	**	**	X	SEA MINE-LIKE
TACGRP.OTH.HAZ.NVGL	G	*	O	*	HN -- --	**	**	X	NAVIGATIONAL
TACGRP.OTH.HAZ.IB	G	*	O	*	HI -- --	**	**	X	ICEBERG
TACGRP.OTH.HAZ.OLRG	G	*	O	*	HO -- --	**	**	X	OIL RIG
TACGRP.OTH.SSUBSR	G	*	O	*	S- -- --	**	**	X	SEA SUBSURFACE RETURNS
TACGRP.OTH.SSUBSR.BTMRTN	G	*	O	*	SB -- --	**	**	X	BOTTOM RETURN/NOMBO
TACGRP.OTH.SSUBSR.BTMRTN.INS	G	*	O	*	SB M- --	**	**	X	INSTALLATION/MANMADE
TACGRP.OTH.SSUBSR.BTMRTN.SBRSOO	G	*	O	*	SB N- --	**	**	X	SEABED ROCK/STONE, OBSTACLE, OTHER
TACGRP.OTH.SSUBSR.BTMRTN.WRKND	G	*	O	*	SB W- --	**	**	X	WRECK, NON DANGEROUS
TACGRP.OTH.SSUBSR.BTMRTN.WRKND.WRKD	G	*	O	*	SB WD --	**	**	X	WRECK, DANGEROUS
TACGRP.OTH.SSUBSR.MARLFE	G	*	O	*	SM -- --	**	**	X	MARINE LIFE
TACGRP.OTH.SSUBSR.SA	G	*	O	*	SS -- --	**	**	X	SEA ANOMALY (WAKE, CURRENT, KNUCKLE)
TACGRP.OTH.BERLNE	G	*	O	*	B- -- --	**	**	X	BEARING LINE
TACGRP.OTH.BERLNE.ELC	G	*	O	*	BE -- --	**	**	X	ELECTRONIC
TACGRP.OTH.BERLNE.ACU	G	*	O	*	BA -- --	**	**	X	ACOUSTIC
TACGRP.OTH.BERLNE.TPD	G	*	O	*	BT -- --	**	**	X	TORPEDO
TACGRP.OTH.BERLNE.EOPI	G	*	O	*	BO -- --	**	**	X	ELECTRO-OPTICAL INTERCEPT
TACGRP.OTH.FIX	G	*	O	*	F- -- --	**	**	X	FIX
TACGRP.OTH.FIX.ACU	G	*	O	*	FA -- --	**	**	X	ACOUSTIC
TACGRP.OTH.FIX.EM	G	*	O	*	FE -- --	**	**	X	ELECTRO-MAGNETIC
TACGRP.OTH.FIX.EOP	G	*	O	*	FO -- --	**	**	X	ELECTRO-OPTICAL

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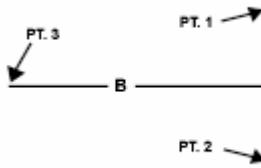
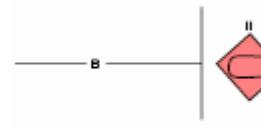
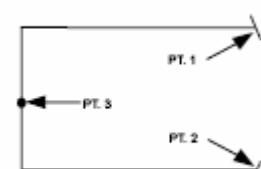
**B.5.3 Symbology set.** The following table provides a graphic representation of each approved tactical graphic in the C<sup>2</sup> Symbology: Military Operations set. In the following table, the Graphic column provides a concise description of each tactical graphic using operational terminology including its unique identifier code, an indication of whether the tactical graphic's size is fixed or changes in proportion with the background projection and any parameters required to correctly draw the graphic. The SIDC portion of each Image column (Template, Example) presents the 15-character alphanumeric identifier necessary for automated systems to create each specific graphic. As indicated previously, an asterisk (\*) indicates a position that is defined by the user based on specific symbol circumstances, while a dash (-) indicates that no information is provided in the position.

**TABLE B-IV. Military operations tactical graphics.**

GRAPHIC	IMAGES	
<b>TACGRP</b>  TACTICAL GRAPHICS  Hierarchy: 2.X  Static/Dynamic: N/A  Implementation Instructions  1. Unless otherwise noted, tactical graphics whose orientations depend on enemy location are orientated as if the enemy were located to the right side of the page.  2. Unless otherwise noted, all parameters are required. Required parameters must be entered by the system operator to complete the creation of the graphic. Optional parameters are entered only as needed by the system operator.	N/A	N/A
<b>TACGRP.TSK</b>  TACTICAL GRAPHICS TASKS  Hierarchy: 2.X.1  Static/Dynamic: N/A	N/A	N/A

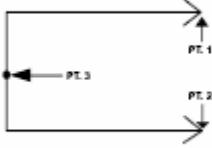
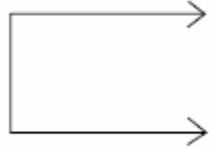
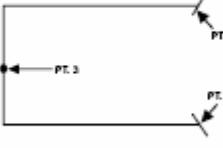
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**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.TSK.BLK</b>  TACTICAL GRAPHICS TASKS BLOCK  Hierarchy: 2.X.1.1  <u>Parameters:</u>  1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic's vertical line. Point 3 defines the the endpoint of the graphic's horizontal line.  2. Size/Shape. Points 1 and 2 determine the length of the vertical line. Points 2 and 3 determine the length of the horizontal line, which will project perpendicularly from the midpoint of the vertical line.  3. Orientation. The head of the "T" typically faces enemy forces.  Static/Dynamic: D	Template    G*TPB-----****X	Example    G*TPB-----****X
<b>TACGRP.TSK.BRH</b>  TACTICAL GRAPHICS TASKS BREACH  Hierarchy: 2.X.1.2  <u>Parameters:</u>  1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic's opening and point 3 defines the rear of the graphic.  2. Size/Shape. Points 1 and 2 determine the graphic's height and point 3 determines its length. The vertical line at the rear of the graphic will be the same height as the opening.  3. Orientation. The opening defines the span of the breach and typically faces enemy forces.  Static/Dynamic: D	Template    G*TPH-----****X	Example    G*TPH-----****X

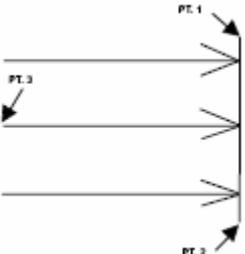
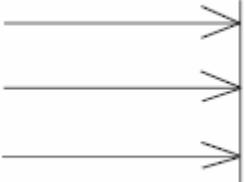
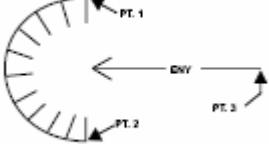
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.TSK.BYS</b>  TACTICAL GRAPHICS TASKS BYPASS  Hierarchy: 2.X.1.3  <u>Parameters:</u> 1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the tips of the arrowheads and point 3 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the graphic's height and point 3 determines its length. The vertical line at the rear of the graphic will be the same height as the opening. 3. Orientation. The opening typically faces enemy forces.  Static/Dynamic: D	Template    G*TPY-----****X	Example    G*TPY-----****X
<b>TACGRP.TSK.CNZ</b>  TACTICAL GRAPHICS TASKS CANALIZE  Hierarchy: 2.X.1.4  <u>Parameters:</u> 1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic's opening, and point 3 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the graphic's height and point 3 determines its length. The vertical line at the rear of the graphic will be the same height as the opening. 3. Orientation. The opening typically faces enemy forces.  Static/Dynamic: D	Template    G*TPC-----****X	Example    G*TPC-----****X

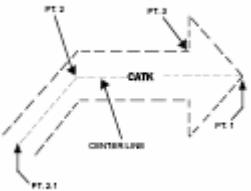
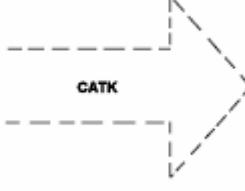
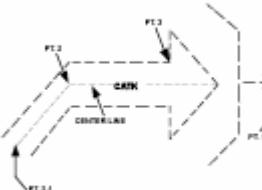
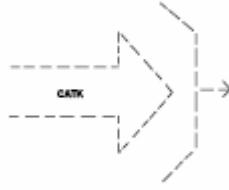
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.TSK.CLR</b>  TACTICAL GRAPHICS TASKS CLEAR  Hierarchy: 2.X.1.5  <u>Parameters:</u>  1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic's vertical line and point 3 defines the rear of the graphic.  2. Size/Shape. Points 1 and 2 determine the graphic's height and point 3 determines its length. The spacing between the graphic's arrows will stay proportional to the graphic's height. The tip of the middle arrowhead will be at the midpoint of the vertical line.  3. Orientation. The arrows typically point toward enemy forces.  Static/Dynamic: D	Template   G*TPX-----****X	Example   G*TPX-----****X
<b>TACGRP.TSK.CNT</b>  TACTICAL GRAPHICS TASKS CONTAIN  Hierarchy: 2.X.1.6  <u>Parameters:</u>  1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the semicircle's opening. Point 3 defines the end of the arrow.  2. Size/Shape. Points 1 and 2 determine the diameter of the semicircle and point 3 determines the length of the arrow. The tip of the arrowhead will be at the centerpoint of the semicircle's diameter, and will project perpendicularly from the line between points 1 and 2.  3. Orientation. The opening typically faces enemy forces.  Static/Dynamic: D	Template   G*TPJ-----****X	Example   G*TPJ-----****X

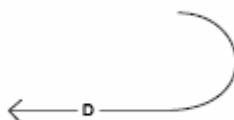
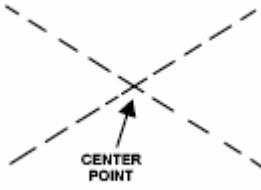
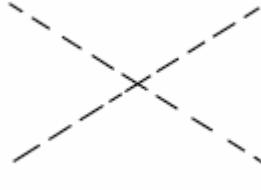
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<p><b>TACGRP.TSK.CATK</b></p> <p>TACTICAL GRAPHICS TASKS COUNTERATTACK (CATK)</p> <p>Hierarchy: 2.X.1.7</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires three anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the rear of the graphic. Point 3 defines the back of the arrowhead and the width of the graphic's shaft. Additional points (2.1, 2.2,..., 2.n), may be added along the graphic's centerline to define bends in the graphic.</li> <li>2. Size/Shape. Points 1 and 2 determine the graphic's centerline and anchor point 3 determines the width. The width of the graphic's shaft shall remain constant if additional points (2.1, 2.2, ..., 2n) are defined along its centerline.</li> <li>3. Orientation. The arrowhead typically points toward enemy forces.</li> </ol> <p>Static/Dynamic: D</p> <p>Note: The dashed lines in this graphic shall be displayed in present and anticipated status.</p>	<p>Template</p>  <p>G*TPK-----****X</p>	<p>Example</p>  <p>G*TPK-----****X</p>
<p><b>TACGRP.TSK.CATK.CATKF</b></p> <p>TACTICAL GRAPHICS TASKS COUNTERATTACK (CATK) COUNTERATTACK BY FIRE</p> <p>Hierarchy: 2.X.1.7.1</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires three anchor points. Point 1 defines the location of the tip of the arrowhead. Point 2 defines the rear of the symbol. Points 1 and 2 form the center line of the arrow. Point 3 defines the back of the arrowhead and the width of the graphic's shaft. Additional points (2.1, 2.2,..., 2.n), may be added along the graphic's centerline to define bends in the graphic.</li> <li>2. Size/Shape. Points 1 and 2 determine the graphic's centerline and anchor point 3 determines the width. The width of the graphic's shaft shall remain constant if additional points (2.1, 2.2, ..., 2n) are defined along it's centerline.</li> <li>3. Orientation. The arrowhead typically points toward enemy forces.</li> </ol> <p>Static/Dynamic: D</p> <p>Note: The dashed lines in this graphic shall be displayed in present and anticipated status.</p>	<p>Template</p>  <p>G*TPKF-----****X</p>	<p>Example</p>  <p>G*TPKF-----****X</p>

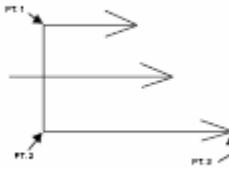
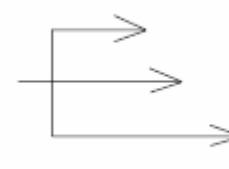
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.TSK.DLY</b>  TACTICAL GRAPHICS TASKS DELAY  Hierarchy: 2.X.1.8  <u>Parameters:</u>  1. Anchor Points. This graphic requires three anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the end of the straight line portion of the graphic. Point 3 defines the diameter and orientation of the 180 degree circular arc.  2. Size/Shape. Points 1 and 2 determine the length of the straight line portion of the symbol. Point 3 defines which side of the line the arc is on and the diameter of the arc.  3. Orientation. The arrow points in the direction of the action. The tip of the arrowhead may indicate the location where the action is to conclude. The unit's current location is typically represented at the base of the arc. The 180 degree circular arc is always perpendicular to the line.  Static/Dynamic: D	Template    G*TPL-----****X	Example    G*TPL-----****X
<b>TACGRP.TSK.DSTY</b>  TACTICAL GRAPHICS TASKS DESTROY  Hierarchy: 2.X.1.9  <u>Parameters:</u>  1. Anchor Points. This graphic requires one anchor point. The center point defines center of the graphic .  2. Size/Shape. Static.  3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S  Note: The dashed lines in this graphic shall be displayed in present and anticipated status.	Template    G*TPD-----****X	Example    G*TPD-----****X

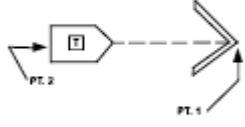
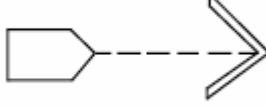
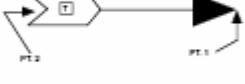
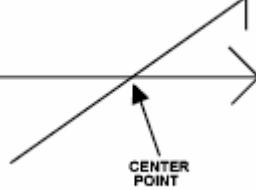
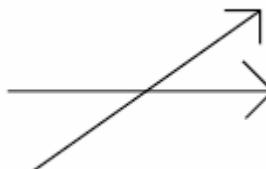
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.TSK.DRT</b>  TACTICAL GRAPHICS TASKS DISRUPT  Hierarchy: 2.X.1.10  <u>Parameters:</u>  1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the end points of the graphic's vertical line. Point 3 defines the tip of the longest arrow.  2. Size/Shape. Points 1 and 2 determine the height of the graphic and point 3 determines its length. The spacing between the graphic's arrows will stay proportional to the graphic's vertical line. The length of the short arrows will remain in proportion to the length of the longest arrow. The arrows are perpendicular to the baseline (vertical line) and parallel to each other.  3. Orientation. The arrows typically point toward enemy forces.  Static/Dynamic: D	Template    G*TPT-----****X	Example    G*TPT-----****X
<b>TACGRP.TSK.FIX</b>  TACTICAL GRAPHICS TASKS FIX  Hierarchy: 2.X.1.11  <u>Parameters:</u>  1. Anchor Points. This graphic requires 2 anchor points. Point 1 defines the tip of the arrowhead, and point 2 defines the rear of the graphic.  2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length.  3. Orientation. The arrow typically points toward enemy forces with the tip of the arrowhead indicating the location of the action.  Static/Dynamic: D	Template    G*TPF-----****X	Example    G*TPF-----****X

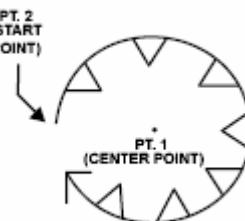
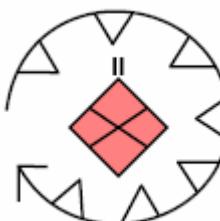
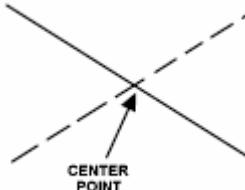
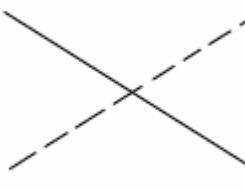
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.TSK.FLWASS</b>  TACTICAL GRAPHICS TASKS FOLLOW AND ASSUME  Hierarchy: 2.X.1.12  <u>Parameters:</u> 1. Anchor Points. This graphic requires exactly two anchor points. Point 1 defines the tip of the arrowhead, and point 2 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. 3. Orientation. The arrow typically points in the direction of the action.  Static/Dynamic: D  Note: The dashed lines in this graphic shall be displayed in present and anticipated status.	Template   G*TPA-----****X	Example   G*TPA-----****X
<b>TACGRP.TSK.FLWASS.FLWSUP</b>  TACTICAL GRAPHICS TASKS FOLLOW AND ASSUME FOLLOW AND SUPPORT  Hierarchy: 2.X.1.12.1  <u>Parameters:</u> 1. Anchor Points. This graphic requires exactly two anchor points. Point 1 defines the tip of the arrowhead, and point 2 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. The arrowhead will be a filled-in version of a common arrowhead. 3. Orientation. The arrow points in the direction of the action.  Static/Dynamic: D	Template   G*TPAS-----****X	Example   G*TPAS-----****X
<b>TACGRP.TSK.ITDT</b>  TACTICAL GRAPHICS TASKS INTERDICT  Hierarchy: 2.X.1.13  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic . 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S	Template   G*TPI-----****X	Example   G*TPI-----****X

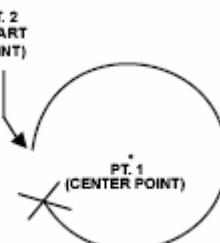
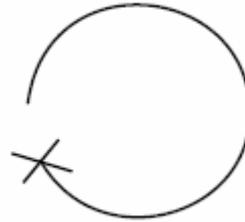
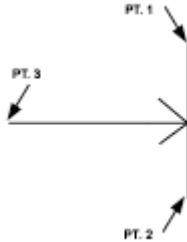
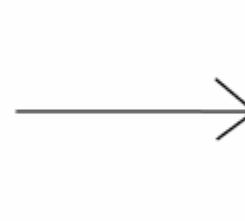
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.TSK.ISL</b>  <b>TACTICAL GRAPHICS</b> <b>TASKS</b> <b>ISOLATE</b>  Hierarchy: 2.X.1.14  <u>Parameters:</u> 1. Anchor Points. This graphic requires two anchor points. Point 1 defines the center point of the graphic and point 2 defines the graphic's start point and radius. 2. Size/Shape. The radius will be long enough for the graphic to encompass the UEI(s) or feature(s) being isolated. The opening will be a 30 degree arc of the circle. 3. Orientation. The opening will be on the friendly side of the graphic.  Static/Dynamic: D	Template   G*TPE-----****X	Example   G*TPE-----****X
<b>TACGRP.TSK.NEUT</b>  <b>TACTICAL GRAPHICS</b> <b>TASKS</b> <b>NEUTRALIZE</b>  Hierarchy: 2.X.1.15  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic . 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S  Note: The dashed lines in this graphic shall be displayed in present and anticipated status.	Template   G*TPN-----****X	Example   G*TPN-----****X

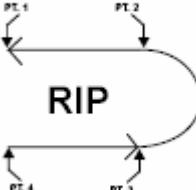
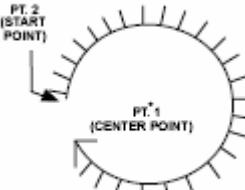
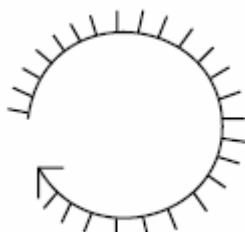
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.TSK.OCC</b>  TACTICAL GRAPHICS TASKS OCCUPY  Hierarchy: 2.X.1.16  <u>Parameters:</u>  1. Anchor Points. This graphic requires two anchor points. Point 1 defines the center point of the graphic and point 2 defines the graphic's start point and radius.  2. Size/Shape. Points 1 and 2 will determine a radius that is long enough for the graphic to encompass the feature(s) being occupied. The opening will be a 30-degree arc of the circle.  3. Orientation. The opening will be on the friendly side of the graphic.  Static/Dynamic: D	Template   G*TPO-----****X	Example   G*TPO-----****X
<b>TACGRP.TSK.PNE</b>  TACTICAL GRAPHICS TASKS PENETRATE  Hierarchy: 2.X.1.17  <u>Parameters:</u>  1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic's vertical line. Point 3 defines the rear of the graphic.  2. Size/Shape. Points 1 and 2 determine the height of the graphic and point 3 determines its length. The arrow will project perpendicularly from the midpoint of the vertical line.  3. Orientation. The arrow points toward enemy forces.  Static/Dynamic: D	Template   G*TPP-----****X	Example   G*TPP-----****X

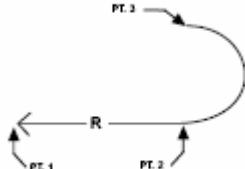
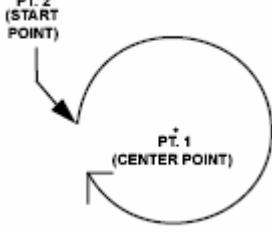
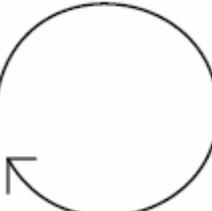
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.TSK.RIP</b>  <b>TACTICAL GRAPHICS</b> <b>TASKS</b> <b>RELIEF IN PLACE (RIP)</b>  Hierarchy: 2.X.1.18  <u>Parameters:</u>  1. Anchor Points. This graphic requires four anchor points. Point 1 defines the tip of the first arrowhead. Point 2 defines the end of the straight line portion of the first arrow. Point 3 defines the tip of the second arrowhead. Point 4 defines the end of the second arrow.  2. Size/Shape. Points 1 and 2, and points 3 and 4 determine the length of each arrow. Points 2 and 3 shall be connected by a smooth, curved line.  3. Orientation. Determined by the anchor points. The unit being relieved is typically located at the base of the curve, and the unit performing the relief is typically located at the end of the symbol. The arrowhead typically points to the location the relieved unit should move to.  Static/Dynamic: D	Template    G*TPR-----****X	Example    G*TPR-----****X
<b>TACGRP.TSK.RTN</b>  <b>TACTICAL GRAPHICS</b> <b>TASKS</b> <b>RETAIN</b>  Hierarchy: 2.X.1.19  <u>Parameters:</u>  1. Anchor Points. This graphic requires two anchor points. Point 1 defines the center point of the graphic and point 2 defines the graphic's start point and radius.  2. Size/Shape. Points 1 and 2 will determine a radius that is long enough for the graphic to encompass the feature(s) being retained. The opening will be a 30-degree arc of the circle.  3. Orientation. The opening will be on the friendly side of the graphic.  Static/Dynamic: D	Template    G*TPQ-----****X	Example    G*TPQ-----****X

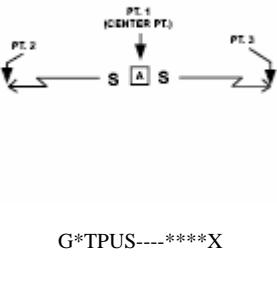
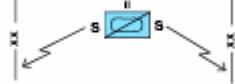
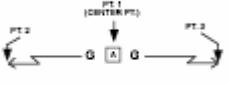
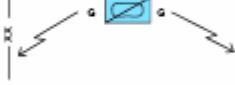
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.TSK.RTM</b>  TACTICAL GRAPHICS TASKS RETIREMENT  Hierarchy: 2.X.1.20  <u>Parameters:</u>  1. Anchor Points. This graphic requires three anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the end of the straight line portion of the graphic. Point 3 defines the diameter and orientation of the 180 degree arc.  2. Size/Shape. Points 1 and 2 determine the length of the straight line portion of the symbol. Point 3 defines which side of the line the arc is on and the diameter of the arc.  3. Orientation. The arrow points in the direction of the action. The tip of the arrowhead may indicate the location where the action is to conclude. The unit's current location is typically represented at the base of the arc. The 180 degree circular arc is always perpendicular to the line.  <u>Static/Dynamic:</u> D	Template   G*TPM-----****X	Example   G*TPM-----****X
<b>TACGRP.TSK.SCE</b>  TACTICAL GRAPHICS TASKS SECURE  Hierarchy: 2.X.1.21  <u>Parameters:</u>  1. Anchor Points. This graphic requires two anchor points. Point 1 defines the center point of the graphic and point 2 defines the graphic's start point and radius.  2. Size/Shape. Points 1 and 2 will determine a radius that is long enough for the graphic to encompass the feature(s) being secured. The opening will be a 30-degree arc of the circle.  3. Orientation. The opening will be on the friendly side of the graphic.  <u>Static/Dynamic:</u> D	Template   G*TPS-----****X	Example   G*TPS-----****X
<b>TACGRP.TSK.SEC</b>  TACTICAL GRAPHICS TASKS SECURITY  Hierarchy: 2.X.1.22  <u>Static/Dynamic:</u> N/A	N/A	N/A

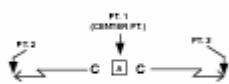
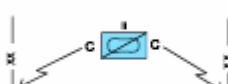
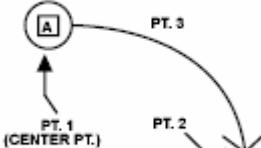
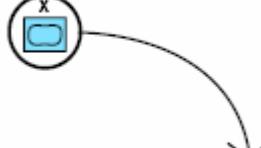
**MIL-STD-2525B w/CHANGE 2**  
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.TSK.SEC.SCN</b>  TACTICAL GRAPHICS TASKS SECURITY SCREEN  Hierarchy: 2.X.1.22.1  <u>Parameters:</u>  1. Anchor Points. This symbol requires three anchor points. Point 1 defines the vertex of the graphic. Points 2 and 3 define the tips of the arrowheads.  2. Size/Shape. Points 1 and 2 and points 1 and 3 determine the length of the arrows. The length and orientation of the arrows can vary independently.  3. Orientation. Orientation is determined by the anchor points. The arrowheads may touch other graphics that define the limits of the task. The tactical symbol indicator is centered over point 1.  Static/Dynamic: D	Template    G*TPUS----****X	Example    G*TPUS----****X
<b>TACGRP.TSK.SEC.GUD</b>  TACTICAL GRAPHICS TASKS SECURITY GUARD  Hierarchy: 2.X.1.22.2  <u>Parameters:</u>  1. Anchor Points. This symbol requires three anchor points. Point 1 defines the vertex of the graphic. Points 2 and 3 define the tips of the arrowheads.  2. Size/Shape. Points 1 and 2 and points 1 and 3 determine the length of the arrows. The length and orientation of the arrows can vary independently.  3. Orientation. Orientation is determined by the anchor points. The arrowheads may touch other graphics that define the limits of the task. The tactical symbol indicator is centered over point 1.  Static/Dynamic: D	Template    G*TPUG----****X	Example    G*TPUG----****X

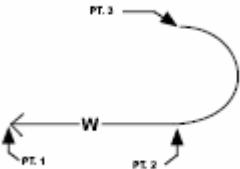
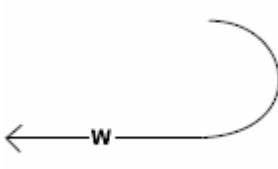
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.TSK.SEC.COV</b>  TACTICAL GRAPHICS TASKS SECURITY COVER  Hierarchy: 2.X.1.22.3  <u>Parameters:</u>  1. Anchor Points. This symbol requires three anchor points. Point 1 defines the vertex of the graphic. Points 2 and 3 define the tips of the arrowheads.  2. Size/Shape. Points 1 and 2 and points 1 and 3 determine the length of the arrows. The length and orientation of the arrows can vary independently.  3. Orientation. Orientation is determined by the anchor points. The arrowheads may touch other graphics that define the limits of the task. The tactical symbol indicator is centered over point 1.  Static/Dynamic: D	Template    G*TPUC----****X	Example    G*TPUC----****X
<b>TACGRP.TSK.SZE</b>  TACTICAL GRAPHICS TASKS SEIZE  Hierarchy: 2.X.1.23  <u>Parameters:</u>  1. Anchor Points. This symbol requires two anchor points. Point 1 defines the center point of the circle. Point 2 defines the tip of the arrowhead. Point 3 indicates on which side of the line the arc is placed.  2. Size/Shape. Points 1 and 2 are connected by a 90 degree arc. The circle will at least be large enough to accommodate a tactical symbol. Point 3 indicates on which side of the line the arc is placed.  3. Orientation. The arrowhead identifies the location/object to be seized, and the circle identifies the unit(s) assigned the task. See paragraph 5.7.4 for options to accommodate multiple units.  Static/Dynamic: D	Template    G*TPZ----****X	Example    G*TPZ----****X

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**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.TSK.WDR</b>  <b>TACTICAL GRAPHICS</b> <b>TASKS</b> <b>WITHDRAW</b>  Hierarchy: 2.X.1.24  <u>Parameters:</u>  1. Anchor Points. This graphic requires three anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the end of the straight line portion of the graphic. Point 3 defines the diameter and orientation of the 180 degree circular arc.  2. Size/Shape. Points 1 and 2 determine the length of the straight line portion of the symbol. Point 3 defines which side of the line the arc is on and the diameter of the arc.  3. Orientation. The arrow points in the direction of the action. The tip of the arrowhead may indicate the location where the action is to conclude. The unit's current location is typically represented at the base of the arc. The 180 degree circular arc is always perpendicular to the line.  Static/Dynamic: D	Template   G*TPW-----****X	Example   G*TPW-----****X
<b>TACGRP.TSK.WDR.WDRUP</b>  <b>TACTICAL GRAPHICS</b> <b>TASKS</b> <b>WITHDRAW</b> <b>WITHDRAW UNDER PRESSURE</b>  Hierarchy: 2.X.1.24.1  <u>Parameters:</u>  1. Anchor Points. This graphic requires three anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the end of the straight line portion of the graphic. Point 3 defines the diameter and orientation of the 180 degree circular arc.  2. Size/Shape. Points 1 and 2 determine the length of the straight line portion of the symbol. Point 3 defines which side of the line the arc is on and the diameter of the arc.  3. Orientation. The arrow points in the direction of the action. The tip of the arrowhead may indicate the location where the action is to conclude. The unit's current location is typically represented at the base of the arc. The 180 degree circular arc is always perpendicular to the line.  Static/Dynamic: D	Template   G*TPWP-----****X	Example   G*TPWP-----****X
<b>TACGRP.C2GM</b>  <b>TACTICAL GRAPHICS</b> <b>COMMAND AND CONTROL AND GENERAL</b> <b>MANEUVER</b>  Hierarchy: 2.X.2  Static/Dynamic: N/A	N/A	N/A

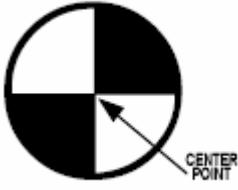
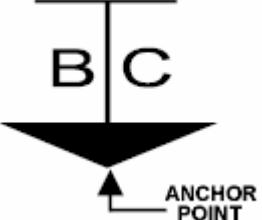
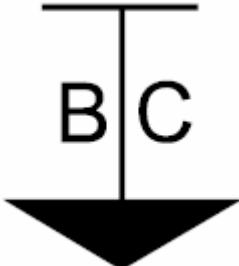
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.GNL</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL  Hierarchy: 2.X.2.1  Static/Dynamic: N/A	N/A	N/A
<b>TACGRP.C2GM.GNL.PNT</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS  Hierarchy: 2.X.2.1.1  Static/Dynamic: N/A	N/A	N/A
<b>TACGRP.C2GM.GNL.PNT.USW</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE  Hierarchy: 2.X.2.1.1.1  Static/Dynamic: N/A	N/A	N/A
<b>TACGRP.C2GM.GNL.PNT.USW.UH2</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE UNDERWATER  Hierarchy: 2.X.2.1.1.1.1  Static/Dynamic: N/A	N/A	N/A

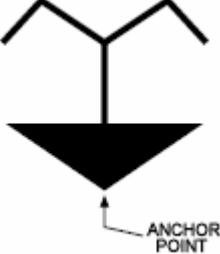
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<p><b>TACGRP.C2GM.GNL.PNT.USW.UH2.DTM</b></p> <p>TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE UNDERWATER DATUM</p> <p>Hierarchy: 2.X.2.1.1.1.1.1</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the center of the graphic.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic will be oriented as shown in the example to the right, and will be centered over the datum.</li> </ol> <p>Static/Dynamic: S</p>	<p>Template</p>  <p>G*GPGPUUD-****X</p>	<p>Example</p>  <p>G*GPGPUUD-****X</p>
<p><b>TACGRP.C2GM.GNL.PNT.USW.UH2.BCON</b></p> <p>TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE UNDERWATER BRIEF CONTACT</p> <p>Hierarchy: 2.X.2.1.1.1.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the arrowhead.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.</li> </ol> <p>Static/Dynamic: S</p>	<p>Template</p>  <p>G*GPGPUUB-****X</p>	<p>Example</p>  <p>G*GPGPUUB-****X</p>

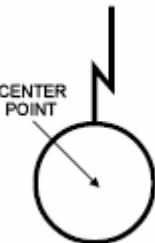
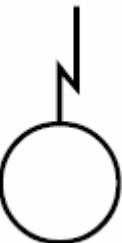
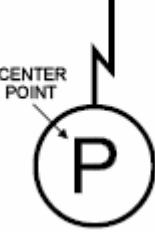
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<p><b>TACGRP.C2GM.GNL.PNT.USW.UH2.LCON</b></p> <p>TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE UNDERWATER LOST CONTACT</p> <p>Hierarchy: 2.X.2.1.1.1.1.3</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the arrowhead.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.</li> </ol> <p>Static/Dynamic: S</p>	<p>Template</p>  <p>G*GPGPUUL-****X</p>	<p>Example</p>  <p>G*GPGPUUL-****X</p>
<p><b>TACGRP.C2GM.GNL.PNT.USW.UH2.SNK</b></p> <p>TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE UNDERWATER SINKER</p> <p>Hierarchy: 2.X.2.1.1.1.4</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the arrowhead.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.</li> </ol> <p>Static/Dynamic: S</p>	<p>Template</p>  <p>G*GPGPUUS-****X</p>	<p>Example</p>  <p>G*GPGPUUS-****X</p>

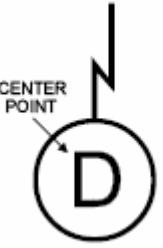
**MIL-STD-2525B w/CHANGE 2**  
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.GNL.PNT.USW.SNBY</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY  Hierarchy: 2.X.2.1.1.1.2  <u>Parameters:</u>  1. Anchor Points. This graphic requires one anchor point. The point defines the center of the circle.  2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic.  3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.  Static/Dynamic: S	Template   G*GPGPUY--****X	Example   G*GPGPUY--****X
<b>TACGRP.C2GM.GNL.PNT.USW.SNBY.PTNCTR</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY PATTERN CENTER  Hierarchy: 2.X.2.1.1.1.2.1  <u>Parameters:</u>  1. Anchor Points. This graphic requires one anchor point. The point defines the center of the circle.  2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic.  3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.  Static/Dynamic: S	Template   G*GPGPUYP-****X	Example   G*GPGPUYP-****X

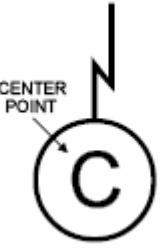
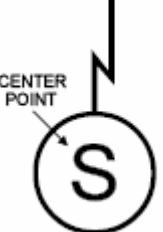
**MIL-STD-2525B w/CHANGE 2**  
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<p><b>TACGRP.C2GM.GNL.PNT.USW.SNBY.DIFAR</b></p> <p>TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY DIRECTIONAL FREQUENCY ANALYZING AND RECORDING (DIFAR)</p> <p>Hierarchy: 2.X.2.1.1.1.2.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the center of the circle.</li> <li>2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic.</li> <li>3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.</li> </ol> <p>Static/Dynamic: S</p>	<p>Template</p>  <p>G*GPGPUYD-****X</p>	<p>Example</p>  <p>G*GPGPUYD-****X</p>
<p><b>TACGRP.C2GM.GNL.PNT.USW.SNBY.LOFAR</b></p> <p>TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY LOW FREQUENCY ANALYZING AND RECORDING (LOFAR)</p> <p>Hierarchy: 2.X.2.1.1.1.2.3</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the center of the circle.</li> <li>2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic.</li> <li>3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.</li> </ol> <p>Static/Dynamic: S</p>	<p>Template</p>  <p>G*GPGPUYL-****X</p>	<p>Example</p>  <p>G*GPGPUYL-****X</p>

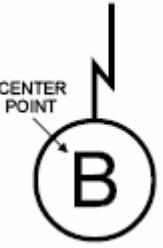
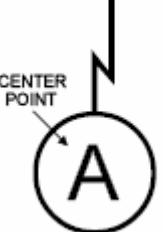
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.GNL.PNT.USW.SNBY.CASS</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY COMMAND ACTIVE SONOBUOY SYSTEM (CASS)  Hierarchy: 2.X.2.1.1.1.2.4  <u>Parameters:</u>  1. Anchor Points. This graphic requires one anchor point. The point defines the center of the circle.  2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic.  3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.  <u>Static/Dynamic:</u> S	Template    G*GPGPUYC-****X	Example    G*GPGPUYC-****X
<b>TACGRP.C2GM.GNL.PNT.USW.SNBY.DICASS</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY DIRECTIONAL COMMAND ACTIVE SONOBUOY SYSTEM (DICASS)  Hierarchy: 2.X.2.1.1.1.2.5  <u>Parameters:</u>  1. Anchor Points. This graphic requires one anchor point. The point defines the center of the circle.  2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic.  3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.  <u>Static/Dynamic:</u> S	Template    G*GPGPUYS-****X	Example    G*GPGPUYS-****X

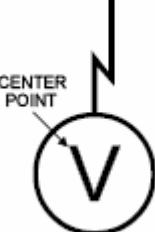
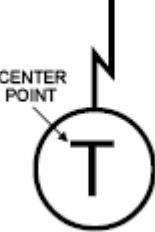
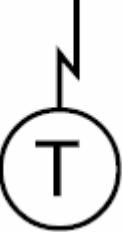
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.GNL.PNT.USW.SNBY.BT</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY BATHYTHERMOGRAPH TRANSMITTING (BT)  Hierarchy: 2.X.2.1.1.1.2.6  <u>Parameters:</u>  1. Anchor Points. This graphic requires one anchor point. The point defines the center of the circle. 2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic. 3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.  <u>Static/Dynamic: S</u>	Template   G*GPGPUYB-****X	Example   G*GPGPUYB-****X
<b>TACGRP.C2GM.GNL.PNT.USW.SNBY.ANM</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY ANM  Hierarchy: 2.X.2.1.1.1.2.7  <u>Parameters:</u>  1. Anchor Points. This graphic requires one anchor point. The point defines the center of the circle. 2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic. 3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.  <u>Static/Dynamic: S</u>	Template   G*GPGPUYA-****X	Example   G*GPGPUYA-****X

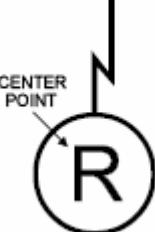
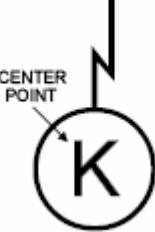
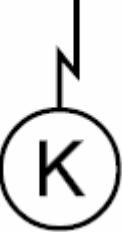
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.GNL.PNT.USW.SNBY.VLAD</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY VERTICAL LINE ARRAY DIFAR (VLAD)  Hierarchy: 2.X.2.1.1.1.2.8  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the center of the circle. 2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic. 3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.  Static/Dynamic: S	Template   G*GPGPUYV-****X	Example   G*GPGPUYV-****X
<b>TACGRP.C2GM.GNL.PNT.USW.SNBY.ATAC</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY ATAC  Hierarchy: 2.X.2.1.1.1.2.9  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the center of the circle. 2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic. 3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.  Static/Dynamic: S	Template   G*GPGPUYT-****X	Example   G*GPGPUYT-****X

**MIL-STD-2525B w/CHANGE 2**  
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.GNL.PNT.USW.SNBY.RO</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY RANGE ONLY (RO)  Hierarchy: 2.X.2.1.1.1.2.10  <u>Parameters:</u>  1. Anchor Points. This graphic requires one anchor point. The point defines the center of the circle.  2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic.  3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.  Static/Dynamic: S	Template   G*GPGPUYR-****X	Example   G*GPGPUYR-****X
<b>TACGRP.C2GM.GNL.PNT.USW.SNBY.KGP</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SONOBUOY KINGPIN  Hierarchy: 2.X.2.1.1.1.2.11  <u>Parameters:</u>  1. Anchor Points. This graphic requires one anchor point. The point defines the center of the circle.  2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the graphic.  3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.  Static/Dynamic: S	Template   G*GPGPUYK-****X	Example   G*GPGPUYK-****X

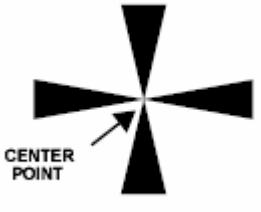
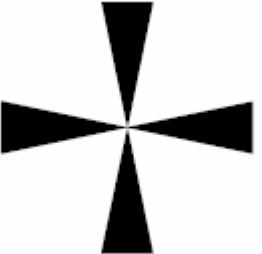
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.GNL.PNT.USW.SRH</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SEARCH  Hierarchy: 2.X.2.1.1.1.3  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.  2. Size/Shape. Static.  3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S	Template   G*GPGPUS--****X	Example   G*GPGPUS--****X
<b>TACGRP.C2GM.GNL.PNT.USW.SRH.ARA</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SEARCH SEARCH AREA  Hierarchy: 2.X.2.1.1.1.3.1  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.  2. Size/Shape. Static.  3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S	Template   G*GPGPUSA_****X	Example   G*GPGPUSA_****X

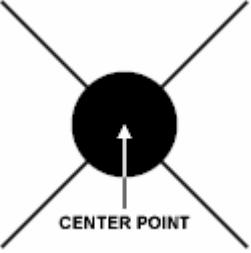
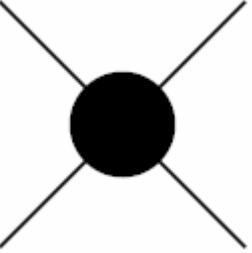
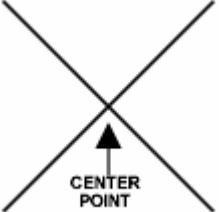
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.GNL.PNT.USW.SRH.DIPPSN</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SEARCH DIP POSITION  Hierarchy: 2.X.2.1.1.1.3.2  <u>Parameters:</u>  1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.  2. Size/Shape. Static.  3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S	Template    G*GPGPUSD-****X	Example    G*GPGPUSD-****X
<b>TACGRP.C2GM.GNL.PNT.USW.SRH.CTR</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS UNDER SEA WARFARE SEARCH SEARCH CENTER  Hierarchy: 2.X.2.1.1.1.3.3  <u>Parameters:</u>  1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.  2. Size/Shape. Static.  3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S	Template    G*GPGPUSC-****X	Example    G*GPGPUSC-****X
<b>TACGRP.C2GM.GNL.PNT.REFPNT</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS REFERENCE POINT  Hierarchy: 2.X.2.1.1.2  Static/Dynamic: N/A	N/A	N/A

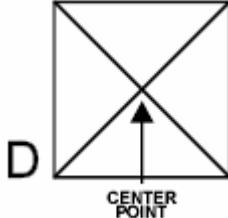
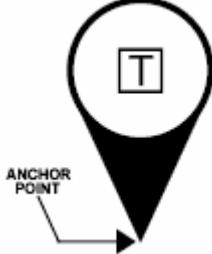
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.GNL.PNT.REFPNT.SPLPNT</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS REFERENCE POINT SPECIAL POINT  Hierarchy: 2.X.2.1.1.2.1  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S	Template   G*GPGPRS--****X	Example   G*GPGPRS--****X
<b>TACGRP.C2GM.GNL.PNT.REFPNT.NAVREF</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS REFERENCE POINT NAV REFERENCE  Hierarchy: 2.X.2.1.1.2.2  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S	Template   G*GPGPRN--****X	Example   G*GPGPRN--****X

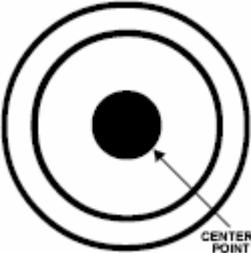
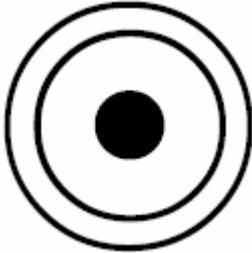
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.GNL.PNT.REFPNT.DLRP</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS REFERENCE POINT DLRP  Hierarchy: 2.X.2.1.1.2.3  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S	Template   G*GPGPRD--****X	Example   G*GPGPRD--****X
<b>TACGRP.C2GM.GNL.PNT.REFPNT.PNTINR</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS REFERENCE POINT POINT OF INTEREST  Hierarchy: 2.X.2.1.1.2.4  <u>Parameters:</u> 1. Anchor Points. The graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.  Static/Dynamic: S	Template   G*GPGPRI--****X	Example   G*GPGPRI--****X
<b>TACGRP.C2GM.GNL.PNT.WPN</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS WEAPON  Hierarchy: 2.X.2.1.1.3  Static/Dynamic: N/A	N/A	N/A

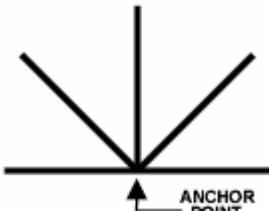
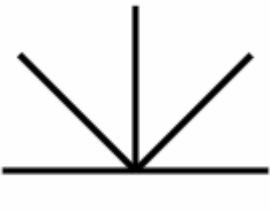
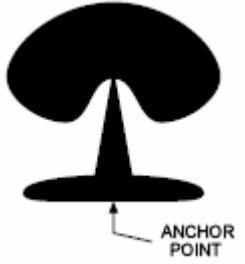
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.GNL.PNT.WPN.AIMPNT</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS WEAPON AIM POINT  Hierarchy: 2.X.2.1.1.3.1  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S	Template   G*GPGPWA-****X	Example   G*GPGPWA-****X
<b>TACGRP.C2GM.GNL.PNT.WPN.DRPPNT</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS WEAPON DROP POINT  Hierarchy: 2.X.2.1.1.3.2  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the bottom of the central vertical line in the graphic where the curved and vertical lines meet. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.  Static/Dynamic: S	Template   G*GPGPWD-****X	Example   G*GPGPWD-****X

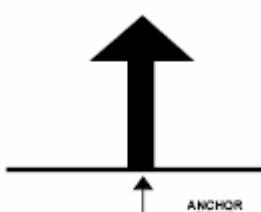
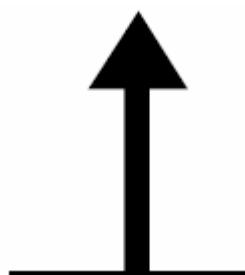
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.GNL.PNT.WPN.ENTPNT</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS WEAPON ENTRY POINT  Hierarchy: 2.X.2.1.1.3.3  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the point where all the lines meet. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.  Static/Dynamic: S	Template   G*GPGPWE--****X	Example   G*GPGPWE--****X
<b>TACGRP.C2GM.GNL.PNT.WPN.GRDZRO</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS WEAPON GROUND ZERO  Hierarchy: 2.X.2.1.1.3.4  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.  Static/Dynamic: S	Template   G*GPGPWG--****X	Example   G*GPGPWG--****X

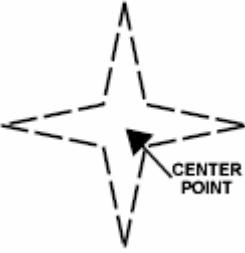
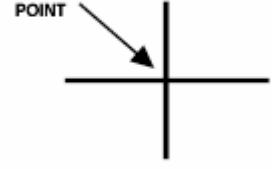
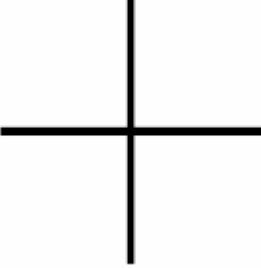
**MIL-STD-2525B w/CHANGE 2**  
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.GNL.PNT.WPN.MSLPNT</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS WEAPON MSL DETECT POINT  Hierarchy: 2.X.2.1.1.3.5  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.  Static/Dynamic: S	Template   G*GPGPWM--****X	Example   G*GPGPWM--****X
<b>TACGRP.C2GM.GNL.PNT.WPN.IMTPNT</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS WEAPON IMPACT POINT  Hierarchy: 2.X.2.1.1.3.6  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S	Template   G*GPGPWI--****X	Example   G*GPGPWI--****X

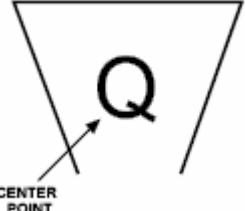
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.GNL.PNT.WPN.PIPNT</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS WEAPON PREDICTED IMPACT POINT  Hierarchy: 2.X.2.1.1.3.7  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S  Note: The dashed lines in this graphic shall be displayed in present and anticipated status.	Template    G*GPGPWP--****X	Example    G*GPGPWP--****X
<b>TACGRP.C2GM.GNL.PNT.FRMN</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS FORMATION  Hierarchy: 2.X.2.1.1.4  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic, where the two lines intersect. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S	Template    G*GPGPF----***X	Example    G*GPGPF---***X

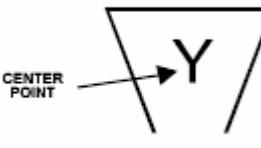
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.GNL.PNT.HBR</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS HARBOR (GENERAL)  Hierarchy: 2.X.2.1.1.5  <u>Parameters:</u>  1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. The graphic's corners form a 70 degree angle. 3. Orientation. The graphic is typically centered over the desired location. A user can use this graphic to define a new type of point if the selection that follows is not sufficient.  Static/Dynamic: S	Template   G*GPGPH---****X	Example   G*GPGPH---****X
<b>TACGRP.C2GM.GNL.PNT.HBR.PNTQ</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS HARBOR (GENERAL) POINT Q  Hierarchy: 2.X.2.1.1.5.1  <u>Parameters:</u>  1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. The graphic's corners form a 70 degree angle. 3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S	Template   G*GPGPHQ--****X	Example   G*GPGPHQ--****X

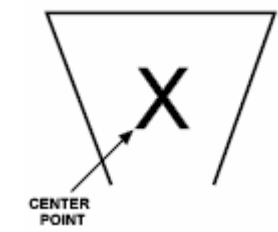
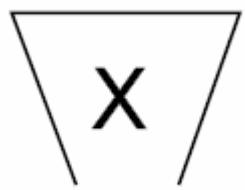
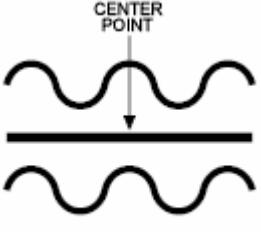
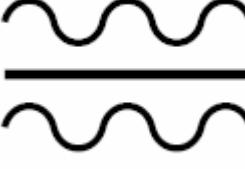
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.GNL.PNT.HBR.PNTA</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS HARBOR (GENERAL) POINT A  Hierarchy: 2.X.2.1.1.5.2  <u>Parameters:</u>  1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.  2. Size/Shape. Static. The graphic's corners form a 70 degree angle.  3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S	Template    G*GPGPHA--****X	Example    G*GPGPHA--****X
<b>TACGRP.C2GM.GNL.PNT.HBR.PNTY</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS HARBOR (GENERAL) POINT Y  Hierarchy: 2.X.2.1.1.5.3  <u>Parameters:</u>  1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.  2. Size/Shape. Static. The graphic's corners form a 70 degree angle.  3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S	Template    G*GPGPHY--****X	Example    G*GPGPHY--****X

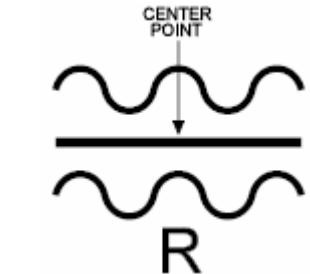
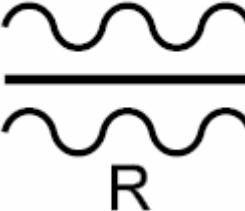
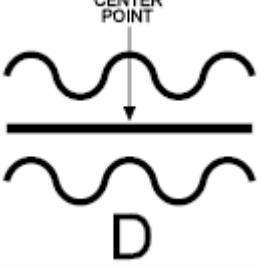
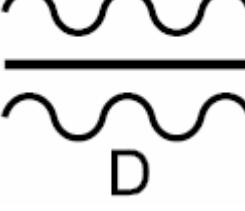
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.GNL.PNT.HBR.PNTX</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS HARBOR (GENERAL) POINT X  Hierarchy: 2.X.2.1.1.5.4  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. The graphic's corners form a 70 degree angle. 3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S	Template   G*GPGPHX--****X	Example   G*GPGPHX--****X
<b>TACGRP.C2GM.GNL.PNT.RTE</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ROUTE  Hierarchy: 2.X.2.1.1.6  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic's straight line. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S	Template   G*GPGPO---****X	Example   G*GPGPO---****X

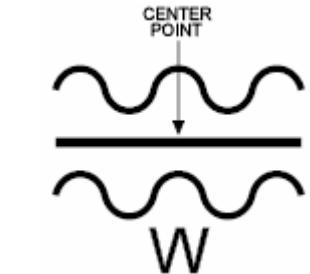
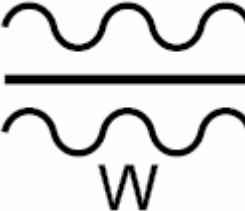
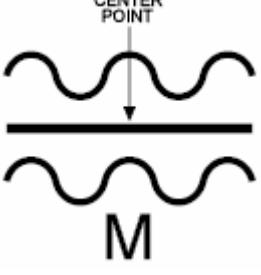
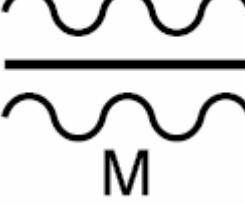
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.GNL.PNT.RTE.RDV</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ROUTE RENDEZVOUS  Hierarchy: 2.X.2.1.1.6.1  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic's straight line. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S	Template   G*GPGPOZ--****X	Example   G*GPGPOZ--****X
<b>TACGRP.C2GM.GNL.PNT.RTE.DVSN</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ROUTE DIVERSIONS  Hierarchy: 2.X.2.1.1.6.2  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic's straight line. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S	Template   G*GPGPOD--****X	Example   G*GPGPOD--****X

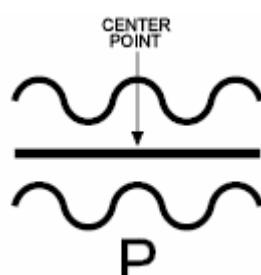
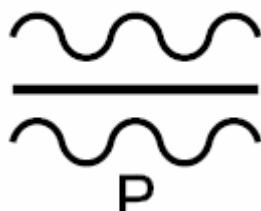
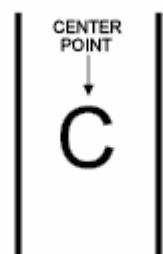
**MIL-STD-2525B w/CHANGE 2**  
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.GNL.PNT.RTE.WAP</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ROUTE WAYPOINT  Hierarchy: 2.X.2.1.1.6.3  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic's straight line. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S	Template   G*GPGPOW--****X	Example   G*GPGPOW--****X
<b>TACGRP.C2GM.GNL.PNT.RTE.PIM</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ROUTE PIM  Hierarchy: 2.X.2.1.1.6.4  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic's straight line. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S	Template   G*GPGPOP--****X	Example   G*GPGPOP--****X

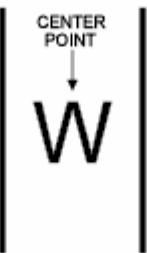
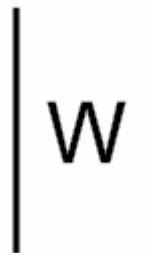
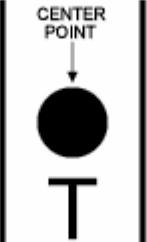
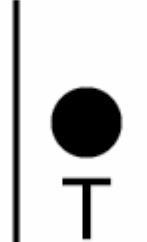
**MIL-STD-2525B w/CHANGE 2**  
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.GNL.PNT.RTE.PNTR</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ROUTE POINT R  Hierarchy: 2.X.2.1.1.6.5  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic's straight line. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S	Template   G*GPGPOR--****X	Example   G*GPGPOR--****X
<b>TACGRP.C2GM.GNL.PNT.ACTL</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL  Hierarchy: 2.X.2.1.1.7  Static/Dynamic: N/A		N/A
<b>TACGRP.C2GM.GNL.PNT.ACTL.CAP</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL COMBAT AIR PATROL (CAP)  Hierarchy: 2.X.2.1.1.7.1  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S	Template   G*GPGPAP--****X	Example   G*GPGPAP--****X

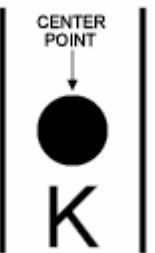
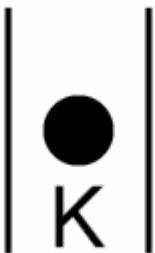
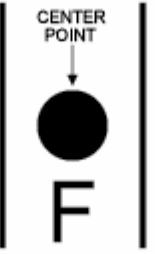
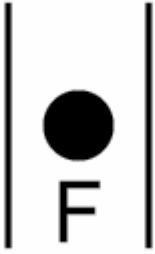
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.GNL.PNT.ACTL.ABNEW</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL AIRBORNE EARLY WARNING (AEW)  Hierarchy: 2.X.2.1.1.7.2  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S	Template   G*GPGPAW--****X	Example   G*GPGPAW--****X
<b>TACGRP.C2GM.GNL.PNT.ACTL.TCN</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL TACAN  Hierarchy: 2.X.2.1.1.7.3  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S	Template   G*GPGPAT--****X	Example   G*GPGPAT--****X

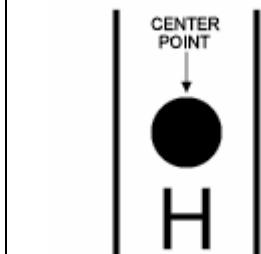
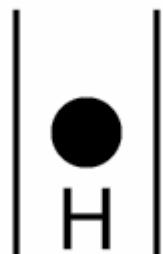
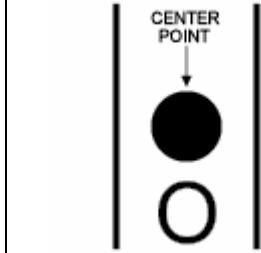
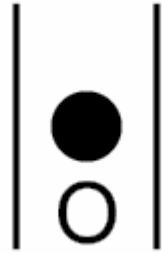
**MIL-STD-2525B w/CHANGE 2**  
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.GNL.PNT.ACTL.TAK</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL TANKING  Hierarchy: 2.X.2.1.1.7.4  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.  2. Size/Shape. Static.  3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S	Template   G*GPGPAK--****X	Example   G*GPGPAK--****X
<b>TACGRP.C2GM.GNL.PNT.ACTL.ASBWF</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL ANTISUBMARINE WARFARE, FIXED WING  Hierarchy: 2.X.2.1.1.7.5  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.  2. Size/Shape. Static.  3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S	Template   G*GPGPAA--****X	Example   G*GPGPAA--****X

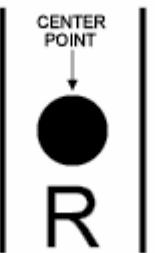
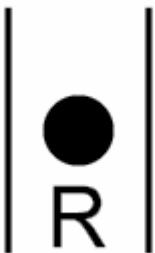
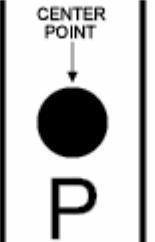
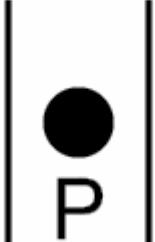
**MIL-STD-2525B w/CHANGE 2**  
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.GNL.PNT.ACTL.ASBWR</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL ANTISUBMARINE WARFARE, ROTARY WING  Hierarchy: 2.X.2.1.1.7.6  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.  2. Size/Shape. Static.  3. Orientation. The graphic is typically centered over the desired location.  <u>Static/Dynamic:</u> S	Template   G*GPGPAH--****X	Example   G*GPGPAH--****X
<b>TACGRP.C2GM.GNL.PNT.ACTL.TMC</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL TOMCAT  Hierarchy: 2.X.2.1.1.7.7  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.  2. Size/Shape. Static.  3. Orientation. The graphic is typically centered over the desired location.  <u>Static/Dynamic:</u> S	Template   G*GPGPAO--****X	Example   G*GPGPAO--****X

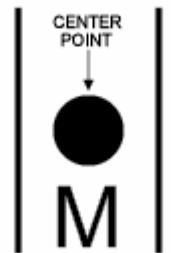
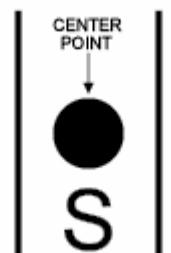
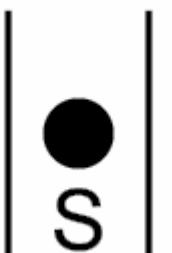
**MIL-STD-2525B w/CHANGE 2**  
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.GNL.PNT.ACTL.RSC</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL RESCUE  Hierarchy: 2.X.2.1.1.7.8  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S	Template   G*GPGPAR--****X	Example   G*GPGPAR--****X
<b>TACGRP.C2GM.GNL.PNT.ACTL.RPH</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL REPLENISH  Hierarchy: 2.X.2.1.1.7.9  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S	Template   G*GPGPAL--****X	Example   G*GPGPAL--****X

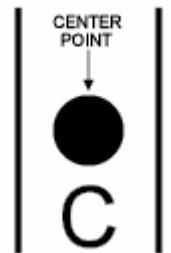
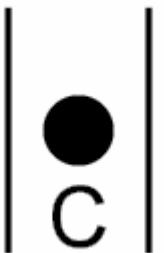
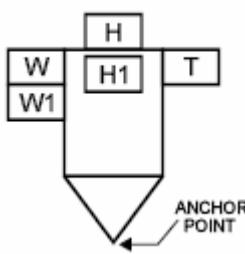
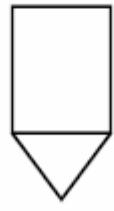
**MIL-STD-2525B w/CHANGE 2**  
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.GNL.PNT.ACTL.MRSH</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL MARSHALL  Hierarchy: 2.X.2.1.1.7.10  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S	Template   G*GPGPAM-****X	Example   G*GPGPAM-****X
<b>TACGRP.C2GM.GNL.PNT.ACTL.SKEIP</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL STRIKE IP  Hierarchy: 2.X.2.1.1.7.11  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S	Template   G*GPGPAS-****X	Example   G*GPGPAS-****X

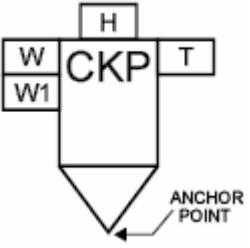
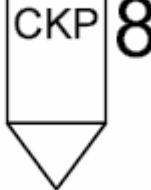
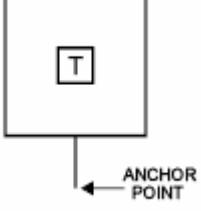
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.GNL.PNT.ACTL.CRDRTB</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS AIR CONTROL CORRIDOR TAB  Hierarchy: 2.X.2.1.1.7.12  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S	Template   G*GPGPAC--****X	Example   G*GPGPAC--****X
<b>TACGRP.C2GM.GNL.PNT.ACOTPNT</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS (GENERAL)  Hierarchy: 2.X.2.1.1.8  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. The graphic's corners form a 75 degree angle. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments. A user can use this graphic to define a new type of point if the selection that follows is not sufficient.(Refer to Figures 10, 11 and 12 on Page 34)  Static/Dynamic: S	Template   G*GPGPP----****X	Example   G*GPGPP----****X

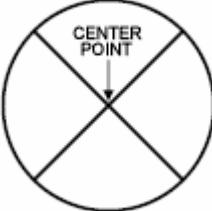
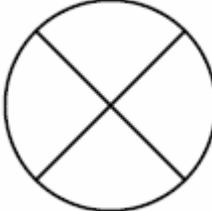
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<p><b>TACGRP.C2GM.GNL.PNT.ACPTPT.CHPKPT</b></p> <p>TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS (GENERAL) CHECK POINT</p> <p>Hierarchy: 2.X.2.1.1.8.1</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .</li> </ol> <p>Static/Dynamic: S</p>	<p>Template</p>  <p>G*GPGPPK--****X</p>	<p>Example</p>  <p>G*GPGPPK--****X</p>
<p><b>TACGRP.C2GM.GNL.PNT.ACPTPT.CONPNT</b></p> <p>TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS (GENERAL) CONTACT POINT</p> <p>Hierarchy: 2.X.2.1.1.8.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the end of the stem.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.</li> </ol> <p>Static/Dynamic: S</p>	<p>Template</p>  <p>G*GPGPPC--****X</p>	<p>Example</p>  <p>G*GPGPPC--****X</p>

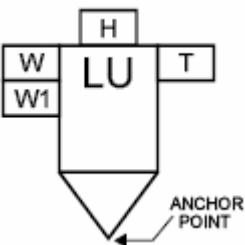
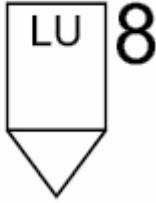
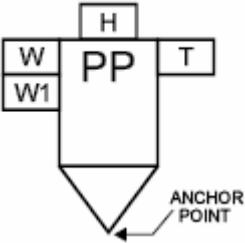
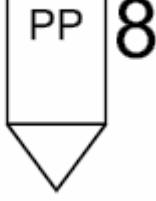
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.GNL.PNT.AC TPNT.CRD PNT</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS (GENERAL) COORDINATION POINT  Hierarchy: 2.X.2.1.1.8.3  Static/Dynamic: S  1. Anchor points. This graphic requires one anchor point. The center point defines the center of the graphic.  2. Size/Shape. Static.  3. Orientation. The graphic is typically centered over the desired location.	Template    G*GPGPPO--****X	Example    G*GPGPPO--****X
<b>TACGRP.C2GM.GNL.PNT.AC TPNT.DCN PNT</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS (GENERAL) DECISION POINT  Hierarchy: 2.X.2.1.1.8.4  <u>Parameters:</u>  1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.  2. Size/Shape. Static.  3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S	Template    G*GPGPPD--****X	Example    G*GPGPPD--****X

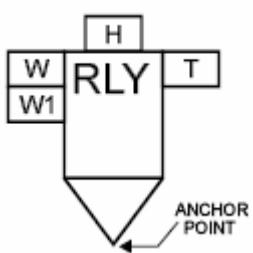
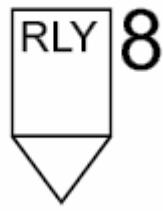
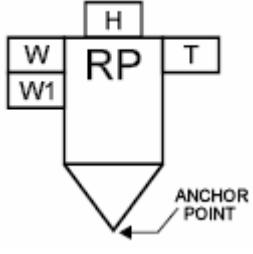
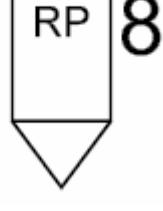
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.GNL.PNT.ACPTPNT.LNKUPT</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS (GENERAL) LINKUP POINT  Hierarchy: 2.X.2.1.1.8.5  <u>Parameters:</u>  1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.  2. Size/Shape. Static.  3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .  Static/Dynamic: S	Template    G*GPGPPL--****X	Example    G*GPGPPL--****X
<b>TACGRP.C2GM.GNL.PNT.ACPTPNT.PSSPNT</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS (GENERAL) PASSAGE POINT  Hierarchy: 2.X.2.1.1.8.6  <u>Parameters:</u>  1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.  2. Size/Shape. Static.  3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .  Static/Dynamic: S	Template    G*GPGPPP--****X	Example    G*GPGPPP--****X

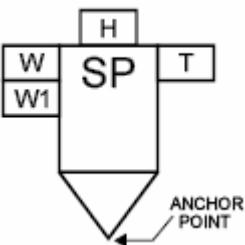
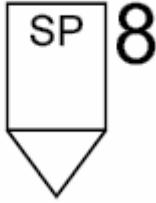
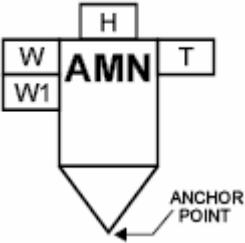
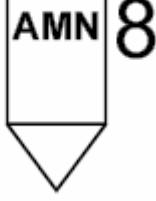
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<p><b>TACGRP.C2GM.GNL.PNT.AC TPNT.RAYPNT</b></p> <p>TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS (GENERAL) RALLY POINT</p> <p>Hierarchy: 2.X.2.1.1.8.7</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .</li> </ol> <p>Static/Dynamic: S</p>	<p>Template</p>  <p>G*GPGPPR--****X</p>	<p>Example</p>  <p>G*GPGPPR--****X</p>
<p><b>TACGRP.C2GM.GNL.PNT.AC TPNT.RELPNT</b></p> <p>TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS (GENERAL) RELEASE POINT</p> <p>Hierarchy: 2.X.2.1.1.8.8</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.</li> <li>2. Size/Shape. Static.</li> <li>3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .</li> </ol> <p>Static/Dynamic: S</p>	<p>Template</p>  <p>G*GPGPPE--****X</p>	<p>Example</p>  <p>G*GPGPPE--****X</p>

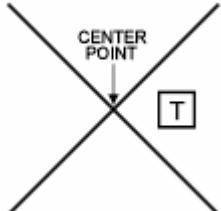
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.GNL.PNT.ACPTPNT STRPNT</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS (GENERAL) START POINT  Hierarchy: 2.X.2.1.1.8.9  <u>Parameters:</u>  1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.  2. Size/Shape. Static.  3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.  Static/Dynamic: S	Template    G*GPGPPS--****X	Example    G*GPGPPS--****X
<b>TACGRP.C2GM.GNL.PNT.ACPTPNT AMNPNT</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS (GENERAL) AMNESTY POINT  Hierarchy: N/A  <u>Parameters:</u>  1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.  2. Size/Shape. Static.  3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.  Static/Dynamic: S	Template    G*GPGPPA--****X	Example    G*GPGPPA--****X

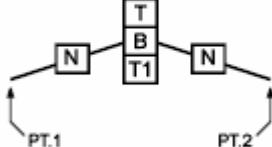
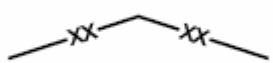
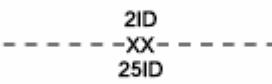
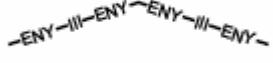
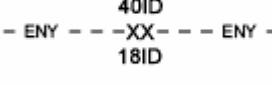
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.GNL.PNT.ACPTPNT.WAP</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL POINTS ACTION POINTS (GENERAL) WAYPOINT  Hierarchy: 2.X.2.1.1.8.10  <u>Parameters:</u>  1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.  2. Size/Shape. Static.  3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S	Template    G*GPGPPW--****X	Example    G*GPGPPW--****X
<b>TACGRP.C2GM.GNL.LNE</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL LINES  Hierarchy: 2.X.2.1.2  Static/Dynamic: N/A	N/A	N/A

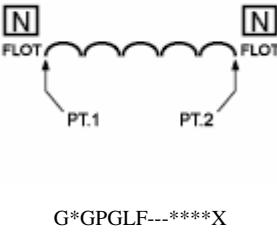
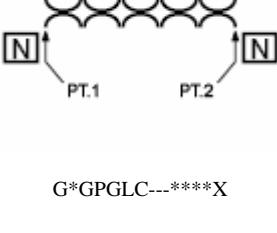
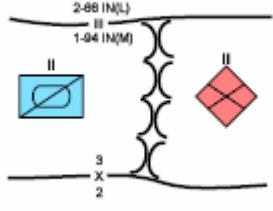
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.GNL.LNE.BNDS</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL LINES BOUNDARIES  Hierarchy: 2.X.2.1.2.1  Parameters:	Template    G*GPLBL---****X	Example1    GFGPGLB---****X
	Example2    GFGAGLB---****X	Example3    GHGPGLB---****X
	Example4    GHGAGLB---****X	N/A

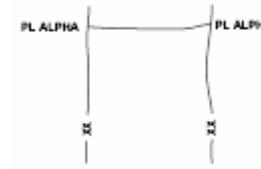
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.GNL.LNE.FLOT</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL LINES FORWARD LINE OF OWN TROOPS (FLOT)  Hierarchy: 2.X.2.1.2.2  <u>Parameters:</u>  1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line .  2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen.  3. Orientation. Orientation is determined by the order in which the anchor points are entered.  Static/Dynamic: D	Template    G*GPGLF-----X	Example  
<b>TACGRP.C2GM.GNL.LNE.LOC</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL LINES LINE OF CONTACT  Hierarchy: 2.X.2.1.2.3  <u>Parameters:</u>  1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line .  2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen.  3. Orientation. Orientation is determined by the anchor points.  Static/Dynamic: D	Template    G*GPGLC-----X	Example  

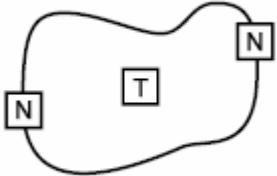
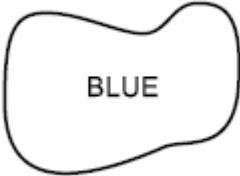
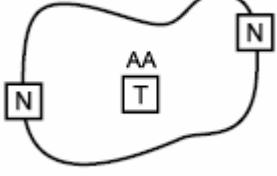
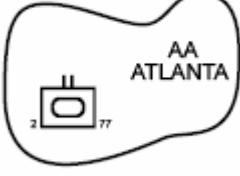
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.GNL.LNE.PHELNE</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL LINES PHASE LINE  Hierarchy: 2.X.2.1.2.4  <u>Parameters:</u>  1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line .  2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen.  3. Orientation. Orientation is determined by the anchor points  Static/Dynamic: D	Template    G*GPGLP-----X	Example    G*GPGLP---X
<b>TACGRP.C2GM.GNL.LNE.LITLNE</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL LINES LIGHT LINE  Hierarchy: 2.X.2.1.2.5  <u>Parameters:</u>  1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line .  2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen.  3. Orientation. Orientation is determined by the anchor points.  Static/Dynamic: D	Template    G*GPGLL-----X	Example    G*GPGLL---X
<b>TACGRP.C2GM.GNL.ARS</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS  Hierarchy: 2.X.2.1.3  Static/Dynamic: N/A	N/A	N/A

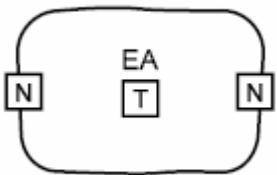
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.GNL.ARS.GENARA</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS GENERAL AREA  Hierarchy: 2.X.2.1.3.1  <u>Parameters:</u>  1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area.  3. Orientation. Not applicable.  Static/Dynamic: D  Note: Although unit symbols are not part of tactical graphic area, numerous unit symbols can be included in the area for presentation.	Template    G*GPGAG---****X	Example    G*GPGAG---****X
<b>TACGRP.C2GM.GNL.ARS.ABYARA</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS ASSEMBLY AREA  Hierarchy: 2.X.2.1.3.2  <u>Parameters:</u>  1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.  3. Orientation. Not applicable.  Static/Dynamic: D  Note: Although unit symbols are not part of tactical graphic area, numerous unit symbols can be included in the area for presentation.	Template    G*GPGAA---****X	Example    G*GPGAA---****X

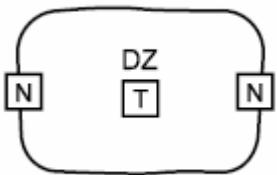
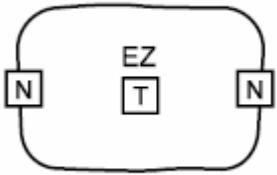
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.GNL.ARS.EMTARA</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS ENGAGEMENT AREA  Hierarchy: 2.X.2.1.3.3  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable.  Static/Dynamic: D  Note: Although unit symbols are not part of tactical graphic area, numerous unit symbols can be included in the area for presentation.	Template   G*GPGAE---****X	Example   G*GPGAE---****X
<b>TACGRP.C2GM.GNL.ARS.FTFDAR</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS FORTIFIED AREA  Hierarchy: 2.X.2.1.3.4  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. 3. Orientation. Not applicable.  Static/Dynamic: D  Note: Although unit symbols are not part of tactical graphic area, numerous unit symbols can be included in the area for presentation.	Template   G*GPGAF---****X	Example   G*GPGAF---****X

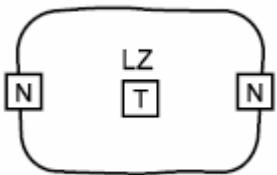
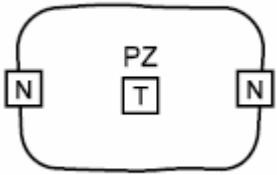
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.GNL.ARS.DRPZ</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS DROPOFF ZONE  Hierarchy: 2.X.2.1.3.5  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable.  Static/Dynamic: D  Note: Although unit symbols are not part of tactical graphic area, numerous unit symbols can be included in the area for presentation.	Template  	Example  
<b>TACGRP.C2GM.GNL.ARS.EZ</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS EXTRACTION ZONE (EZ)  Hierarchy: 2.X.2.1.3.6  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable.  Static/Dynamic: D  Note: Although unit symbols are not part of tactical graphic area, numerous unit symbols can be included in the area for presentation.	Template  	Example  

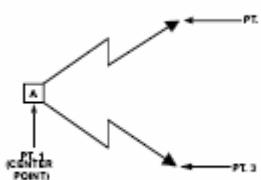
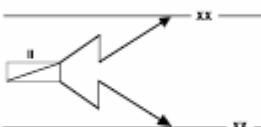
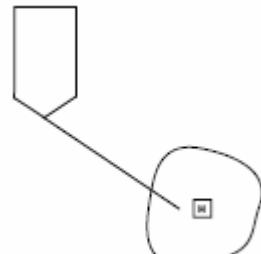
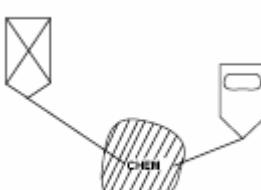
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.GNL.ARS.LZ</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS LANDING ZONE (LZ)  Hierarchy: 2.X.2.1.3.7  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable.  Static/Dynamic: D  Note: Although unit symbols are not part of tactical graphic area, numerous unit symbols can be included in the area for presentation.	Template   G*GPGAL---****X	Example   G*GPGAL---****X
<b>TACGRP.C2GM.GNL.ARS.PZ</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS PICKUP ZONE (PZ)  Hierarchy: 2.X.2.1.3.8  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable.  Static/Dynamic: D  Note: Although unit symbols are not part of tactical graphic area, numerous unit symbols can be included in the area for presentation.	Template   G*GPGAP---****X	Example   G*GPGAP---****X

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**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<p><b>TACGRP.C2GM.GNL.ARS.SRHARA</b></p> <p>TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS SEARCH AREA/RECONNAISSANCE AREA</p> <p>Hierarchy: 2.X.2.1.3.9</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This symbol requires three anchor points. Point 1 defines the vertex of the graphic. Points 2 and 3 define the tips of the arrowheads.</li> <li>2. Size/Shape. Points 1 and 2 and points 1 and 3 determine the length of the arrows. The length and orientation of the arrows can vary independently.</li> <li>3. Orientation. Orientation is determined by the anchor points. The arrowheads may touch other graphics that define the limits of the task. The tactical symbol indicator is centered over point 1.</li> </ol> <p>Static/Dynamic: D</p>	<p>Template</p>  <p>G*GPGAS---****X</p>	<p>Example</p>  <p>G*GPGAS---****X</p>
<p><b>TACGRP.C2GM.GNL.ARS.LAARA</b></p> <p>TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS LIMITED ACCESS AREA</p> <p>Hierarchy: 2.X.2.1.3.10</p> <p>(NOTE: A limited access area is comprised of a general area graphic, which defines the area and relays the nature of the hazard or obstacle, and a pentagon, which denotes the unit or equipment type that is restricted from the area. More pentagons can be added as necessary if more units and equipment are barred from the area. Pentagons can be positioned so as not to obscure any important data also presented on the display.)</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. The area graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. A pentagon requires one anchor point and is connected to the area graphic with a straight line.</li> <li>2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area.</li> <li>3. Orientation. A pentagon will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.</li> </ol> <p>Static/Dynamic: D</p> <p>Note: Although unit symbols are not part of tactical graphic area, numerous unit symbols can be included in the area for presentation.</p>	<p>Template</p>  <p>G*GPGAY---****X</p>	<p>Example</p>  <p>G*GPGAY---****X</p>

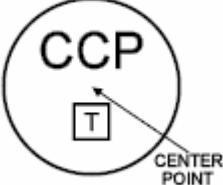
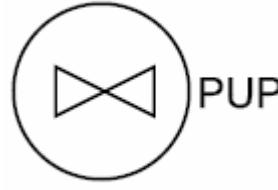
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.GNL.ARS.AIRFZ</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER GENERAL AREAS AIRFIELD ZONE  Hierarchy: 2.X.2.1.3.11  <u>Parameters:</u>  1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  2. Size/Shape. Determined by the anchor points. The airfield graphic should be moveable within the area.  3. Orientation. Not applicable.  Static/Dynamic: D  Note: Although unit symbols are not part of tactical graphic area, numerous unit symbols can be included in the area for presentation.	Template  	Example  
<b>TACGRP.C2GM.AVN</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION  Hierarchy: 2.X.2.2  Static/Dynamic: N/A	N/A	N/A
<b>TACGRP.C2GM.AVN.PNT</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION POINTS  Hierarchy: 2.X.2.2.1  Static/Dynamic: N/A	N/A	N/A

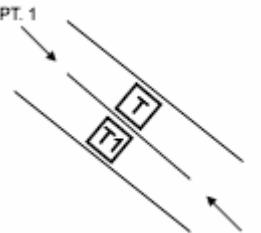
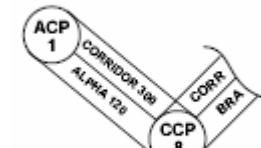
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.AVN.PNT.ACP</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION POINTS AIR CONTROL POINT (ACP)  Hierarchy: 2.X.2.2.1.1  <u>Parameters:</u>  1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.  2. Size/Shape. Static.  3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S	Template    G*GPAPP-----X	Example    G*GPAPP---****X
<b>TACGRP.C2GM.AVN.PNT.COMMCP</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION POINTS COMMUNICATIONS CHECKPOINT (CCP)  Hierarchy: 2.X.2.2.1.2  <u>Parameters:</u>  1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.  2. Size/Shape. Static.  3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S	Template    G*GPAPC-----X	Example    G*GPAPC---****X
<b>TACGRP.C2GM.AVN.PNT.PUP</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION POINTS PULL-UP POINT (PUP)  Hierarchy: 2.X.2.2.1.3  <u>Parameters:</u>  1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.  2. Size/Shape. Static.  3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S	Template    G*GPAPU-----X	Example    G*GPAPU---****X

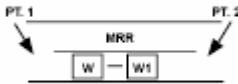
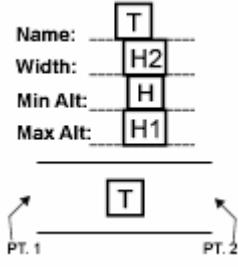
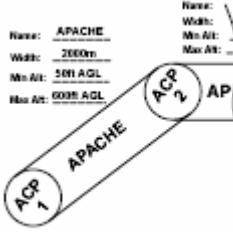
**MIL-STD-2525B w/CHANGE 2**  
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.AVN.PNT.DAPP</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION POINTS DOWNED AIRCREW PICKUP POINT  Hierarchy: 2.X.2.2.1.4  <u>Parameters:</u>  1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.  Static/Dynamic: S	Template   G*GPAPD-----X	Example   G*GPAPD---X
<b>TACGRP.C2GM.AVN.LNE</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION LINES  Hierarchy: 2.X.2.2.2  Static/Dynamic: N/A		N/A
<b>TACGRP.C2GM.AVN.LNE.ACDR</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION LINES AIR CORRIDOR  Hierarchy: 2.X.2.2.2.1  <u>Parameters:</u>  1. Anchor Points. This graphic may contain multiple segments. Each segment requires 2 anchor points. Each anchor point defines the endpoint of a segment's centerline. The anchor points are Air Control Points (ACP, 2.X.2.2.1.1), Communications Check Points (CCP, 2.X.2.2.1.2) or a combination of the two. 2. Size/Shape. Points 1 and 2 determine the length and width of the graphic. The information fields associated with each segment should be moveable and scalable within each segment. 3. Orientation. The anchor points determine orientation.  Static/Dynamic: D	Template   G*GPALC-----X	Example   G*GPALC---X

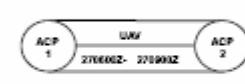
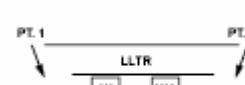
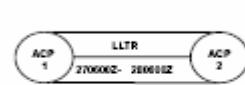
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.AVN.LNE.MRR</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION LINES MINIMUM RISK ROUTE (MRR)  Hierarchy: 2.X.2.2.2.2  <u>Parameters:</u> 1. Anchor Points. This graphic requires 2 anchor points. Points 1 and 2 define the endpoints of the graphic's centerline. 2. Size/Shape. Points 1 and 2 determine the length of the graphic. The height of the graphic is typically equal to the diameter of the control point the graphic is connected to. 3. Orientation. Orientation is determined by the anchor points.  Static/Dynamic: D	Template    G*GPALM---****X	Example    G*GPALM---****X
<b>TACGRP.C2GM.AVN.LNE.SAAFR</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION LINES STANDARD-USE ARMY AIRCRAFT FLIGHT ROUTE (SAAFR)  Hierarchy: 2.X.2.2.2.3  <u>Parameters:</u> 1. Anchor Points. This graphic may contain multiple segments. Each segment requires 2 anchor points. Each anchor point defines the endpoint of a segment's centerline. The anchor points are Air Control Points (ACP, 2.X.2.2.1.1), Communications Check Points (CCP, 2.X.2.2.1.2) or a combination of the two. 2. Size/Shape. Points 1 and 2 determine the length and width of the graphic. The information field inside each segment should be moveable and scalable within each segment. The information fields outside each segment should be moveable and scalable in close proximity to, but outside each segment. 3. Orientation. The anchor points determine orientation.  Static/Dynamic: D	Template    G*GPALS---****X	Example    G*GPALS---****X

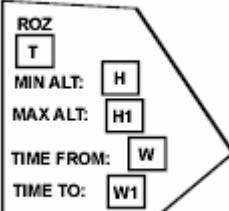
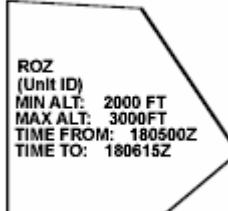
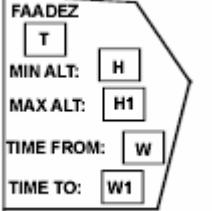
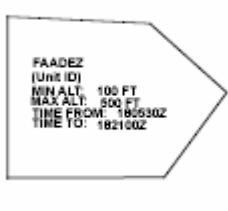
**MIL-STD-2525B w/CHANGE 2**  
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.AVN.LNE.UAVR</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION LINES UNMANNED AERIAL VEHICLE (UAV) ROUTE  Hierarchy: 2.X.2.2.4  <u>Parameters:</u> 1. Anchor Points. This graphic requires 2 anchor points. Points 1 and 2 define the endpoints of the graphic's centerline. 2. Size/Shape. Points 1 and 2 determine the length of the graphic. The height of the graphic is typically equal to the diameter of the control point the graphic is connected to. 3. Orientation. Orientation is determined by the anchor points.  Static/Dynamic: D	Template    G*GPALU----**X	Example    G*GPALU---**X
<b>TACGRP.C2GM.AVN.LNE.LLTR</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION LINES LOW LEVEL TRANSIT ROUTE (LLTR)  Hierarchy: 2.X.2.2.5  <u>Parameters:</u> 1. Anchor Points. This graphic requires 2 anchor points. Points 1 and 2 define the endpoints of the graphic's centerline. 2. Size/Shape. Points 1 and 2 determine the length of the graphic. The height of the graphic is typically equal to the diameter of the control point the graphic is connected to. 3. Orientation. Orientation is determined by the anchor points.  Static/Dynamic: D	Template    G*GPALL----**X	Example    G*GPALL---**X
<b>TACGRP.C2GM.AVN.AR5</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION AREAS  Hierarchy: 2.X.2.2.3  Static/Dynamic: N/A	N/A	N/A

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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.AVN.ARS.ROZ</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION AREAS RESTRICTED OPERATIONS ZONE (ROZ)  Hierarchy: 2.X.2.2.3.1  <u>Parameters:</u>  1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.  3. Orientation. Not applicable.  Static/Dynamic: D	Template    G*GPAAR---****X	Example    G*GPAAR---****X
<b>TACGRP.C2GM.AVN.ARS.FAADEZ</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION AREAS FORWARD AREA AIR DEFENSE ZONE (FAADEZ)  Hierarchy: 2.X.2.2.3.2  <u>Parameters:</u>  1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.  3. Orientation. Not applicable.  Static/Dynamic: D	Template    G*GPAAF---****X	Example    G*GPAAF---****X

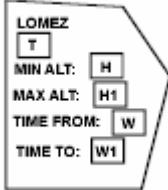
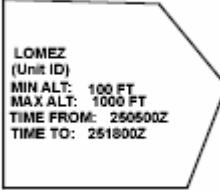
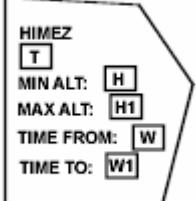
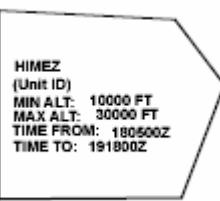
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.AVN.ARS.HIDACZ</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION AREAS HIGH DENSITY AIRSPACE CONTROL ZONE (HIDACZ)  Hierarchy: 2.X.2.2.3.3  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable.  Static/Dynamic: D	Template    G*GPAAH---****X	Example    G*GPAAH---****X
<b>TACGRP.C2GM.AVN.ARS.MEZ</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION AREAS MISSILE ENGAGEMENT ZONE (MEZ)  Hierarchy: 2.X.2.2.3.4  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable.  Static/Dynamic: D	Template    G*GPAAM---****X	Example    G*GPAAM---****X

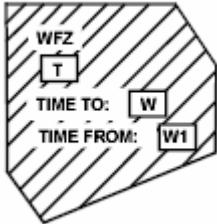
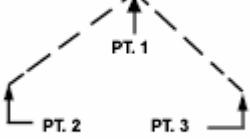
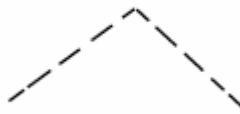
**MIL-STD-2525B w/CHANGE 2**  
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<p><b>TACGRP.C2GM.AVN.AR.S.MEZ.LAMEZ</b></p> <p>TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION AREAS MISSILE ENGAGEMENT ZONE (MEZ) LOW ALTITUDE MEZ</p> <p>Hierarchy: 2.X.2.2.3.4.1</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.</li> <li>2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p>	<p>Template</p>  <p>G*GPAAML--****X</p>	<p>Example</p>  <p>G*GPAAML--****X</p>
<p><b>TACGRP.C2GM.AVN.AR.S.MEZ.HAMEZ</b></p> <p>TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION AREAS MISSILE ENGAGEMENT ZONE (MEZ) HIGH ALTITUDE MEZ</p> <p>Hierarchy: 2.X.2.2.3.4.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.</li> <li>2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p>	<p>Template</p>  <p>G*GPAAMH--****X</p>	<p>Example</p>  <p>G*GPAAMH--****X</p>

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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.AVN.AR.S.WFZ</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER AVIATION AREAS WEAPONS FREE ZONE  Hierarchy: 2.X.2.3.5  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable.  Static/Dynamic: D	Template   G*GPAAW---****X	Example   G*GPAAW---****X
<b>TACGRP.C2GM.DCPN</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DECEPTION  Hierarchy: 2.X.2.3  Static/Dynamic: N/A		N/A
<b>TACGRP.C2GM.DCPN.DMY</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DECEPTION DUMMY (DECEPTION/DECOY)  Hierarchy: 2.X.2.3.1  <u>Parameters:</u> 1. Anchor Points. This graphic requires 3 anchor points. Point 1 defines the vertex of the graphic, and points 2 and 3 define its endpoints. 2. Size/Shape. Points 1, 2, and 3 determine the length of the lines connecting them. The line defined by points 1 and 2 is typically the same length as the line between points 2 and 3. 3. Orientation. Orientation is determined by the anchor points.  Static/Dynamic: D  Note: The dashed lines in this graphic shall be displayed in present and anticipated status.	Template   G*GPPD---****X	Example   G*GPPD---****X

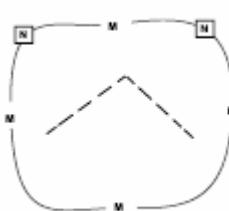
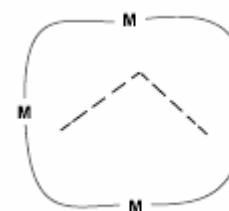
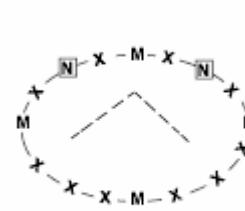
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.DCPN.AAFF</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DECEPTION AXIS OF ADVANCE FOR FEINT  Hierarchy: 2.X.2.3.2  <u>Parameters:</u> 1. Anchor Points. This graphic requires three anchor points. Point 1 defines the vertex of the feint. Point 2 defines the rear of the symbol. Point 3 defines the back of the arrowhead. 2. Size/Shape. Points 1 and 2 determine the graphic's centerline and anchor point 3 determines its width. 3. Orientation. The arrowhead typically points toward enemy forces.  Static/Dynamic: D  Note: The dashed lines in this graphic shall be displayed in present and anticipated status.	Template  	Example  
<b>TACGRP.C2GM.DCPN.DAFF</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DECEPTION DIRECTION OF ATTACK FOR FEINT  Hierarchy: 2.X.2.3.3  <u>Parameters:</u> 1. Anchor Points. This graphic requires two anchor points. Point 1 defines the vertex of the feint, and point 2 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. 3. Orientation. The arrow points in the direction of the action.  Static/Dynamic: D  Note: The dashed lines in this graphic shall be displayed in present and anticipated status.	Template  	Example  

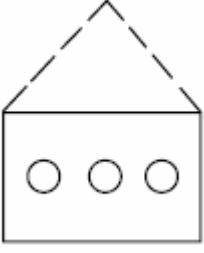
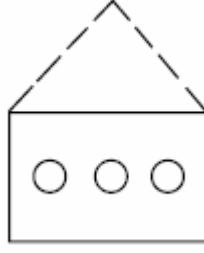
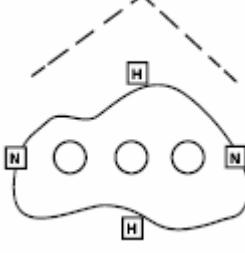
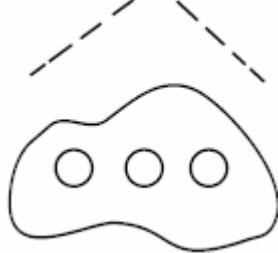
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.DCPN.DMA</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DECEPTION DECOY MINED AREA  Hierarchy: 2.X.2.3.4  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The feint should be moveable and scalable within the area. 3. Orientation. Not applicable.  Static/Dynamic: D  Note: The dashed lines in this graphic shall be displayed in present and anticipated status.	Template    G*GPPM----****X	Example    G*GPPM----****X
<b>TACGRP.C2GM.DCPN.DMAF</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DECEPTION DECOY MINED AREA, FENCED  Hierarchy: 2.X.2.3.5  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The feint should be moveable and scalable within the area. 3. Orientation. Not applicable.  Static/Dynamic: D  Note: The dashed lines in this graphic shall be displayed in present and anticipated status.	Template    G*GPPY----****X	Example    G*GPPY----****X

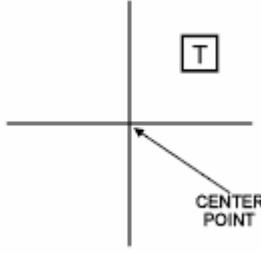
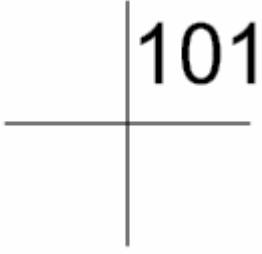
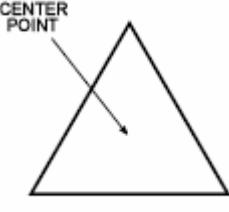
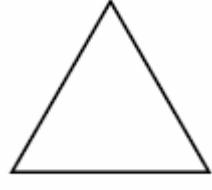
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.DCPN.DMYMS</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DECEPTION DUMMY MINEFIELD (STATIC)  Hierarchy: 2.X.2.3.6  Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic's center point is typically centered over the desired location. If an offset location indicator is used with this graphic, the indicator will point to the center of mass of the minefield.  Static/Dynamic: S  Note: The dashed lines in this graphic shall be displayed in present and anticipated status.	Template    G*GPPN----****X	Example    G*GPPN----****X
<b>TACGRP.C2GM.DCPN.DMYMD</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DECEPTION DUMMY MINEFIELD (DYNAMIC)  Hierarchy: 2.X.2.3.7  Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. An additional 3 points will define the decoy graphic (see 2.X.2.3.1) above the area. 2. Size/Shape. Determined by anchor points. The graphic will be filled with unspecified mines (See 2.X.3.1.5.5). 3. Orientation. Not applicable.  Static/Dynamic: D  Note: The dashed lines in this graphic shall be displayed in present and anticipated status.	Template    G*GPPC----****X	Example    G*GPPC----****X
<b>TACGRP.C2GM.DEF</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE  Hierarchy: 2.X.2.4  Static/Dynamic: N/A	N/A	N/A

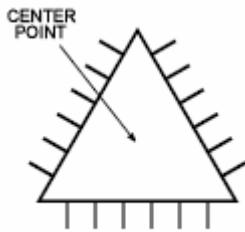
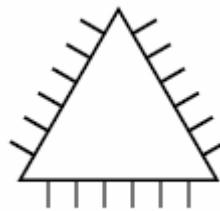
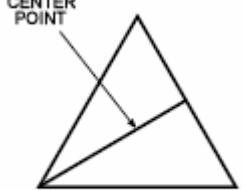
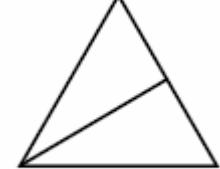
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.DEF.PNT</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE POINTS  Hierarchy: 2.X.2.4.1  Static/Dynamic: N/A	N/A	N/A
<b>TACGRP.C2GM.DEF.PNT.TGTREF</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE POINTS TARGET REFERENCE  Hierarchy: 2.X.2.4.1.1  <u>Parameters:</u>  1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.  2. Size/Shape. Static.  3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S	Template    G*GPDPT---****X	Example    G*GPDPT---****X
<b>TACGRP.C2GM.DEF.PNT.OBSPST</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE POINTS OBSERVATION POST/OUTPOST  Hierarchy: 2.X.2.4.1.2  <u>Parameters:</u>  1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.  2. Size/Shape. Static.  3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S	Template    G*GPDPO---****X	Example    G*GPDPO---****X

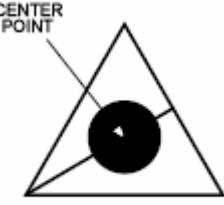
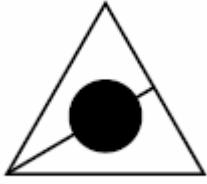
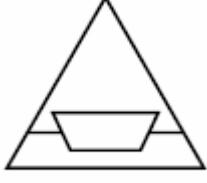
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.DEF.PNT.OBSPST.CBTPST</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE POINTS OBSERVATION POST/OUTPOST COMBAT OUTPOST  Hierarchy: 2.X.2.4.1.2.1  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.  2. Size/Shape. Static.  3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S	Template    G*GPDPOC--****X	Example    G*GPDPOC--****X
<b>TACGRP.C2GM.DEF.PNT.OBSPST.RECON</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE POINTS OBSERVATION POST/OUTPOST OBSERVATION POST OCCUPIED BY DISMOUNTED SCOUTS OR RECONNAISSANCE  Hierarchy: 2.X.2.4.1.2.2  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.  2. Size/Shape. Static.  3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S	Template    G*GPDPOR--****X	Example    G*GPDPOR--****X

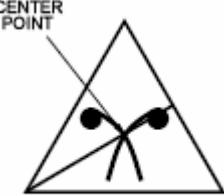
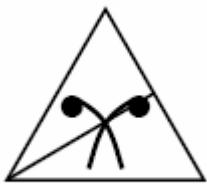
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.DEF.PNT.OBSPST.FWDOP</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE POINTS OBSERVATION POST/OUTPOST FORWARD OBSERVER POSITION  Hierarchy: 2.X.2.4.1.2.3  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.  2. Size/Shape. Static.  3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S	Template    G*GPDPOF--****X	Example    G*GPDPOF--****X
<b>TACGRP.C2GM.DEF.PNT.OBSPST.SOP</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE POINTS OBSERVATION POST/OUTPOST SENSOR OUTPOST/LISTENING POST (OP/ LP)  Hierarchy: 2.X.2.4.1.2.4  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.  2. Size/Shape. Static.  3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S	Template    G*GPDPOS--****X	Example    G*GPDPOS--****X

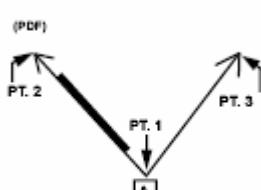
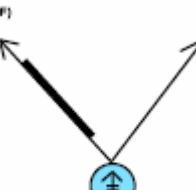
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.DEF.PNT.OBSPST.NBCOP</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE POINTS OBSERVATION POST/OUTPOST NBC OBSERVATION POST (DISMOUNTED)  Hierarchy: 2.X.2.4.1.2.5  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S	Template    G*GPDPON--****X	Example    G*GPDPON--****X
<b>TACGRP.C2GM.DEF.LNE</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE LINES  Hierarchy: 2.X.2.4.2  Static/Dynamic: N/A		N/A
<b>TACGRP.C2GM.DEF.LNE.FEBA</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE LINES FORWARD EDGE OF BATTLE AREA (FEBA)  Hierarchy: 2.X.2.4.2.1  <u>Parameters:</u> 1. Anchor Points. This graphic requires two anchor points. Points 1 and 2 define the center of the circular portions of the graphic. 2. Size/Shape. Determined by anchor points. 3. Orientation. The centerpoint of the circles in the graphic are typically centered over the endpoints of a phase line as displayed on a screen.  Static/Dynamic: D	Template    G*GPDLF---****X	Example    G*GPDLF---****X

**MIL-STD-2525B w/CHANGE 2**  
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.DEF.LNE.PDF</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE LINES PRINCIPAL DIRECTION OF FIRE (PDF)  Hierarchy: 2.X.2.4.2.2  <u>Parameters:</u>  1. Anchor Points. This symbol requires three anchor points. Point 1 defines the vertex of the graphic. Points 2 and 3 define the tips of the arrowheads. 2. Size/Shape. The length and orientation of the arrows can vary independently. 3. Orientation. Orientation is determined by the anchor points. The arrowheads may touch other graphics that define the limits of the task. The tactical symbol indicator is centered over point 1.  Static/Dynamic: D	Template    G*GPDL-----X	Example    G*GPDL-----X
<b>TACGRP.C2GM.DEF.ARS</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE AREAS  Hierarchy: 2.X.2.4.3  Static/Dynamic: N/A	N/A	N/A

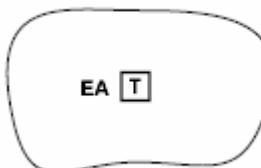
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.DEF.ARS.BTLPSN</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE AREAS BATTLE POSITION  Hierarchy: 2.X.2.4.3.1  <u>Parameters:</u>  1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  2. Size/Shape. Determined by the anchor points. The information field should be moveable and scalable within the area.  3. Orientation. The side opposite Field B (Echelon) faces toward the hostile force.  Static/Dynamic: D	Template    G*GPDAB---****X	Example: Friendly Occupied    GFGPDAB---****X
<b>TACGRP.C2GM.DEF.ARS.BTLPSN.PBNO</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE AREAS BATTLE POSITION PREPARED BUT NOT OCCUPIED  Hierarchy: 2.X.2.4.3.1.1  <u>Parameters:</u>  1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.  3. Orientation. The side opposite Field B (Echelon) faces toward the hostile force.  Static/Dynamic: D  Note: The dashed lines in this graphic shall be displayed in present and anticipated status.	Template    GFGADAB---****X	Example: Friendly Planned    N/A

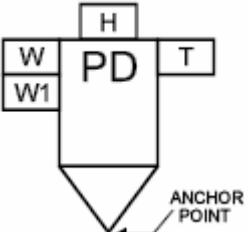
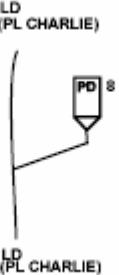
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.DEF.ARS.EMTARA</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER DEFENSE AREAS ENGAGEMENT AREA  Hierarchy: 2.X.2.4.3.2  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. 3. Orientation. Not applicable.  Static/Dynamic: D	Template    G*GPDAE---****X	Example    G*GPDAE---****X
<b>TACGRP.C2GM.OFF</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE  Hierarchy: 2.X.2.5  Static/Dynamic: N/A		N/A
<b>TACGRP.C2GM.OFF.PNT</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE POINTS  Hierarchy: 2.X.2.5.1  Static/Dynamic: N/A		N/A

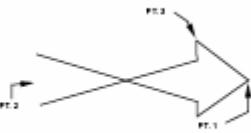
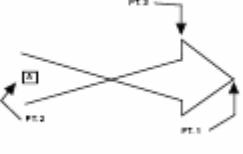
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.OFF.PNT.PNTD</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE POINTS POINT OF DEPARTURE  Hierarchy: 2.X.2.5.1.1  <u>Parameters:</u>  1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.  2. Size/Shape. Static.  3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.  Static/Dynamic: D	Template    G*GPOPP-----X	Example    G*GPOPP---****X
<b>TACGRP.C2GM.OFF.LNE</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES  Hierarchy: 2.X.2.5.2  Static/Dynamic: N/A	N/A	N/A
<b>TACGRP.C2GM.OFF.LNE.AXSADV</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES AXIS OF ADVANCE  Hierarchy: 2.X.2.5.2.1  Static/Dynamic: N/A	N/A	N/A

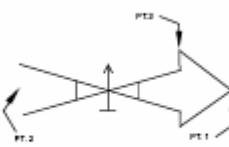
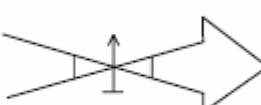
**MIL-STD-2525B w/CHANGE 2**  
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.OFF.LNE.AXSADV.AVN</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES AXIS OF ADVANCE AVIATION  Hierarchy: 2.X.2.5.2.1.1  <u>Parameters:</u> 1. Anchor Points. This graphic requires three anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the rear of the symbol. Point 3 defines the back of the arrowhead. 2. Size/Shape. Points 1 and 2 determine the graphic's centerline and point 3 determines the width. 3. Orientation. The arrowhead typically points toward enemy forces.  Static/Dynamic: D	Template   G*GPOLAV--****X	Example   G*GPOLAV--****X
<b>TACGRP.C2GM.OFF.LNE.AXSADV.ABN</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES AXIS OF ADVANCE AIRBORNE  Hierarchy: 2.X.2.5.2.1.2  <u>Parameters:</u> 1. Anchor Points. This graphic requires three anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the rear of the symbol. Point 3 defines the back of the arrowhead. 2. Size/Shape. Points 1 and 2 determine the graphic's centerline and point 3 determines the width. 3. Orientation. The arrowhead typically points toward enemy forces.  Static/Dynamic: D	Template   G*GPOLAA--****X	Example   G*GPOLAA--****X

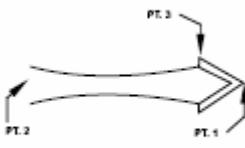
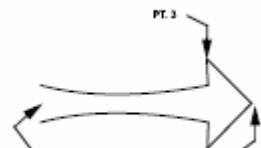
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.OFF.LNE.AXSADV.ATK</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES AXIS OF ADVANCE ATTACK, ROTARY WING  Hierarchy: 2.X.2.5.2.1.3  <u>Parameters:</u> 1. Anchor Points. This graphic requires three anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the rear of the symbol. Point 3 defines the back of the arrowhead. 2. Size/Shape. Points 1 and 2 determine the graphic's centerline and point 3 determines the width. 3. Orientation. The arrowhead typically points toward enemy forces.  Static/Dynamic: D	Template    G*GPOLAR--****X	Example    G*GPOLAR--****X
<b>TACGRP.C2GM.OFF.LNE.AXSADV.GRD</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES AXIS OF ADVANCE GROUND  Hierarchy: 2.X.2.5.2.1.4  Static/Dynamic: N/A	N/A	N/A

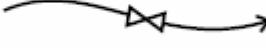
**MIL-STD-2525B w/CHANGE 2**  
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.OFF.LNE.AXSADV.GRD.MANATK</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES AXIS OF ADVANCE GROUND MAIN ATTACK  Hierarchy: 2.X.2.5.2.1.4.1  <u>Parameters:</u> 1. Anchor Points. This graphic requires three anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the rear of the symbol. Point 3 defines the back of the arrowhead.  2. Size/Shape. Points 1 and 2 determine the graphic's centerline and point 3 determines the width.  3. Orientation. The arrowhead typically points toward enemy forces.  <u>Static/Dynamic:</u> D	Template   G*GPOLAGM-****X	Example   G*GPOLAGM-****X
<b>TACGRP.C2GM.OFF.LNE.AXSADV.GRD.SUPATK</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES AXIS OF ADVANCE GROUND SUPPORTING ATTACK  Hierarchy: 2.X.2.5.2.1.4.2  <u>Parameters:</u> 1. Anchor Points. This graphic requires three anchor points. Point 1 defines the tip of the arrowhead. Point 2 defines the rear of the symbol. Point 3 defines the back of the arrowhead.  2. Size/Shape. Points 1 and 2 determine the graphic's centerline and point 3 determines the width.  3. Orientation. The arrowhead typically points toward enemy forces.  <u>Static/Dynamic:</u> D	Template   G*GPOLAGS-****X	Example   G*GPOLAGS-****X

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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.OFF.LNE.DIRATK</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES DIRECTION OF ATTACK  Hierarchy: 2.X.2.5.2.2  Static/Dynamic: N/A	N/A	N/A
<b>TACGRP.C2GM.OFF.LNE.DIRATK.AVN</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES DIRECTION OF ATTACK AVIATION  Hierarchy: 2.X.2.5.2.2.1  <u>Parameters:</u>  1. Anchor Points. This graphic requires two anchor points. Point 1 defines the tip of the arrowhead, and point 2 defines the rear of the graphic.  2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length.  3. Orientation. The arrow points in the direction of the action.  Static/Dynamic: D	Template   G*GPOLKA--****X	Example   G*GPOLKA--****X
<b>TACGRP.C2GM.OFF.LNE.DIRATK.GRD</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES DIRECTION OF ATTACK GROUND  Hierarchy: 2.X.2.5.2.2.2  Static/Dynamic: N/A	N/A	N/A

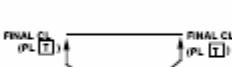
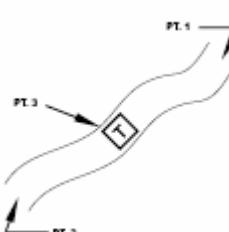
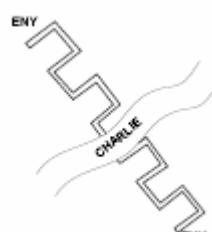
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.OFF.LNE.DIRATK.GRD.MANATK</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES DIRECTION OF ATTACK GROUND MAIN ATTACK  Hierarchy: 2.X.2.5.2.2.2.1  <u>Parameters:</u> 1. Anchor Points. This graphic requires two anchor points. Point 1 defines the tip of the arrowhead, and point 2 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. 3. Orientation. The arrow points in the direction of the action.  Static/Dynamic: D	Template    G*GPOLKGM-****X	Example    G*GPOLKGM-****X
<b>TACGRP.C2GM.OFF.LNE.DIRATK.GRD.SUPATK</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES DIRECTION OF ATTACK GROUND SUPPORTING ATTACK  Hierarchy: 2.X.2.5.2.2.2.2  <u>Parameters:</u> 1. Anchor Points. This graphic requires two anchor points. Point 1 defines the tip of the arrowhead, and point 2 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. 3. Orientation. The arrow points in the direction of the action.  Static/Dynamic: D	Template    G*GPOLKGS-****X	Example    G*GPOLKGS-****X

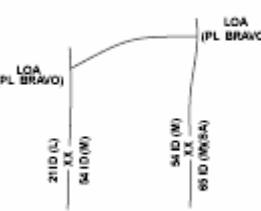
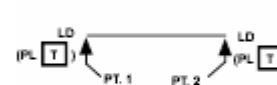
**MIL-STD-2525B w/CHANGE 2**  
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.OFF.LNE.FCL</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES FINAL COORDINATION LINE  Hierarchy: 2.X.2.5.2.3  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen. 3. Orientation. Orientation is determined by the anchor points.  Static/Dynamic: D	Template    G*GPOLF-----X	Example    G*GPOLF---****X
<b>TACGRP.C2GM.OFF.LNE.INFNLE</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES INFILTRATION LANE  Hierarchy: 2.X.2.5.2.4  <u>Parameters:</u> 1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the infiltration lane, and point 3 defines one side of the lane. 2. Size/Shape. Points 1 and 2 determine the centerline of the graphic, and point 3 determines the width of the infiltration lane. The rest of the graphic stays proportional to the length of the centerline. 3. Orientation. Orientation is detemined by points 1 and 2.  Static/Dynamic: D	Template    G*GPOLI-----X	Example    G*GPOLI---****X

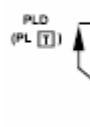
**MIL-STD-2525B w/CHANGE 2**  
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.OFF.LNE.LMTADV</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES LIMIT OF ADVANCE  Hierarchy: 2.X.2.5.2.5  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen. 3. Orientation. Orientation is determined by the anchor points.  Static/Dynamic: D	Template    G*GPOLL-----X	Example    G*GPOLL---****X
<b>TACGRP.C2GM.OFF.LNE.LD</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES LINE OF DEPARTURE  Hierarchy: 2.X.2.5.2.6  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen. 3. Orientation. Orientation is determined by the anchor points.  Static/Dynamic: D	Template    G*GPOLT-----X	Example    G*GPOLT---****X

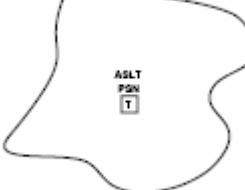
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.OFF.LNE.LDLC</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES LINE OF DEPARTURE/LINE OF CONTACT (LD/LC)  Hierarchy: 2.X.2.5.2.7  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen. 3. Orientation. Orientation is determined by the anchor points.  Static/Dynamic: D	Template    G*GPOLC---****X	Example    G*GPOLC---****X
<b>TACGRP.C2GM.OFF.LNE.PLD</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE LINES PROBABLE LINE OF DEPLOYMENT (PLD)  Hierarchy: 2.X.2.5.2.8  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen. 3. Orientation. Orientation is determined by the anchor points.  Static/Dynamic: D  Note: The dashed lines in this graphic shall be displayed in present and anticipated status.	Template    G*GPOLP---****X	Example    G*GPOLP---****X

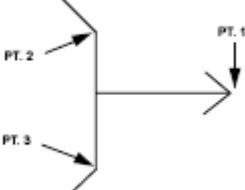
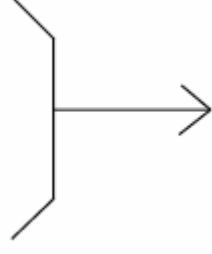
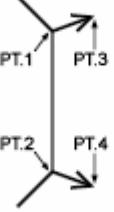
**MIL-STD-2525B w/CHANGE 2**  
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.OFF.ARS</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE AREAS  Hierarchy: 2.X.2.5.3  Static/Dynamic: N/A	N/A	N/A
<b>TACGRP.C2GM.OFF.ARS.ASTPSN</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE AREAS ASSAULT POSITION  Hierarchy: 2.X.2.5.3.1  <u>Parameters:</u>  1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  2. Size/Shape. Determined by the anchor points.  3. Orientation. Not applicable.  Static/Dynamic: D	Template  	Example    G*GPOAA---****X
<b>TACGRP.C2GM.OFF.ARS.ATKPSN</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE AREAS ATTACK POSITION  Hierarchy: 2.X.2.5.3.2  <u>Parameters:</u>  1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.  3. Orientation. Not applicable  Static/Dynamic: D	Template  	Example    G*GPOAK---****X

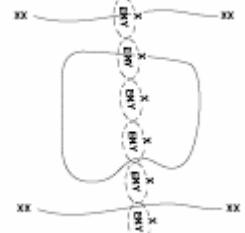
**MIL-STD-2525B w/CHANGE 2**  
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.OFF.ARS.AFP</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE AREAS ATTACK BY FIRE POSITION  Hierarchy: 2.X.2.5.3.3  <u>Parameters:</u>  1. Anchor Points. This graphic requires three anchor points. Point 1 is the tip of the arrowhead. Points 2 and 3 define the endpoints of the straight line on the back side of the graphic.  2. Size/Shape. Points 2 and 3 determine the length of the straight line on the back side of the graphic. The rear of the arrow should connect to the midpoint of the line between points 2 and 3.  3. Orientation. Orientation is determined by the anchor points. The back side of the graphic encompasses the firing position, while the arrowhead typically points at the target .  Static/Dynamic: D	Template    G*GPOAF---****X	Example    G*GPOAF---****X
<b>TACGRP.C2GM.OFF.ARS.SFP</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE AREAS SUPPORT BY FIRE POSITION  Hierarchy: 2.X.2.5.3.4  <u>Parameters:</u>  1. Anchor Points. This graphic requires four anchor points. Points 1 and 2 define the endpoints of the straight line on the back side of the graphic. Points 3 and 4 define the tips of the arrowheads.  2. Size/Shape. Points 1 and 2 determine the length of the straight line on the back side of the graphic. The rear of the arrows should connect to points 1 and 2.  3. Orientation. Orientation is determined by the anchor points. The back side of the graphic encompasses the firing position, while the arrowheads typically indicate the arc of coverage that the firing position is meant to support.  Static/Dynamic: D	Template    G*GPOAS---****X	Example    G*GPOAS---****X

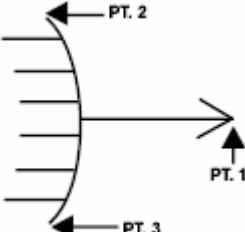
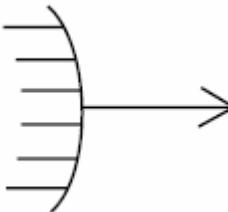
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.OFF.ARS.OBJ</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE AREAS OBJECTIVE  Hierarchy: 2.X.2.5.3.5  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable.  Static/Dynamic: D	Template    G*GPOAO---****X	Example    G*GPOAO---****X
<b>TACGRP.C2GM.OFF.ARS.PBX</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER OFFENSE AREAS PENETRATION BOX  Hierarchy: 2.X.2.5.3.6  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. 3. Orientation. Not applicable.  Static/Dynamic: D	Template    G*GPOAP---****X	Example    G*GPOAP---****X
<b>TACGRP.C2GM.SPL</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL  Hierarchy: 2.X.2.6  Static/Dynamic: N/A	N/A	N/A

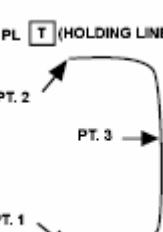
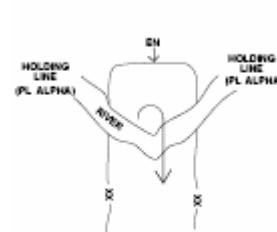
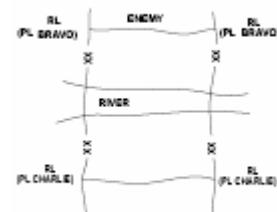
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.SPL.LNE</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL LINE  Hierarchy: 2.X.2.6.1  Static/Dynamic: N/A	N/A	N/A
<b>TACGRP.C2GM.SPL.LNE.AMB</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL LINE AMBUSH  Hierarchy: 2.X.2.6.1.1  <u>Parameters:</u>  1. Anchor Points. This graphic requires three anchor points. Point 1 is the tip of the arrowhead. Points 2 and 3 define the endpoints of the curved line on the back side of the graphic.  2. Size/Shape. Points 2 and 3 determine the length of the curved line on the back side of the graphic. The rear of the arrow should connect to the midpoint of the line between points 2 and 3.  3. Orientation. Orientation is determined by the anchor points. The back side of the graphic encompasses the ambush position, while the arrowhead typically points at the target.  Static/Dynamic: D	Template   G*GPSLA-----X	Example   G*GPSLA---X

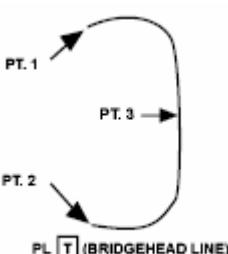
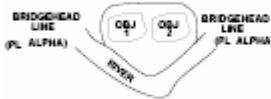
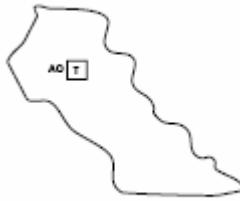
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.SPL.LNE.HGL</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL LINE HOLDING LINE  Hierarchy: 2.X.2.6.1.2  <u>Parameters:</u>  1. Anchor Points. This graphic requires a minimum of three points. Points 1 and 2 define the line. Point 3 defines the arc. Additional points can be defined to extend the line.  2. Size/Shape. Anchor points 1 and 2 determine the length of the line. The end-of-line information will typically be posted at the ends of the line as it is displayed on the screen.  3. Orientation. Orientation is determined by the anchor points.  <u>Static/Dynamic:</u> D	Template    G*GPSLH---****X	Example    G*GPSLH---****X
<b>TACGRP.C2GM.SPL.LNE.REL</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL LINE RELEASE LINE  Hierarchy: 2.X.2.6.1.3  <u>Parameters:</u>  1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line .  2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen.  3. Orientation. Orientation is determined by the anchor points.  <u>Static/Dynamic:</u> D	Template    G*GPSLR-----****X	Example    G*GPSLR---****X

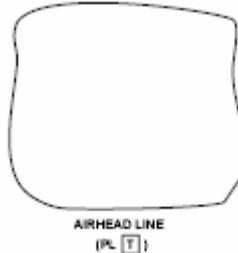
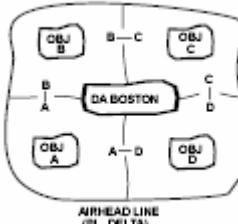
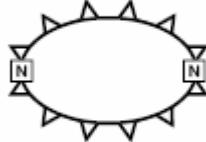
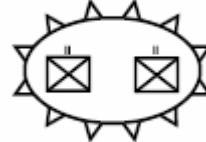
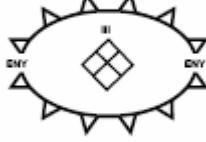
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GRAPHIC	IMAGES	
<b>TACGRP.C2GM.SPL.LNE.BRGH</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL LINE BRIDGEHEAD  Hierarchy: 2.X.2.6.1.4  <u>Parameters:</u>  1. Anchor Points. This graphic requires a minimum of three points. Points 1 and 2 define the line. Point 3 defines the arc. Additional points can be defined to extend the line.  2. Size/Shape. Anchor points 1 and 2 determine the length of the line. The end-of-line information will typically be posted at the ends of the line as it is displayed on the screen.  3. Orientation. Orientation is determined by the anchor points.  <u>Static/Dynamic:</u> D	Template    G*GPSLB---****X	Example    G*GPSLB---****X
<b>TACGRP.C2GM.SPL.ARA</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL AREA  Hierarchy: 2.X.2.6.2  <u>Static/Dynamic:</u> N/A	N/A	N/A
<b>TACGRP.C2GM.SPL.ARA.AOO</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL AREA AREA OF OPERATIONS (AO)  Hierarchy: 2.X.2.6.2.1  <u>Parameters:</u>  1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.  3. Orientation. Not applicable.  <u>Static/Dynamic:</u> D	Template    G*GPSAO---****X	Example    G*GPSAO---****X

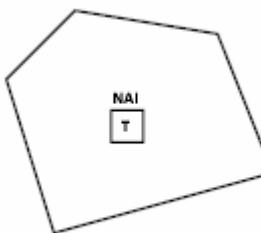
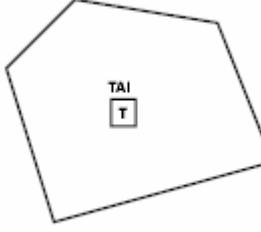
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.SPL.ARA.AHD</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL AREA AIRHEAD  Hierarchy: 2.X.2.6.2.2  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. 3. Orientation. Not applicable.  Static/Dynamic: D	Template    G*GPSAA-----X	Example    G*GPSAA---X
<b>TACGRP.C2GM.SPL.ARA.ENCMT</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL AREA ENCIRCLEMENT  Hierarchy: 2.X.2.6.2.3  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. 3. Orientation. Not applicable. The area will encompass one or more UEIs or features.  Static/Dynamic: D	Template    G*GPSAE-----X	Example1    G*GPSAE---X
	Example2    G*GPSAE-----X	N/A

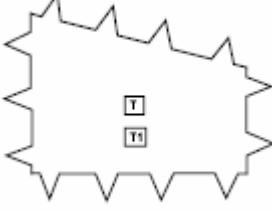
**MIL-STD-2525B w/CHANGE 2**  
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.C2GM.SPL.ARA.NAI</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL AREA NAMED AREA OF INTEREST (NAI)  Hierarchy: 2.X.2.6.2.4  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable.  <u>Static/Dynamic:</u> D	Template   G*GPSAN-----X	Example   G*GPSAN---****X
<b>TACGRP.C2GM.SPL.ARA.TAI</b>  TACTICAL GRAPHICS COMMAND AND CONTROL AND GENERAL MANEUVER SPECIAL AREA TARGETED AREA OF INTEREST (TAI)  Hierarchy: 2.X.2.6.2.5  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable.  <u>Static/Dynamic:</u> D	Template   G*GPSAT-----X	Example   G*GPSAT---****X
<b>TACGRP.MOBSU</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY  Hierarchy: 2.X.3  <u>Static/Dynamic:</u> N/A	N/A	N/A

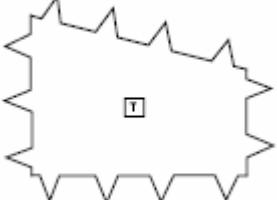
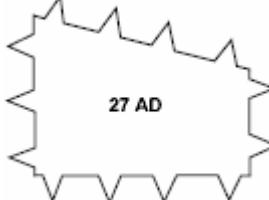
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.MOBSU.OBST</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES  Hierarchy: 2.X.3.1  Static/Dynamic: N/A	N/A	N/A
<b>TACGRP.MOBSU.OBST.GNL</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES GENERAL  Hierarchy: 2.X.3.1.1  Static/Dynamic: N/A	N/A	N/A
<b>TACGRP.MOBSU.OBST.GNL.BLT</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES GENERAL BELT  Hierarchy: 2.X.3.1.1.1  <u>Parameters:</u>  1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  2. Size/Shape. Determined by the anchor points. The information fields should be moveable within the area.  3. Orientation. Not applicable.  Static/Dynamic: D	Template   G*MPOGB---****X	Example1   G*MPOGB---****X

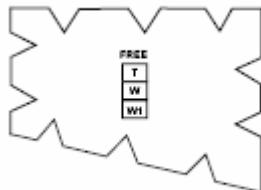
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.MOBSU.OBST.GNL.LNE</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES GENERAL LINE  Hierarchy: 2.X.3.1.1.2  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. 3. Orientation. Orientation is determined by the anchor points.  Static/Dynamic: D	Template    G*MPOGL---****X	Example    G*MPOGL---****X
<b>TACGRP.MOBSU.OBST.GNL.Z</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES GENERAL ZONE  Hierarchy: 2.X.3.1.1.3  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. 3. Orientation. Not applicable.  Static/Dynamic: D	Template    G*MPOGZ---****X	Example    G*MPOGZ---****X

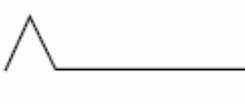
**MIL-STD-2525B w/CHANGE 2**  
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.MOBSU.OBST.GNL.OFA</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES GENERAL OBSTACLE FREE AREA  Hierarchy: 2.X.3.1.1.4  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable.  Static/Dynamic: D	Template   G*MPOGF---****X	Example   G*MPOGF---****X
<b>TACGRP.MOBSU.OBST.GNL.ORA</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES GENERAL OBSTACLE RESTRICTED AREA  Hierarchy: 2.X.3.1.1.5  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable.  Static/Dynamic: D	Template   G*MPOGR---****X	Example   G*MPOGR---****X

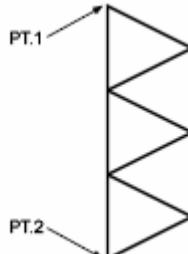
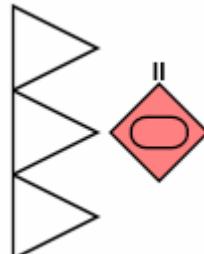
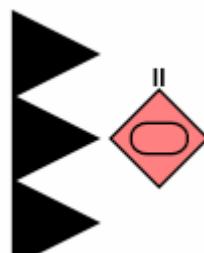
**MIL-STD-2525B w/CHANGE 2**  
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.MOBSU.OBST.ABS</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ABATIS  Hierarchy: 2.X.3.1.2  Parameters: 1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. The size of the tooth does not change. 3. Orientation. Orientation is determined by the anchor points.  Static/Dynamic: D	Template    G*MPOS----****X	Example    G*MPOS----****X
<b>TACGRP.MOBSU.OBST.ATO</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ANTITANK OBSTACLES  Hierarchy: 2.X.3.1.3  Static/Dynamic: N/A	N/A	N/A
<b>TACGRP.MOBSU.OBST.ATO.ATD</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ANTITANK OBSTACLES ANTITANK DITCH  Hierarchy: 2.X.3.1.3.1  Static/Dynamic: N/A	N/A	N/A

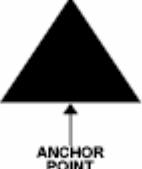
**MIL-STD-2525B w/CHANGE 2**  
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.MOBSU.OBST.ATO.ATD.ATDUC</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ANTITANK OBSTACLES ANTITANK DITCH UNDER CONSTRUCTION  Hierarchy: 2.X.3.1.3.1.1  <u>Parameters:</u>  1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.  2. Size/Shape. The first and last anchor points determine the length of the line.  3. Orientation. Orientation is determined by the anchor points. The teeth typically point toward enemy forces.  Static/Dynamic: D	Template   G*MPOADU--****X	Example   G*MPOADU--****X
<b>TACGRP.MOBSU.OBST.ATO.ATD.ATDC</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ANTITANK OBSTACLES ANTITANK DITCH COMPLETE  Hierarchy: 2.X.3.1.3.1.2  <u>Parameters:</u>  1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.  2. Size/Shape. The first and last anchor points determine the length of the line.  3. Orientation. Orientation is determined by the anchor points. The teeth typically point toward enemy forces.  Static/Dynamic: D	Template   G*MPOADC--****X	Example   G*MPOADC--****X

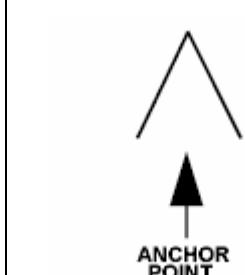
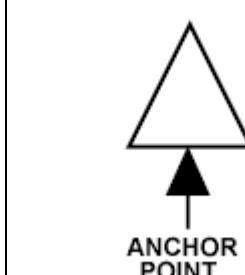
**MIL-STD-2525B w/CHANGE 2**  
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.MOBSU.OBST.ATO.ATDATM</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ANTITANK OBSTACLES ANTITANK DITCH REINFORCED WITH ANTITANK MINES  Hierarchy: 2.X.3.1.3.2  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. 3. Orientation. Orientation is determined by the anchor points. The teeth typically point toward enemy forces.  Static/Dynamic: D	Template   G*MPOAR---****X	Example   G*MPOAR---****X
<b>TACGRP.MOBSU.OBST.ATO.TDTSM</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ANTITANK OBSTACLES ANTITANK OBSTACLES: TETRAHEDRONS, DRAGONS TEETH, AND OTHER SIMILAR OBSTACLES  Hierarchy: 2.X.3.1.3.3  Static/Dynamic: N/A		N/A
<b>TACGRP.MOBSU.OBST.ATO.TDTSM.FIXPFD</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ANTITANK OBSTACLES ANTITANK OBSTACLES: TETRAHEDRONS, DRAGONS TEETH, AND OTHER SIMILAR OBSTACLES FIXED AND PREFABRICATED  Hierarchy: 2.X.3.1.3.3.1  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.  Static/Dynamic: S	Template   G*MPOAOF---****X	Example   G*MPOAOF---****X

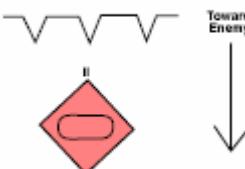
**MIL-STD-2525B w/CHANGE 2**  
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.MOBSU.OBST.ATO.TDTSM.MVB</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ANTITANK OBSTACLES ANTITANK OBSTACLES: TETRAHEDRONS, DRAGONS TEETH, AND OTHER SIMILAR OBSTACLES MOVEABLE  Hierarchy: 2.X.3.1.3.3.2  <u>Parameters:</u>  1. Anchor Points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.  Static/Dynamic: S	Template   G*MPOAOM--****X	Example   G*MPOAOM--****X
<b>TACGRP.MOBSU.OBST.ATO.TDTSM.MVBPFD</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ANTITANK OBSTACLES ANTITANK OBSTACLES: TETRAHEDRONS, DRAGONS TEETH, AND OTHER SIMILAR OBSTACLES MOVEABLE AND PREFABRICATED  Hierarchy: 2.X.3.1.3.3.3  <u>Parameters:</u>  1. Anchor Points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.  Static/Dynamic: S	Template   G*MPOAOP--****X	Example   G*MPOAOP--****X

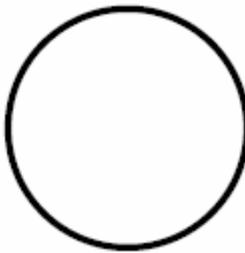
**MIL-STD-2525B w/CHANGE 2**  
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.MOBSU.OBST.ATO.ATW</b>  <b>TACTICAL GRAPHICS</b> MOBILITY/SURVIVABILITY OBSTACLES ANTITANK OBSTACLES ANTITANK WALL  Hierarchy: 2.X.3.1.3.4  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. 3. Orientation. Orientation is determined by the anchor points. The teeth typically point toward enemy forces.  Static/Dynamic: D	Template    G*MPOAW---****X	Example    G*MPOAW---****X
<b>TACGRP.MOBSU.OBST.BBY</b>  <b>TACTICAL GRAPHICS</b> MOBILITY/SURVIVABILITY OBSTACLES BOOBY TRAP  Hierarchy: 2.X.3.1.4  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the ellipse. 2. Size/Shape. Static. 3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.  Static/Dynamic: S	Template    G*MPOB-----X	Example    G*MPOB-----X
<b>TACGRP.MOBSU.OBST.MNE</b>  <b>TACTICAL GRAPHICS</b> MOBILITY/SURVIVABILITY OBSTACLES MINES  Hierarchy: 2.X.3.1.5  Static/Dynamic: N/A	N/A	N/A

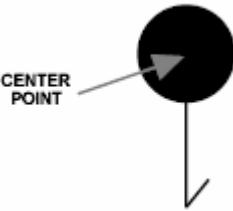
**MIL-STD-2525B w/CHANGE 2**  
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.MOBSU.OBST.MNE.USPMNE</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES MINES UNSPECIFIED MINE  Hierarchy: 2.X.3.1.5.1  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the circle. 2. Size/Shape. Static. 3. Orientation. The graphic's center point is typically centered over the desired location.  <u>Static/Dynamic:</u> S	Template    G*MPOMU---****X	Example    G*MPOMU---****X
<b>TACGRP.MOBSU.OBST.MNE.ATMNE</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES MINES ANTITANK MINE (AT)  Hierarchy: 2.X.3.1.5.2  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the circle. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.  <u>Static/Dynamic:</u> S	Template    G*MPOMT---****X	Example    G*MPOMT---****X

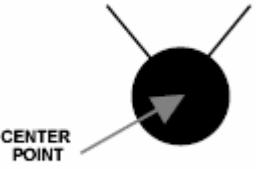
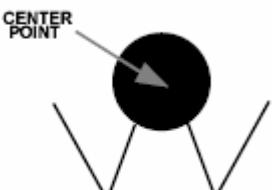
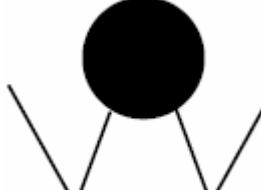
**MIL-STD-2525B w/CHANGE 2**  
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.MOBSU.OBST.MNE.ATMAHD</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES MINES ANTITANK MINE WITH ANTIHANDLING DEVICE  Hierarchy: 2.X.3.1.5.3  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the circle. 2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the symbol. 3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.  <u>Static/Dynamic:</u> S	Template   G*MPOMD---****X	Example   G*MPOMD---****X
<b>TACGRP.MOBSU.OBST.MNE.ATMDIR</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES MINES ANTITANK MINE (DIRECTIONAL)  Hierarchy: 2.X.3.1.5.4  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the circle. 2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the symbol. 3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable. Arrow shows effects.  <u>Static/Dynamic:</u> S	Template   G*MPOME---****X	Example   G*MPOME---****X

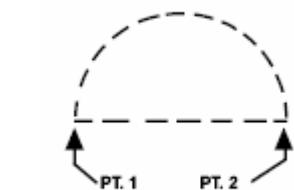
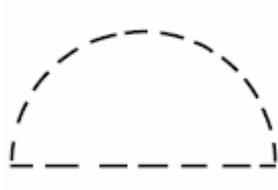
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.MOBSU.OBST.MNE.APMNE</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES MINES ANTIPERSONNEL (AP) MINES  Hierarchy: 2.X.3.1.5.5  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the circle. 2. Size/Shape. Static. 3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.  Static/Dynamic: S	Template   G*MPOMP---****X	Example   G*MPOMP---****X
<b>TACGRP.MOBSU.OBST.MNE.WAMNE</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES MINES WIDE AREA MINES  Hierarchy: 2.X.3.1.5.6  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the circle. 2. Size/Shape. Static. The diameter of the circle should be 1/2 the height of the symbol. 3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.  Static/Dynamic: S	Template   G*MPOMW---****X	Example   G*MPOMW---****X

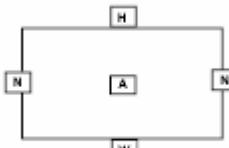
**MIL-STD-2525B w/CHANGE 2**  
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.MOBSU.OBST.MNE.MCLST</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES MINES MINE CLUSTER  Hierarchy: 2.X.3.1.5.7  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least two anchor points. Points 1 and 2 define the corners of the graphic. 2. Size/Shape. Points 1 and 2 determine the length of the straight line. The radius of the semicircle is $\frac{1}{2}$ the length of the straight line. 3. Orientation. Not applicable.  Static/Dynamic: D  Note: The dashed lines in this graphic shall be displayed in present and anticipated status.	Template   G*MPOMC---****X	Example   G*MPOMC---****X
<b>TACGRP.MOBSU.OBST.MNEFLD</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES MINEFIELDS  Hierarchy: 2.X.3.1.6  Static/Dynamic: N/A	N/A	N/A

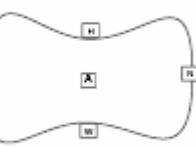
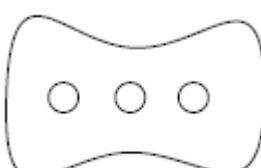
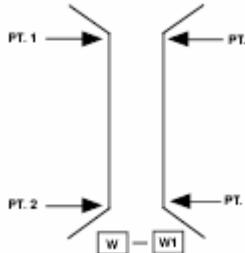
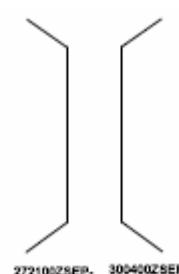
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.MOBSU.OBST.MNEFLD.STC</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES MINEFIELDS STATIC DEPICTION  Hierarchy: 2.X.3.1.6.1  Parameters:  1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic.  2. Size/Shape. Static. The graphic will be filled with the type of mine(s) contained in the minefield (see mine types listed in this appendix). If scatterable mines are within the minefield, the H field will be filled with an "S" or a "+S" as appropriate, and a self-destruct time will be posted in the W field.  3. Orientation. The graphic's center point is typically centered over the desired location. If an offset location indicator is used with this graphic, the indicator will point to the center of mass of the minefield.  Static/Dynamic: S	Template   G*MPOFS---****X	Example: Friendly Present   GFMPDFS---****X
	Example: Enemy Known   GHMPOFS---****X	Example: Friendly Planned   GFMAOFS---****X
	Example: Enemy Suspected   GHMAOFS---****X	N/A

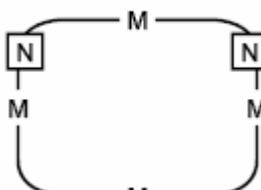
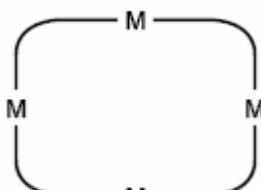
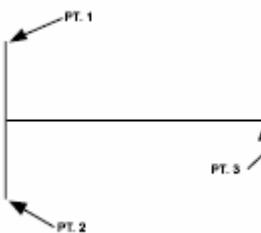
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.MOBSU.OBST.MNEFLD.DYN</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES MINEFIELDS DYNAMIC DEPICTION  Hierarchy: 2.X.3.1.6.2  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. 2. Size/Shape. Determined by the anchor points. The graphic will be filled with the type of mine(s) contained in the minefield (see mine types listed in this appendix). If scatterable mines are within the minefield, the H field will be filled with an "S" or a "+S" as appropriate, and a self-destruct time will be posted in the W field. 3. Orientation. Not applicable.  <u>Static/Dynamic:</u> D	Template   G*MPOFD---****X	Example   G*MPOFD---****X
<b>TACGRP.MOBSU.OBST.MNEFLD.GAP</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES MINEFIELDS GAP  Hierarchy: 2.X.3.1.6.3  <u>Parameters:</u> 1. Anchor Points. This graphic requires four points. Points 1 and 2 define one side of the gap and points 3 and 4 define the opposite side of the gap. 2. Size/Shape. Determined by the anchor points. 3. Orientation. Not applicable.  <u>Static/Dynamic:</u> D	Template   G*MPOFG---****X	Example   G*MPOFG---****X

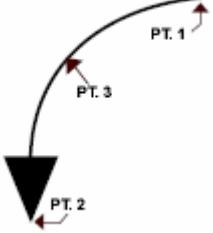
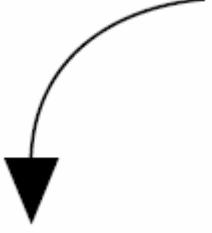
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.MOBSU.OBST.MNEFLD.MNDARA</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES MINEFIELDS MINED AREA  Hierarchy: 2.X.3.1.6.4  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. 3. Orientation. Not applicable.  Static/Dynamic: D	Template   G*MPOFA---****X	Example   G*MPOFA---****X
<b>TACGRP.MOBSU.OBST.OBSEFT</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES OBSTACLE EFFECT  Hierarchy: 2.X.3.1.7  Static/Dynamic: N/A		N/A
<b>TACGRP.MOBSU.OBST.OBSEFT.BLK</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES OBSTACLE EFFECT BLOCK  Hierarchy: 2.X.3.1.7.1  <u>Parameters:</u> 1. Anchor Points. This graphic requires three anchor points. They define the endpoints of the symbol's vertical line. 2. Size/Shape. The anchor points determine the length of the vertical line. The horizontal line's length will be twice the length of the vertical line. The horizontal line will project perpendicularly from the midpoint of the vertical line. 3. Orientation. The horizontal line's orientation must be selected. The "flat" side of the vertical line faces enemy forces, with the horizontal line projecting from the other side.  Static/Dynamic: D	Template   G*MPOEB---****X	Example   G*MPOEB---****X

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.MOBSU.OBST.OBSEFT.FIX</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES OBSTACLE EFFECT FIX  Hierarchy: 2.X.3.1.7.2  <u>Parameters:</u>  1. Anchor Points. This graphic requires 2 anchor points. Point 1 defines the tip of the arrowhead, and point 2 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. 3. Orientation. The arrow typically points away from enemy forces with the tip of the arrowhead indicating the location of the action.  Static/Dynamic: D	Template    G*MPOEF---****X	Example    G*MPOEF---****X
<b>TACGRP.MOBSU.OBST.OBSEFT.TUR</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES OBSTACLE EFFECT TURN  Hierarchy: 2.X.3.1.7.3  <u>Parameters:</u>  1. Anchor Points. This symbol requires two anchor points. Point 1 defines the rear of the graphic. Point 2 defines the tip of the arrowhead. Point 3 indicates on which side of the line the arc is placed. 2. Size/Shape. Points 1 and 2 are connected by a 90 degree arc. Point 3 indicates on which side of the line the arc is placed. 3. Orientation. The rear of the graphic identifies the enemy's location and the arrow points in the direction the obstacle should force the enemy to turn.  Static/Dynamic: D	Template    G*MPOET---****X	Example    G*MPOET---****X

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.MOBSU.OBST.OBSEFT.DRT</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES OBSTACLE EFFECT DISRUPT  Hierarchy: 2.X.3.1.7.4  <u>Parameters:</u> 1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the end points of the graphic's vertical line. Point 3 defines the tip of the longest arrow. 2. Size/Shape. Points 1 and 2 determine the height of the graphic and point 3 determines its length. The spacing between the graphic's arrows will stay proportional to the graphic's vertical line. The length of the short arrows will remain in proportion to the length of the longest arrow. 3. Orientation. The arrows typically point away from enemy forces.  Static/Dynamic: D	Template    G*MPOED---****X	Example    G*MPOED---****X
<b>TACGRP.MOBSU.OBST.UXO</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES UNEXPLDED ORDNANCE AREA (UXO)  Hierarchy: 2.X.3.1.8  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. 3. Orientation. Not applicable.  Static/Dynamic: D	Template    G*MPOU-----****X	Example    G*MPOU---****X
<b>TACGRP.MOBSU.OBST.RCBB</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ROADBLOCKS, CRATERS, AND BLOWN BRIDGES  Hierarchy: 2.X.3.1.9  Static/Dynamic: N/A	N/A	N/A

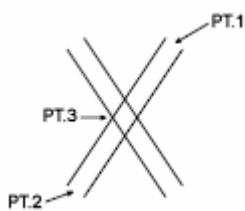
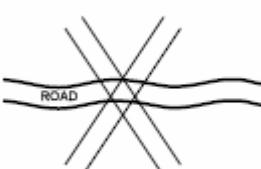
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.MOBSU.OBST.RCBB.PLND</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ROADBLOCKS, CRATERS, AND BLOWN BRIDGES PLANNED  Hierarchy: 2.X.3.1.9.1  <u>Parameters:</u>  1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic, and point 3 defines the location of one side of the graphic. 2. Size/Shape. Points 1 and 2 determine the centerline of the graphic, and point 3 determines its width. 3. Orientation. Orientation is determined by the anchor points.  Static/Dynamic: D  Note: The dashed lines in this graphic shall be displayed in present and anticipated status.	Template    G*MPORP---****X	Example    G*MPORP---****X
<b>TACGRP.MOBSU.OBST.RCBB.SAFE</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ROADBLOCKS, CRATERS, AND BLOWN BRIDGES EXPLOSIVES, STATE OF READINESS 1 (SAFE)  Hierarchy: 2.X.3.1.9.2  <u>Parameters:</u>  1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic, and point 3 defines the location of one side of the graphic. 2. Size/Shape. Points 1 and 2 determine the centerline of the graphic, and point 3 determines its width. 3. Orientation. Orientation is determined by the anchor points.  Static/Dynamic: D  Note: The dashed lines in this graphic shall be displayed in present and anticipated status.	Template    G*MPORS---****X	Example    G*MPORS---****X

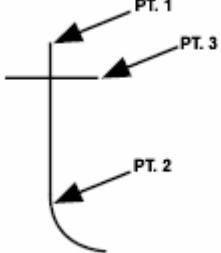
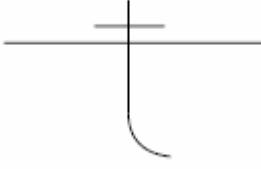
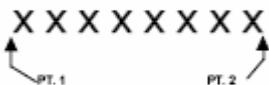
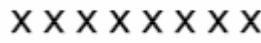
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.MOBSU.OBST.RCBB.ABP</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ROADBLOCKS, CRATERS, AND BLOWN BRIDGES EXPLOSIVES, STATE OF READINESS 2 (ARMED-BUT PASSABLE)  Hierarchy: 2.X.3.1.9.3  <u>Parameters:</u>  1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic, and point 3 defines the location of one side of the graphic. 2. Size/Shape. Points 1 and 2 determine the centerline of the graphic, and point 3 determines its width. 3. Orientation. Orientation is determined by the anchor points.  <u>Static/Dynamic:</u> D	Template   G*MPORA---****X	Example   G*MPORA---****X
<b>TACGRP.MOBSU.OBST.RCBB.EXCD</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES ROADBLOCKS, CRATERS, AND BLOWN BRIDGES ROADBLOCK COMPLETE (EXECUTED)  Hierarchy: 2.X.3.1.9.4  <u>Parameters:</u>  1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the graphic, and point 3 defines the location of one side of the graphic. 2. Size/Shape. Points 1 and 2 determine the centerline of one set of the graphic's parallel lines, and point 3 determines their width. The additional set of parallel lines stays proportional to the first set, and crosses the first set at the center point of the overall graphic. 3. Orientation. Orientation is determined by the anchor points.  <u>Static/Dynamic:</u> D	Template   G*MPORC---****X	Example   G*MPORC---****X

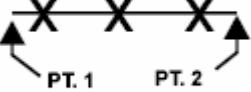
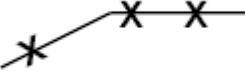
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.MOBSU.OBST.TRIPWR</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES TRIP WIRE  Hierarchy: 2.X.3.1.10  Parameters: 1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the vertical straight line portion of the graphic. Point 3 defines an end of the horizontal line. 2. Size/Shape. Points 1 and 2 determine the length of the vertical, straight-line portion of the graphic and point 3 determines its width. The distance between the line connecting points 1 and 2, and point 3 is the radius of the 90 degree arc at the bottom of the graphic. 3. Orientation. Orientation is determined by the anchor points.  Static/Dynamic: D	Template    G*MPOT-----X	Example    G*MPOT----X
<b>TACGRP.MOBSU.OBST.WREOBS</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE  Hierarchy: 2.X.3.1.11  Static/Dynamic: N/A		N/A
<b>TACGRP.MOBSU.OBST.WREOBS.USP</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE UNSPECIFIED  Hierarchy: 2.X.3.1.11.1  Parameters: 1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. 3. Orientation. Orientation is determined by the anchor points.  Static/Dynamic: D	Template    G*MPOWU---X	Example    G*MPOWU---X

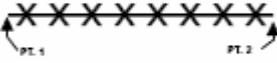
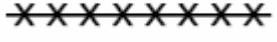
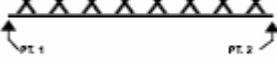
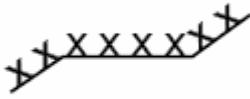
**MIL-STD-2525B w/CHANGE 2**  
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.MOBSU.OBST.WREOBS.SNGFNC</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE SINGLE FENCE  Hierarchy: 2.X.3.1.11.2  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. 3. Orientation. Orientation is determined by the anchor points.  Static/Dynamic: D	Template    G*MPOWS---****X	Example    G*MPOWS---****X
<b>TACGRP.MOBSU.OBST.WREOBS.DBLFNC</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE DOUBLE FENCE  Hierarchy: 2.X.3.1.11.3  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. 3. Orientation. Orientation is determined by the anchor points.  Static/Dynamic: D	Template    G*MPOWD---****X	Example    G*MPOWD---****X

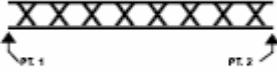
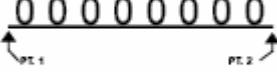
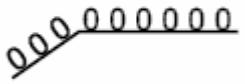
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.MOBSU.OBST.WREOBS.DAFNC</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE DOUBLE APRON FENCE  Hierarchy: 2.X.3.1.11.4  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. 3. Orientation. Orientation is determined by the anchor points.  Static/Dynamic: D	Template    G*MPOWA---****X	Example    G*MPOWA---****X
<b>TACGRP.MOBSU.OBST.WREOBS.LWFNC</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE LOW WIRE FENCE  Hierarchy: 2.X.3.1.11.5  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. 3. Orientation. Orientation is determined by the anchor points.  Static/Dynamic: D	Template    G*MPOWL---****X	Example    G*MPOWL---****X

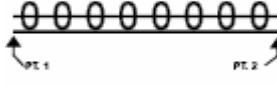
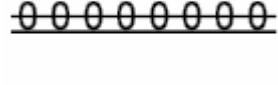
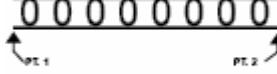
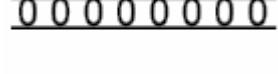
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.MOBSU.OBST.WREOBS.HWFNC</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE HIGH WIRE FENCE  Hierarchy: 2.X.3.1.11.6  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. 3. Orientation. Orientation is determined by the anchor points.  Static/Dynamic: D	Template    G*MPOWH---****X	Example    G*MPOWH---****X
<b>TACGRP.MOBSU.OBST.WREOBS.CCTA</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE CONCERTINA  Hierarchy: 2.X.3.1.11.7  Static/Dynamic: N/A		N/A
<b>TACGRP.MOBSU.OBST.WREOBS.CCTA.SNG</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE CONCERTINA SINGLE CONCERTINA  Hierarchy: 2.X.3.1.11.7.1  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. 3. Orientation. Orientation is determined by the anchor points.  Static/Dynamic: D	Template    G*MPOWCS---****X	Example    G*MPOWCS---****X

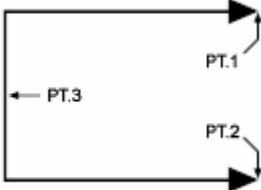
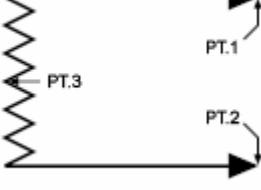
**MIL-STD-2525B w/CHANGE 2**  
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.MOBSU.OBST.WREOBS.CCTA.DBLSTD</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE CONCERTINA DOUBLE STRAND CONCERTINA  Hierarchy: 2.X.3.1.11.7.2  <u>Parameters:</u>  1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.  2. Size/Shape. The first and last anchor points determine the length of the line.  3. Orientation. Orientation is determined by the anchor points.  Static/Dynamic: D	Template    G*MPOWCD--****X	Example    G*MPOWCD--****X
<b>TACGRP.MOBSU.OBST.WREOBS.CCTA.TRISTD</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLES WIRE OBSTACLE CONCERTINA TRIPLE STRAND CONCERTINA  Hierarchy: 2.X.3.1.11.7.3  <u>Parameters:</u>  1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.  2. Size/Shape. The first and last anchor points determine the length of the line.  3. Orientation. Orientation is determined by the anchor points.  Static/Dynamic: D	Template    G*MPOWCT--****X	Example    G*MPOWCT--****X
<b>TACGRP.MOBSU.OBSTBP</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLE BYPASS  Hierarchy: 2.X.3.2  Static/Dynamic: N/A	N/A	N/A

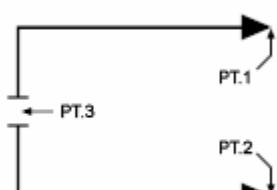
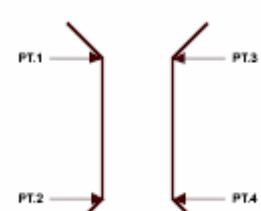
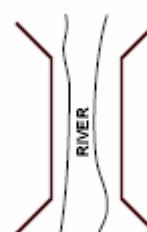
**MIL-STD-2525B w/CHANGE 2**  
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.MOBSU.OBSTBP.DFTY</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLE BYPASS OBSTACLE BYPASS DIFFICULTY  Hierarchy: 2.X.3.2.1  Static/Dynamic: N/A	N/A	N/A
<b>TACGRP.MOBSU.OBSTBP.DFTY.ESY</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLE BYPASS OBSTACLE BYPASS DIFFICULTY BYPASS EASY  Hierarchy: 2.X.3.2.1.1  Parameters:  1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the tips of the arrowheads and point 3 defines the rear of the graphic.  2. Size/Shape. Points 1 and 2 determine the graphic's height and point 3 determines its length. The vertical line at the rear of the graphic will be the same length as the opening.  3. Orientation. The opening typically faces enemy forces.  Static/Dynamic: D	Template    G*MPBDE---****X	Example    G*MPBDE---****X
<b>TACGRP.MOBSU.OBSTBP.DFT</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLE BYPASS OBSTACLE BYPASS DIFFICULTY BYPASS DIFFICULT  Hierarchy: 2.X.3.2.1.2  Parameters:  1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the tips of the arrowheads and point 3 defines the rear of the graphic.  2. Size/Shape. Points 1 and 2 determine the graphic's height and point 3 determines its length. The vertical line at the rear of the graphic will be the same length as the opening.  3. Orientation. The opening typically faces enemy forces.  Static/Dynamic: D	Template    G*MPBDD---****X	Example    G*MPBDD---****X

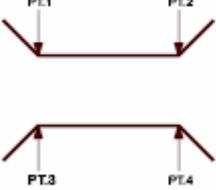
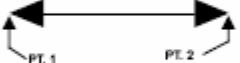
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.MOBSU.OBSTBP.DFTY.IMP</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLE BYPASS OBSTACLE BYPASS DIFFICULTY BYPASS IMPOSSIBLE  Hierarchy: 2.X.3.2.1.3  <u>Parameters:</u> 1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the tips of the arrowheads and point 3 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the graphic's height and point 3 determines its length. The vertical line at the rear of the graphic will be the same length as the opening, and the gap will be at the line's midpoint. 3. Orientation. The opening typically faces enemy forces.  Static/Dynamic: D	Template   G*MPBDI---****X	Example   G*MPBDI---****X
<b>TACGRP.MOBSU.OBSTBP.CSGSTE</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLE BYPASS CROSSING SITE/WATER CROSSING  Hierarchy: 2.X.3.2.2  Static/Dynamic: N/A		N/A
<b>TACGRP.MOBSU.OBSTBP.CSGSTE.ASTCA</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLE BYPASS CROSSING SITE/WATER CROSSING ASSAULT CROSSING AREA  Hierarchy: 2.X.3.2.2.1  <u>Parameters:</u> 1. Anchor Points. This graphic requires four anchor points. Points 1 and 2 define the endpoints of one bank of the crossing area, and points 3 and 4 define the endpoints on the opposite bank. 2. Size/Shape. Determined by the anchor points. 3. Orientation. Orientation is determined by the anchor points. The graphic is typically parallel to a river.  Static/Dynamic: D	Template   G*MPBCA---****X	Example   G*MPBCA---****X

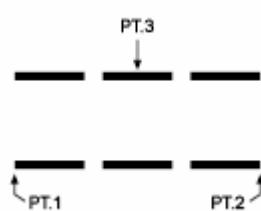
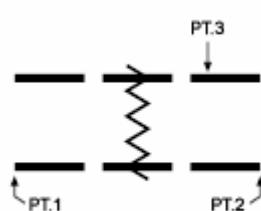
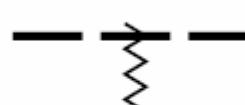
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.MOBSU.OBSTBP.CSGSTE.BRG</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLE BYPASS CROSSING SITE/WATER CROSSING BRIDGE OR GAP  Hierarchy: 2.X.3.2.2.2  <u>Parameters:</u> 1. Anchor Points. This graphic requires four points. Points 1 and 2 define one side of the gap and points 3 and 4 define the opposite side of the gap. 2. Size/Shape. Determined by the anchor points. 3. Orientation. Orientation is determined by the anchor points. The graphic is typically perpendicular to a river.  Static/Dynamic: D	Template    G*MPBCB---****X	Example    G*MPBCB---****X
<b>TACGRP.MOBSU.OBSTBP.CSGSTE.FRY</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLE BYPASS CROSSING SITE/WATER CROSSING FERRY  Hierarchy: 2.X.3.2.2.3  <u>Parameters:</u> 1. Anchor Points. This graphic requires two anchor points. Points 1 and 2 define the tips of the arrowheads. 2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. The arrowheads will be filled-in versions of a common arrowhead. 3. Orientation. Orientation is determined by the anchor points. The graphic is typically perpendicular to a river.  Static/Dynamic: D	Template    G*MPBCF---****X	Example    G*MPBCF---****X

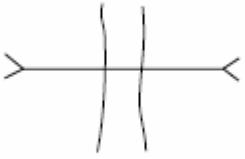
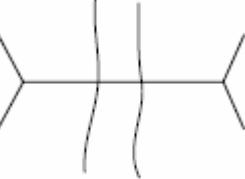
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.MOBSU.OBSTBP.CSGSTE.FRDESY</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLE BYPASS CROSSING SITE/WATER CROSSING FORD EASY  Hierarchy: 2.X.3.2.2.4  <u>Parameters:</u>  1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the first line. Point 3 defines the location of the parallel line. 2. Size/Shape. Points 1 and 2 determine the length of the graphic. Point 3 determines its width. 3. Orientation. Orientation is determined by the anchor points. The graphic is typically perpendicular to a river.  Static/Dynamic: D	Template   G*MPBCE---****X	Example   G*MPBCE---****X
<b>TACGRP.MOBSU.OBSTBP.CSGSTE.FRDDFT</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLE BYPASS CROSSING SITE/WATER CROSSING FORD DIFFICULT  Hierarchy: 2.X.3.2.2.5  <u>Parameters:</u>  1. Anchor Points. This graphic requires three anchor points. Points 1 and 2 define the endpoints of the first line. Point 3 defines the location of the parallel line. 2. Size/Shape. Points 1 and 2 determine the length of the graphic. Point 3 determines its width. 3. Orientation. Orientation is determined by the anchor points. The graphic is typically perpendicular to a river.  Static/Dynamic: D	Template   G*MPBCD---****X	Example   G*MPBCD---****X

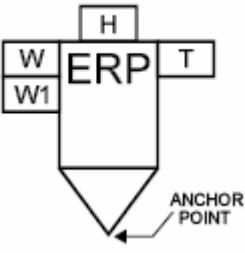
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.MOBSU.OBSTBP.CSGSTE.LANE</b>  <b>TACTICAL GRAPHICS</b> <b>MOBILITY/SURVIVABILITY</b> <b>OBSTACLE BYPASS</b> <b>CROSSING SITE/WATER CROSSING</b> <b>LANE</b>  Hierarchy: 2.X.3.2.2.6  <u>Parameters:</u> 1. Anchor Points. This graphic requires two anchor points. Points 1 and 2 define the tips of the arrowheads. 2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. The lines of the arrowhead will form an acute angle. 3. Orientation. Orientation is determined by the anchor points. The graphic is typically perpendicular to a river.  Static/Dynamic: D	Template    G*MPBCL---****X	Example    G*MPBCL---****X
<b>TACGRP.MOBSU.OBSTBP.CSGSTE.RFT</b>  <b>TACTICAL GRAPHICS</b> <b>MOBILITY/SURVIVABILITY</b> <b>OBSTACLE BYPASS</b> <b>CROSSING SITE/WATER CROSSING</b> <b>RAFT SITE</b>  Hierarchy: 2.X.3.2.2.7  <u>Parameters:</u> 1. Anchor Points. This graphic requires two anchor points. Points 1 and 2 define the tips of the arrowheads. 2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. The lines of the arrowheads will form an obtuse angle. 3. Orientation. Orientation is determined by the anchor points. The graphic is typically perpendicular to a river.  Static/Dynamic: D	Template    G*MPBCR---****X	Example    G*MPBCR---****X

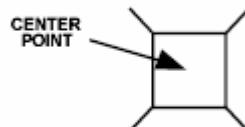
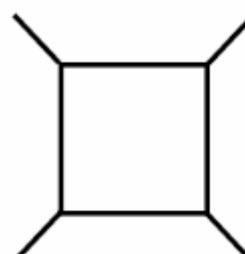
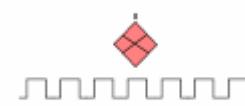
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.MOBSU.OBSTBP.CSGSTE.ERP</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY OBSTACLE BYPASS CROSSING SITE/WATER CROSSING ENGINEER REGULATING POINT  Hierarchy: 2.X.3.2.2.8  Parameters:  1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The symbol will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments  Static/Dynamic: S	Template	Example
	 G*MPBCP----****X	 G*MPBCP----****X
<b>TACGRP.MOBSU.SU</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY SURVIVABILITY  Hierarchy: 2.X.3.3  Static/Dynamic: N/A	N/A	N/A
<b>TACGRP.MOBSU.SU.ESTOF</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY SURVIVABILITY EARTHWORK, SMALL TRENCH OR FORTIFICATION  Hierarchy: 2.X.3.3.1  Parameters:  1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S	Template	Example
	 G*MPSE----****X	 G*MPSE----****X

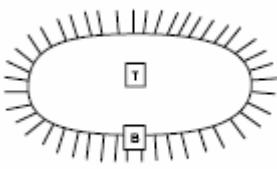
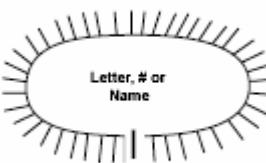
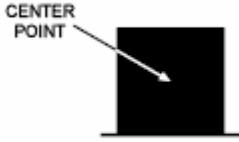
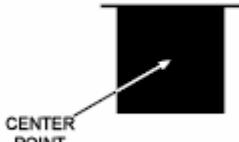
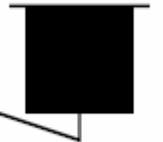
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.MOBSU.SU.FRT</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY SURVIVABILITY FORT  Hierarchy: 2.X.3.3.2  Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic's center point is typically centered over the desired location.  Static/Dynamic: S	Template    G*MPSF----****X	Example    G*MPSF----****X
<b>TACGRP.MOBSU.SU.FTFDLN</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY SURVIVABILITY FORTIFIED LINE  Hierarchy: 2.X.3.3.3  Parameters: 1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The first and last anchor points determine the length of the line. 3. Orientation. Orientation is determined by the anchor points. The ramparts typically point toward enemy forces.  Static/Dynamic: D	Template    G*MPSL----****X	Example    G*MPSL----****X
<b>TACGRP.MOBSU.SU.FEWS</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY SURVIVABILITY FOXHOLE, EMPLACEMENT OR WEAPON SITE  Hierarchy: 2.X.3.3.4  Parameters: 1. Anchor Points. This graphic requires two anchor points. Points 1 and 2 define the corners on the front of the graphic. 2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. 3. Orientation. Orientation is determined by the anchor points. The graphic typically faces enemy forces.  Static/Dynamic: D	Template    G*MPSW-----****X	Example    G*MPSW-----****X

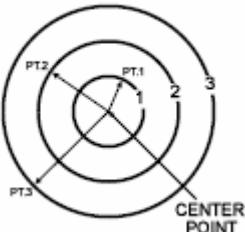
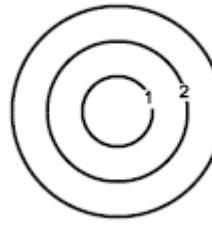
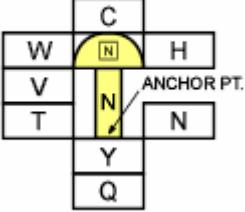
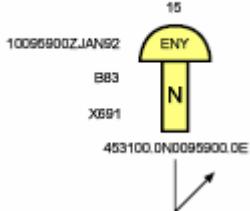
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.MOBSU.SU.STRGPT</b>  <b>TACTICAL GRAPHICS</b> <b>MOBILITY/SURVIVABILITY</b> <b>SURVIVABILITY</b> <b>STRONG POINT</b>  Hierarchy: 2.X.3.3.5  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. 3. Orientation. Not applicable.  Static/Dynamic: D	Template    G*MPSP----****X	Example    G*MPSP----****X
<b>TACGRP.MOBSU.SU.SUFSHL</b>  <b>TACTICAL GRAPHICS</b> <b>MOBILITY/SURVIVABILITY</b> <b>SURVIVABILITY</b> <b>SURFACE SHELTER</b>  Hierarchy: 2.X.3.3.6  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic's center point is typically centered over the desired location.  Static/Dynamic: S	Template    G*MPSS----****X	Example    G*MPSS----****X
<b>TACGRP.MOBSU.SU.UGDSHL</b>  <b>TACTICAL GRAPHICS</b> <b>MOBILITY/SURVIVABILITY</b> <b>SURVIVABILITY</b> <b>UNDERGROUND SHELTER</b>  Hierarchy: 2.X.3.3.7  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic's center point is typically centered over the desired location.  Static/Dynamic: S	Template    G*MPSU----****X	Example    G*MPSU----****X

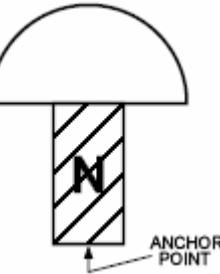
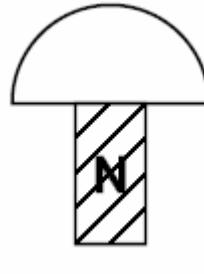
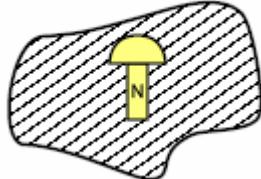
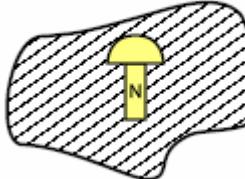
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.MOBSU.NBC</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL  Hierarchy: 2.X.3.4  Static/Dynamic: N/A	N/A	N/A
<b>TACGRP.MOBSU.NBC.MSDZ</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL MINIMUM SAFE DISTANCE ZONES  Hierarchy: 2.X.3.4.1  Parameters:  1. Anchor Points. This graphic requires four anchor points. The centerpoint defines the center of the graphic. Points 1, 2, and 3 define the radii of circles 1, 2, and 3. 2. Size/Shape. As defined by the operator. 3. Orientation. The centerpoint is typically centered over the known/suspected source location of an NBC event.  Static/Dynamic: D	Template	Example
	 G*MPNM-----X	 G*MPNM-----X
<b>TACGRP.MOBSU.NBC.NDGZ</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL NUCLEAR DETINATIONS GROUND ZERO  Hierarchy: 2.X.3.4.2  Parameters:  1. Anchor Points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.  Static/Dynamic: S	Template	Example
	 G*MPNZ-----X	 G*MPNZ----X

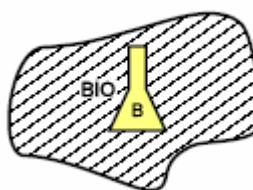
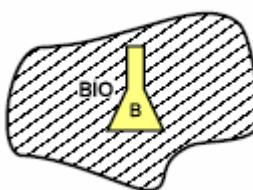
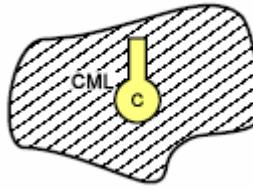
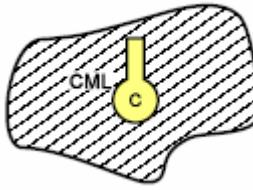
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.MOBSU.NBC.FAOTP</b>  <b>TACTICAL GRAPHICS</b> <b>MOBILITY/SURVIVABILITY</b> <b>NUCLEAR, BIOLOGICAL AND CHEMICAL</b> <b>FALLOUT PRODUCING</b>  Hierarchy: 2.X.3.4.3  Parameters: 1. Anchor Points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.  Static/Dynamic: S	Template   G*MPNF-----X	Example   G*MPNF-----X
<b>TACGRP.MOBSU.NBC.RADA</b>  <b>TACTICAL GRAPHICS</b> <b>MOBILITY/SURVIVABILITY</b> <b>NUCLEAR, BIOLOGICAL AND CHEMICAL</b> <b>RADIOACTIVE AREA</b>  Hierarchy: 2.X.3.4.4  Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The nuclear graphic, hierarchy number 2.X.3.4.2, should be moveable within the area. 3. Orientation. Not applicable.  Static/Dynamic: D	Template   G*MPNR-----X	Example   G*MPNR-----X

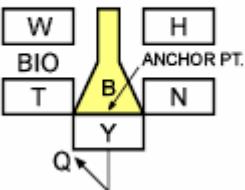
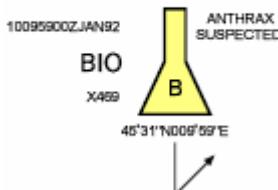
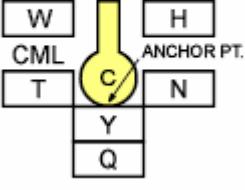
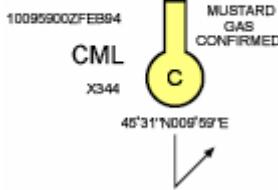
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.MOBSU.NBC.BIOCA</b>  <b>TACTICAL GRAPHICS</b> <b>MOBILITY/SURVIVABILITY</b> <b>NUCLEAR, BIOLOGICAL AND CHEMICAL</b> <b>BIOLOGICALLY CONTAMINATED AREA</b>  Hierarchy: 2.X.3.4.5  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The biological graphic, hierarchy number 2.X.3.4.7.1, should be moveable within the area. 3. Orientation. Not applicable.  Static/Dynamic: D	Template   G*MPNB-----X	Example   G*MPNB----X
<b>TACGRP.MOBSU.NBC.CMLCA</b>  <b>TACTICAL GRAPHICS</b> <b>MOBILITY/SURVIVABILITY</b> <b>NUCLEAR, BIOLOGICAL AND CHEMICAL</b> <b>CHEMICALLY CONTAMINATED AREA</b>  Hierarchy: 2.X.3.4.6  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The chemical graphic, hierarchy number 2.X.3.4.7.2, should be moveable within the area. 3. Orientation. Not applicable.  Static/Dynamic: D	Template   G*MPNC-----X	Example   G*MPNC----X
<b>TACGRP.MOBSU.NBC.REEVNT</b>  <b>TACTICAL GRAPHICS</b> <b>MOBILITY/SURVIVABILITY</b> <b>NUCLEAR, BIOLOGICAL AND CHEMICAL</b> <b>RELEASE EVENTS</b>  Hierarchy: 2.X.3.4.7  Static/Dynamic: N/A	N/A	N/A

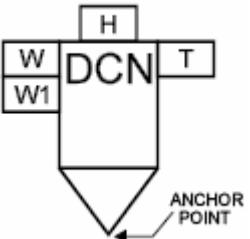
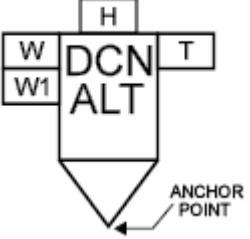
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.MOBSU.NBC.REEVNT.BIO</b>  <b>TACTICAL GRAPHICS</b> <b>MOBILITY/SURVIVABILITY</b> <b>NUCLEAR, BIOLOGICAL AND CHEMICAL</b> <b>RELEASE EVENTS</b> <b>BIOLOGICAL</b>  Hierarchy: 2.X.3.4.7.1  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.  Static/Dynamic: S	Template    G*MPNEB---****X	Example    G*MPNEB---****X
<b>TACGRP.MOBSU.NBC.REEVNT.CML</b>  <b>TACTICAL GRAPHICS</b> <b>MOBILITY/SURVIVABILITY</b> <b>NUCLEAR, BIOLOGICAL AND CHEMICAL</b> <b>RELEASE EVENTS</b> <b>CHEMICAL</b>  Hierarchy: 2.X.3.4.7.2  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.  Static/Dynamic: S	Template    G*MPNEC---****X	Example    G*MPNEC---****X
<b>TACGRP.MOBSU.NBC.DECOMP</b>  <b>TACTICAL GRAPHICS</b> <b>MOBILITY/SURVIVABILITY</b> <b>NUCLEAR, BIOLOGICAL AND CHEMICAL</b> <b>DECONTAMINATION (DECON) POINTS</b>  Hierarchy: 2.X.3.4.8  Static/Dynamic: N/A	N/A	N/A

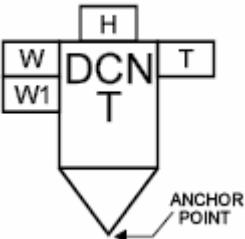
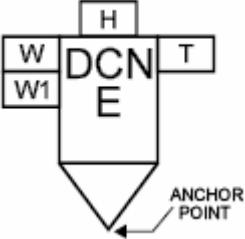
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.MOBSU.NBC.DECONP.USP</b>  <b>TACTICAL GRAPHICS</b> <b>MOBILITY/SURVIVABILITY</b> <b>NUCLEAR, BIOLOGICAL AND CHEMICAL</b> <b>DECONTAMINATION (DECON) POINTS</b> <b>DECON SITE/POINT (UNSPECIFIED)</b>  Hierarchy: 2.X.3.4.8.1  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .  Static/Dynamic: S	Template   G*MPNDP---****X	Example   G*MPNDP---****X
<b>TACGRP.MOBSU.NBC.DECONP.ALTPSP</b>  <b>TACTICAL GRAPHICS</b> <b>MOBILITY/SURVIVABILITY</b> <b>NUCLEAR, BIOLOGICAL AND CHEMICAL</b> <b>DECONTAMINATION (DECON) POINTS</b> <b>ALTERNATE DECON SITE/POINT</b> <b>(UNSPECIFIED)</b>  Hierarchy: 2.X.3.4.8.2  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .  Static/Dynamic: S	Template   G*MPNDA---****X	Example   G*MPNDA---****X

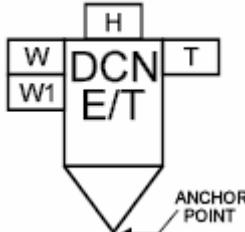
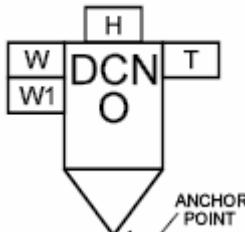
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.MOBSU.NBC.DECONP.TRP</b>  <b>TACTICAL GRAPHICS</b> <b>MOBILITY/SURVIVABILITY</b> <b>NUCLEAR, BIOLOGICAL AND CHEMICAL</b> <b>DECONTAMINATION (DECON) POINTS</b> <b>DECON SITE/POINT (TROOPS)</b>  Hierarchy: 2.X.3.4.8.3  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .  Static/Dynamic: S	Template   G*MPNDT---****X	Example   G*MPNDT---****X
<b>TACGRP.MOBSU.NBC.DECONP.EQT</b>  <b>TACTICAL GRAPHICS</b> <b>MOBILITY/SURVIVABILITY</b> <b>NUCLEAR, BIOLOGICAL AND CHEMICAL</b> <b>DECONTAMINATION (DECON) POINTS</b> <b>DECON SITE/POINT (EQUIPMENT)</b>  Hierarchy: 2.X.3.4.8.4  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .  Static/Dynamic: S	Template   G*MPNDE---****X	Example   G*MPNDE---****X

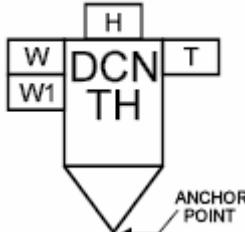
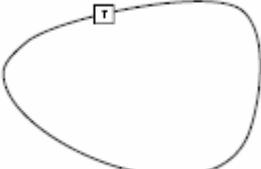
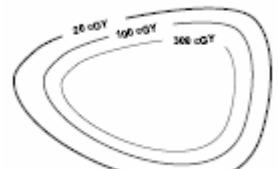
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.MOBSU.NBC.DECONP.EQTTRP</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL DECONTAMINATION (DECON) POINTS DECON SITE/POINT (EQUIPMENT AND TROOPS)  Hierarchy: 2.X.3.4.8.5  <u>Parameters:</u>  1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.  2. Size/Shape. Static.  3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .  Static/Dynamic: S	Template   G*MPNDB---****X	Example   G*MPNDB---****X
<b>TACGRP.MOBSU.NBC.DECONP.OPDECN</b>  TACTICAL GRAPHICS MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL DECONTAMINATION (DECON) POINTS DECON SITE/POINT (OPERATIONAL DECONTAMINATION)  Hierarchy: 2.X.3.4.8.6  <u>Parameters:</u>  1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.  2. Size/Shape. Static.  3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .  Static/Dynamic: S	Template   G*MPNDO---****X	Example   G*MPNDO---****X

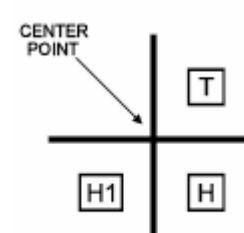
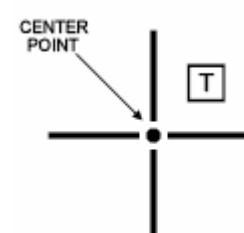
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.MOBSU.NBC.DECONP.TRGH</b>  <b>TA</b> CITAL GRAPHICS MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL DECONTAMINATION (DECON) POINTS DECON SITE/POINT (THOROUGH DECONTAMINATION)  Hierarchy: 2.X.3.4.8.7  <u>Parameters:</u>  1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.  2. Size/Shape. Static.  3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .  Static/Dynamic: S	Template    G*MPNDD---****X	Example    G*MPNDD---****X
<b>TACGRP.MOBSU.NBC.DRCL</b>  <b>TA</b> CITAL GRAPHICS MOBILITY/SURVIVABILITY NUCLEAR, BIOLOGICAL AND CHEMICAL DOSE RATE CONTOUR LINES  Hierarchy: 2.X.3.4.9  <u>Parameters:</u>  1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  2. Size/Shape. Determined by the anchor points.  3. Orientation. Not applicable.  Static/Dynamic: D	Template    G*MPNL-----****X	Example    G*MPNL-----****X
<b>TACGRP.FSUPP</b>  <b>TA</b> CITAL GRAPHICS FIRE SUPPORT  Hierarchy: 2.X.4  Static/Dynamic: N/A	N/A	N/A
<b>TACGRP.FSUPP.PNT</b>  <b>TA</b> CITAL GRAPHICS FIRE SUPPORT POINT  Hierarchy: 2.X.4.1  Static/Dynamic: N/A	N/A	N/A

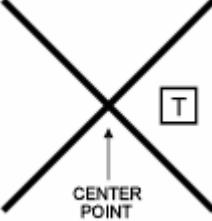
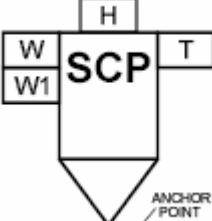
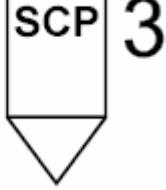
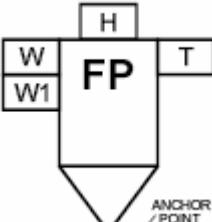
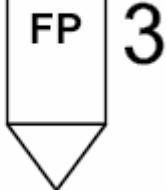
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.FSUPP.PNT.TGT</b>  TACTICAL GRAPHICS FIRE SUPPORT POINT TARGET  Hierarchy: 2.X.4.1.1  Static/Dynamic: N/A	N/A	N/A
<b>TACGRP.FSUPP.PNT.TGT.PTGT</b>  TACTICAL GRAPHICS FIRE SUPPORT POINT TARGET POINT/SINGLE TARGET  Hierarchy: 2.X.4.1.1.1  Parameters:  1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S	Template    G*FPPTS---****X	Example    G*FPPTS---****X
<b>TACGRP.FSUPP.PNT.TGT.NUCTGT</b>  TACTICAL GRAPHICS FIRE SUPPORT POINT TARGET NUCLEAR TARGET  Hierarchy: 2.X.4.1.1.2  Parameters:  1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S	Template    G*FPPTN---****X	Example    G*FPPTN---****X
<b>TACGRP.FSUPP.PNT.C2PNT</b>  TACTICAL GRAPHICS FIRE SUPPORT POINT COMMAND & CONTROL POINTS  Hierarchy: 2.X.4.1.2  Static/Dynamic: N/A	N/A	N/A

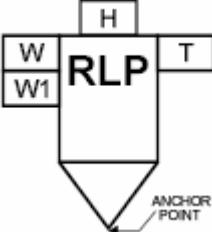
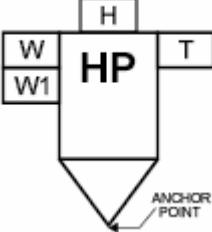
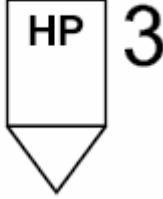
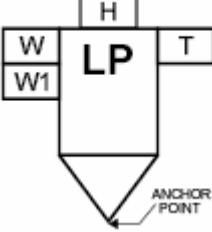
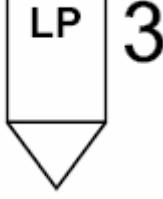
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.FSUPP.PNT.C2PNT.FSS</b>  TACTICAL GRAPHICS FIRE SUPPORT POINT COMMAND & CONTROL POINTS FIRE SUPPORT STATION  Hierarchy: 2.X.4.1.2.1  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.  <u>Static/Dynamic:</u> S	Template   G*FPPCF---****X	Example   G*FPPCF---****X
<b>TACGRP.FSUPP.PNT.C2PNT.SCP</b>  TACTICAL GRAPHICS FIRE SUPPORT POINT COMMAND & CONTROL POINTS SURVEY CONTROL POINT  Hierarchy: 2.X.4.1.2.2  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example, but will be rotatable.  <u>Static/Dynamic:</u> S	Template   G*FPPCS---****X	Example   G*FPPCS---****X
<b>TACGRP.FSUPP.PNT.C2PNT.FP</b>  TACTICAL GRAPHICS FIRE SUPPORT POINT COMMAND & CONTROL POINTS FIRING POINT  Hierarchy: 2.X.4.1.2.3  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example, but will be rotatable.  <u>Static/Dynamic:</u> S	Template   G*FPPCB---****X	Example   G*FPPCB---****X

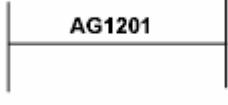
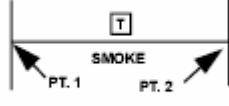
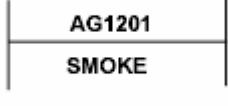
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.FSUPP.PNT.C2PNT.RP</b>  TACTICAL GRAPHICS FIRE SUPPORT POINT COMMAND & CONTROL POINTS RELOAD POINT  Hierarchy: 2.X.4.1.2.4  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example, but will be rotatable.  <u>Static/Dynamic:</u> S	Template   G*FPPCR---****X	Example   G*FPPCR---****X
<b>TACGRP.FSUPP.PNT.C2PNT.HP</b>  TACTICAL GRAPHICS FIRE SUPPORT POINT COMMAND & CONTROL POINTS HIDE POINT  Hierarchy: 2.X.4.1.2.5  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example, but will be rotatable.  <u>Static/Dynamic:</u> S	Template   G*FPPCH---****X	Example   G*FPPCH---****X
<b>TACGRP.FSUPP.PNT.C2PNT.LP</b>  TACTICAL GRAPHICS FIRE SUPPORT POINT COMMAND & CONTROL POINTS LAUNCH POINT  Hierarchy: 2.X.4.1.2.6  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example, but will be rotatable.  <u>Static/Dynamic:</u> S	Template   G*FPPCL---****X	Example   G*FPPCL---****X

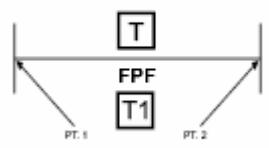
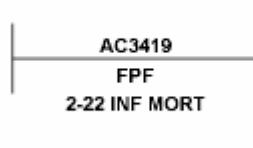
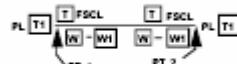
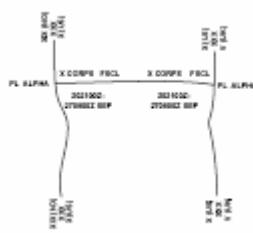
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.FSUPP.LNE</b>  TACTICAL GRAPHICS FIRE SUPPORT LINES  Hierarchy: 2.X.4.2  Static/Dynamic: N/A	N/A	N/A
<b>TACGRP.FSUPP.LNE.LNRTGT</b>  TACTICAL GRAPHICS FIRE SUPPORT LINES LINEAR TARGET  Hierarchy: 2.X.4.2.1  Parameters:  1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.  2. Size/Shape. The first and last anchor points determine the length of the line. The line segment between each pair of anchor points will repeat all information associated with the line segment between points 1 and 2.  3. Orientation. Orientation is determined by the anchor points.  Static/Dynamic: D	Template	Example
	 G*FPLT---****X	 G*FPLT---****X
<b>TACGRP.FSUPP.LNE.LNRTGT.LSTGT</b>  TACTICAL GRAPHICS FIRE SUPPORT LINES LINEAR TARGET LINEAR SMOKE TARGET  Hierarchy: 2.X.4.2.1.1  Parameters:  1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line.  2. Size/Shape. The first and last anchor points determine the length of the line. The line segment between each pair of anchor points will repeat all information associated with the line segment between points 1 and 2.  3. Orientation. Orientation is determined by the anchor points.  Static/Dynamic: D	Template	Example
	 G*FPLTS---****X	 G*FPLTS---****X

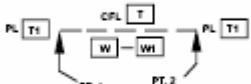
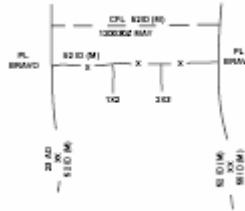
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.FSUPP.LNE.LNRTGT.FPF</b>		
<p>TACTICAL GRAPHICS  FIRE SUPPORT  LINES  LINEAR TARGET  FINAL PROTECTIVE FIRE (FPF)</p> <p>Hierarchy: 2.X.4.2.1.2</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires two (2) anchor points. Point 1 defines the start point of the graphic. Point 2 defines the end point of the graphic.</li> <li>2. Size/Shape. Size: The anchor points define the size.  Shape: Line. The information fields should be scaleable and movable along the line.</li> <li>3. Orientation. As determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p>	<p>Template</p>  <p>G*FPLTF---****X</p> <p>Example</p>  <p>G*FPLTF---****X</p>	
<b>TACGRP.FSUPP.LNE.C2LNE</b>		
<p>TACTICAL GRAPHICS  FIRE SUPPORT  LINES  COMMAND &amp; CONTROL LINES</p> <p>Hierarchy: 2.X.4.2.2</p> <p>Static/Dynamic: N/A</p>		<p>N/A</p> <p>N/A</p>
<b>TACGRP.FSUPP.LNE.C2LNE.FSCL</b>		
<p>TACTICAL GRAPHICS  FIRE SUPPORT  LINES  COMMAND &amp; CONTROL LINES  FIRE SUPPORT COORDINATION LINE  (FSCL)</p> <p>Hierarchy: 2.X.4.2.2.1</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line .</li> <li>2. Size/Shape. The first and last anchor points determine the length of the line. The end-of-line information will typically be posted at the ends of the line as it is displayed on the screen.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p>	<p>Template</p>  <p>G*FPLCF---****X</p> <p>Example</p>  <p>G*FPLCF---****X</p>	

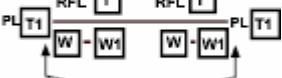
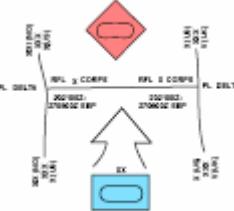
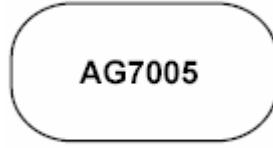
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.FSUPP.LNE.C2LNE.CFL</b>  TACTICAL GRAPHICS FIRE SUPPORT LINES COMMAND & CONTROL LINES COORDINATED FIRE LINE (CFL)  Hierarchy: 2.X.4.2.2.2  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen. 3. Orientation. Orientation is determined by the anchor points.  Static/Dynamic: D  Note: The dashed lines in this graphic shall be displayed in present and anticipated status.	Template  	Example   G*FPLCC---****X
<b>TACGRP.FSUPP.LNE.C2LNE.NFL</b>  TACTICAL GRAPHICS FIRE SUPPORT LINES COMMAND & CONTROL LINES NO-FIRE LINE (NFL)  Hierarchy: 2.X.4.2.2.3  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen. 3. Orientation. Orientation is determined by the anchor points.  Static/Dynamic: D	Template  	Example   G*FPLCN---****X

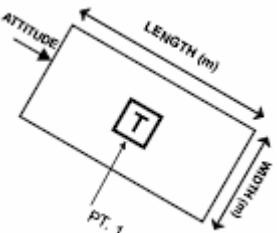
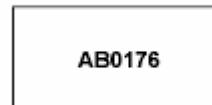
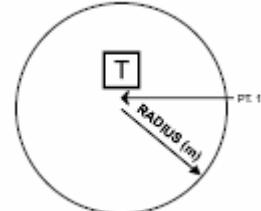
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.FSUPP.LNE.C2LNE.RFL</b>  TACTICAL GRAPHICS FIRE SUPPORT LINES COMMAND & CONTROL LINES RESTRICTIVE FIRE LINE (RFL)  Hierarchy: 2.X.4.2.2.4  <u>Parameters:</u>  1. Anchor Points. This graphic requires at least two points, points 1 and 2, to define the line. Additional points can be defined to extend the line .  2. Size/Shape. The first and last anchor points determine the length of the line. The end-of line information will typically be posted at the ends of the line as it is displayed on the screen.  3. Orientation. Orientation is determined by the anchor points.  Static/Dynamic: D	Template    G*FPLCR---****X	Example    G*FPLCR---****X
<b>TACGRP.FSUPP.ARS</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS  Hierarchy: 2.X.4.3  Static/Dynamic: N/A	N/A	N/A
<b>TACGRP.FSUPP.ARS.ARATGT</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS AREA TARGET  Hierarchy: 2.X.4.3.1  <u>Parameters:</u>  1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area.  3. Orientation. Not applicable.  Static/Dynamic: D	Template    G*FPAT---****X	Example    G*FPAT---****X

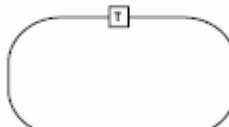
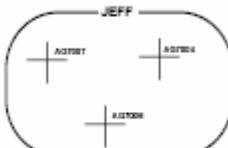
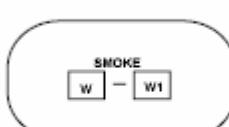
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.FSUPP.ARS.ARATGT.RTGTGT</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS AREA TARGET RECTANGULAR TARGET  Hierarchy: 2.X.4.3.1.1  <u>Parameters:</u> 1. Anchor Points. This graphic requires one (1) anchor point to define the center of the area. 2. Size/Shape. Size: as determined by the anchor point, the target length (in meters), and target width (in meters). A rectangular target is wider and longer than 200 meters. The information fields should be moveable and scaleable within the area. Shape: Rectangle. 3. Orientation. As determined by the Target Attitude (in mils).  <u>Static/Dynamic:</u> D	Template    G*FPATR---****X	Example    G*FPATR---****X
<b>TACGRP.FSUPP.ARS.ARATGT.CIRTGT</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS AREA TARGET CIRCULAR TARGET  Hierarchy: 2.X.4.3.1.2  <u>Parameters:</u> 1. Anchor Points. This graphic requires one (1) anchor point. Point 1 defines the center point of the graphic. 2. Size/Shape. Size: The radius, defined in meters, determines the size of the Circular Target. Shape: Circle. The information fields should be movable and scaleable within the circle. 3. Orientation. Not applicable.  <u>Static/Dynamic:</u> D	Template    G*FPATC---****X	Example    G*FPATC---****X

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.FSUPP.ARS.ARATGT.SGTGT</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS AREA TARGET SERIES OR GROUP OF TARGETS  Hierarchy: 2.X.4.3.1.3  Parameters:  1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. 3. Orientation. Not applicable. The area will encompass two or more fire support graphics (point/single target, nuclear target, circular target, or rectangular target).  The naming convention determines whether the area describes a series or group of targets.  Static/Dynamic: D	Template    G*FPATG---****X	Example: Series of targets    G*FPATG---****X
 <b>TACGRP.FSUPP.ARS.ARATGT.SMK</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS AREA TARGET SMOKE  Hierarchy: 2.X.4.3.1.4  Parameters:  1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable  Static/Dynamic: D	Template    G*FPATS---****X	Example    G*FPATS---****X

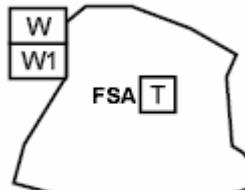
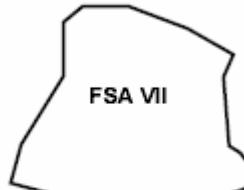
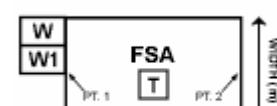
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.FSUPP.ARS.ARATGT.BMARA</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS AREA TARGET BOMB AREA  Hierarchy: 2.X.4.3.1.5  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. 3. Orientation. Not applicable.  Static/Dynamic: D	Template    G*FPATB-----X	Example    G*FPATB---X
<b>TACGRP.FSUPP.ARS.C2ARS</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS  Hierarchy: 2.X.4.3.2  Static/Dynamic: N/A	N/A	N/A
<b>TACGRP.FSUPP.ARS.C2ARS.FSA</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS FIRE SUPPORT AREA (FSA)  Hierarchy: 2.X.4.3.2.1  Static/Dynamic: N/A	N/A	N/A

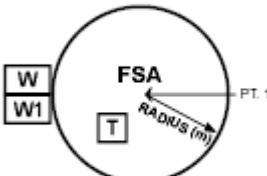
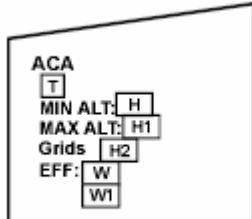
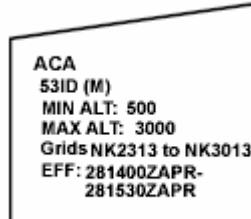
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.FSUPP.ARS.C2ARS.FSA.IRR</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS FIRE SUPPORT AREA (FSA) IRREGULAR  Hierarchy: 2.X.4.3.2.1.1  <u>Parameters:</u>  1. Anchor Points. The graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area.  3. Orientation. Not applicable.  Static/Dynamic: D	Template    G*FPACSI-****X	Example    G*FPACSI-****X
<b>TACGRP.FSUPP.ARS.C2ARS.FSA.RTG</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS FIRE SUPPORT AREA (FSA) RECTANGULAR  Hierarchy: 2.X.4.3.2.1.2  <u>Parameters:</u>  1. Anchor Points. This graphic requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle.  2. Size/Shape. Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scaleable.  3. Orientation. As determined by the anchor points.  Static/Dynamic: D	Template    G*FPACSR-****X	Example    G*FPACSR-****X

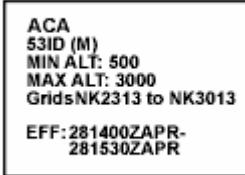
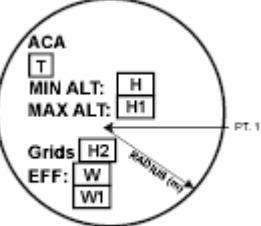
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.FSUPP.ARS.C2ARS.FSA.CIRCLR</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS FIRE SUPPORT AREA (FSA) CIRCULAR  Hierarchy: 2.X.4.3.2.1.3  <u>Parameters:</u> 1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic. 2. Size/Shape. Size: The radius, defined in meters, defines the size. Shape: Circle. The information fields should be scaleable within the circle. 3. Orientation. Not applicable.  Static/Dynamic: D	Template    G*FPACSC--****X	Example    G*FPACSC--****X
<b>TACGRP.FSUPP.ARS.C2ARS.ACA</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS AIRSPACE COORDINATION AREA (ACA)  Hierarchy: 2.X.4.3.2.2  Static/Dynamic: N/A		N/A
<b>TACGRP.FSUPP.ARS.C2ARS.ACA.IRR</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS AIRSPACE COORDINATION AREA (ACA) IRREGULAR  Hierarchy: 2.X.4.3.2.2.1  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area. 3. Orientation. Not applicable.  Static/Dynamic: D	Template    G*FPACAI--****X	Example    G*FPACAI--****X

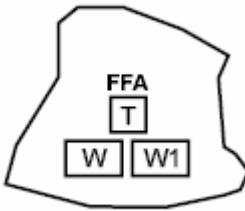
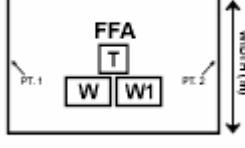
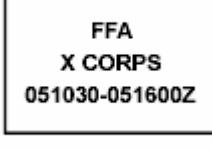
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.FSUPP.ARS.C2ARS.ACA.RTG</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS AIRSPACE COORDINATION AREA (ACA) RECTANGULAR  Hierarchy: 2.X.4.3.2.2.2  <u>Parameters:</u>  1. Anchor Points. This graphic requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle.  2. Size/Shape. Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scaleable.  3. Orientation. As determined by the anchor points.  Static/Dynamic: D	Template    G*FPACAR--****X	Example    G*FPACAR--****X
<b>TACGRP.FSUPP.ARS.C2ARS.ACA.CIRCLR</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS AIRSPACE COORDINATION AREA (ACA) CIRCULAR  Hierarchy: 2.X.4.3.2.2.3  <u>Parameters:</u>  1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic.  2. Size/Shape. Size: The radius, defined in meters, defines the size. Shape: Circle. The information fields should be scaleable within the circle.  3. Orientation. Not applicable.  Static/Dynamic: D	Template    G*FPACAC--****X	Example    G*FPACAC--****X
<b>TACGRP.FSUPP.ARS.C2ARS.FFA</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS FREE FIRE AREA (FFA)  Hierarchy: 2.X.4.3.2.3  Static/Dynamic: N/A	N/A	N/A

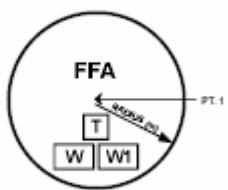
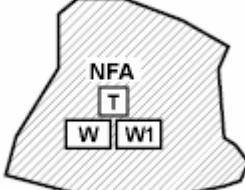
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.FSUPP.ARS.C2ARS.FFA.IRR</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS FREE FIRE AREA (FFA) IRREGULAR  Hierarchy: 2.X.4.3.2.3.1  <u>Parameters:</u>  1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.  3. Orientation. Not applicable.  Static/Dynamic: D	Template    G*FPACFI--****X	Example    G*FPACFI--****X
<b>TACGRP.FSUPP.ARS.C2ARS.FFA.RTG</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS FREE FIRE AREA (FFA) RECTANGULAR  Hierarchy: 2.X.4.3.2.3.2  <u>Parameters:</u>  1. Anchor Points. This graphic requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle.  2. Size/Shape. Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scaleable.  3. Orientation. As determined by the anchor points.  Static/Dynamic: D	Template    G*FPACFR--****X	Example    G*FPACFR--****X

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.FSUPP.ARS.C2ARS.FFA.CIRCLR</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS FREE FIRE AREA (FFA) CIRCULAR  Hierarchy: 2.X.4.3.2.3.3  <u>Parameters:</u> 1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic. 2. Size/Shape. Size: The radius, defined in meters, defines the size. Shape: Circle. The information fields should be scaleable within the circle. 3. Orientation. Not applicable.  <u>Static/Dynamic:</u> D	Template    G*FPACFC--****X	Example    G*FPACFC--****X
<b>TACGRP.FSUPP.ARS.C2ARS.NFA</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS NO-FIRE AREA (NFA)  Hierarchy: 2.X.4.3.2.4  <u>Static/Dynamic:</u> N/A		N/A
<b>TACGRP.FSUPP.ARS.C2ARS.NFA.IRR</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS NO-FIRE AREA (NFA) IRREGULAR  Hierarchy: 2.X.4.3.2.4.1  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be movable and scalable as a block within the area. Field W1 is optional. 3. Orientation. Not applicable.  <u>Static/Dynamic:</u> D	Template    G*FPACNI--****X	Example    G*FPACNI--****X

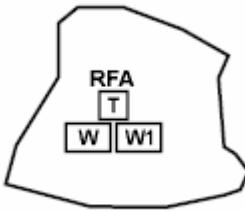
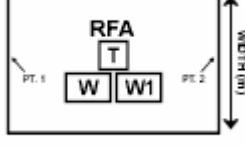
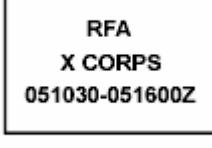
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.FSUPP.ARS.C2ARS.NFA.RTG</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS NO-FIRE AREA (NFA) RECTANGULAR  Hierarchy: 2.X.4.3.2.4.2  <u>Parameters:</u> 1. Anchor Points. This graphic requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle. 2. Size/Shape. Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scaleable within the rectangle. Field W1 is optional. 3. Orientation. As determined by the anchor points.  Static/Dynamic: D	Template   G*FPACNR--****X	Example   G*FPACNR--****X
<b>TACGRP.FSUPP.ARS.C2ARS.NFA.CIRCLR</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS NO-FIRE AREA (NFA) CIRCULAR  Hierarchy: 2.X.4.3.2.4.3  <u>Parameters:</u> 1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic. 2. Size/Shape. Size: The radius, defined in meters, defines the size. Shape: Circle. The information fields should be scaleable within the circle. Field W1 is optional. 3. Orientation. Not applicable.  Static/Dynamic: D	Template   G*FPACNC--****X	Example   G*FPACNC--****X
<b>TACGRP.FSUPP.ARS.C2ARS.RFA</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS RESTRICTIVE FIRE AREA (RFA)  Hierarchy: 2.X.4.3.2.5  Static/Dynamic: N/A	N/A	N/A

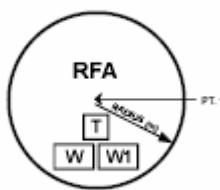
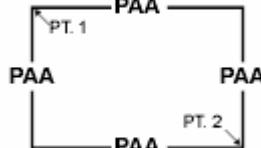
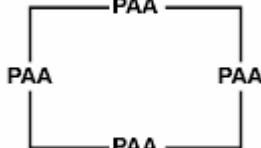
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.FSUPP.ARS.C2ARS.RFA.IRR</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS RESTRICTIVE FIRE AREA (RFA) IRREGULAR  Hierarchy: 2.X.4.3.2.5.1  <u>Parameters:</u>  1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scalable as a block within the area.  3. Orientation. Not applicable.  Static/Dynamic: D	Template    G*FPACRI--****X	Example    G*FPACRI--****X
<b>TACGRP.FSUPP.ARS.C2ARS.RFA.RTG</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS RESTRICTIVE FIRE AREA (RFA) RECTANGULAR  Hierarchy: 2.X.4.3.2.5.2  <u>Parameters:</u>  1. Anchor Points. This graphic requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle.  2. Size/Shape. Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scaleable.  3. Orientation. As determined by the anchor points.  Static/Dynamic: D	Template    G*FPACRR--****X	Example    G*FPACRR--****X

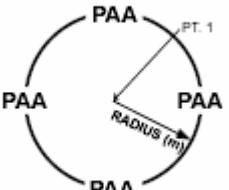
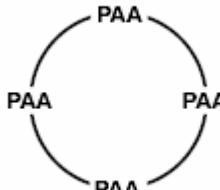
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.FSUPP.ARS.C2ARS.RFA.CIRCLR</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS RESTRICTIVE FIRE AREA (RFA) CIRCULAR  Hierarchy: 2.X.4.3.2.5.3  <u>Parameters:</u> 1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic. 2. Size/Shape. Size: The radius, defined in meters, defines the size. Shape: Circle. The information fields should be scaleable within the circle. 3. Orientation. Not applicable.  Static/Dynamic: D	Template   G*FPACRC--****X	Example   G*FPACRC--****X
<b>TACGRP.FSUPP.ARS.C2ARS.PAA</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS POSITION AREA FOR ARTILLERY (PAA)  Hierarchy: 2.X.4.3.2.6  Static/Dynamic: N/A		N/A
<b>TACGRP.FSUPP.ARS.C2ARS.PAA.RTG</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS POSITION AREA FOR ARTILLERY (PAA) RECTANGULAR  Hierarchy: 2.X.4.3.2.6.1  <u>Parameters:</u> 1. Anchor Points. This graphic requires two anchor points. Point 1 and 2 define the opposite corners of the quadrilateral. 2. Size/Shape. Determined by the anchor points. 3. Orientation. Not applicable.  Static/Dynamic: D	Template   G*F*ACPR--****X	Example   G*F*ACPR--****X

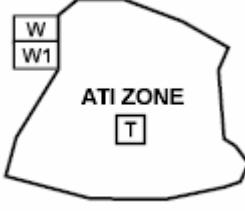
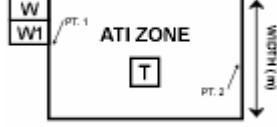
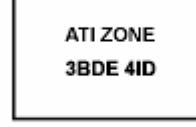
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.FSUPP.ARS.C2ARS.PAA.CIRCLR</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS COMMAND & CONTROL AREAS POSITION AREA FOR ARTILLERY (PAA) CIRCULAR  Hierarchy: 2.X.4.3.2.6.2  <u>Parameters:</u> 1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic. 2. Size/Shape. Size: The radius, defined in meters, defines the size. Shape: Circle. The information fields should be scaleable within the circle. 3. Orientation. Not applicable.  Static/Dynamic: D	Template   G*FPACPC--****X	Example   G*FPACPC--****X
<b>TACGRP.FSUPP.ARS.TGTAQZ</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISITION ZONES  Hierarchy: 2.X.4.3.3  Static/Dynamic: N/A	N/A	N/A
<b>TACGRP.FSUPP.ARS.TGTAQZ.ATIZ</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISITION ZONES ARTILLERY TARGET INTELLIGENCE (ATI) ZONE  Hierarchy: 2.X.4.3.3.1  Static/Dynamic: N/A	N/A	N/A

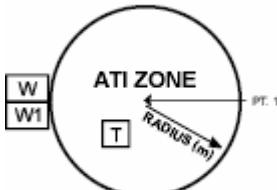
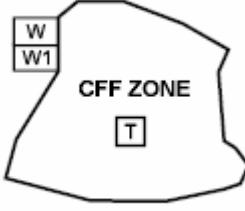
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.FSUPP.ARS.TGTAQZ.ATIZ.IRR</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISITION ZONES ARTILLERY TARGET INTELLIGENCE (ATI) ZONE IRREGULAR  Hierarchy: 2.X.4.3.3.1.1  <u>Parameters:</u> 1. Anchor Points. This graphic requires a minimum of three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scaleable within the area. 3. Orientation. Not applicable.  Static/Dynamic: D	Template    G*FPAZII--****X	Example    G*FPAZII--****X
<b>TACGRP.FSUPP.ARS.TGTAQZ.ATIZ.RTG</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISITION ZONES ARTILLERY TARGET INTELLIGENCE (ATI) ZONE RECTANGULAR  Hierarchy: 2.X.4.3.3.1.2  <u>Parameters:</u> 1. Anchor Points. This graphic requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle. 2. Size/Shape. Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scaleable. 3. Orientation. As determined by the anchor points.  Static/Dynamic: D	Template    G*FPAZIR--****X	Example    G*FPAZIR--****X

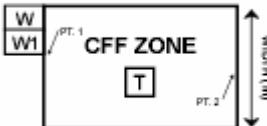
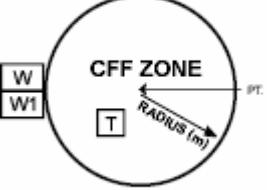
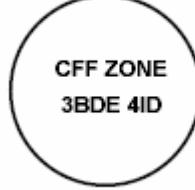
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.FSUPP.ARS.TGTAQZ.ATIZ.CIRCLR</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISITION ZONES ARTILLERY TARGET INTELLIGENCE (ATI) ZONE CIRCULAR  Hierarchy: 2.X.4.3.3.1.3  <u>Parameters:</u> 1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic. 2. Size/Shape. Size: The radius, defined in meters, defines the size. Shape: Circle. The information fields should be scaleable within the circle. 3. Orientation. Not applicable.  Static/Dynamic: D	Template    G*FPAZIC--****X	Example    G*FPAZIC--****X
<b>TACGRP.FSUPP.ARS.TGTAQZ.CFFZ</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISITION ZONES CALL FOR FIRE ZONE (CFFZ)  Hierarchy: 2.X.4.3.3.2  Static/Dynamic: N/A		N/A
<b>TACGRP.FSUPP.ARS.TGTAQZ.CFFZ.IRR</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISITION ZONES CALL FOR FIRE ZONE (CFFZ) IRREGULAR  Hierarchy: 2.X.4.3.3.2.1  <u>Parameters:</u> 1. Anchor Points. This graphic requires a minimum of three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scaleable within the area. 3. Orientation. Not applicable.  Static/Dynamic: D	Template    G*FPAZXI--****X	Example    G*FPAZXI--****X

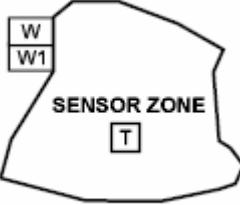
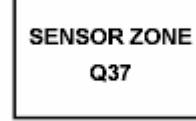
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.FSUPP.ARS.TGTAQZ.CFFZ.RTG</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISITION ZONES CALL FOR FIRE ZONE (CFFZ) RECTANGULAR  Hierarchy: 2.X.4.3.3.2.2  <u>Parameters:</u> 1. Anchor Points. This graphic requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle. 2. Size/Shape. Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scaleable. 3. Orientation. As determined by the anchor points.  Static/Dynamic: D	Template    G*FPAZXR--****X	Example    G*FPAZXR--****X
<b>TACGRP.FSUPP.ARS.TGTAQZ.CFFZ.CIRCLR</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISITION ZONES CALL FOR FIRE ZONE (CFFZ) CIRCULAR  Hierarchy: 2.X.4.3.3.2.3  <u>Parameters:</u> 1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic. 2. Size/Shape. Size: The radius, defined in meters, defines the size. Shape: Circle. The information fields should be scaleable within the circle. 3. Orientation. Not applicable.  Static/Dynamic: D	Template    G*FPAZXC--****X	Example    G*FPAZXC--****X
<b>TACGRP.FSUPP.ARS.TGTAQZ.SNSZ</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISITION ZONES SENSOR ZONE  Hierarchy: 2.X.4.3.3.3  Static/Dynamic: N/A	N/A	N/A

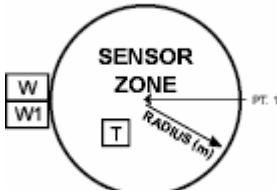
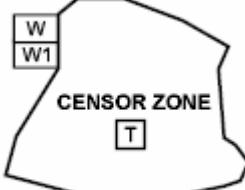
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.FSUPP.ARS.TGTAQZ.SNSZ.IRR</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISITION ZONES SENSOR ZONE IRREGULAR  Hierarchy: 2.X.4.3.3.3.1  <u>Parameters:</u>  1. Anchor Points. This graphic requires a minimum of three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scaleable within the area.  3. Orientation. Not applicable.  Static/Dynamic: D	Template    G*FPAZSI--****X	Example    G*FPAZSI--****X
<b>TACGRP.FSUPP.ARS.TGTAQZ.SNSZ.RTG</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISITION ZONES SENSOR ZONE RECTANGULAR  Hierarchy: 2.X.4.3.3.3.2  <u>Parameters:</u>  1. Anchor Points. This graphic requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle.  2. Size/Shape. Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scaleable.  3. Orientation. As determined by the anchor points.  Static/Dynamic: D	Template    G*FPAZSR--****X	Example    G*FPAZSR--****X

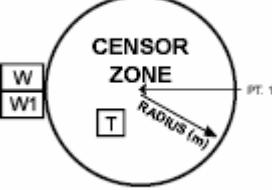
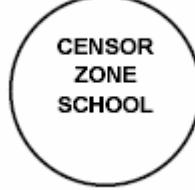
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.FSUPP.ARS.TGTAQZ.SNSZ.CIRCLR</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISITION ZONES SENSOR ZONE CIRCULAR  Hierarchy: 2.X.4.3.3.3  <u>Parameters:</u> 1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic.  2. Size/Shape. Size: The radius, defined in meters, defines the size. Shape: Circle. The information fields should be scaleable within the circle.  3. Orientation. Not applicable.  <u>Static/Dynamic:</u> D	Template    G*FPAZSC--****X	Example    G*FPAZSC--****X
<b>TACGRP.FSUPP.ARS.TGTAQZ.CNS</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISITION ZONES CENSOR ZONE  Hierarchy: 2.X.4.3.3.4  <u>Static/Dynamic:</u> N/A		N/A
<b>TACGRP.FSUPP.ARS.TGTAQZ.CNS.IRR</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISITION ZONES CENSOR ZONE IRREGULAR  Hierarchy: 2.X.4.3.3.4.1  <u>Parameters:</u> 1. Anchor Points. This graphic requires a minimum of three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scaleable within the area.  3. Orientation. Not applicable.  <u>Static/Dynamic:</u> D	Template    G*FPAZCI--****X	Example    G*FPAZCI--****X

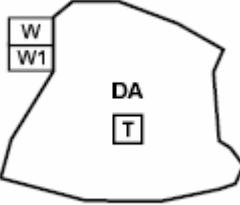
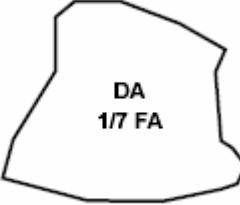
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.FSUPP.ARS.TGTAQZ.CNS.RTG</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISITION ZONES CENSOR ZONE RECTANGULAR  Hierarchy: 2.X.4.3.3.4.2  <u>Parameters:</u>  1. Anchor Points. This graphic requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle.  2. Size/Shape. Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scaleable.  3. Orientation. As determined by the anchor points.  Static/Dynamic: D	Template    G*FPAZCR--****X	Example    G*FPAZCR--****X
<b>TACGRP.FSUPP.ARS.TGTAQZ.CNS.CIRCLR</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISITION ZONES CENSOR ZONE CIRCULAR  Hierarchy: 2.X.4.3.3.4.3  <u>Parameters:</u>  1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic.  2. Size/Shape. Size: The radius, defined in meters, defines the size. Shape: Circle. The information fields should be scaleable within the circle.  3. Orientation. Not applicable.  Static/Dynamic: D	Template    G*FPAZCC--****X	Example    G*FPAZCC--****X
<b>TACGRP.FSUPP.ARS.TGTAQZ.DA</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISITION ZONES DEAD SPACE AREA (DA)  Hierarchy: 2.X.4.3.3.5  Static/Dynamic: N/A	N/A	N/A

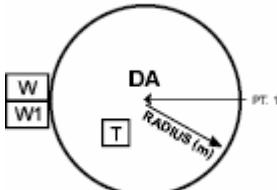
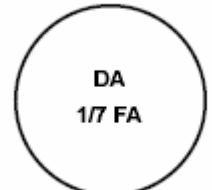
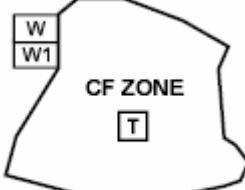
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.FSUPP.ARS.TGTAQZ.DA.IRR</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISITION ZONES DEAD SPACE AREA (DA) IRREGULAR  Hierarchy: 2.X.4.3.3.5.1  <u>Parameters:</u>  1. Anchor Points. This graphic requires a minimum of three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scaleable within the area.  3. Orientation. Not applicable.  Static/Dynamic: D	Template    G*FPAZDI---****X	Example    G*FPAZDI---****X
<b>TACGRP.FSUPP.ARS.TGTAQZ.DA.RTG</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISITION ZONES DEAD SPACE AREA (DA) RECTANGULAR  Hierarchy: 2.X.4.3.3.5.2  <u>Parameters:</u>  1. Anchor Points. This graphic requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle.  2. Size/Shape. Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scaleable.  3. Orientation. As determined by the anchor points.  Static/Dynamic: D	Template    G*FPAZDR---****X	Example    G*FPAZDR---****X

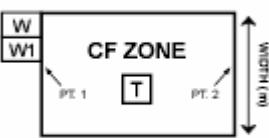
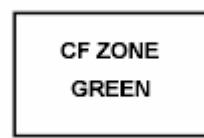
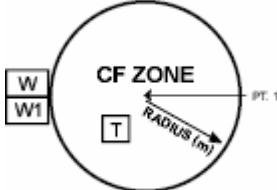
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.FSUPP.ARS.TGTAQZ.DA.CIRCLR</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISITION ZONES DEAD SPACE AREA (DA) CIRCULAR  Hierarchy: 2.X.4.3.3.5.3  <u>Parameters:</u> 1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic. 2. Size/Shape. Size: The radius, defined in meters, defines the size. Shape: Circle. The information fields should be scaleable within the circle. 3. Orientation. Not applicable.  <u>Static/Dynamic:</u> D	Template    G*FPAZDC--****X	Example    G*FPAZDC--****X
<b>TACGRP.FSUPP.ARS.TGTAQZ.CFZ</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISITION ZONES CRITICAL FRIENDLY ZONE (CFZ)  Hierarchy: 2.X.4.3.3.6  <u>Static/Dynamic:</u> N/A		N/A
<b>TACGRP.FSUPP.ARS.TGTAQZ.CFZ.IRR</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISITION ZONES CRITICAL FRIENDLY ZONE (CFZ) IRREGULAR  Hierarchy: 2.X.4.3.3.6.1  <u>Parameters:</u> 1. Anchor Points. This graphic requires a minimum of three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scaleable within the area. 3. Orientation. Not applicable.  <u>Static/Dynamic:</u> D	Template    G*FPAZFI--****X	Example    G*FPAZFI--****X

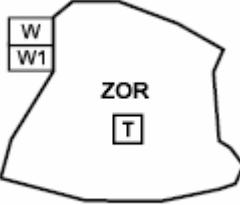
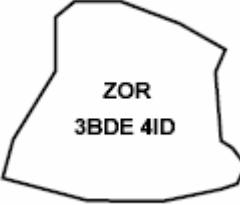
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.FSUPP.ARS.TGTAQZ.CFZ.RTG</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISITION ZONES CRITICAL FRIENDLY ZONE (CFZ) RECTANGULAR  Hierarchy: 2.X.4.3.3.6.2  <u>Parameters:</u> 1. Anchor Points. This graphic requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle. 2. Size/Shape. Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scaleable. 3. Orientation. As determined by the anchor points.  Static/Dynamic: D	Template    G*FPAZFR--****X	Example    G*FPAZFR--****X
<b>TACGRP.FSUPP.ARS.TGTAQZ.CFZ.CIRCLR</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISITION ZONES CRITICAL FRIENDLY ZONE (CFZ) CIRCULAR  Hierarchy: 2.X.4.3.3.6.3  <u>Parameters:</u> 1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic. 2. Size/Shape. Size: The radius, defined in meters, defines the size. Shape: Circle. The information fields should be scaleable within the circle. 3. Orientation. Not applicable.  Static/Dynamic: D	Template    G*FPAZFC--****X	Example    G*FPAZFC--****X
<b>TACGRP.FSUPP.ARS.TGTAQZ.ZOR</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISITION ZONES ZONE OF RESPONSIBILITY (ZOR)  Hierarchy: 2.X.4.3.3.7  Static/Dynamic: N/A	N/A	N/A

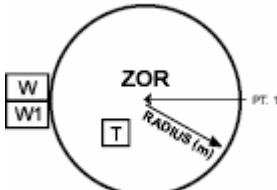
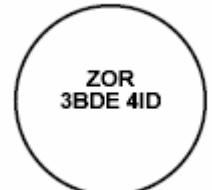
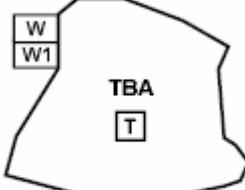
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.FSUPP.ARS.TGTAQZ.ZOR.IRR</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISITION ZONES ZONE OF RESPONSIBILITY (ZOR) IRREGULAR  Hierarchy: 2.X.4.3.3.7.1  <u>Parameters:</u>  1. Anchor Points. This graphic requires a minimum of three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scaleable within the area.  3. Orientation. Not applicable.  Static/Dynamic: D	Template    G*FPAZZI--****X	Example    G*FPAZZI--****X
<b>TACGRP.FSUPP.ARS.TGTAQZ.ZOR.RTG</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISITION ZONES ZONE OF RESPONSIBILITY (ZOR) RECTANGULAR  Hierarchy: 2.X.4.3.3.7.2  <u>Parameters:</u>  1. Anchor Points. This graphic requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle.  2. Size/Shape. Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scaleable.  3. Orientation. As determined by the anchor points.  Static/Dynamic: D	Template    G*FPAZZR--****X	Example    G*FPAZZR--****X

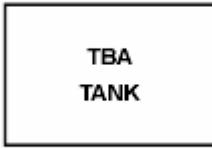
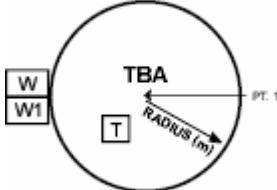
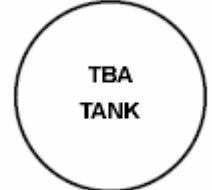
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.FSUPP.ARS.TGTAQZ.ZOR.CIRCLR</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISITION ZONES ZONE OF RESPONSIBILITY (ZOR) CIRCULAR  Hierarchy: 2.X.4.3.3.7.3  <u>Parameters:</u> 1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic. 2. Size/Shape. Size: The radius, defined in meters, defines the size. Shape: Circle. The information fields should be scaleable within the circle. 3. Orientation. Not applicable.  <u>Static/Dynamic:</u> D	Template    G*FPAZZC--****X	Example    G*FPAZZC--****X
<b>TACGRP.FSUPP.ARS.TGTAQZ.TBA</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISITION ZONES TARGET BUILD-UP AREA (TBA)  Hierarchy: 2.X.4.3.3.8  <u>Static/Dynamic:</u> N/A		N/A
<b>TACGRP.FSUPP.ARS.TGTAQZ.TBA.IRR</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISITION ZONES TARGET BUILD-UP AREA (TBA) IRREGULAR  Hierarchy: 2.X.4.3.3.8.1  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scaleable within the area. 3. Orientation. Not applicable.  <u>Static/Dynamic:</u> D	Template    G*FPAZBI--****X	Example    G*FPAZBI--****X

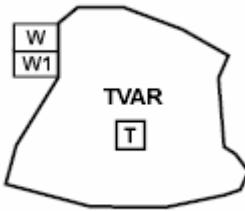
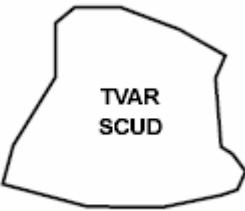
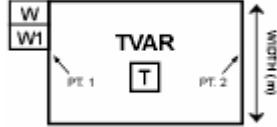
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.FSUPP.ARS.TGTAQZ.TBA.RTG</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISITION ZONES TARGET BUILD-UP AREA (TBA) RECTANGULAR  Hierarchy: 2.X.4.3.3.8.2  <u>Parameters:</u>  1. Anchor Points. This graphic requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle.  2. Size/Shape. Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scaleable.  3. Orientation. As determined by the anchor points.  Static/Dynamic: D	Template    G*FPAZBR--****X	Example    G*FPAZBR--****X
<b>TACGRP.FSUPP.ARS.TGTAQZ.TBA.CIRCLR</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISITION ZONES TARGET BUILD-UP AREA (TBA) CIRCULAR  Hierarchy: 2.X.4.3.3.8.3  <u>Parameters:</u>  1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic.  2. Size/Shape. Size: The radius, defined in meters, defines the size. Shape: Circle. The information fields should be scaleable within the circle.  3. Orientation. Not applicable.  Static/Dynamic: D	Template    G*FPAZBC--****X	Example    G*FPAZBC--****X
<b>TACGRP.FSUPP.ARS.TGTAQZ.TVAR</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISITION ZONES TARGET VALUE AREA (TVAR)  Hierarchy: 2.X.4.3.3.9  Static/Dynamic: N/A	N/A	N/A

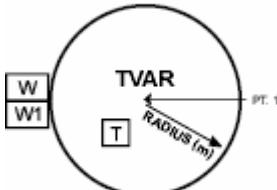
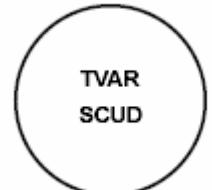
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.FSUPP.ARS.TGTAQZ.TVAR.IRR</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISITION ZONES TARGET VALUE AREA (TVAR) IRREGULAR  Hierarchy: 2.X.4.3.3.9.1  <u>Parameters:</u>  1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scaleable within the area.  3. Orientation. Not applicable.  Static/Dynamic: D	Template    G*FPAZVI--****X	Example    G*FPAZVI-_-****X
<b>TACGRP.FSUPP.ARS.TGTAQZ.TVAR.RTG</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISITION ZONES TARGET VALUE AREA (TVAR) RECTANGULAR  Hierarchy: 2.X.4.3.3.9.2  <u>Parameters:</u>  1. Anchor Points. This graphic requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle.  2. Size/Shape. Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scaleable.  3. Orientation. As determined by the anchor points.  Static/Dynamic: D	Template    G*FPAZVR--****X	Example    G*FPAZVR--****X

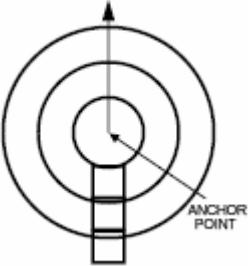
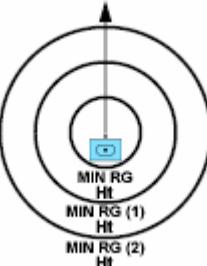
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.FSUPP.ARS.TGTAQZ.TVAR.CIRCLR</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS TARGET ACQUISITION ZONES TARGET VALUE AREA (TVAR) CIRCULAR  Hierarchy: 2.X.4.3.3.9.3  <u>Parameters:</u> 1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic. 2. Size/Shape. Size: The radius, defined in meters, defines the size. Shape: Circle. The information fields should be scaleable within the circle. 3. Orientation. Not applicable.  Static/Dynamic: D	Template   G*FPAZVC--****X	Example   G*FPAZVC--****X
<b>TACGRP.FSUPP.ARS.WPNRF</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS WEAPONS/RADAR RANGE FANS  Hierarchy: 2.X.4.3.4  Static/Dynamic: N/A	N/A	N/A

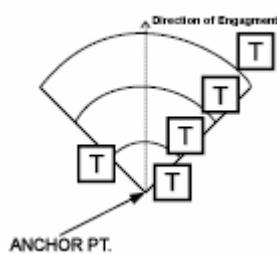
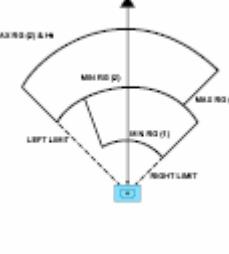
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.FSUPP.ARS.WPNRF.CIRCLR</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS WEAPONS/RADAR RANGE FANS CIRCULAR  Hierarchy: 2.X.4.3.4.1  <u>Parameters:</u>  1. Anchor Points. This graphic requires one anchor point that defines an object at a dynamic grid location. This coordinate, which pinpoints the current physical location of a specific unit, weapon or acquisition system, may change with the movement of the object. The symbol for that object is located at the anchor point.  2. Size/Shape. Shapes are concentric circles. Size is defined by the minimum and maximum ranges (as many as required) measured from the anchor point. All units in meters.  3. Orientation. The center point is typically centered over the known location of a weapon or target acquisition system. The orientation of the Circular Range Fan is the direction of engagement. The orientation may change as the object moves or changes.  Static/Dynamic: D  Note: Text boxes will be used to label the minimum and maximum ranges and height of the range fan.	Template   G*FPAXC-----X	Example   G*FPAXC---***X

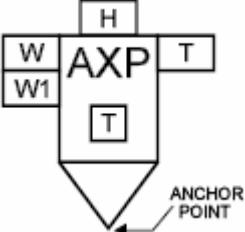
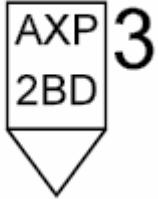
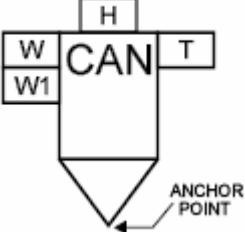
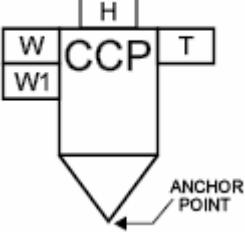
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.FSUPP.ARS.WPNRF.SCR</b>  TACTICAL GRAPHICS FIRE SUPPORT AREAS WEAPONS/RADAR RANGE FANS SECTOR  Hierarchy: 2.X.4.3.4.2  <u>Parameters:</u>  1. Anchor Points. This graphic requires one anchor point that defines an object at a dynamic grid location. This coordinate, which pinpoints the current physical location of a specific unit, weapon or acquisition system, may change with the movement of the object. The symbol for that object is located at the anchor point.  2. Size/Shape. Determined from the anchor point with a single azimuth that denotes Sector Center. The maximum left and right limits of the sector are measured from the sector centerline. Multiple ranges and/or maximum left and right limits of the sector, as well as height, may be entered, as required, to define the sector. All units in meters.  3. Orientation. The center point is typically centered over the known location of a weapon or target acquisition system. The orientation may change as the object moves or changes.  Static/Dynamic: D  Note: Text boxes will be used to label the minimum and maximum ranges and maximum left and right sector limits and height.	Template   G*FPAXS-----X	Example   G*FPAXS---****X
<b>TACGRP.CSS</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT  Hierarchy: 2.X.5  Static/Dynamic: N/A	N/A	N/A
<b>TACGRP.CSS.PNT</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS  Hierarchy: 2.X.5.1  Static/Dynamic: N/A	N/A	N/A

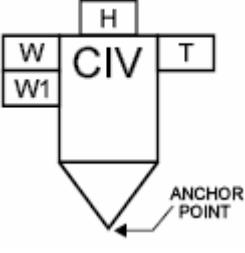
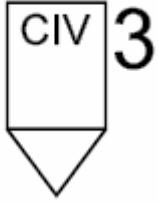
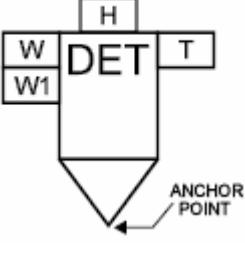
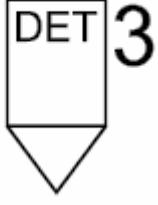
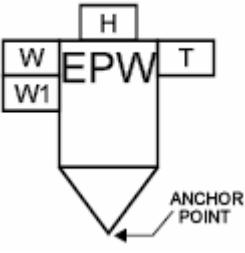
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.CSS.PNT.AEP</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS AMBULANCE EXCHANGE POINT  Hierarchy: 2.X.5.1.1  Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .  Static/Dynamic: S	Template   G*SPPX---****X	Example   G*SPPX---****X
<b>TACGRP.CSS.PNT.CBNP</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS CANNIBALIZATION POINT  Hierarchy: 2.X.5.1.2  Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .  Static/Dynamic: S	Template   G*SPPC---****X	Example   G*SPPC---****X
<b>TACGRP.CSS.PNT.CCP</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS CASUALTY COLLECTION POINT  Hierarchy: 2.X.5.1.3  Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .  Static/Dynamic: S	Template   G*SPPY---****X	Example   G*SPPY---****X

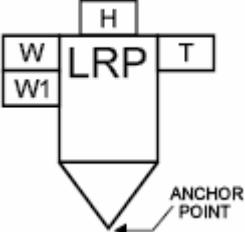
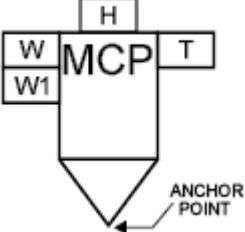
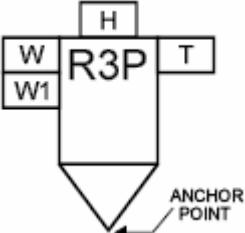
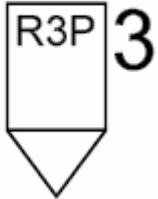
**MIL-STD-2525B w/CHANGE 2**  
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.CSS.PNT.CVP</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS CIVILIAN COLLECTION POINT  Hierarchy: 2.X.5.1.4  Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .  Static/Dynamic: S	Template   G*SPPT----****X	Example   G*SPPT----****X
<b>TACGRP.CSS.PNT.DCP</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS DETAINEE COLLECTION POINT  Hierarchy: 2.X.5.1.5  Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .  Static/Dynamic: S	Template   G*SPPD----****X	Example   G*SPPD----****X
<b>TACGRP.CSS.PNT.EPWCP</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS ENEMY PRISONER OF WAR (EPW) COLLECTION POINT  Hierarchy: 2.X.5.1.6  Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .  Static/Dynamic: S	Template   G*SPPE----****X	Example   G*SPPE----****X

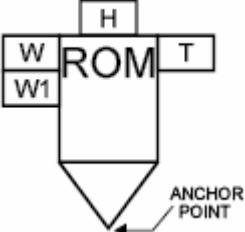
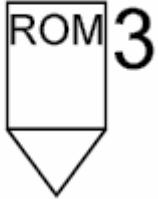
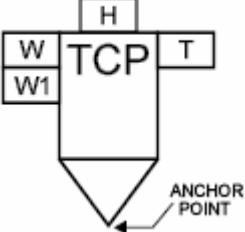
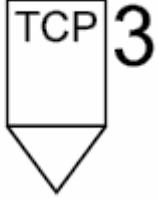
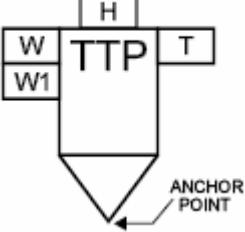
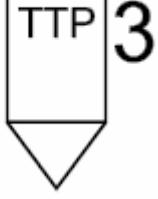
**MIL-STD-2525B w/CHANGE 2**  
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.CSS.PNT.LRP</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS LOGISTICS RELEASE POINT (LRP)  Hierarchy: 2.X.5.1.7  Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .  Static/Dynamic: S	Template   G*SPPL---****X	Example   G*SPPL---****X
<b>TACGRP.CSS.PNT.MCP</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS MAINTENANCE COLLECTION POINT  Hierarchy: 2.X.5.1.8  Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .  Static/Dynamic: S	Template   G*SPPM---****X	Example   G*SPPM---****X
<b>TACGRP.CSS.PNT.RRRP</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS REARM, REFUEL AND RESUPPLY POINT  Hierarchy: 2.X.5.1.9  Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .  Static/Dynamic: S	Template   G*SPPR---****X	Example   G*SPPR---****X

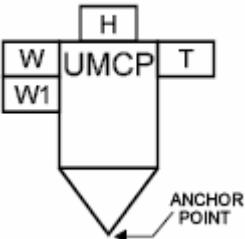
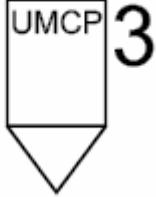
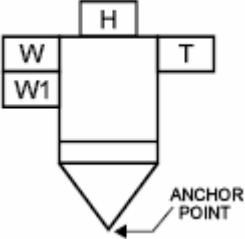
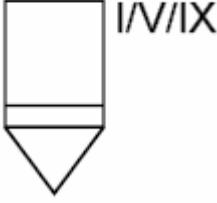
**MIL-STD-2525B w/CHANGE 2**  
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.CSS.PNT.ROM</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS REFUEL ON THE MOVE (ROM) POINT  Hierarchy: 2.X.5.1.10  Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .  Static/Dynamic: S	Template   G*SPPU---****X	Example   G*SPPU---****X
<b>TACGRP.CSS.PNT.TCP</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS TRAFFIC CONTROL POST (TCP)  Hierarchy: 2.X.5.1.11  Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .  Static/Dynamic: S	Template   G*SPPO---****X	Example   G*SPPO---****X
<b>TACGRP.CSS.PNT.TTP</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS TRAILER TRANSFER POINT  Hierarchy: 2.X.5.1.12  Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .  Static/Dynamic: S	Template   G*SPPI---****X	Example   G*SPPI---****X

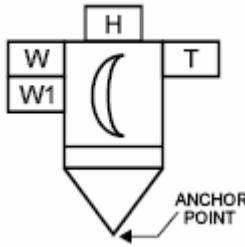
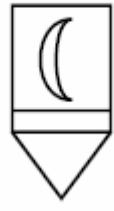
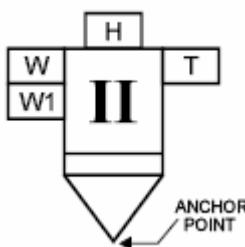
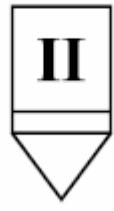
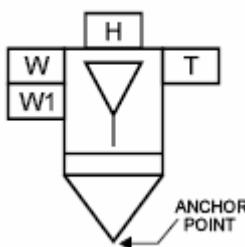
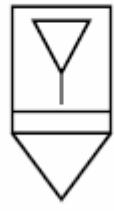
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.CSS.PNT.UMC</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS UNIT MAINTENANCE COLLECTION POINT  Hierarchy: 2.X.5.1.13  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.  2. Size/Shape. Static.  3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .  Static/Dynamic: S	Template   G*SPPN----****X	Example   G*SPPN----****X
<b>TACGRP.CSS.PNT.SPT</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS  Hierarchy: 2.X.5.1.14  Static/Dynamic: N/A		N/A
<b>TACGRP.CSS.PNT.SPT.GNL</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS GENERAL  Hierarchy: 2.X.5.1.14.1  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone.  2. Size/Shape. Static.  3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .  Static/Dynamic: S	Template   G*SPPSZ----****X	Example   G*SPPSZ----****X

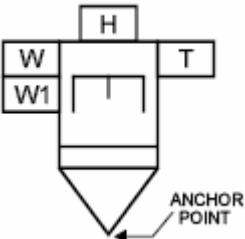
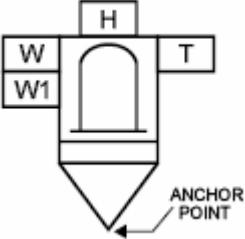
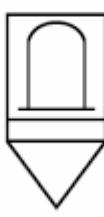
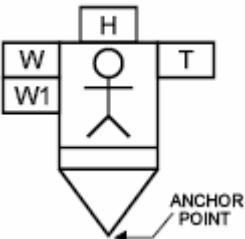
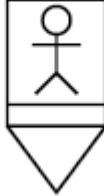
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.CSS.PNT.SPT.CLS1</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS I  Hierarchy: 2.X.5.1.14.2  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .  Static/Dynamic: S	Template   G*SPPSA---****X	Example   G*SPPSA---****X
<b>TACGRP.CSS.PNT.SPT.CLS2</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS II  Hierarchy: 2.X.5.1.14.3  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .  Static/Dynamic: S	Template   G*SPPSB---****X	Example   G*SPPSB---****X
<b>TACGRP.CSS.PNT.SPT.CLS3</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS III  Hierarchy: 2.X.5.1.14.4  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .  Static/Dynamic: S	Template   G*SPPSC---****X	Example   G*SPPSC---****X

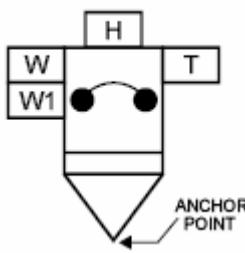
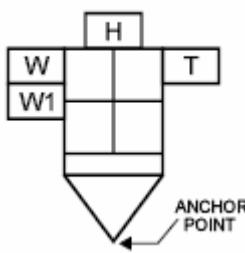
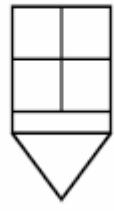
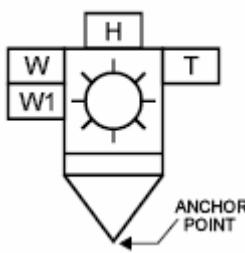
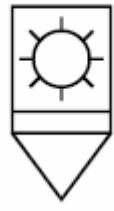
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.CSS.PNT.SPT.CLS4</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS IV  Hierarchy: 2.X.5.1.14.5  Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .  Static/Dynamic: S	Template   G*SPPSD---****X	Example   G*SPPSD---****X
<b>TACGRP.CSS.PNT.SPT.CLS5</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS V  Hierarchy: 2.X.5.1.14.6  Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .  Static/Dynamic: S	Template   G*SPPSE---****X	Example   G*SPPSE---****X
<b>TACGRP.CSS.PNT.SPT.CLS6</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS VI  Hierarchy: 2.X.5.1.14.7  Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .  Static/Dynamic: S	Template   G*SPPSF---****X	Example   G*SPPSF---****X

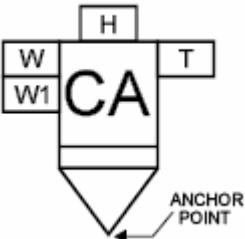
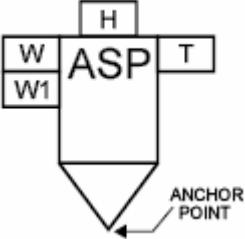
**MIL-STD-2525B w/CHANGE 2**  
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.CSS.PNT.SPT.CLS7</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS VII  Hierarchy: 2.X.5.1.14.8  Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .  Static/Dynamic: S	Template   G*SPPSG---****X	Example   G*SPPSG---****X
<b>TACGRP.CSS.PNT.SPT.CLS8</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS VIII  Hierarchy: 2.X.5.1.14.9  Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .  Static/Dynamic: S	Template   G*SPPSH---****X	Example   G*SPPSH---****X
<b>TACGRP.CSS.PNT.SPT.CLS9</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS IX  Hierarchy: 2.X.5.1.14.10  Parameters: 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .  Static/Dynamic: S	Template   G*SPPSI---****X	Example   G*SPPSI---****X

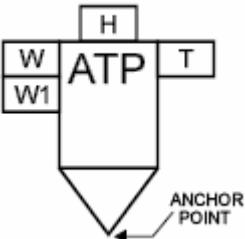
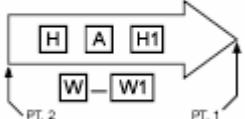
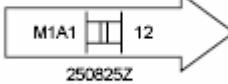
**MIL-STD-2525B w/CHANGE 2**  
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.CSS.PNT.SPT.CLS10</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS SUPPLY POINTS CLASS X  Hierarchy: 2.X.5.1.14.11  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.  Static/Dynamic: S	Template   G*SPPSJ---****X	Example   G*SPPSJ---****X
<b>TACGRP.CSS.PNT.AP</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS AMMUNITION POINTS  Hierarchy: 2.X.5.1.15  Static/Dynamic: N/A	N/A	N/A
<b>TACGRP.CSS.PNT.AP.ASP</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS AMMUNITION POINTS AMMUNITION SUPPLY POINT (ASP)  Hierarchy: 2.X.5.1.15.1  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .  Static/Dynamic: S	Template   G*SPPAS---****X	Example   G*SPPAS---****X

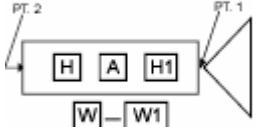
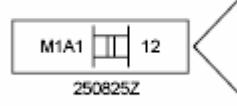
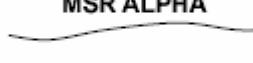
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.CSS.PNT.AP.ATP</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT POINTS AMMUNITION POINTS AMMUNITION TRANSFER POINT (ATP)  Hierarchy: 2.X.5.1.15.2  Parameters:  1. Anchor Points. This graphic requires one anchor point. The point defines the tip of the inverted cone. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments .  Static/Dynamic: S	Template   G*SPPAT---****X	Example   G*SPPAT---****X
<b>TACGRP.CSS.LNE</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT LINES  Hierarchy: 2.X.5.2  Static/Dynamic: N/A	N/A	N/A
<b>TACGRP.CSS.LNE.CNY</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT LINES CONVOYS  Hierarchy: 2.X.5.2.1  Static/Dynamic: N/A	N/A	N/A
<b>TACGRP.CSS.LNE.CNY.MCNY</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT LINES CONVOYS MOVING CONVOY  Hierarchy: 2.X.5.2.1.1  Parameters:  1. Anchor Points. This graphic requires two anchor points. Point 1 defines the tip of the arrowhead, and point 2 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. 3. Orientation. The arrow points in the direction the convoy is moving.  Static/Dynamic: D	Template   G*SPLCM---****X	Example   G*SPLCM---****X

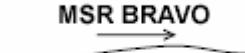
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.CSS.LNE.CNY.HCNY</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT LINES CONVOYS HALTED CONVOY  Hierarchy: 2.X.5.2.1.2  <u>Parameters:</u> 1. Anchor Points. This graphic requires two anchor points. Point 1 defines the tip of the arrowhead, and point 2 defines the rear of the graphic. 2. Size/Shape. Points 1 and 2 determine the length of the graphic, which varies only in length. 3. Orientation. The arrow points to the location where the convoy has halted.  Static/Dynamic: D	Template    G*SPLCH-----X	Example    G*SPLCH---X
<b>TACGRP.CSS.LNE.SLPRUT</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT LINES SUPPLY ROUTES  Hierarchy: 2.X.5.2.2  Static/Dynamic: N/A		N/A
<b>TACGRP.CSS.LNE.SLPRUT.MSRUT</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT LINES SUPPLY ROUTES MAIN SUPPLY ROUTE  Hierarchy: 2.X.5.2.2.1  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points determine the length of the line. The line segment between each pair of anchor points will repeat all information associated with the line segment between points 1 and 2. 3. Orientation. Orientation is determined by the anchor points.  Static/Dynamic: D	Template    G*SPLRM-----X	Example    G*SPLRM---X

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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.CSS.LNE.SLPRUT.ASRUT</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT LINES SUPPLY ROUTES ALTERNATE SUPPLY ROUTE  Hierarchy: 2.X.5.2.2.2  <u>Parameters:</u>  1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line .  2. Size/Shape. The first and last anchor points determine the length of the line. The line segment between each pair of anchor points will repeat all information associated with the line segment between points 1 and 2.  3. Orientation. Orientation is determined by the anchor points.  Static/Dynamic: D	Template    G*SPLRA-----X	Example    G*SPLRA---****X
<b>TACGRP.CSS.LNE.SLPRUT.1WTRFF</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT LINES SUPPLY ROUTES ONE-WAY TRAFFIC  Hierarchy: 2.X.5.2.2.3  <u>Parameters:</u>  1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line .  2. Size/Shape. The first and last anchor points determine the length of the line. The line segment between each pair of anchor points will repeat all information associated with the line segment between points 1 and 2.  3. Orientation. Orientation is determined by the anchor points.  Static/Dynamic: D	Template    G*SPLRO-----X	Example    G*SPLRO---****X

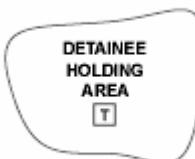
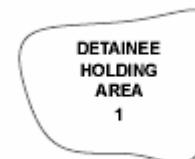
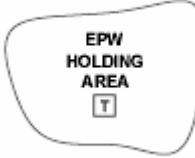
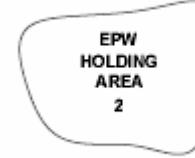
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.CSS.LNE.SLPRUT.ATRFF</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT LINES SUPPLY ROUTES ALTERNATING TRAFFIC  Hierarchy: 2.X.5.2.2.4  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points establish the length of the line. The line segment between each pair of anchor points will repeat all information associated with the line segment between points 1 and 2. 3. Orientation. Orientation is determined by the anchor points.  Static/Dynamic: D	Template   G*SPLRT---****X	Example   G*SPLRT---****X
<b>TACGRP.CSS.LNE.SLPRUT.2WTRFF</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT LINES SUPPLY ROUTES TWO-WAY TRAFFIC  Hierarchy: 2.X.5.2.2.5  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least two anchor points, points 1 and 2, to define the line. Additional points can be defined to extend the line . 2. Size/Shape. The first and last anchor points determine the length of the line. The line segment between each pair of anchor points will repeat all information associated with the line segment between points 1 and 2. 3. Orientation. Orientation is determined by the anchor points.  Static/Dynamic: D	Template   G*SPLRW---****X	Example   G*SPLRW---****X
<b>TACGRP.CSS.ARA</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT AREA  Hierarchy: 2.X.5.3  Static/Dynamic: N/A	N/A	N/A

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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.CSS.ARA.DHA</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT AREA DETAINEE HOLDING AREA  Hierarchy: 2.X.5.3.1  Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. 3. Orientation. Not applicable.  Static/Dynamic: D	Template    G*SPAD----****X	Example    G*SPAD----****X
<b>TACGRP.CSS.ARA.EPWHA</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT AREA ENEMY PRISONER OF WAR (EPW) HOLDING AREA  Hierarchy: 2.X.5.3.2  Parameters: 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. 3. Orientation. Not applicable.  Static/Dynamic: D	Template    G*SPAЕ----****X	Example    G*SPAЕ----****X

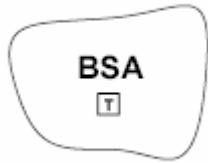
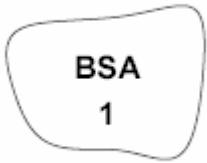
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.CSS.ARA.FARP</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT AREA FORWARD ARMING AND REFUELING AREA (FARP)  Hierarchy: 2.X.5.3.3  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. 3. Orientation. Not applicable.  Static/Dynamic: D	Template    G*SPAR----****X	Example    G*SPAR----****X
<b>TACGRP.CSS.ARA.RHA</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT AREA REFUGEE HOLDING AREA  Hierarchy: 2.X.5.3.4  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. 3. Orientation. Not applicable.  Static/Dynamic: D	Template    G*SPAH----****X	Example    G*SPAH----****X
<b>TACGRP.CSS.ARA.SUPARS</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT AREA SUPPORT AREAS  Hierarchy: 2.X.5.3.5  Static/Dynamic: N/A	N/A	N/A

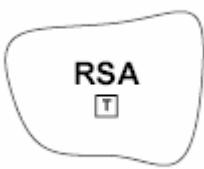
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.CSS.ARA.SUPARS.BSA</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT AREA SUPPORT AREAS BRIGADE (BSA)  Hierarchy: 2.X.5.3.5.1  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. 3. Orientation. Not applicable.  Static/Dynamic: D	Template    G*SPASB-----X	Example    G*SPASB---X
<b>TACGRP.CSS.ARA.SUPARS.DSA</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT AREA SUPPORT AREAS DIVISION (DSA)  Hierarchy: 2.X.5.3.5.2  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area. 3. Orientation. Not applicable.  Static/Dynamic: D	Template    G*SPASD-----X	Example    G*SPASD---X

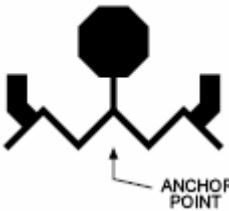
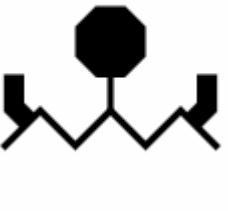
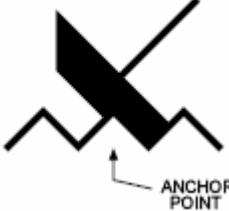
**MIL-STD-2525B w/CHANGE 2**  
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.CSS.ARA.SUPARS.RSA</b>  TACTICAL GRAPHICS COMBAT SERVICE SUPPORT AREA SUPPORT AREAS REGIMENTAL (RSA)  Hierarchy: 2.X.5.3.5.3  Parameters:  1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.  2. Size/Shape. Determined by the anchor points. The information field should be moveable within the area.  3. Orientation. Not applicable.  Static/Dynamic: D	Template    G*SPASR-----X	Example    G*SPASR---X
<b>TACGRP.OTH</b>  TACTICAL GRAPHICS OTHER  Hierarchy: 2.X.6  Static/Dynamic: N/A	N/A	N/A
<b>TACGRP.OTHE.R</b>  TACTICAL GRAPHICS OTHER EMERGENCY  Hierarchy: 2.X.6.1  Static/Dynamic: N/A	N/A	N/A
<b>TACGRP.OTHE.R.DTHAC</b>  TACTICAL GRAPHICS OTHER EMERGENCY DITCHED AIRCRAFT  Hierarchy: 2.X.6.1.1  Parameters:  1. Anchor Points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base.  2. Size/Shape. Static.  3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.  Static/Dynamic: S	Template    G*OPED----X	Example    G*OPED---X

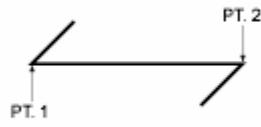
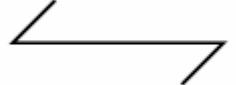
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.OTHER.PIW</b>  TACTICAL GRAPHICS OTHER EMERGENCY PERSON IN WATER  Hierarchy: 2.X.6.1.2  Parameters: 1. Anchor Points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.  Static/Dynamic: S	Template   G*OPEP----****X	Example   G*OPEP----****X
<b>TACGRP.OTHER.DSTVES</b>  TACTICAL GRAPHICS OTHER EMERGENCY DISTRESSED VESSEL  Hierarchy: 2.X.6.1.3  Parameters: 1. Anchor Points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.  Static/Dynamic: S	Template   G*OPEV----****X	Example   G*OPEV----****X
<b>TACGRP.OTH.HAZ</b>  TACTICAL GRAPHICS OTHER HAZARD  Hierarchy: 2.X.6.2  Static/Dynamic: N/A		N/A

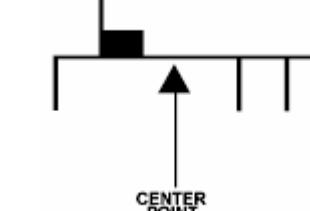
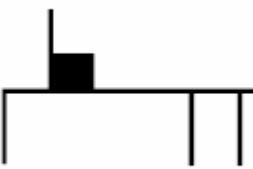
**MIL-STD-2525B w/CHANGE 2**  
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.OTH.HAZ.SML</b>  TACTICAL GRAPHICS OTHER HAZARD SEA MINE-LIKE  Hierarchy: 2.X.6.2.1  Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the octagon. 2. Size/Shape. Static. 3. Orientation. The graphic's center point is typically centered over the desired location. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.  Static/Dynamic: S	Template   G*OPHM-----X	Example   G*OPHM---****X
<b>TACGRP.OTH.HAZ.NVGL</b>  TACTICAL GRAPHICS OTHER HAZARD NAVIGATIONAL  Hierarchy: 2.X.6.2.2  Parameters: 1. Anchor Points. This graphic requires two anchor points. Points 1 and 2 define the corner points of the graphic. 2. Size/Shape. The graphic varies only in length. 3. Orientation. Orientation is determined by the anchor points.  Static/Dynamic: S	Template   G*OPHN-----X	Example   G*OPHN---****X
<b>TACGRP.OTH.HAZ.IB</b>  TACTICAL GRAPHICS OTHER HAZARD ICEBERG  Hierarchy: 2.X.6.2.3  Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S	Template   G*OPHI----****X	Example   G*OPHI---****X

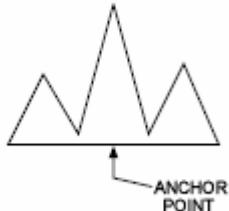
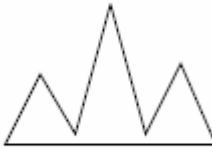
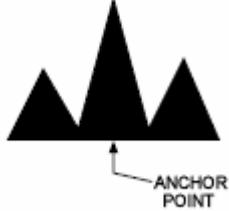
**MIL-STD-2525B w/CHANGE 2**  
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.OTH.HAZ.OLRG</b>  TACTICAL GRAPHICS OTHER HAZARD OIL RIG  Hierarchy: 2.X.6.2.4  Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S	Template   G*OPHO----****X	Example   G*OPHO----****X
<b>TACGRP.OTH.SSUBSR</b>  TACTICAL GRAPHICS OTHER SEA SUBSURFACE RETURNS  Hierarchy: 2.X.6.3  Static/Dynamic: N/A		N/A
<b>TACGRP.OTH.SSUBSR.BTMRTN</b>  TACTICAL GRAPHICS OTHER SEA SUBSURFACE RETURNS BOTTOM RETURN/NOMBO  Hierarchy: 2.X.6.3.1  Parameters: 1. Anchor Points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.  Static/Dynamic: S	Template   G*OPSB----****X	Example   G*OPSB----****X

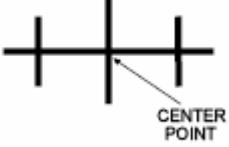
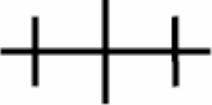
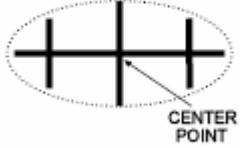
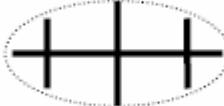
**MIL-STD-2525B w/CHANGE 2**  
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.OTH.SSUBSR.BTMRTN.INS</b>  TACTICAL GRAPHICS OTHER SEA SUBSURFACE RETURNS BOTTOM RETURN/NOMBO INSTALLATION/MANMADE  Hierarchy: 2.X.6.3.1.1  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.  Static/Dynamic: S	Template    G*OPSBM---*****X	Example    G*OPSBM---*****X
<b>TACGRP.OTH.SSUBSR.BTMRTN.SBRSOO</b>  TACTICAL GRAPHICS OTHER SEA SUBSURFACE RETURNS BOTTOM RETURN/NOMBO SEABED ROCK/STONE, OBSTACLE, OTHER  Hierarchy: 2.X.6.3.1.2  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The anchor point defines the midpoint of the graphic's base. 2. Size/Shape. Static. 3. Orientation. The graphic will typically be oriented upright, as shown in the example to the right, but will be rotatable in 90 degree increments.  Static/Dynamic: S	Template    G*OPSBN---*****X	Example    G*OPSBN---*****X

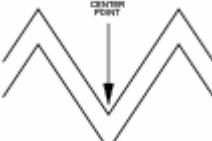
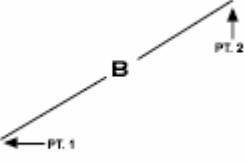
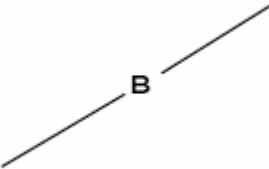
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.OTH.SSUBSR.BTMRTN.WRKND</b>  TACTICAL GRAPHICS OTHER SEA SUBSURFACE RETURNS BOTTOM RETURN/NOMBO WRECK, NON DANGEROUS  Hierarchy: 2.X.6.3.1.3  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic's center point is typically centered over the desired location.  Static/Dynamic: S  Note: This symbol is safe for vessels having drafts less than or equal to 66 feet (20 meters).	Template   G*OPSBW---****X	Example   G*OPSBW---****X
<b>TACGRP.OTH.SSUBSR.BTMRTN.WRKND.WRKD</b>  TACTICAL GRAPHICS OTHER SEA SUBSURFACE RETURNS BOTTOM RETURN/NOMBO WRECK, NON DANGEROUS WRECK, DANGEROUS  Hierarchy: 2.X.6.3.1.3.1  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The center point defines the center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic's center point is typically centered over the desired location.  Static/Dynamic: S  Note: The outer shell of this graphic is always displayed as a dotted line. This symbol is a wreck that is not visible and is hazardous to vessels having drafts less than 66 feet (20 meters) or the depth is unknown.	Template   G*OPSBWD--****X	Example   G*OPSBWD--****X

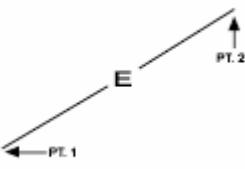
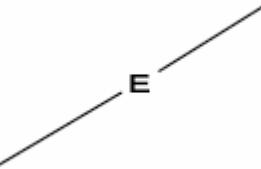
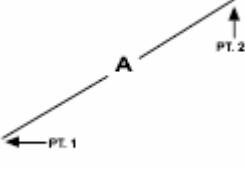
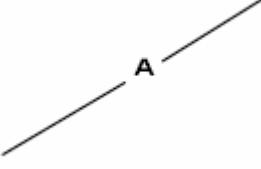
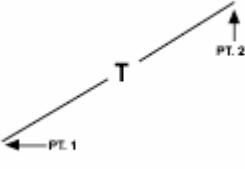
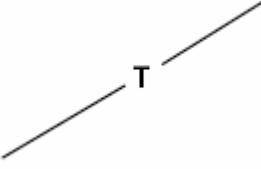
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX B**

**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.OTH.SSUBSR.MARLFE</b>  TACTICAL GRAPHICS OTHER SEA SUBSURFACE RETURNS MARINE LIFE  Hierarchy: 2.X.6.3.2  Parameters: 1. Anchor Points. This graphic requires one anchor point. The anchor point defines "nose" of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S	Template   G*OPSM----****X	Example   G*OPSM----****X
<b>TACGRP.OTH.SSUBSR.SA</b>  TACTICAL GRAPHICS OTHER SEA SUBSURFACE RETURNS SEA ANOMALY (WAKE, CURRENT, KNUCKLE)  Hierarchy: 2.X.6.3.3  Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S	Template   G*OPSS----****X	Example   G*OPSS----****X
<b>TACGRP.OTH.BERLNE</b>  TACTICAL GRAPHICS OTHER BEARING LINE  Hierarchy: 2.X.6.4  Parameters: 1. Anchor Points. This graphic requires two anchor points. Points 1 and 2 define the endpoints of the graphic. 2. Size/Shape. The graphic varies only in length. 3. Orientation. One point defines the origin from which the bearing is being taken, and the other point defines the location or direction from which a contact is made.  Static/Dynamic: D	Template   G*OPB-----****X	Example   G*OPB-----****X

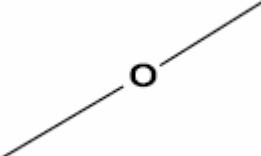
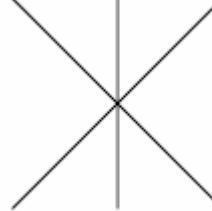
**MIL-STD-2525B w/CHANGE 2**  
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.OTH.BERLNE.ELC</b>  TACTICAL GRAPHICS OTHER BEARING LINE ELECTRONIC  Hierarchy: 2.X.6.4.1  Parameters: 1. Anchor Points. This graphic requires two anchor points. Points 1 and 2 define the endpoints of the graphic. 2. Size/Shape. The graphic varies only in length. 3. Orientation. One point defines the origin from which the bearing is being taken, and the other point defines the location or direction from which a contact is made.  Static/Dynamic: D	Template   G*OPBE----****X	Example   G*OPBE----****X
<b>TACGRP.OTH.BERLNE.ACU</b>  TACTICAL GRAPHICS OTHER BEARING LINE ACOUSTIC  Hierarchy: 2.X.6.4.2  Parameters: 1. Anchor Points. This graphic requires two anchor points. Points 1 and 2 define the endpoints of the graphic. 2. Size/Shape. The graphic varies only in length. 3. Orientation. One point defines the origin from which the bearing is being taken, and the other point defines the location or direction from which a contact is made.  Static/Dynamic: D	Template   G*OPBA----****X	Example   G*OPBA----****X
<b>TACGRP.OTH.BERLNE.TPD</b>  TACTICAL GRAPHICS OTHER BEARING LINE TORPEDO  Hierarchy: 2.X.6.4.3  Parameters: 1. Anchor Points. This graphic requires two anchor points. Points 1 and 2 define the endpoints of the graphic. 2. Size/Shape. The graphic varies only in length. 3. Orientation. One point defines the origin from which the bearing is being taken, and the other point defines the location or direction from which a contact is made.  Static/Dynamic: D	Template   G*OPBT----****X	Example   G*OPBT----****X

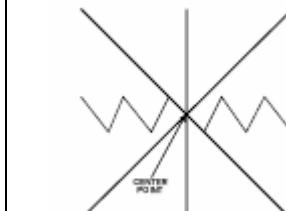
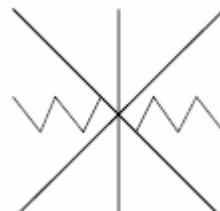
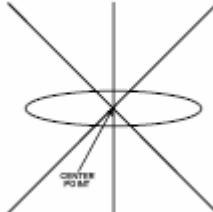
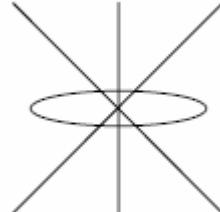
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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.OTH.BERLNE.EOPI</b>  TACTICAL GRAPHICS OTHER BEARING LINE ELECTRO-OPTICAL INTERCEPT  Hierarchy: 2.X.6.4.4  <u>Parameters:</u> 1. Anchor Points. This graphic requires two anchor points. Points 1 and 2 define the endpoints of the graphic. 2. Size/Shape. The graphic varies only in length. 3. Orientation. One point defines the origin from which the bearing is being taken, and the other point defines the location or direction from which a contact is made.  <u>Static/Dynamic:</u> D	Template   G*OPBO----****X	Example   G*OPBO----****X
<b>TACGRP.OTH.FIX</b>  TACTICAL GRAPHICS OTHER FIX  Hierarchy: 2.X.6.5  <u>Static/Dynamic:</u> N/A	N/A	N/A
<b>TACGRP.OTH.FIX.ACU</b>  TACTICAL GRAPHICS OTHER FIX ACOUSTIC  Hierarchy: 2.X.6.5.1  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The center point defines center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.  <u>Static/Dynamic:</u> S	Template   G*OPFA----****X	Example   G*OPFA----****X

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**TABLE B-IV. Military operations tactical graphics - Continued.**

GRAPHIC	IMAGES	
<b>TACGRP.OTH.FIX.EM</b>  TACTICAL GRAPHICS OTHER FIX ELECTRO-MAGNETIC  Hierarchy: 2.X.6.5.2  Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S	Template   G*OPFE----****X	Example   G*OPFE----****X
<b>TACGRP.OTH.FIX.EOP</b>  TACTICAL GRAPHICS OTHER FIX ELECTRO-OPTICAL  Hierarchy: 2.X.6.5.3  Parameters: 1. Anchor Points. This graphic requires one anchor point. The center point defines center of the graphic. 2. Size/Shape. Static. 3. Orientation. The graphic is typically centered over the desired location.  Static/Dynamic: S	Template   G*OPFO----****X	Example   G*OPFO----****X

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APPENDIX C**

**METEOROLOGICAL AND OCEANOGRAPHIC (METOC) SYMBOLOGY**

### C.1 SCOPE

**C.1.1 Scope.** This appendix addresses tactical graphics in the Meteorological and Oceanographic (METOC) domain. Although the symbology in this domain is outside the configuration management of the Symbology Standards Management Committee (SSMC), it is beneficial to present the information to users of this standard as a separate appendix. This appendix has been coordinated and approved by the Joint METOC community and is a mandatory part of this standard. The information contained herein is intended for compliance.

### C.2 APPLICABLE DOCUMENTS

Specific documents in 2.2.2 of this standard apply to this appendix.

### C.3 DEFINITIONS

The definitions in section 3 of this standard apply to this appendix.

### C.4 GENERAL REQUIREMENTS

**C.4.1 Organization.** The purpose of warfighting symbology is to convey information about objects in the warfighter battlespace. This appendix contains the technical specifications, symbol coding scheme, symbology hierarchy, and the tactical graphics for the METOC symbology set.

### C.5. DETAILED REQUIREMENTS

**C.5.1 Technical specifications.** Composition, construction, display, and transmission of tactical graphics are explained in the Detailed Requirements section of the standard.

**C.5.2 Symbology identification coding scheme.** A symbol identification code (SIDC) is a 15-character alphanumeric identifier that provides the information necessary to display or transmit a tactical graphic between MIL-STD-2525B compliant systems.

**C.5.2.1 Code positions.** The positions of the SIDC are described below. Since many graphics do not have an entry in every code position, a dash (-) is used to fill each unused position. Table C-I identifies the fields of information included in a SIDC and the position each occupies in the 15-character identifier. The values in each field are filled from left to right unless otherwise specified.

- a. Position 1, coding scheme, indicates to which overall symbology set a graphic belongs.
- b. Position 2, category, identifies a graphic as an atmospheric, oceanic, or space weather phenomenon.
- c. Positions 3 and 4, Static/Dynamic, indicate whether the METOC graphic's size is fixed

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(static = “S-“) or changes (dynamic = “-D”) in proportion with the background projection.

- d. Positions 5 through 10, function ID, identify a graphic’s function. Each position indicates an increasing level of detail and specialization.
- e. Positions 11 through 13, Graphic Type, indicate whether the METOC graphic is point = “P--“, line = “-L-“, or area based = “--A”.
- f. Positions 14 through 15 are not used in the METOC Symbology set.

**TABLE C-I. SIDC positions and categories.**

CODING SCHEME (1) (POSITION 1)	CATEGORY (1) (POSITION 2)	STATIC/DYNAMIC (POSITIONS 3-4)	FUNCTION ID (POSITIONS 5-10)	GRAPHIC TYPE (POSITIONS 11-13)	(POSITIONS 14,15)
W - METOC	A - Atmospheric O - Oceanic S - Space	S- - Static -D - Dynamic	See table C-II for specific values.	P-- - Point -L- - Line --A - Area	Not Used

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C.5.2.2 SIDC table. The following table lists the codes for METOC symbology. As stated in C.5.2.1, a dash (-) is used to fill each unused position.

**TABLE C-II. SIDC table.**

HIERARCHY	C O D E S C H E M	C A E G O R Y	S T A I C I C	D Y N M I O N	F U N T I D	G R A P H I C T Y P E	G R A P H I C T Y P E	N O T U S E D	DESCRIPTION
METOC	W	-	-	-	-- -- --	--	--	-	METOC
METOC.AMPHC	W	A	-	-	-- -- --	--	--	-	ATMOSPHERIC
METOC.AMPHC.PRS	W	A	-	-	P- -- --	--	--	-	PRESSURE SYSTEMS
METOC.AMPHC.PRS.LOWCTR	W	A	S	-	PL -- --	P-	--	-	LOW PRESSURE CENTER
METOC.AMPHC.PRS.LOWCTR.CYC	W	A	S	-	PC -- --	P-	--	-	CYCLONE CENTER
METOC.AMPHC.PRS.LOWCTR.TROPLW	W	A	S	-	PL T- --	P-	--	-	TROPOAUSE LOW
METOC.AMPHC.PRS.HGHCTR	W	A	S	-	PH -- --	P-	--	-	HIGH PRESSURE CENTER
METOC.AMPHC.PRS.HGHCTR.ACYC	W	A	S	-	PA -- --	P-	--	-	ANTICYCLONE CENTER
METOC.AMPHC.PRS.HGHCTR.TROPHG	W	A	S	-	PH T- --	P-	--	-	TROPOAUSE HIGH
METOC.AMPHC.PRS.FRNSYS	W	A	-	D	PF -- --	-L	--	-	FRONTAL SYSTEMS
METOC.AMPHC.PRS.FRNSYS.CLDFRN	W	A	-	D	PF C- --	-L	--	-	COLD FRONT
METOC.AMPHC.PRS.FRNSYS.CLDFRN.UPP	W	A	-	D	PF CU --	-L	--	-	UPPER COLD FRONT
METOC.AMPHC.PRS.FRNSYS.CLDFRN.FRGS	W	A	-	D	PF C- FG	-L	--	-	COLD FRONTOGENESIS
METOC.AMPHC.PRS.FRNSYS.CLDFRN.FRLS	W	A	-	D	PF C- FY	-L	--	-	COLD FRONTOLYSIS
METOC.AMPHC.PRS.FRNSYS.WRMFRN	W	A	-	D	PF W- --	-L	--	-	WARM FRONT
METOC.AMPHC.PRS.FRNSYS.WRMFRN.UPP	W	A	-	D	PF WU --	-L	--	-	UPPER WARM FRONT
METOC.AMPHC.PRS.FRNSYS.WRMFRN.FRGS	W	A	-	D	PF W- FG	-L	--	-	WARM FRONTOGENESIS
METOC.AMPHC.PRS.FRNSYS.WRMFRN.FRLS	W	A	-	D	PF W- FY	-L	--	-	WARM FRONTOLYSIS
METOC.AMPHC.PRS.FRNSYS.OCD	W	A	-	D	PF O- --	-L	--	-	OCCLUDED FRONT
METOC.AMPHC.PRS.FRNSYS.OCD.UPP	W	A	-	D	PF OU --	-L	--	-	UPPER OCCLUDED FRONT
METOC.AMPHC.PRS.FRNSYS.OCD.FRLS	W	A	-	D	PF O- FY	-L	--	-	OCCLUDED FRONTOLYSIS

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TABLE C-II. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	C A E G O R Y	S T A I C I C	D Y N M I O N	F U N T I O N	G R A P H I C	G R A P H I C	N O T U S E D	DESCRIPTION
METOC.AMPHC.PRS.FRNSYS.STAT	W	A	-	D	PF S--	-L	--	-	STATIONARY FRONT
METOC.AMPHC.PRS.FRNSYS.STAT.UPP	W	A	-	D	PF SU--	-L	--	-	UPPER STATIONARY FRONT
METOC.AMPHC.PRS.FRNSYS.STAT.FRGS	W	A	-	D	PF S-FG	-L	--	-	STATIONARY FRONTOGENESIS
METOC.AMPHC.PRS.FRNSYS.STAT.FRLS	W	A	-	D	PF S-FY	-L	--	-	STATIONARY FRONTOLYSIS
METOC.AMPHC.PRS.LNE	W	A	-	-	PX --	--	--	-	LINES
METOC.AMPHC.PRS.LNE.TRUAXS	W	A	-	D	PX T--	-L	--	-	TROUGH AXIS
METOC.AMPHC.PRS.LNE.RDGAXS	W	A	-	D	PX R--	-L	--	-	RIDGE AXIS
METOC.AMPHC.PRS.LNE.SSL	W	A	-	D	PX SQ--	-L	--	-	SEVERE SQUALL LINE
METOC.AMPHC.PRS.LNE.ISTB	W	A	-	D	PX IL--	-L	--	-	INSTABILITY LINE
METOC.AMPHC.PRS.LNE.SHA	W	A	-	D	PX SH--	-L	--	-	SHEAR LINE
METOC.AMPHC.PRS.LNE.ITCZ	W	A	-	D	PX IT CZ	-L	--	-	INTER-TROPICAL CONVERGANCE ZONE
METOC.AMPHC.PRS.LNE.CNGLNE	W	A	-	D	PX CV--	-L	--	-	CONVERGANCE LINE
METOC.AMPHC.PRS.LNE.ITD	W	A	-	D	PX IT D-	-L	--	-	INTER-TROPICAL DISCONTINUITY
METOC.AMPHC.TRB	W	A	-	-	T--	--	--	-	TURBULENCE
METOC.AMPHC.TRB.LIT	W	A	S	-	TL --	--	P-	--	TURBULENCE - LIGHT
METOC.AMPHC.TRB.MOD	W	A	S	-	TM --	--	P-	--	TURBULENCE - MODERATE
METOC.AMPHC.TRB.SVR	W	A	S	-	TS --	--	P-	--	TURBULENCE - SEVERE
METOC.AMPHC.TRB.EXT	W	A	S	-	TE --	--	P-	--	TURBULENCE - EXTREME
METOC.AMPHC.TRB.MNTWAV	W	A	S	-	T- MW	--	P-	--	MOUNTAIN WAVES
METOC.AMPHC.ICG	W	A	-	-	I--	--	--	-	ICING
METOC.AMPHC.ICG.CLR	W	A	S	-	IC --	--	P-	--	CLEAR ICING
METOC.AMPHC.ICG.CLR.LIT	W	A	S	-	IC L--	--	P-	--	CLEAR ICING - LIGHT
METOC.AMPHC.ICG.CLR.MOD	W	A	S	-	IC M--	--	P-	--	CLEAR ICING - MODERATE
METOC.AMPHC.ICG.CLR.SVR	W	A	S	-	IC S--	--	P-	--	CLEAR ICING - SEVERE
METOC.AMPHC.ICG.RIME	W	A	S	-	IR --	--	P-	--	RIME ICING

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TABLE C-II. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	C A E G O R Y	S T A I C I C	D Y N M I C N	F U N T I O N	G R A P H I C T	G R A P H I C T	N O T U S E D	DESCRIPTION
METOC.AMPHC.ICG.RIME.LIT	W	A	S	-	IR L--	P-	--	-	RIME ICING - LIGHT
METOC.AMPHC.ICG.RIME.MOD	W	A	S	-	IR M--	P-	--	-	RIME ICING - MODERATE
METOC.AMPHC.ICG.RIME.SVR	W	A	S	-	IR S--	P-	--	-	RIME ICING - SEVERE
METOC.AMPHC.ICG.MIX	W	A	S	-	IM --	P-	--	-	MIXED ICING
METOC.AMPHC.ICG.MIX.LIT	W	A	S	-	IM L--	P-	--	-	MIXED ICING - LIGHT
METOC.AMPHC.ICG.MIX.MOD	W	A	S	-	IM M--	P-	--	-	MIXED ICING - MODERATE
METOC.AMPHC.ICG.MIX.SVR	W	A	S	-	IM S--	P-	--	-	MIXED ICING - SEVERE
METOC.AMPHC.WND	W	A	-	-	W--	--	--	-	WINDS
METOC.AMPHC.WND.CALM	W	A	S	-	WC --	P-	--	-	CALM WINDS
METOC.AMPHC.WND.PLT	W	A	S	-	WP --	P-	--	-	WIND PLOT
METOC.AMPHC.WND.JTSM	W	A	-	D	WJ --	-L	--	-	JET STREAM
METOC.AMPHC.WND.SMLNE	W	A	-	D	WS --	-L	--	-	STREAM LINE
METOC.AMPHC.CUDCOV	W	A	-	-	CC --	--	--	-	CLOUD COVERAGE
METOC.AMPHC.CUDCOV.SYM	W	A	-	-	CC CS	--	--	-	CLOUD COVERAGE SYMBOLS
METOC.AMPHC.CUDCOV.SYM.SK	W	A	S	-	CC CS CS	P-	--	-	CLEAR SKY
METOC.AMPHC.CUDCOV.SYM.FEW	W	A	S	-	CC CS FC	P-	--	-	FEW COVERAGE
METOC.AMPHC.CUDCOV.SYM.SCT	W	A	S	-	CC CS SC	P-	--	-	SCATTERED COVERAGE
METOC.AMPHC.CUDCOV.SYM.BKN	W	A	S	-	CC CS BC	P-	--	-	BROKEN COVERAGE
METOC.AMPHC.CUDCOV.SYM.OVC	W	A	S	-	CC CS OC	P-	--	-	OVERCAST COVERAGE
METOC.AMPHC.CUDCOV.SYM.STOPO	W	A	S	-	CC CS OB	P-	--	-	SKY TOTALLY OR PARTIALLY OBSCURED
METOC.AMPHC.WTH	W	A	-	-	WS --	--	--	-	WEATHER SYMBOLS
METOC.AMPHC.WTH.RA	W	A	S	-	WS R--	--	--	-	RAIN
METOC.AMPHC.WTH.RA.INMLIT	W	A	S	-	WS R- LI	P-	--	-	RAIN - INTERMITTENT LIGHT
METOC.AMPHC.WTH.RA.INMLIT.CTSLIT	W	A	S	-	WS R- LC	P-	--	-	RAIN - CONTINUOUS LIGHT
METOC.AMPHC.WTH.RA.INMMOD	W	A	S	-	WS R- MI	P-	--	-	RAIN - INTERMITTENT MODERATE

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TABLE C-II. SIDC table - Continued.

HIERARCHY	C O D E S C H E M	C A E G O R Y	S T A I C I C	D Y N I C I N	F U N T I O N	G R A P H I C	G R A P H I C	N O T U S E D	DESCRIPTION
METOC.AMPHC.WTH.RA.INMMOD.CTSMOD	W	A	S	-	WS R- MC	P-	--	-	RAIN - CONTINUOUS MODERATE
METOC.AMPHC.WTH.RA.INMHVY	W	A	S	-	WS R- HI	P-	--	-	RAIN - INTERMITTENT HEAVY
METOC.AMPHC.WTH.RA.INMHVY.CTSHVY	W	A	S	-	WS R- HC	P-	--	-	RAIN - CONTINUOUS HEAVY
METOC.AMPHC.WTH.FZRA	W	A	S	-	WS RF --	--	--	-	FREEZING RAIN
METOC.AMPHC.WTH.FZRA.LIT	W	A	S	-	WS RF L-	P-	--	-	FREEZING RAIN - LIGHT
METOC.AMPHC.WTH.FZRA.MODHVY	W	A	S	-	WS RF MH	P-	--	-	FREEZING RAIN - MODERATE/HEAVY
METOC.AMPHC.WTH.RASWR	W	A	S	-	WS RS --	--	--	-	RAIN SHOWERS
METOC.AMPHC.WTH.RASWR.LIT	W	A	S	-	WS RS L-	P-	--	-	RAIN SHOWERS - LIGHT
METOC.AMPHC.WTH.RASWR.MODHVY	W	A	S	-	WS RS MH	P-	--	-	RAIN SHOWERS - MODERATE/HEAVY
METOC.AMPHC.WTH.RASWR.TOR	W	A	S	-	WS RS T-	P-	--	-	RAIN SHOWERS - TORRENTIAL
METOC.AMPHC.WTH.DZ	W	A	S	-	WS D- --	--	--	-	DRIZZLE
METOC.AMPHC.WTH.DZ.INMLIT	W	A	S	-	WS D- LI	P-	--	-	DRIZZLE - INTERMITTENT LIGHT
METOC.AMPHC.WTH.DZ.INMLIT.CTSLIT	W	A	S	-	WS D- LC	P-	--	-	DRIZZLE - CONTINUOUS LIGHT
METOC.AMPHC.WTH.DZ.INMMOD	W	A	S	-	WS D- MI	P-	--	-	DRIZZLE - INTERMITTENT MODERATE
METOC.AMPHC.WTH.DZ.INMMOD.CTSMOD	W	A	S	-	WS D- MC	P-	--	-	DRIZZLE - CONTINUOUS MODERATE
METOC.AMPHC.WTH.DZ.INMHVY	W	A	S	-	WS D- HI	P-	--	-	DRIZZLE - INTERMITTENT HEAVY
METOC.AMPHC.WTH.DZ.INMHVY.CTSHVY	W	A	S	-	WS D- HC	P-	--	-	DRIZZLE - CONTINUOUS HEAVY
METOC.AMPHC.WTH.FZDZ	W	A	S	-	WS DF --	--	--	-	FREEZING DRIZZLE
METOC.AMPHC.WTH.FZDZ.LIT	W	A	S	-	WS DF L-	P-	--	-	FREEZING DRIZZLE - LIGHT
METOC.AMPHC.WTH.FZDZ.MODHVY	W	A	S	-	WS DF MH	P-	--	-	FREEZING DRIZZLE - MODERATE/HEAVY
METOC.AMPHC.WTH.RASN	W	A	S	-	WS M- --	--	--	-	RAIN AND SNOW MIXED
METOC.AMPHC.WTH.RASN.RDSLIT	W	A	S	-	WS M- L-	P-	--	-	RAIN OR DRIZZLE AND SNOW - LIGHT
METOC.AMPHC.WTH.RASN.RDSMH	W	A	S	-	WS M- MH	P-	--	-	RAIN OR DRIZZLE AND SNOW - MODERATE/HEAVY
METOC.AMPHC.WTH.RASN.SWRLIT	W	A	S	-	WS MS L-	P-	--	-	RAIN AND SNOW SHOWERS - LIGHT
METOC.AMPHC.WTH.RASN.SWRMOD	W	A	S	-	WS MS MH	P-	--	-	RAIN AND SNOW SHOWERS - MODERATE/HEAVY

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TABLE C-II. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	C A E G R O R Y	S T A I C I C	D Y N M I O N	F U N T I O N	G R A P H I C	G R A P H I C	N O T U S E D	DESCRIPTION
METOC.AMPHC.WTH.SN	W	A	S	-	WS S- --	--	--	-	SNOW
METOC.AMPHC.WTH.SN.INMLIT	W	A	S	-	WS S- LI	P-	--	-	SNOW - INTERMITTENT LIGHT
METOC.AMPHC.WTH.SN.INMLIT.CTSLIT	W	A	S	-	WS S- LC	P-	--	-	SNOW - CONTINUOUS LIGHT
METOC.AMPHC.WTH.SN.INMMOD	W	A	S	-	WS S- MI	P-	--	-	SNOW - INTERMITTENT MODERATE
METOC.AMPHC.WTH.SN.INMMOD.CTSMOD	W	A	S	-	WS S- MC	P-	--	-	SNOW - CONTINUOUS MODERATE
METOC.AMPHC.WTH.SN.INMHVY	W	A	S	-	WS S- HI	P-	--	-	SNOW - INTERMITTENT HEAVY
METOC.AMPHC.WTH.SN.INMHVY.CTSHVY	W	A	S	-	WS S- HC	P-	--	-	SNOW - CONTINUOUS HEAVY
METOC.AMPHC.WTH.SN.BLSNLM	W	A	S	-	WS SB LM	P-	--	-	BLOWING SNOW - LIGHT/MODERATE
METOC.AMPHC.WTH.SN.BLSNHY	W	A	S	-	WS SB H-	P-	--	-	BLOWING SNOW - HEAVY
METOC.AMPHC.WTH.SG	W	A	S	-	WS SG --	P-	--	-	SNOW GRAINS
METOC.AMPHC.WTH.SSWR	W	A	S	-	WS SS --	--	--	-	SNOW SHOWERS
METOC.AMPHC.WTH.SSWR.LIT	W	A	S	-	WS SS L-	P-	--	-	SNOW SHOWERS - LIGHT
METOC.AMPHC.WTH.SSWR.MODHVVY	W	A	S	-	WS SS MH	P-	--	-	SNOW SHOWERS - MODERATE/HEAVY
METOC.AMPHC.WTH.HL	W	A	S	-	WS GR --	--	--	-	HAIL
METOC.AMPHC.WTH.HL.LIT	W	A	S	-	WS GR L-	P-	--	-	HAIL - LIGHT NOT ASSOCIATED WITH THUNDER
METOC.AMPHC.WTH.HL.MODHVVY	W	A	S	-	WS GR MH	P-	--	-	HAIL - MODERATE/HEAVY NOT ASSOCIATED WITH THUNDER
METOC.AMPHC.WTH.IC	W	A	S	-	WS IC --	P-	--	-	ICE CRYSTALS (DIAMOND DUST)
METOC.AMPHC.WTH.PE	W	A	S	-	WS PL --	--	--	-	ICE PELLETS (SLEET)
METOC.AMPHC.WTH.PE.LIT	W	A	S	-	WS PL L-	P-	--	-	ICE PELLETS - LIGHT
METOC.AMPHC.WTH.PE.MOD	W	A	S	-	WS PL M-	P-	--	-	ICE PELLETS - MODERATE
METOC.AMPHC.WTH.PE.HVY	W	A	S	-	WS PL H-	P-	--	-	ICE PELLETS - HEAVY
METOC.AMPHC.WTH.STMS	W	A	S	-	WS T- --	--	--	-	STORMS
METOC.AMPHC.WTH.STMS.TS	W	A	S	-	WS T- NP	P-	--	-	THUNDERSTORM - NO PRECIPITATION
METOC.AMPHC.WTH.STMS.TSLMNH	W	A	S	-	WS TM R-	P-	--	-	THUNDERSTORM LIGHT TO MODERATE WITH RAIN/SNOW - NO HAIL

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TABLE C-II. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	C A E G O R Y	S T A I C I C	D Y N I O N	F U N I O N	G R A P H I C	G R A P H I C	N O T U S E D	DESCRIPTION
METOC.AMPHC.WTH.STMS.TSHVNH	W	A	S	-	WS TH R-	P-	--	-	THUNDERSTORM HEAVY WITH RAIN/SNOW - NO HAIL
METOC.AMPHC.WTH.STMS.TSLMWH	W	A	S	-	WS TM H-	P-	--	-	THUNDERSTORM LIGHT TO MODERATE - WITH HAIL
METOC.AMPHC.WTH.STMS.TSHVWH	W	A	S	-	WS TH H-	P-	--	-	THUNDERSTORM HEAVY - WITH HAIL
METOC.AMPHC.WTH.STMS.FC	W	A	S	-	WS T- FC	P-	--	-	FUNNEL CLOUD (TORNADO/WATERSPOUT)
METOC.AMPHC.WTH.STMS.SQL	W	A	S	-	WS T- SQ	P-	--	-	SQUALL
METOC.AMPHC.WTH.STMS.LTG	W	A	S	-	WS T- LG	P-	--	-	LIGHTNING
METOC.AMPHC.WTH.FG	W	A	S	-	WS FG --	--	--	-	FOG
METOC.AMPHC.WTH.FG.SHWPTH	W	A	S	-	WS FG PS	P-	--	-	FOG - SHALLOW PATCHES
METOC.AMPHC.WTH.FG.SHWCTS	W	A	S	-	WS FG CS	P-	--	-	FOG - SHALLOW CONTINUOUS
METOC.AMPHC.WTH.FG.PTHY	W	A	S	-	WS FG P-	P-	--	-	FOG - PATCHY
METOC.AMPHC.WTH.FG.SKYVSB	W	A	S	-	WS FG SV	P-	--	-	FOG - SKY VISIBLE
METOC.AMPHC.WTH.FG.SKYOBD	W	A	S	-	WS FG SO	P-	--	-	FOG - SKY OBSCURED
METOC.AMPHC.WTH.FG.FZSV	W	A	S	-	WS FG FV	P-	--	-	FOG - FREEZING, SKY VISIBLE
METOC.AMPHC.WTH.FG.FZSNV	W	A	S	-	WS FG FO	P-	--	-	FOG - FREEZING, SKY NOT VISIBLE
METOC.AMPHC.WTH.MIST	W	A	S	-	WS BR --	P-	--	-	MIST
METOC.AMPHC.WTH.FU	W	A	S	-	WS FU --	P-	--	-	SMOKE
METOC.AMPHC.WTH.HZ	W	A	S	-	WS HZ --	P-	--	-	HAZE
METOC.AMPHC.WTH.DT/SD	W	A	S	-	WS D--	--	--	-	DUST OR SAND
METOC.AMPHC.WTH.DT/SD.LITMOD	W	A	S	-	WS DS LM	P-	--	-	DUST/SAND STORM - LIGHT TO MODERATE
METOC.AMPHC.WTH.DT/SD.SVR	W	A	S	-	WS DS S-	P-	--	-	DUST/SAND STORM - SEVERE
METOC.AMPHC.WTH.DT/SD.DTDVLL	W	A	S	-	WS DD --	P-	--	-	DUST DEVIL
METOC.AMPHC.WTH.DT/SD.BLDTS	W	A	S	-	WS DB --	P-	--	-	BLOWING DUST OR SAND
METOC.AMPHC.WTH.TPLSYS	W	A	S	-	WS TS --	--	--	-	TROPICAL STORM SYSTEMS
METOC.AMPHC.WTH.TPLSYS.TROPDN	W	A	S	-	WS TS D-	P-	--	-	TROPICAL DEPRESSION
METOC.AMPHC.WTH.TPLSYS.TROPSM	W	A	S	-	WS TS S-	P-	--	-	TROPICAL STORM

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TABLE C-II. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	C A E G R O R Y	S T A I C I C	D Y N M I O N	F U N T I O N	G R A P H I C	G R A P H I C	N O T U S E D	DESCRIPTION
METOC.AMPHC.WTH.TPLSYS.HC	W	A	S	-	WS TS H-	P-	--	-	HURRICANE/TYPHOON
METOC.AMPHC.WTH.TPLSYS.TSWADL	W	A	-	D	WS TS WA	--	A-	-	TROPICAL STORM WIND AREAS AND DATE/TIME LABELS
METOC.AMPHC.WTH.VOLERN	W	A	S	-	WS VE --	P-	--	-	VOLCANIC ERUPTION
METOC.AMPHC.WTH.VOLERN.VOLASH	W	A	S	-	WS VA --	P-	--	-	VOLCANIC ASH
METOC.AMPHC.WTH.TROPLV	W	A	S	-	WS T- LV	P-	--	-	TROPOPAUSE LEVEL
METOC.AMPHC.WTH.FZLVL	W	A	S	-	WS F- LV	P-	--	-	FREEZING LEVEL
METOC.AMPHC.WTH.POOUTAI	W	A	S	-	WS UK P-	P-	--	-	PRECIPITATION OF UNKNOWN TYPE AND INTENSITY
METOC.AMPHC.BDAWTH	W	A	-	-	BA -- --	--	--	-	BOUNDED AREAS OF WEATHER
METOC.AMPHC.BDAWTH.IFR	W	A	-	D	BA IF --	--	A-	-	INSTRUMENT FLIGHT RULE (IFR)
METOC.AMPHC.BDAWTH.MVFR	W	A	-	D	BA MV --	--	A-	-	MARGINAL VISUAL FLIGHT RULE (MVFR)
METOC.AMPHC.BDAWTH.TRB	W	A	-	D	BA TB --	--	A-	-	TURBULENCE
METOC.AMPHC.BDAWTH.ICG	W	A	-	D	BA I- --	--	A-	-	ICING
METOC.AMPHC.BDAWTH.LPNCI	W	A	-	D	BA LP NC	--	A-	-	LIQUID PRECIPITATION - NON-CONVECTIVE CONTINUOUS OR INTERMITTENT
METOC.AMPHC.BDAWTH.LPNCLLPC	W	A	-	D	BA LP C-	--	A-	-	LIQUID PRECIPITATION - CONVECTIVE
METOC.AMPHC.BDAWTH.FZPPN	W	A	-	D	BA FP --	--	A-	-	FREEZING/FROZEN PRECIPITATION
METOC.AMPHC.BDAWTH.TS	W	A	-	D	BA T- --	--	A-	-	THUNDERSTORMS
METOC.AMPHC.BDAWTH.FG	W	A	-	D	BA FG --	--	A-	-	FOG
METOC.AMPHC.BDAWTH.DT/SD	W	A	-	D	BA D- --	--	A-	-	DUST OR SAND
METOC.AMPHC.BDAWTH.ODFF	W	A	-	D	BA FF --	--	A-	-	OPERATOR-DEFINED FREEFORM
METOC.AMPHC.ISP	W	A	-	-	IP -- --	--	--	-	ISOPLETHS
METOC.AMPHC.ISP.ISB	W	A	-	D	IP IB --	-L	--	-	ISOBAR - SURFACE
METOC.AMPHC.ISP.CTUR	W	A	-	D	IP CO --	-L	--	-	CONTOUR - UPPER AIR
METOC.AMPHC.ISP.IST	W	A	-	D	IP IS --	-L	--	-	ISOTHERM
METOC.AMPHC.ISP.ISH	W	A	-	D	IP IT --	-L	--	-	ISOTACH

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APPENDIX C

TABLE C-II. SIDC table - Continued.

HIERARCHY	C O D E S C H E M	C A E G O R Y	S T A I C I C	D Y A M I C N	F U N T I O N	G R A P H I C T	G R A P H I C T	N O T U S E D	DESCRIPTION
METOC.AMPHC.ISP.ISD	W	A	-	D	IP ID --	-L	--	-	ISODROSOTHERM
METOC.AMPHC.ISP.THK	W	A	-	D	IP TH --	-L	--	-	THICKNESS
METOC.AMPHC.ISP.ODFF	W	A	-	D	IP FF --	-L	--	-	OPERATOR-DEFINED FREEFORM
METOC.AMPHC.STOG	W	A	S	-	G- -- --	--	--	-	STATE OF THE GROUND
METOC.AMPHC.STOG.WOSMIC	W	A	S	-	GN -- --	--	--	-	WITHOUT SNOW OR MEASURABLE ICE COVER
METOC.AMPHC.STOG.WOSMIC.SUFDRY	W	A	S	-	GN D- NC	P-	--	-	SURFACE DRY WITHOUT CRACKS OR APPRECIABLE DUST OR LOOSE SAND
METOC.AMPHC.STOG.WOSMIC.SUFMST	W	A	S	-	GN M- --	P-	--	-	SURFACE MOIST
METOC.AMPHC.STOG.WOSMIC.SUFWET	W	A	S	-	GN W- SW	P-	--	-	SURFACE WET, STANDING WATER IN SMALL OR LARGE POOLS
METOC.AMPHC.STOG.WOSMIC.SUFFLD	W	A	S	-	GN FL --	P-	--	-	SURFACE FLOODED
METOC.AMPHC.STOG.WOSMIC.SUFFZN	W	A	S	-	GN FZ --	P-	--	-	SURFACE FROZEN
METOC.AMPHC.STOG.WOSMIC.GLZGRD	W	A	S	-	GN G- TI	P-	--	-	GLAZE (THIN ICE) ON GROUND
METOC.AMPHC.STOG.WOSMIC.LDNGCG	W	A	S	-	GN LD N-	P-	--	-	LOOSE DRY DUST OR SAND NOT COVERING GROUND COMPLETELY
METOC.AMPHC.STOG.WOSMIC.TLDCGC	W	A	S	-	GN LD TC	P-	--	-	THIN LOOSE DRY DUST OR SAND COVERING GROUND COMPLETELY
METOC.AMPHC.STOG.WOSMIC.MLDCGC	W	A	S	-	GN LD MC	P-	--	-	MODERATE/THICK LOOSE DRY DUST OR SAND COVERING GROUND COMPLETELY
METOC.AMPHC.STOG.WOSMIC.EXTDWC	W	A	S	-	GN DE WC	P-	--	-	EXTREMELY DRY WITH CRACKS
METOC.AMPHC.STOG.WSMIC	W	A	S	-	GS -- --	--	--	-	WITH SNOW OR MEASURABLE ICE COVER
METOC.AMPHC.STOG.WSMIC.PDMIC	W	A	S	-	GS I- --	P-	--	-	PREDOMINATELY ICE COVERED
METOC.AMPHC.STOG.WSMIC.CWSNLH	W	A	S	-	GS SC L-	P-	--	-	COMPACT OR WET SNOW (WITH OR WITHOUT ICE) COVERING LESS THAN ONE-HALF OF GROUND
METOC.AMPHC.STOG.WSMIC.CSNALH	W	A	S	-	GS SC H-	P-	--	-	COMPACT OR WET SNOW (WITH OR WITHOUT ICE) COVERING AT LEAST ONE-HALF GROUND, BUT GROUND NOT COMPLETELY COVERED

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APPENDIX C

TABLE C-II. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	C A E G O R Y	S T A I C I C	D Y N M I O N	F U N T I O N	G R A P H I C	G R A P H I C	N O T U S E D	DESCRIPTION
METOC.AMPHC.STOG.WSMIC.ELCSCG	W	A	S	-	GS SC CE	P-	--	-	EVEN LAYER OF COMPACT OR WET SNOW COVERING GROUND COMPLETELY
METOC.AMPHC.STOG.WSMIC.ULCSCG	W	A	S	-	GS SC CU	P-	--	-	UNEVEN LAYER OF COMPACT OR WET SNOW COVERING GROUND COMPLETELY
METOC.AMPHC.STOG.WSMIC.LDSNLH	W	A	S	-	GS SL L-	P-	--	-	LOOSE DRY SNOW COVERING LESS THAN ONE-HALF OF GROUND
METOC.AMPHC.STOG.WSMIC.LDSALH	W	A	S	-	GS SL H-	P-	--	-	LOOSE DRY SNOW COVERING AT LEAST ONE-HALF GROUND, BUT GROUND NOT COMPLETELY COVERED
METOC.AMPHC.STOG.WSMIC.ELDSCG	W	A	S	-	GS SL CE	P-	--	-	EVEN LAYER OF LOOSE DRY SNOW COVERING GROUND COMPLETELY
METOC.AMPHC.STOG.WSMIC.ULDSCG	W	A	S	-	GS SL CU	P-	--	-	UNEVEN LAYER OF LOOSE DRY SNOW COVERING GROUND COMPLETELY
METOC.AMPHC.STOG.WSMIC.SCGC	W	A	S	-	GS SD C-	P-	--	-	SNOW COVERING GROUND COMPLETELY; DEEP DRIFTS
METOC.OCA	W	O	-	-	-- -- --	--	--	-	OCEANIC
METOC.OCA.ISYS	W	O	-	-	I- -- --	--	--	-	ICE SYSTEMS
METOC.OCA.ISYS.IB	W	O	S	-	IB -- --	P-	--	-	ICEBERGS
METOC.OCA.ISYS.IB.MNY	W	O	S	-	IB M- --	P-	--	-	MANY ICEBERGS
METOC.OCA.ISYS.IB.BAS	W	O	S	-	IB BS --	P-	--	-	BELTS AND STRIPS
METOC.OCA.ISYS.IB.GNL	W	O	S	-	IB G- --	P-	--	-	ICEBERG - GENERAL
METOC.OCA.ISYS.IB.MNYGNL	W	O	S	-	IB MG --	P-	--	-	MANY ICEBERGS - GENERAL
METOC.OCA.ISYS.IB.BB	W	O	S	-	IB BB --	P-	--	-	BERGY BIT
METOC.OCA.ISYS.IB.MNYBB	W	O	S	-	IB BB M-	P-	--	-	MANY BERGY BITS
METOC.OCA.ISYS.IB.GWL	W	O	S	-	IB GL --	P-	--	-	GROWLER
METOC.OCA.ISYS.IB.MNYGWL	W	O	S	-	IB GL M-	P-	--	-	MANY GROWLERS
METOC.OCA.ISYS.IB.FBG	W	O	S	-	IB F- --	P-	--	-	FLOEBERG
METOC.OCA.ISYS.IB.II	W	O	S	-	IB II --	P-	--	-	ICE ISLAND
METOC.OCA.ISYS.ICN	W	O	-	-	IC -- --	--	--	-	ICE CONCENTRATION

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**APPENDIX C**

TABLE C-II. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	C A E G O R Y	S T A I C I C	D Y N I C I N	F U N T I O N	G R A P H I C	G R A P H I C	N O T U S E D	DESCRIPTION	
METOC.OCA.ISYS.ICN.BW	W	O	S	-	IC	WB	--	P-	--	- BERGY WATER
METOC.OCA.ISYS.ICN.WWRT	W	O	S	-	IC	WR	--	P-	--	- WATER WITH RADAR TARGETS
METOC.OCA.ISYS.ICN.IF	W	O	S	-	IC	IF	--	P-	--	- ICE FREE
METOC.OCA.ISYS.DYNPRO	W	O	-	-	ID	--	--	--	--	- DYNAMIC PROCESSES
METOC.OCA.ISYS.DYNPRO.CNG	W	O	S	-	ID	C-	--	P-	--	- CONVERGENCE
METOC.OCA.ISYS.DYNPRO.DVG	W	O	S	-	ID	D-	--	P-	--	- DIVERGENCE
METOC.OCA.ISYS.DYNPRO.SHAZ	W	O	S	-	ID	S-	--	P-	--	- SHEARING OR SHEAR ZONE
METOC.OCA.ISYS.DYNPRO.ID	W	O	-	D	ID	ID	--	-L	--	- ICE DRIFT (DIRECTION)
METOC.OCA.ISYS.SI	W	O	S	-	II	--	--	P-	--	- SEA ICE
METOC.OCA.ISYS.SI.ITOBS	W	O	S	-	II	TM	--	P-	--	- ICE THICKNESS (OBSERVED)
METOC.OCA.ISYS.SLITEST	W	O	S	-	II	TE	--	P-	--	- ICE THICKNESS (ESTIMATED)
METOC.OCA.ISYS.SLMPOFI	W	O	S	-	II	P-	--	P-	--	- MELT PUDDLES OR FLOODED ICE
METOC.OCA.ISYS.LMT	W	O	-	-	IL	--	--	--	--	- LIMITS
METOC.OCA.ISYS.LMT.LOVO	W	O	-	D	IL	OV	--	-L	--	- LIMIT OF VISUAL OBSERVATION
METOC.OCA.ISYS.LMT.LOU	W	O	-	D	IL	UC	--	-L	--	- LIMIT OF UNDERCAST
METOC.OCA.ISYS.LMT.LORO	W	O	-	D	IL	OR	--	-L	--	- LIMIT OF RADAR OBSERVATION
METOC.OCA.ISYS.LMT.OIEOB	W	O	-	D	IL	IE	O-	-L	--	- OBSERVED ICE EDGE OR BOUNDARY
METOC.OCA.ISYS.LMT.EIEOB	W	O	-	D	IL	IE	E-	-L	--	- ESTIMATED ICE EDGE OR BOUNDARY
METOC.OCA.ISYS.LMT.IEOBFR	W	O	-	D	IL	IE	R-	-L	--	- ICE EDGE OR BOUNDARY FROM RADAR
METOC.OCA.ISYS.OITI	W	O	-	-	IO	--	--	--	--	- OPENINGS IN THE ICE
METOC.OCA.ISYS.OITI.CRK	W	O	-	D	IO	C-	--	-L	--	- CRACKS
METOC.OCA.ISYS.OITI.CRKASL	W	O	-	D	IO	CS	--	-L	--	- CRACKS AT A SPECIFIC LOCATION
METOC.OCA.ISYS.OITI.LED	W	O	-	D	IO	L-	--	-L	--	- LEAD
METOC.OCA.ISYS.OITI.FZLED	W	O	-	D	IO	LF	--	-L	--	- FROZEN LEAD
METOC.OCA.ISYS.SC	W	O	S	-	IS	C-	--	P-	--	- SNOW COVER

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APPENDIX C

TABLE C-II. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	C A E G O R Y	S T A I C I C	D Y N I O N	F U N I O N	G R A P H I C	G R A P H I C	N O T U S E D	DESCRIPTION
METOC.OCA.ISYS.SC.SWO	W	O	S	-	IS S--	P-	--	-	SASTRUGI (WITH ORIENTATION)
METOC.OCA.ISYS.TOPFTR	W	O	-	-	IT --	--	--	-	TOPOGRAPHICAL FEATURES
METOC.OCA.ISYS.TOPFTR.HUM	W	O	S	-	IT RH	--	P-	--	RIDGES OR HUMMOCKS
METOC.OCA.ISYS.TOPFTR.RFTG	W	O	S	-	IT R-	--	P-	--	RAFTING
METOC.OCA.ISYS.TOPFTR.JBB	W	O	S	-	IT BB	--	P-	--	JAMMED BRASH BARRIER
METOC.OCA.HYDGRY	W	O	-	-	H--	--	--	-	HYDROGRAPHY
METOC.OCA.HYDGRY.DPH	W	O	-	-	HD --	--	--	-	DEPTH
METOC.OCA.HYDGRY.DPH.SNDG	W	O	S	-	HD S--	--	P-	--	SOUNDINGS
METOC.OCA.HYDGRY.DPH.CRV	W	O	-	D	HD DL	--	-L	--	DEPTH CURVE
METOC.OCA.HYDGRY.DPH.CTUR	W	O	-	D	HD DC	--	-L	--	DEPTH CONTOUR
METOC.OCA.HYDGRY.DPH.ARA	W	O	-	D	HD DA	--	--	A-	DEPTH AREA
METOC.OCA.HYDGRY.CSTHYD	W	O	-	-	HC --	--	--	-	COASTAL HYDROGRAPHY
METOC.OCA.HYDGRY.CSTHYD.CSTLN	W	O	-	D	HC C--	--	-L	--	COASTLINE
METOC.OCA.HYDGRY.CSTHYD.ISND	W	O	-	D	HC I--	--	--	A-	ISLAND
METOC.OCA.HYDGRY.CSTHYD.BEH	W	O	-	D	HC B--	--	--	A-	BEACH
METOC.OCA.HYDGRY.CSTHYD.H2O	W	O	-	D	HC W--	--	--	A-	WATER
METOC.OCA.HYDGRY.CSTHYD.FSH1	W	O	-	D	HC F--	--	--	--	FORESHORE
METOC.OCA.HYDGRY.CSTHYD.FSH1.FSH2	W	O	-	D	HC F--	--	-L	--	FORESHORE
METOC.OCA.HYDGRY.CSTHYD.FSH1.FSH3	W	O	-	D	HC F--	--	--	A-	FORESHORE
METOC.OCA.HYDGRY.PRTHBKR	W	O	-	D	HP --	--	--	--	PORTS AND HARBORS
METOC.OCA.HYDGRY.PRTHBKR.PRT	W	O	S	-	HP B--	--	--	--	PORTS
METOC.OCA.HYDGRY.PRTHBKR.PRT.BRHSO	W	O	S	-	HP B- O-	--	P-	--	BERTHS (ONSHORE)
METOC.OCA.HYDGRY.PRTHBKR.PRT.BRHSA	W	O	S	-	HP B- A-	--	P-	--	BERTHS (ANCHOR)
METOC.OCA.HYDGRY.PRTHBKR.PRT.ANCRG1	W	O	S	-	HP BA --	--	P-	--	ANCHORAGE
METOC.OCA.HYDGRY.PRTHBKR.PRT.ANCRG2	W	O	-	D	HP BA --	--	-L	--	ANCHORAGE

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APPENDIX C

TABLE C-II. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	C A E G O R Y	S T A I C I C	D Y N I O N	F U N I O N	G R A P H I C	G R A P H I C	N O T U S E D	DESCRIPTION
METOC.OCA.HYDGRY.PRTHBR.PRT.ANCRG3	W	O	-	D	HP BA --	--	A-	-	ANCHORAGE
METOC.OCA.HYDGRY.PRTHBR.PRT.CIP	W	O	S	-	HP CP --	P-	--	-	CALL IN POINT
METOC.OCA.HYDGRY.PRTHBR.PRT.PWQ	W	O	-	D	HP BP --	-L	--	-	PIER/WHARF/QUAY
METOC.OCA.HYDGRY.PRTHBR.FSG	W	O	-	-	HP F- --	--	--	-	FISHING
METOC.OCA.HYDGRY.PRTHBR.FSG.FSGHBR	W	O	S	-	HP FH --	P-	--	-	FISHING HARBOR
METOC.OCA.HYDGRY.PRTHBR.FSG.FSTK1	W	O	S	-	HP FS --	P-	--	-	FISH STAKES/TRAPS/WEIRS
METOC.OCA.HYDGRY.PRTHBR.FSG.FSTK2	W	O	S	-	HP FS --	-L	--	-	FISH STAKES/TRAPS/WEIRS
METOC.OCA.HYDGRY.PRTHBR.FSG.FSTK3	W	O	S	-	HP FF --	--	A-	-	FISH STAKES/TRAPS/WEIRS
METOC.OCA.HYDGRY.PRTHBR.FAC	W	O	-	-	HP M- --	--	--	-	FACILITIES
METOC.OCA.HYDGRY.PRTHBR.FAC.DDCK	W	O	-	D	HP MD --	--	A-	-	DRYDOCK
METOC.OCA.HYDGRY.PRTHBR.FAC.LNDPLC	W	O	S	-	HP ML --	P-	--	-	LANDING PLACE
METOC.OCA.HYDGRY.PRTHBR.FAC.OSLF1	W	O	-	D	HP MO --	P-	--	-	OFFSHORE LOADING FACILITY
METOC.OCA.HYDGRY.PRTHBR.FAC.OSLF2	W	O	-	D	HP MO --	-L	--	-	OFFSHORE LOADING FACILITY
METOC.OCA.HYDGRY.PRTHBR.FAC.OSLF3	W	O	-	D	HP MO --	--	A-	-	OFFSHORE LOADING FACILITY
METOC.OCA.HYDGRY.PRTHBR.FAC.RAMPAW	W	O	-	D	HP MR A-	-L	--	-	RAMP (ABOVE WATER)
METOC.OCA.HYDGRY.PRTHBR.FAC.RAMPBW	W	O	-	D	HP MR B-	-L	--	-	RAMP (BELOW WATER)
METOC.OCA.HYDGRY.PRTHBR.FAC.LNDRNG	W	O	S	-	HP M- R-	P-	--	-	LANDING RING
METOC.OCA.HYDGRY.PRTHBR.FAC.FRYCSG	W	O	S	-	HP M- FC	-L	--	-	FERRY CROSSING
METOC.OCA.HYDGRY.PRTHBR.FAC.CFCSG	W	O	S	-	HP M- CC	-L	--	-	CABLE FERRY CROSSING
METOC.OCA.HYDGRY.PRTHBR.FAC.DOPN	W	O	S	-	HP D- --	P-	--	-	DOLPHIN
METOC.OCA.HYDGRY.PRTHBR.SHRLNE	W	O	-	-	HP P- --	--	--	-	SHORELINE PROTECTION
METOC.OCA.HYDGRY.PRTHBR.SHRLNE.BWGJAW	W	O	-	D	HP SP A-	-L	--	-	BREAKWATER/GROIN/JETTY (ABOVE WATER)
METOC.OCA.HYDGRY.PRTHBR.SHRLNE.BWGJBW	W	O	-	D	HP SP B-	-L	--	-	BREAKWATER/GROIN/JETTY (BELOW WATER)
METOC.OCA.HYDGRY.PRTHBR.SHRLNE.SW	W	O	-	D	HP SP S-	-L	--	-	SEAWALL
METOC.OCA.HYDGRY.ATN	W	O	-	-	HA -- --	--	--	-	AIDS TO NAVIGATION

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APPENDIX C

TABLE C-II. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	C A E G O R Y	S T A I C I C	D Y N M I C N	F U N T I O N	G R A P H I C T	G R A P H I C T	N O T U S E D	DESCRIPTION
METOC.OCA.HYDGRY.ATN.BCN	W	O	S	-	HA BA --	P-	--	-	BEACON
METOC.OCA.HYDGRY.ATN.BUOY	W	O	S	-	HA BB --	P-	--	-	BUOY DEFAULT
METOC.OCA.HYDGRY.ATN.MRK	W	O	S	-	HA BM --	P-	--	-	MARKER
METOC.OCA.HYDGRY.ATN.PRH1	W	O	S	-	HA BP --	--	--	-	PERCHES/STAKES
METOC.OCA.HYDGRY.ATN.PRH1.PRH2	W	O	S	-	HA BP --	P-	--	-	PERCHES/STAKES
METOC.OCA.HYDGRY.ATN.PRH1.PRH3	W	O	-	D	HA BP --	--	A-	-	PERCHES/STAKES
METOC.OCA.HYDGRY.ATN.LIT	W	O	S	-	HA L- --	P-	--	-	LIGHT
METOC.OCA.HYDGRY.ATN.LDGLNE	W	O	-	D	HA LL A- -L	--	-	-	LEADING LINE
METOC.OCA.HYDGRY.ATN.LITVES	W	O	S	-	HA LV --	P-	--	-	LIGHT VESSEL/LIGHTSHIP
METOC.OCA.HYDGRY.ATN.LITHSE	W	O	S	-	HA LH --	P-	--	-	Lighthouse
METOC.OCA.HYDGRY.DANHAZ	W	O	-	HH	-- --	--	--	-	DANGERS/HAZARDS
METOC.OCA.HYDGRY.DANHAZ.RCKSBM	W	O	S	-	HH RS --	P-	--	-	ROCK SUBMERGED
METOC.OCA.HYDGRY.DANHAZ.RCKAWD	W	O	S	-	HH RA --	P-	--	-	ROCK AWASHED
METOC.OCA.HYDGRY.DANHAZ.UH2DAN	W	O	-	D	HH D- --	--	A-	-	UNDERWATER DANGER/HAZARD
METOC.OCA.HYDGRY.DANHAZ.FLGRD1	W	O	S	-	HH DF --	--	--	-	FOUL GROUND
METOC.OCA.HYDGRY.DANHAZ.FLGRD1.FLGRD2	W	O	S	-	HH DF --	P-	--	-	FOUL GROUND
METOC.OCA.HYDGRY.DANHAZ.FLGRD1.FLGRD3	W	O	-	D	HH DF --	--	A-	-	FOUL GROUND
METOC.OCA.HYDGRY.DANHAZ.KLP1	W	O	-	D	HH DK --	--	--	-	KELP/SEAWEED
METOC.OCA.HYDGRY.DANHAZ.KLP1.KLP2	W	O	-	D	HH DK --	P-	--	-	KELP/SEAWEED
METOC.OCA.HYDGRY.DANHAZ.KLP1.KLP3	W	O	-	D	HH DK --	--	A-	-	KELP/SEAWEED
METOC.OCA.HYDGRY.DANHAZ.MNENAV	W	O	S	-	HH DM D-	--	--	-	MINE-NAVAL
METOC.OCA.HYDGRY.DANHAZ.MNENAV.DBT	W	O	S	-	HH DM DB	P-	--	-	MINE-NAVAL (DOUBTFUL)
METOC.OCA.HYDGRY.DANHAZ.MNENAV.DEFN	W	O	S	-	HH DM DF	P-	--	-	MINE-NAVAL (DEFINITE)
METOC.OCA.HYDGRY.DANHAZ.SNAG	W	O	S	-	HH DS --	P-	--	-	SNAGS/STUMPS
METOC.OCA.HYDGRY.DANHAZ.WRK	W	O	S	-	HH DW A-	--	--	-	WRECK

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

TABLE C-II. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	C A E G O R Y	S T A I C I C	D Y N I O N	F U N I O N	G R A P H I C T Y P E	G R A P H I C T Y P E	N O T U S E D	DESCRIPTION	
METOC.OCA.HYDGRY.DANHAZ.WRK.UCOV	W	O	S	-	HH	DW	A-	P-	--	- WRECK (UNCOVERS)
METOC.OCA.HYDGRY.DANHAZ.WRK.SBM	W	O	S	-	HH	DW	B-	P-	--	- WRECK (SUBMERGED)
METOC.OCA.HYDGRY.DANHAZ.BRKS	W	O	-	D	HH	DB	--	-L	--	- BREAKERS
METOC.OCA.HYDGRY.DANHAZ.REEF	W	O	S	-	HH	DR	--	-L	--	- REEF
METOC.OCA.HYDGRY.DANHAZ.EOTR	W	O	S	-	HH	DE	--	P-	--	- EDDIES/OVERFALLS/TIDE RIPS
METOC.OCA.HYDGRY.DANHAZ.DCDH2O	W	O	-	D	HH	DD	--	--	A-	- DISCOLORED WATER
METOC.OCA.HYDGRY.BTMFAT	W	O	-	-	BF	--	--	--	--	- BOTTOM FEATURES
METOC.OCA.HYDGRY.BTMFAT.BTMCHR	W	O	S	-	BF	C-	--	--	--	- BOTTOM CHARACTERISTICS
METOC.OCA.HYDGRY.BTMFAT.BTMCHR.SD	W	O	S	-	BF	C-	S-	P-	--	- SAND
METOC.OCA.HYDGRY.BTMFAT.BTMCHR.MUD	W	O	S	-	BF	C-	M-	P-	--	- MUD
METOC.OCA.HYDGRY.BTMFAT.BTMCHR.CLAY	W	O	S	-	BF	C-	CL	P-	--	- CLAY
METOC.OCA.HYDGRY.BTMFAT.BTMCHR.SLT	W	O	S	-	BF	C-	SI	P-	--	- SILT
METOC.OCA.HYDGRY.BTMFAT.BTMCHR.STNE	W	O	S	-	BF	C-	ST	P-	--	- STONES
METOC.OCA.HYDGRY.BTMFAT.BTMCHR.GVL	W	O	S	-	BF	C-	G-	P-	--	- GRAVEL
METOC.OCA.HYDGRY.BTMFAT.BTMCHR.PBL	W	O	S	-	BF	C-	P-	P-	--	- PEBBLES
METOC.OCA.HYDGRY.BTMFAT.BTMCHR.COBL	W	O	S	-	BF	C-	CB	P-	--	- COBBLES
METOC.OCA.HYDGRY.BTMFAT.BTMCHR.RCK	W	O	S	-	BF	C-	R-	P-	--	- ROCK
METOC.OCA.HYDGRY.BTMFAT.BTMCHR.CRL	W	O	S	-	BF	C-	CO	P-	--	- CORAL
METOC.OCA.HYDGRY.BTMFAT.BTMCHR.SHE	W	O	S	-	BF	C-	SH	P-	--	- SHELL
METOC.OCA.HYDGRY.BTMFAT.QLFYTM	W	O	S	-	BF	Q-	--	--	--	- QUALIFYING TERMS
METOC.OCA.HYDGRY.BTMFAT.QLFYTM.FNE	W	O	S	-	BF	Q-	F-	P-	--	- FINE
METOC.OCA.HYDGRY.BTMFAT.QLFYTM.MDM	W	O	S	-	BF	Q-	M-	P-	--	- MEDIUM
METOC.OCA.HYDGRY.BTMFAT.QLFYTM.CSE	W	O	S	-	BF	Q-	C-	P-	--	- COARSE
METOC.OCA.HYDGRY.TDECUR	W	O	-	-	TC	C-	--	--	--	- TIDE AND CURRENT
METOC.OCA.HYDGRY.TDECUR.H2OTRB	W	O	S	-	TC	CW	--	P-	--	- WATER TURBULENCE

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**APPENDIX C**

TABLE C-II. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	C A E G O R Y	S T A I C I C	D Y N M I O N	F U N T I D	G R A P H I C T Y P E	G R A P H I C T Y P E	N O T U S E D	DESCRIPTION
METOC.OCA.HYDGRY.TDECUR.EBB	W	O	-	D	TC CC FE	-L	--	-	CURRENT FLOW - EBB
METOC.OCA.HYDGRY.TDECUR.FLOOD	W	O	-	D	TC CC FF	-L	--	-	CURRENT FLOW - FLOOD
METOC.OCA.HYDGRY.TDECUR.TDEDP	W	O	S	-	TC CT D-	P-	--	-	TIDE DATA POINT
METOC.OCA.HYDGRY.TDECUR.TDEG	W	O	S	-	TC CT G-	P-	--	-	TIDE GAUGE
METOC.OCA.OCNGRY	W	O	-	-	O- -- --	--	--	-	OCEANOGRAPHY
METOC.OCA.OCNGRY.BIOLUM	W	O	-	-	OB -- --	--	--	-	BIOLUMINESCENCE
METOC.OCA.OCNGRY.BIOLUM.VDR1-2	W	O	-	D	OB VA --	--	A-	-	VDR LEVEL 1-2
METOC.OCA.OCNGRY.BIOLUM.VDR2-3	W	O	-	D	OB VB --	--	A-	-	VDR LEVEL 2-3
METOC.OCA.OCNGRY.BIOLUM.VDR3-4	W	O	-	D	OB VC --	--	A-	-	VDR LEVEL 3-4
METOC.OCA.OCNGRY.BIOLUM.VDR4-5	W	O	-	D	OB VD --	--	A-	-	VDR LEVEL 4-5
METOC.OCA.OCNGRY.BIOLUM.VDR5-6	W	O	-	D	OB VE --	--	A-	-	VDR LEVEL 5-6
METOC.OCA.OCNGRY.BIOLUM.VDR6-7	W	O	-	D	OB VF --	--	A-	-	VDR LEVEL 6-7
METOC.OCA.OCNGRY.BIOLUM.VDR7-8	W	O	-	D	OB VG --	--	A-	-	VDR LEVEL 7-8
METOC.OCA.OCNGRY.BIOLUM.VDR8-9	W	O	-	D	OB VH --	--	A-	-	VDR LEVEL 8-9
METOC.OCA.OCNGRY.BIOLUM.VDR9-0	W	O	-	D	OB VI --	--	A-	-	VDR LEVEL 9-10
METOC.OCA.OCNGRY.BEHSPE	W	O	-	-	BS -- --	--	--	-	BEACH SLOPE
METOC.OCA.OCNGRY.BEHSPE.FLT	W	O	-	D	BS F- --	--	A-	-	FLAT
METOC.OCA.OCNGRY.BEHSPE.GTL	W	O	-	D	BS G- --	--	A-	-	GENTLE
METOC.OCA.OCNGRY.BEHSPE.MOD	W	O	-	D	BS M- --	--	A-	-	MODERATE
METOC.OCA.OCNGRY.BEHSPE.STP	W	O	-	D	BS T- --	--	A-	-	STEEP
METOC.OCA.GPHY	W	O	-	-	G- -- --	--	--	-	GEOPHYSICS/AcouSTICS
METOC.OCA.GPHY.MNEWBD	W	O	-	-	GM -- --	--	--	-	MINE WARFARE BOTTOM DESCRIPTORS
METOC.OCA.GPHY.MNEWBD.MIWBS	W	O	-	-	GM S- --	--	--	-	MIW-BOTTOM SEDIMENTS
METOC.OCA.GPHY.MNEWBD.MIWBS.SLDRCK	W	O	-	D	GM SR --	--	A-	-	SOLID ROCK
METOC.OCA.GPHY.MNEWBD.MIWBS.CLAY	W	O	-	D	GM SC --	--	A-	-	CLAY

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

TABLE C-II. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	C A E G O R Y	S T A I C I C	D Y N M I O N	F U N T I O N	G R A P H I C T Y P E	G R A P H I C T Y P E	N O T U S E D	DESCRIPTION
METOC.OCA.GPHY.MNEWBD.MIWBS.VCSESD	W	O	-	D	GM SS VS	--	A-	-	VERY COARSE SAND
METOC.OCA.GPHY.MNEWBD.MIWBS.CSESD	W	O	-	D	GM SS C-	--	A-	-	COARSE SAND
METOC.OCA.GPHY.MNEWBD.MIWBS.MDMSD	W	O	-	D	GM SS M-	--	A-	-	MEDIUM SAND
METOC.OCA.GPHY.MNEWBD.MIWBS.FNESD	W	O	-	D	GM SS F-	--	A-	-	FINE SAND
METOC.OCA.GPHY.MNEWBD.MIWBS.VFNESD	W	O	-	D	GM SS VF	--	A-	-	VERY FINE SAND
METOC.OCA.GPHY.MNEWBD.MIWBS.VFNSLT	W	O	-	D	GM SI VF	--	A-	-	VERY FINE SILT
METOC.OCA.GPHY.MNEWBD.MIWBS.FNESLT	W	O	-	D	GM SI F-	--	A-	-	FINE SILT
METOC.OCA.GPHY.MNEWBD.MIWBS.MDMSLT	W	O	-	D	GM SI M-	--	A-	-	MEDIUM SILT
METOC.OCA.GPHY.MNEWBD.MIWBS.CSES LT	W	O	-	D	GM SI C-	--	A-	-	COARSE SILT
METOC.OCA.GPHY.MNEWBD.MIWBS.BLDS	W	O	-	D	GM SB	--	A-	-	BOULDERS
METOC.OCA.GPHY.MNEWBD.MIWBS.COBL OS	W	O	-	D	GM S- CO	--	A-	-	COBBLES, OYSTER SHELLS
METOC.OCA.GPHY.MNEWBD.MIWBS.PBLSHE	W	O	-	D	GM S- PH	--	A-	-	PEBBLES, SHELLS
METOC.OCA.GPHY.MNEWBD.MIWBS.SD&SHE	W	O	-	D	GM S- SH	--	A-	-	SAND AND SHELLS
METOC.OCA.GPHY.MNEWBD.MIWBS.LND	W	O	-	D	GM L-	--	A-	-	LAND
METOC.OCA.GPHY.MNEWBD.MIWBS.NODAT	W	O	-	D	GM N-	--	A-	-	NO DATA
METOC.OCA.GPHY.MNEWBD.BTMRG N	W	O	-	-	GM R-	--	--	-	BOTTOM ROUGHNESS
METOC.OCA.GPHY.MNEWBD.BTMRG N.SMH	W	O	-	D	GM RS	--	A-	-	SMOOTH
METOC.OCA.GPHY.MNEWBD.BTMRG N.MOD	W	O	-	D	GM RM	--	A-	-	MODERATE
METOC.OCA.GPHY.MNEWBD.BTMRG N.RGH	W	O	-	D	GM RR	--	A-	-	ROUGH
METOC.OCA.GPHY.MNEWBD.CTRB	W	O	-	-	GM C-	--	--	-	CLUTTER (BOTTOM)
METOC.OCA.GPHY.MNEWBD.CTRB.LW	W	O	-	D	GM CL	--	A-	-	LOW
METOC.OCA.GPHY.MNEWBD.CTRB.MDM	W	O	-	D	GM CM	--	A-	-	MEDIUM
METOC.OCA.GPHY.MNEWBD.CTRB.HGH	W	O	-	D	GM CH	--	A-	-	HIGH
METOC.OCA.GPHY.MNEWBD.IMP TBUR	W	O	-	-	GM IB	--	--	-	IMPACT BURIAL
METOC.OCA.GPHY.MNEWBD.IMP TBUR.0%	W	O	-	D	GM IB	A-	A-	-	0%

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

TABLE C-II. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	C A E G O R Y	S T A I C I C	D Y N M I O N	F U N T I O N	G R A P H I C T Y P E	G R A P H I C T Y P E	N O T U S E D	DESCRIPTION
METOC.OCA.GPHY.MNEWBD.IMTBUR.0-10%	W	O	-	D	GM IB B-	--	A-	-	0-10%
METOC.OCA.GPHY.MNEWBD.IMTBUR.10-20%	W	O	-	D	GM IB C-	--	A-	-	10-20%
METOC.OCA.GPHY.MNEWBD.IMTBUR.20-75%	W	O	-	D	GM IB D-	--	A-	-	20-75%
METOC.OCA.GPHY.MNEWBD.IMTBUR.>75%	W	O	-	D	GM IB E-	--	A-	-	>75%
METOC.OCA.GPHY.MNEWBD.MIWBC	W	O	-	-	GM BC --	--	--	-	MIW BOTTOM CATEGORY
METOC.OCA.GPHY.MNEWBD.MIWBC.A	W	O	-	D	GM BC A-	--	A-	-	A
METOC.OCA.GPHY.MNEWBD.MIWBC.B	W	O	-	D	GM BC B-	--	A-	-	B
METOC.OCA.GPHY.MNEWBD.MIWBC.C	W	O	-	D	GM BC C-	--	A-	-	C
METOC.OCA.GPHY.MNEWBD.MIWBT	W	O	-	-	GM BT --	--	--	-	MIW BOTTOM TYPE
METOC.OCA.GPHY.MNEWBD.MIWBT.A1	W	O	-	D	GM BT A-	--	A-	-	A1
METOC.OCA.GPHY.MNEWBD.MIWBT.A2	W	O	-	D	GM BT B-	--	A-	-	A2
METOC.OCA.GPHY.MNEWBD.MIWBT.A3	W	O	-	D	GM BT C-	--	A-	-	A3
METOC.OCA.GPHY.MNEWBD.MIWBT.B1	W	O	-	D	GM BT D-	--	A-	-	B1
METOC.OCA.GPHY.MNEWBD.MIWBT.B2	W	O	-	D	GM BT E-	--	A-	-	B2
METOC.OCA.GPHY.MNEWBD.MIWBT.B3	W	O	-	D	GM BT F-	--	A-	-	B3
METOC.OCA.GPHY.MNEWBD.MIWBT.C1	W	O	-	D	GM BT G-	--	A-	-	C1
METOC.OCA.GPHY.MNEWBD.MIWBT.C2	W	O	-	D	GM BT H-	--	A-	-	C2
METOC.OCA.GPHY.MNEWBD.MIWBT.C3	W	O	-	D	GM BT I-	--	A-	-	C3
METOC.OCA.LMT	W	O	-	-	L- --	--	--	-	LIMITS
METOC.OCA.LMT.MARTLB	W	O	-	D	L- ML --	-L	--	-	MARITIME LIMIT BOUNDARY
METOC.OCA.LMT.MARTAR	W	O	-	D	L- MA --	--	A-	-	MARITIME AREA
METOC.OCA.LMT.RSDARA	W	O	-	D	L- RA --	-L	--	-	RESTRICTED AREA
METOC.OCA.LMT.SWPARA	W	O	-	D	L- SA --	--	A-	-	SWEPT AREA
METOC.OCA.LMT.TRGARA	W	O	-	D	L- TA --	--	A-	-	TRAINING AREA
METOC.OCA.LMT.OD	W	O	-	D	L- O- --	--	A-	-	OPERATOR-DEFINED

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

TABLE C-II. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	C A E G O R Y	S T A I C I C	D Y N A M I C	F U N C T I O N	G R A P H I C T Y P E	G R A P H I C T Y P E	N O T U S E D	DESCRIPTION
<b>METOC.OCA.MMD</b>	W	O	-	-	M- -- --	--	--	-	MAN-MADE STRUCTURES
<b>METOC.OCA.MMD.SUBCBL</b>	W	O	-	D	MC A- --	-L	--	-	SUBMARINE CABLE
<b>METOC.OCA.MMD.SBMCRB</b>	W	O	-	D	MC C- --	--	A-	-	SUBMERGED CRIB
<b>METOC.OCA.MMD.CNL</b>	W	O	-	D	MC D- --	-L	--	-	CANAL
<b>METOC.OCA.MMD.FRД</b>	W	O	S	-	MF -- --	P-	--	-	FORD
<b>METOC.OCA.MMD.LCK</b>	W	O	S	-	ML -- --	P-	--	-	LOCK
<b>METOC.OCA.MMD.OLRG</b>	W	O	S	-	MO A- --	P-	--	-	OIL/GAS RIG
<b>METOC.OCA.MMD.OLRGFD</b>	W	O	-	D	MO A- --	--	A-	-	OIL/GAS RIG FIELD
<b>METOC.OCA.MMD.PPELINE</b>	W	O	-	D	MP A- --	-L	--	-	PIPELINES/PIPE
<b>METOC.OCA.MMD.PLE</b>	W	O	S	-	MP A- --	P-	--	-	PILE/PILING/POST
<b>METOC.SPC</b>	W	S	-	-	-- -- --	--	--	-	SPACE

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**APPENDIX C**

**C.5.3 Symbology set.** The following table provides a graphic representation of each approved METOC graphic. The following table provides a brief description of each graphic using operational terminology. The Hierarchy and Symbol Identification Code (SIDC) under the Graphic and METOC Graphic columns presents the information hierarchy (taxonomy) number described earlier in the standard. The SIDC represents the 15-character alphanumeric identifier necessary for automated systems to create each specific METOC graphic. As indicated previously, a dash (-) indicates that no information is provided in the position. The METOC Graphic column provides an example of the graphic (see foot note). The METOC symbology in this appendix is an example of a special symbology set included in this standard. It is considered a mandatory part of this standard and shall be followed when presenting METOC symbology in MIL-STD-2525B compliant systems.

The content of this special symbology set is maintained by an operational community other than the SSMC and is not under configuration management by this group. As a result, the symbology is not harmonized with the requirements of the current standard and the symbology presented in this appendix may be inconsistent with the symbology requirements of the standard.

**TABLE C-III. METOC symbols.**

<b>GRAPHIC</b>	<b>METOC GRAPHIC</b>
<b>METOC</b>	
METOC	N/A
Hierarchy: 3	
Static/Dynamic: N/A	
<b>METOC.AMPHC</b>	
METOC ATMOSPHERIC	N/A
Hierarchy: 3.1	
Static/Dynamic: N/A	
<b>METOC.AMPHC.PRS</b>	
METOC ATMOSPHERIC PRESSURE SYSTEMS	N/A
Hierarchy: 3.1.1	
Static/Dynamic: N/A	

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.PRS.LOWCTR</b></p> <p>METOC ATMOSPHERIC PRESSURE SYSTEMS LOW PRESSURE CENTER</p> <p>Hierarchy: 3.1.1.1</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location. The center of the graphic is the pressure center.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Red</p>	 WAS-PL---P---
<p><b>METOC.AMPHC.PRS.LOWCTR.CYC</b></p> <p>METOC ATMOSPHERIC PRESSURE SYSTEMS LOW PRESSURE CENTER CYCLONE CENTER</p> <p>Hierarchy: 3.1.1.1.1</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display and operator-centered over the desired location. The center of the graphic is the pressure center.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Red</p>	 WAS-PC---P---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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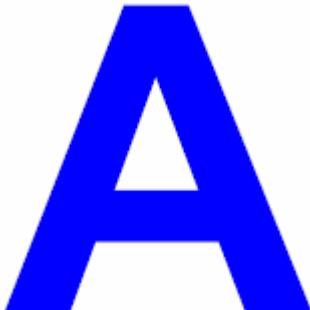
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.PRS.LOWCTR.TROPLW</b></p> <p>METOC ATMOSPHERIC PRESSURE SYSTEMS LOW PRESSURE CENTER TROPOAUSE LOW</p> <p>Hierarchy: 3.1.1.1.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. The center of the graphic is the pressure center. The low point of the tropopause topography is indicated by the letter L and height above mean sea level is included within the graphic.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>	 WAS-PLT---P---
<p><b>METOC.AMPHC.PRS.HGHCTR</b></p> <p>METOC ATMOSPHERIC PRESSURE SYSTEMS HIGH PRESSURE CENTER</p> <p>Hierarchy: 3.1.1.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location. The center of the graphic is the pressure center.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Blue</p>	 WAS-PH---P---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.PRS.HGHCTR.ACYC</b></p> <p>METOC ATMOSPHERIC PRESSURE SYSTEMS HIGH PRESSURE CENTER ANTICYCLONE CENTER</p> <p>Hierarchy: 3.1.1.2.1</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location. The center of the graphic is the pressure center.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Blue</p>	 WAS-PA---P---
<p><b>METOC.AMPHC.PRS.HGHCTR.TROPHG</b></p> <p>METOC ATMOSPHERIC PRESSURE SYSTEMS HIGH PRESSURE CENTER TROPOAUSE HIGH</p> <p>Hierarchy: 3.1.1.2.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. The center of the graphic is the pressure center. The high point of the tropopause topography is indicated by the letter H and height above mean sea level is included within the graphic.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>	 WAS-PHT---P---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.PRS.FRNSYS</b></p> <p>METOC ATMOSPHERIC PRESSURE SYSTEMS FRONTAL SYSTEMS</p> <p>Hierarchy: 3.1.1.3</p> <p>(Note: For special lines that are not symmetrical, such as Fronts, the sequence of anchor points determine the proper alignment of the line. For two anchor points that describe the position of the front or a section of the front, with L (for left point) and R (for right point): (1) If R comes before L in sequence, the front is rendered in the way shown, (2) If L comes before R in sequence, the front is rendered in the reverse with pips shown facing the opposite direction.)</p> <p>Static/Dynamic: N/A</p>	<p>N/A</p>
<p><b>METOC.AMPHC.PRS.FRNSYS.CLDFRN</b></p> <p>METOC ATMOSPHERIC PRESSURE SYSTEMS FRONTAL SYSTEMS COLD FRONT</p> <p>Hierarchy: 3.1.1.3.1</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a curved line with solid, triangular pips spaced evenly along the line. The curvature of the line is operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points. Pips point in the direction the front is moving.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Blue</p>	 <p>WA-DPFC---L---</p>

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

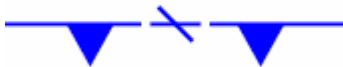
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.PRS.FRNSYS.CLDFRN.UPP</b></p> <p>METOC ATMOSPHERIC PRESSURE SYSTEMS FRONTAL SYSTEMS COLD FRONT UPPER COLD FRONT</p> <p>Hierarchy: 3.1.1.3.1.1</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a curved line with hollow, triangular pips spaced evenly along the line. The curvature of the line is operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points. Pips point in the direction the front is moving.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Blue</p>	 WA-DPFCU--L---
<p><b>METOC.AMPHC.PRS.FRNSYS.CLDFRN.FRGS</b></p> <p>METOC ATMOSPHERIC PRESSURE SYSTEMS FRONTAL SYSTEMS COLD FRONT COLD FRONTOGENESIS</p> <p>Hierarchy: 3.1.1.3.1.2</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a curved line with solid, triangular pips spaced evenly along the line separated by one dot. The curvature of the line is operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points. Pips point in the direction the front is moving.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Blue</p>	 WA-DPFC-FG-L---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.PRS.FRNSYS.CLDFRN.FRLS</b></p> <p>METOC ATMOSPHERIC PRESSURE SYSTEMS FRONTAL SYSTEMS COLD FRONT COLD FRONTOLYSIS</p> <p>Hierarchy: 3.1.1.3.1.3</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a curved line with solid, triangular pips spaced evenly along the line separated by a crossed line. The curvature of the line is operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points. Pips point in the direction the front is moving.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Blue</p>	 WA-DPFC-FY-L---
<p><b>METOC.AMPHC.PRS.FRNSYS.WRMFRN</b></p> <p>METOC ATMOSPHERIC PRESSURE SYSTEMS FRONTAL SYSTEMS WARM FRONT</p> <p>Hierarchy: 3.1.1.3.2</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a curved line with solid, half-circle pips spaced evenly along the line. The curvature of the line is operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points. Pips point in the direction the front is moving.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Red</p>	 WA-DPFW---L---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.PRS.FRNSYS.WRMFRN.UPP</b></p> <p>METOC ATMOSPHERIC PRESSURE SYSTEMS FRONTAL SYSTEMS WARM FRONT UPPER WARM FRONT</p> <p>Hierarchy: 3.1.1.3.2.1</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a curved line with hollow, half-circle pips spaced evenly along the line. The curvature of the line is operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points. Pips point in the direction the front is moving.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Red</p>	 WA-DPFWU---L---
<p><b>METOC.AMPHC.PRS.FRNSYS.WRMFRN.FRGS</b></p> <p>METOC ATMOSPHERIC PRESSURE SYSTEMS FRONTAL SYSTEMS WARM FRONT WARM FRONTOGENESIS</p> <p>Hierarchy: 3.1.1.3.2.2</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a curved line with solid, half-circle pips spaced evenly along the line separated by one dot. The curvature of the line is operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points. Pips point in the direction the front is moving.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Red</p>	 WA-DPFW-FG-L---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.PRS.FRNSYS.WRMFRN.FRLS</b></p> <p>METOC ATMOSPHERIC PRESSURE SYSTEMS FRONTAL SYSTEMS   WARM FRONT   WARM FRONTOLYSIS</p> <p>Hierarchy: 3.1.1.3.2.3</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a curved line with solid, half-circle pips spaced evenly along the line separated by a crossed line. The curvature of the line is operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points. Pips point in the direction the front is moving.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Red</p>	 WA-DPFW-FY-L---
<p><b>METOC.AMPHC.PRS.FRNSYS.OCD</b></p> <p>METOC ATMOSPHERIC PRESSURE SYSTEMS FRONTAL SYSTEMS   OCCLUDED FRONT</p> <p>Hierarchy: 3.1.1.3.3</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a curved line with alternating solid, triangular and half-circle pips spaced evenly along the line. The curvature of the line is operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points. Pips point in the direction the front is moving.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Purple</p>	 WA-DPFO----L---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.PRS.FRNSYS.OCD.UPP</b></p> <p>METOC  ATMOSPHERIC  PRESSURE SYSTEMS  FRONTAL SYSTEMS  OCCLUDED FRONT  UPPER OCCLUDED FRONT</p> <p>Hierarchy: 3.1.1.3.3.1</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a curved line with alternating hollow, triangular and half-circle pips spaced evenly along the line. The curvature of the line is operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points. Pips point in the direction the front is moving.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Purple</p>	 WA-DPFOU---L---
<p><b>METOC.AMPHC.PRS.FRNSYS.OCD.FRLS</b></p> <p>METOC  ATMOSPHERIC  PRESSURE SYSTEMS  FRONTAL SYSTEMS  OCCLUDED FRONT  OCCLUDED FRONTOLYSIS</p> <p>Hierarchy: 3.1.1.3.3.2</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a curved line with alternating solid, triangular and half-circle pips spaced evenly along the line separated by a crossed line. The curvature of the line is operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points. Pips point in the direction the front is moving.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Purple</p>	 WA-DPFO-FY-L---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.PRS.FRNSYS.STAT</b></p> <p>METOC ATMOSPHERIC PRESSURE SYSTEMS FRONTAL SYSTEMS STATIONARY FRONT</p> <p>Hierarchy: 3.1.1.3.4</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a curved line with solid, triangular and half-circle pips spaced evenly on alternating sides of the line. The curvature of the line is operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Alternate Red &amp; Blue</p>	 WA-DPFS----L---
<p><b>METOC.AMPHC.PRS.FRNSYS.STAT.UPP</b></p> <p>METOC ATMOSPHERIC PRESSURE SYSTEMS FRONTAL SYSTEMS STATIONARY FRONT UPPER STATIONARY FRONT</p> <p>Hierarchy: 3.1.1.3.4.1</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a curved line with hollow, triangular and half-circle pips spaced evenly on alternating sides of the line. The curvature of the line is operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Alternate Red &amp; Blue</p>	 WA-DPFSU---L---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<b>METOC.AMPHC.PRS.FRNSYS.STAT.FRGS</b>  METOC ATMOSPHERIC PRESSURE SYSTEMS FRONTAL SYSTEMS STATIONARY FRONT STATIONARY FRONTOGENESIS  Hierarchy: 3.1.1.3.4.2  <u>Parameters:</u>  1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.  2. Size/Shape. The points are typically connected with a curved line with solid, triangular and half-circle pips spaced evenly on alternating sides of the line separated by one dot. The curvature of the line is operator defined.  3. Orientation. Orientation is determined by the anchor points.  Static/Dynamic: D  <u>Color:</u> Alternate Red & Blue	  WA-DPFS-FG-L---
<b>METOC.AMPHC.PRS.FRNSYS.STAT.FRLS</b>  METOC ATMOSPHERIC PRESSURE SYSTEMS FRONTAL SYSTEMS STATIONARY FRONT STATIONARY FRONTOLYSIS  Hierarchy: 3.1.1.3.4.3  <u>Parameters:</u>  1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.  2. Size/Shape. The points are typically connected with a curved line with solid, triangular and half-circle pips spaced evenly on alternating sides of the line separated by a crossed line. The curvature of the line is operator defined.  3. Orientation. Orientation is determined by the anchor points.  Static/Dynamic: D  <u>Color:</u> Alternate Red & Blue	  WA-DPFS-FY-L---
<b>METOC.AMPHC.PRS.LNE</b>  METOC ATMOSPHERIC PRESSURE SYSTEMS LINES  Hierarchy: 3.1.1.4  <u>Static/Dynamic:</u> N/A	N/A

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

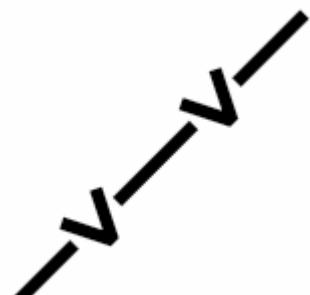
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.PRS.LNE.TRUAXS</b></p> <p>METOC ATMOSPHERIC PRESSURE SYSTEMS LINES TROUGH AXIS</p> <p>Hierarchy: 3.1.1.4.1</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a solid curved line. The curvature of the line is operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Black</p>	 WA-DPXT---L---
<p><b>METOC.AMPHC.PRS.LNE.RDGAXS</b></p> <p>METOC ATMOSPHERIC PRESSURE SYSTEMS LINES RIDGE AXIS</p> <p>Hierarchy: 3.1.1.4.2</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a solid zigzag line. The zigzag of the line is operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Black</p>	 WA-DPXR---L---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.PRS.LNE.SSL</b></p> <p>METOC ATMOSPHERIC PRESSURE SYSTEMS LINES SEVERE SQUALL LINE</p> <p>Hierarchy: 3.1.1.4.3</p> <p>(Also referred to as Squall Line)</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a straight line consisting of a short line section and an alternating V shape. The curvature and amplitude of the waves of the line are operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Black</p>	 <p>WA-DPXSQ---L---</p>
<p><b>METOC.AMPHC.PRS.LNE.ISTB</b></p> <p>METOC ATMOSPHERIC PRESSURE SYSTEMS LINES INSTABILITY LINE</p> <p>Hierarchy: 3.1.1.4.4</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a curved/wavy line consisting of a dash and two dots. The curvature and amplitude of the waves of the line are operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Black</p>	 <p>WA-DPXIL---L---</p>

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.PRS.LNE.SHA</b></p> <p>METOC ATMOSPHERIC PRESSURE SYSTEMS LINES SHEAR LINE</p> <p>Hierarchy: 3.1.1.4.5</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a curved/wavy line consisting of a dash and one dot. The curvature and amplitude of the waves of the line are operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Black</p>	 WA-DPXSH--L---
<p><b>METOC.AMPHC.PRS.LNE.ITCZ</b></p> <p>METOC ATMOSPHERIC PRESSURE SYSTEMS LINES INTER-TROPICAL CONVERGANCE ZONE</p> <p>Hierarchy: 3.1.1.4.6</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define each line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a solid straight line. Slanted vertical lines may be added by the operator to indicate areas of weather activity.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Orange</p>	 WA-DPXITCZ-L---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**APPENDIX C**

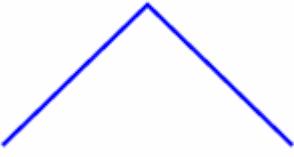
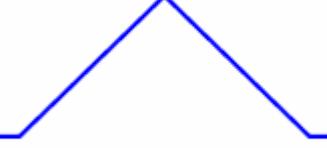
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.PRS.LNE.CNGLNE</b></p> <p>METOC ATMOSPHERIC PRESSURE SYSTEMS LINES CONVERGANCE LINE</p> <p>Hierarchy: 3.1.1.4.7</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define each line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a solid straight line with alternating slanted lines connected as depicted in the example to indicate convergence.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Orange</p>	 WA-DPXCV--L---
<p><b>METOC.AMPHC.PRS.LNE.ITD</b></p> <p>METOC ATMOSPHERIC PRESSURE SYSTEMS LINES INTER-TROPICAL DISCONTINUITY</p> <p>Hierarchy: 3.1.1.4.8</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a dashed straight or curved line. The curvature of the line is operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Alternate Red and Green</p>	 WA-DPXITD--L---
<p><b>METOC.AMPHC.TRB</b></p> <p>METOC ATMOSPHERIC TURBULENCE</p> <p>Hierarchy: 3.1.2</p> <p>(Note: USAF turbulence forecasts are based on Category II type aircraft.)</p> <p>Static/Dynamic: N/A</p>	N/A

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.TRB.LIT</b></p> <p>METOC ATMOSPHERIC TURBULENCE TURBULENCE - LIGHT</p> <p>Hierarchy: 3.1.2.1</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Blue</p>	 WAS-TL---P---
<p><b>METOC.AMPHC.TRB.MOD</b></p> <p>METOC ATMOSPHERIC TURBULENCE TURBULENCE - MODERATE</p> <p>Hierarchy: 3.1.2.2</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Blue</p>	 WAS-TM---P---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

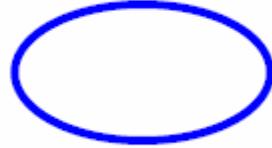
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.TRB.SVR</b></p> <p>METOC ATMOSPHERIC TURBULENCE TURBULENCE - SEVERE</p> <p>Hierarchy: 3.1.2.3</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Blue</p> <p>Description is dependent on associated aircraft type.</p>	 WAS-TS---P---
<p><b>METOC.AMPHC.TRB.EXT</b></p> <p>METOC ATMOSPHERIC TURBULENCE TURBULENCE - EXTREME</p> <p>Hierarchy: 3.1.2.4</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Blue</p> <p>Description is dependent on associated aircraft type.</p>	 WAS-TE---P---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

<b>GRAPHIC</b>	<b>METOC GRAPHIC</b>
<b>METOC.AMPHC.TRB.MNTWAV</b>  METOC ATMOSPHERIC TURBULENCE MOUNTAIN WAVES  Hierarchy: 3.1.2.5  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location.  Static/Dynamic: D  Color: Blue	  WAS-T-MW--P----  N/A
<b>METOC.AMPHC.ICG</b>  METOC ATMOSPHERIC ICING  Hierarchy: 3.1.3  Static/Dynamic: N/A	N/A
<b>METOC.AMPHC.ICG.CLR</b>  METOC ATMOSPHERIC ICING CLEAR ICING  Hierarchy: 3.1.3.1  Static/Dynamic: N/A	N/A

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.ICG.CLR.LIT</b></p> <p>METOC ATMOSPHERIC ICING CLEAR ICING CLEAR ICING - LIGHT</p> <p>Hierarchy: 3.1.3.1.1</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Brown</p>	 WAS-ICL---P---
<p><b>METOC.AMPHC.ICG.CLR.MOD</b></p> <p>METOC ATMOSPHERIC ICING CLEAR ICING CLEAR ICING - MODERATE</p> <p>Hierarchy: 3.1.3.1.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Brown</p>	 WAS-ICM---P---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<b>METOC.AMPHC.ICG.CLR.SVR</b>  METOC ATMOSPHERIC ICING CLEAR ICING CLEAR ICING - SEVERE  Hierarchy: 3.1.3.1.3  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location.  Static/Dynamic: S  Color: Brown	 WAS-ICS---P----  N/A
<b>METOC.AMPHC.ICG.RIME</b>  METOC ATMOSPHERIC ICING RIME ICING  Hierarchy: 3.1.3.2  Static/Dynamic: N/A	N/A
<b>METOC.AMPHC.ICG.RIME.LIT</b>  METOC ATMOSPHERIC ICING RIME ICING RIME ICING - LIGHT  Hierarchy: 3.1.3.2.1  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location.  Static/Dynamic: S  Color: Brown	 WAS-IRL---P----  N/A

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<b>METOC.AMPHC.ICG.RIME.MOD</b>  METOC ATMOSPHERIC ICING RIME ICING RIME ICING - MODERATE  Hierarchy: 3.1.3.2.2  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location.  Static/Dynamic: S  Color: Brown	 WAS-IRM--P---
<b>METOC.AMPHC.ICG.RIME.SVR</b>  METOC ATMOSPHERIC ICING RIME ICING RIME ICING - SEVERE  Hierarchy: 3.1.3.2.3  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location.  Static/Dynamic: S  Color: Brown	 WAS-IRS---P---
<b>METOC.AMPHC.ICG.MIX</b>  METOC ATMOSPHERIC ICING MIXED ICING  Hierarchy: 3.1.3.3  Static/Dynamic: N/A	N/A

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**APPENDIX C**

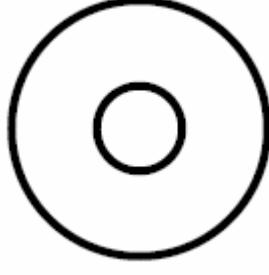
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.ICG.MIX.LIT</b></p> <p>METOC ATMOSPHERIC ICING MIXED ICING   MIXED ICING - LIGHT</p> <p>Hierarchy: 3.1.3.3.1</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Brown</p>	 WAS-IML---P---
<p><b>METOC.AMPHC.ICG.MIX.MOD</b></p> <p>METOC ATMOSPHERIC ICING MIXED ICING   MIXED ICING - MODERATE</p> <p>Hierarchy: 3.1.3.3.2</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Brown</p>	 WAS-IMM---P---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<b>METOC.AMPHC.ICG.MIX.SVR</b>  METOC ATMOSPHERIC ICING MIXED ICING MIXED ICING - SEVERE  Hierarchy: 3.1.3.3.3  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location.  Static/Dynamic: S  Color: Brown	  WAS-IMS--P---  N/A
<b>METOC.AMPHC.WND</b>  METOC ATMOSPHERIC WINDS  Hierarchy: 3.1.4  Static/Dynamic: N/A	N/A
<b>METOC.AMPHC.WND.CALM</b>  METOC ATMOSPHERIC WINDS CALM WINDS  Hierarchy: 3.1.4.1  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the plot circle. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is operator-centered over the desired location.  Static/Dynamic: S  Color: Black  Cloud coverage is typically depicted in the plot circle in accordance with 3.1.5.	  WAS-WC---P---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<b>METOC.AMPHC.WND.PLT</b>  METOC ATMOSPHERIC WINDS WIND PLOT  Hierarchy: 3.1.4.2  Parameters: <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points. The first point defines the location of the plot circle. Additional points define the wind shaft and the speed of the wind. Wind speed is depicted on the shaft using a combination of the shaft alone (1-2 knots), half barbs (5 knots), barbs (10 knots), and pennants (50 knots). Wind speeds 5 knots or greater are rounded to the nearest 5 knots. Missing wind speed is depicted by an "X" at the end of the wind shaft. Winds with missing direction are not displayed.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The shaft of the graphic is oriented with reference to true north in the direction from which the wind is blowing to the nearest 10 degrees. The barbs and pennants lie back from the shaft at an angle of 120 degrees and are oriented to the left of the shaft in the Northern Hemisphere and to the right in the Southern Hemisphere. The graphic is operator-centered over the desired location.</li> </ol> Static/Dynamic: S  Color: Black  Note: Cloud coverage is typically depicted in the plot circle in accordance with 3.1.5. The wind speed, direction, and cloud coverage depicted in 3.1.4.2 graphics are example only.  Image 1: From 270 degrees at 1-2 knots Image 2: From 270 degrees at 5 knots Image 3: From 250 degrees at 10 knots Image 4: From 110 degrees at 25 knots Image 5: From 250 degrees at 50 knots Image 6: From 270 degrees with missing wind speed	 WAS-WP----P----   WAS-WP----P----   WAS-WP----P---- 

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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APPENDIX C

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
	 WAS-WP----P----
	 WAS-WP----P----
	 WAS-WP----P----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

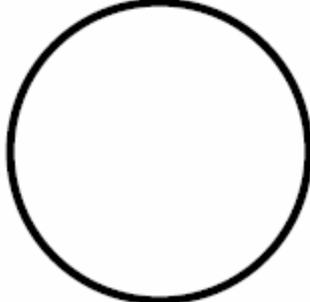
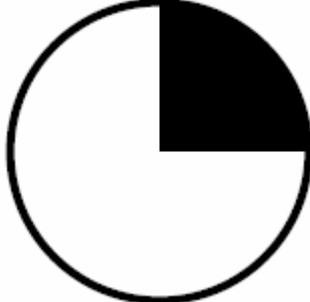
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<b>METOC.AMPHC.WND.JTSM</b>  METOC ATMOSPHERIC WINDS JET STREAM  Hierarchy: 3.1.4.3  <u>Parameters:</u> 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Point 1 defines the tip of the arrowhead and point 2 defines the rear of the graphic. 2. Size/Shape. The points are typically connected with a solid curved/wavy line. The curvature and amplitude of the waves of the line are operator defined. 3. Orientation. Orientation is determined by the anchor points, with the arrowhead depicting the direction from which the jet stream is flowing. Additional arrowheads can be placed at intervals along the line pointing in the direction of the flow.  Static/Dynamic: D  Color: Red or Black	 WA-DWJ-----L---
<b>METOC.AMPHC.WND.SMLNE</b>  METOC ATMOSPHERIC WINDS STREAM LINE  Hierarchy: 3.1.4.4  <u>Parameters:</u> 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Point 1 defines the tip of the arrowhead and point 2 defines the rear of the graphic. 2. Size/Shape. The points are typically connected with a solid curved/wavy line. The curvature and amplitude of the waves of the line are operator defined. 3. Orientation. Orientation is determined by the anchor points, with the arrowhead depicting the direction from which the jet stream is flowing. Additional arrowheads can be placed at intervals along the line pointing in the direction of the flow.  Static/Dynamic: D  Color: Operator Defined	 WA-DWS-----L---
<b>METOC.AMPHC.CUDCOV</b>  METOC ATMOSPHERIC CLOUD COVERAGE  Hierarchy: 3.1.5  Static/Dynamic: N/A	N/A

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

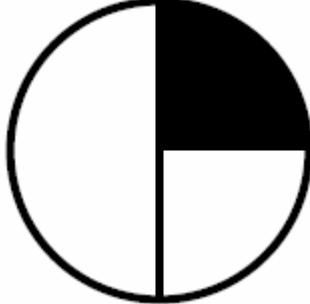
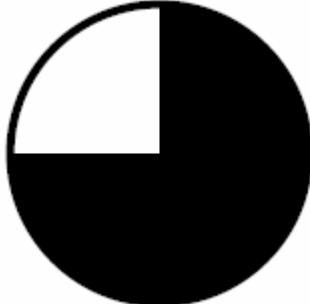
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<b>METOC.AMPHC.CUDCOV.SYM</b>  METOC ATMOSPHERIC CLOUD COVERAGE CLOUD COVERAGE SYMBOLS  Hierarchy: 3.1.5.1  Static/Dynamic: N/A	N/A
<b>METOC.AMPHC.CUDCOV.SYM.SK</b>  METOC ATMOSPHERIC CLOUD COVERAGE CLOUD COVERAGE SYMBOLS CLEAR SKY  Hierarchy: 3.1.5.1.1  <u>Parameters:</u>  1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.  2. Size/Shape. Not applicable.  3. Orientation. The graphic is operator-centered over the desired location.  Static/Dynamic: S  Color: Black	 WAS-CCCSCSP----
<b>METOC.AMPHC.CUDCOV.SYM.FEW</b>  METOC ATMOSPHERIC CLOUD COVERAGE CLOUD COVERAGE SYMBOLS FEW COVERAGE  Hierarchy: 3.1.5.1.2  <u>Parameters:</u>  1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.  2. Size/Shape. Not applicable.  3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.  Static/Dynamic: S  Color: Black	 WAS-CCCSFCP----

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**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

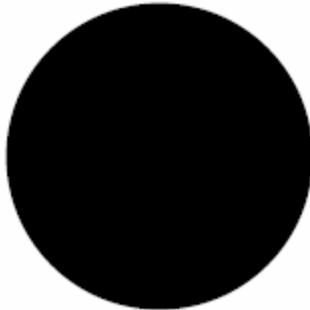
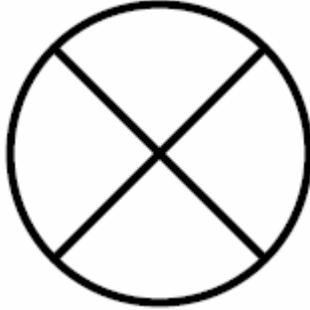
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.CUDCOV.SYM.SCT</b></p> <p>METOC ATMOSPHERIC CLOUD COVERAGE CLOUD COVERAGE SYMBOLS SCATTERED COVERAGE</p> <p>Hierarchy: 3.1.5.1.3</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>	 WAS-CCCSSCP----
<p><b>METOC.AMPHC.CUDCOV.SYM.BKN</b></p> <p>METOC ATMOSPHERIC CLOUD COVERAGE CLOUD COVERAGE SYMBOLS BROKEN COVERAGE</p> <p>Hierarchy: 3.1.5.1.4</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>	 WAS-CCCSBCP----

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**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

<b>GRAPHIC</b>	<b>METOC GRAPHIC</b>
<p><b>METOC.AMPHC.CUDCOV.SYM.OVC</b></p> <p>METOC ATMOSPHERIC CLOUD COVERAGE CLOUD COVERAGE SYMBOLS OVERCAST COVERAGE</p> <p>Hierarchy: 3.1.5.1.5</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>	 WAS-CCCSOCP----
<p><b>METOC.AMPHC.CUDCOV.SYM.STOPO</b></p> <p>METOC ATMOSPHERIC CLOUD COVERAGE CLOUD COVERAGE SYMBOLS SKY TOTALLY OR PARTIALLY OBSCURED</p> <p>Hierarchy: 3.1.5.1.6</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>	 WAS-CCCSOBP----
<p><b>METOC.AMPHC.WTH</b></p> <p>METOC ATMOSPHERIC WEATHER SYMBOLS</p> <p>Hierarchy: 3.1.6</p> <p>Static/Dynamic: N/A</p>	N/A

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
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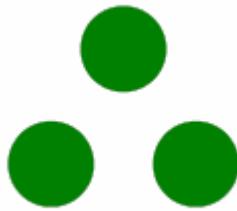
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<b>METOC.AMPHC.WTH.RA</b>  METOC ATMOSPHERIC WEATHER SYMBOLS RAIN  Hierarchy: 3.1.6.1  Static/Dynamic: N/A	N/A
<b>METOC.AMPHC.WTH.RA.INMLIT</b>  METOC ATMOSPHERIC WEATHER SYMBOLS RAIN RAIN - INTERMITTENT LIGHT  Hierarchy: 3.1.6.1.1  <u>Parameters:</u>  1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.  2. Size/Shape. Not applicable.  3. Orientation. The graphic is operator-centered over the desired location.  Static/Dynamic: S  Color: Green	 WAS-WSR-LIP----  
<b>METOC.AMPHC.WTH.RA.INMLIT.CTSLIT</b>  METOC ATMOSPHERIC WEATHER SYMBOLS RAIN RAIN - INTERMITTENT LIGHT RAIN - CONTINUOUS LIGHT  Hierarchy: 3.1.6.1.1.1  <u>Parameters:</u>  1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.  2. Size/Shape. Not applicable.  3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.  Static/Dynamic: S  Color: Green	WAS-WSR-LCP----

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**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

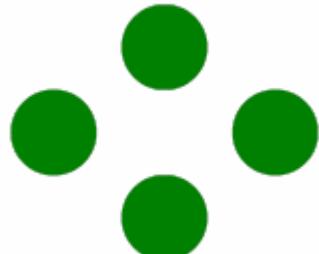
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.WTH.RA.INMMOD</b></p> <p>METOC ATMOSPHERIC WEATHER SYMBOLS RAIN RAIN - INTERMITTENT MODERATE</p> <p>Hierarchy: 3.1.6.1.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Green</p>	 WAS-WSR-MIP----
<p><b>METOC.AMPHC.WTH.RA.INMMOD.CTSMOD</b></p> <p>METOC ATMOSPHERIC WEATHER SYMBOLS RAIN RAIN - INTERMITTENT MODERATE RAIN - CONTINUOUS MODERATE</p> <p>Hierarchy: 3.1.6.1.2.1</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Green</p>	 WAS-WSR-MCP----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<b>METOC.AMPHC.WTH.RA.INMHVY</b>  METOC ATMOSPHERIC WEATHER SYMBOLS RAIN RAIN - INTERMITTENT HEAVY  Hierarchy: 3.1.6.1.3  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.  Static/Dynamic: S  Color: Green	 <b>WAS-WSR-HIP----</b>
<b>METOC.AMPHC.WTH.RA.INMHVY.CTSHVY</b>  METOC ATMOSPHERIC WEATHER SYMBOLS RAIN RAIN - INTERMITTENT HEAVY RAIN - CONTINUOUS HEAVY  Hierarchy: 3.1.6.1.3.1  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.  Static/Dynamic: S  Color: Green	 <b>WAS-WSR-HCP----</b>
<b>METOC.AMPHC.WTH.FZRA</b>  METOC ATMOSPHERIC WEATHER SYMBOLS FREEZING RAIN  Hierarchy: 3.1.6.2  Static/Dynamic: N/A	N/A

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

<b>GRAPHIC</b>	<b>METOC GRAPHIC</b>
<p><b>METOC.AMPHC.WTH.FZRA.LIT</b></p> <p>METOC ATMOSPHERIC WEATHER SYMBOLS FREEZING RAIN FREEZING RAIN - LIGHT</p> <p>Hierarchy: 3.1.6.2.1</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Red</p>	 WAS-WSRFL-P----
<p><b>METOC.AMPHC.WTH.FZRA.MODHVVY</b></p> <p>METOC ATMOSPHERIC WEATHER SYMBOLS FREEZING RAIN FREEZING RAIN - MODERATE/HEAVY</p> <p>Hierarchy: 3.1.6.2.2</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Red</p>	 WAS-WSRFMHP----
<p><b>METOC.AMPHC.WTH.RASWR</b></p> <p>METOC ATMOSPHERIC WEATHER SYMBOLS RAIN SHOWERS</p> <p>Hierarchy: 3.1.6.3</p> <p>Static/Dynamic: N/A</p>	N/A

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.WTH.RASWR.LIT</b></p> <p>METOC ATMOSPHERIC WEATHER SYMBOLS RAIN SHOWERS RAIN SHOWERS - LIGHT</p> <p>Hierarchy: 3.1.6.3.1</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Green</p>	 WAS-WSRSL-P----
<p><b>METOC.AMPHC.WTH.RASWR.MODHVV</b></p> <p>METOC ATMOSPHERIC WEATHER SYMBOLS RAIN SHOWERS RAIN SHOWERS - MODERATE/HEAVY</p> <p>Hierarchy: 3.1.6.3.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Green</p>	 WAS-WSRSMHP----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.WTH.RASWR.TOR</b></p> <p>METOC ATMOSPHERIC WEATHER SYMBOLS RAIN SHOWERS RAIN SHOWERS - TORRENTIAL</p> <p>Hierarchy: 3.1.6.3.3</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Green</p>	 WAS-WSRST-P----
<p><b>METOC.AMPHC.WTH.DZ</b></p> <p>METOC ATMOSPHERIC WEATHER SYMBOLS DRIZZLE</p> <p>Hierarchy: 3.1.6.4</p> <p>Static/Dynamic: N/A</p>	N/A
<p><b>METOC.AMPHC.WTH.DZ.INMLIT</b></p> <p>METOC ATMOSPHERIC WEATHER SYMBOLS DRIZZLE DRIZZLE - INTERMITTENT LIGHT</p> <p>Hierarchy: 3.1.6.4.1</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Green</p>	 WAS-WSD-LIP----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

<b>GRAPHIC</b>	<b>METOC GRAPHIC</b>
<p><b>METOC.AMPHC.WTH.DZ.INMLIT.CTSLIT</b></p> <p>METOC ATMOSPHERIC WEATHER SYMBOLS DRIZZLE   DRIZZLE - INTERMITTENT LIGHT   DRIZZLE - CONTINUOUS LIGHT</p> <p>Hierarchy: 3.1.6.4.1.1</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Green</p>	 WAS-WSD-LCP----
<p><b>METOC.AMPHC.WTH.DZ.INMMOD</b></p> <p>METOC ATMOSPHERIC WEATHER SYMBOLS DRIZZLE   DRIZZLE - INTERMITTENT MODERATE</p> <p>Hierarchy: 3.1.6.4.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Green</p>	 WAS-WSD-MIP----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.WTH.DZ.INMMOD.CTSMOD</b></p> <p>METOC ATMOSPHERIC WEATHER SYMBOLS DRIZZLE   DRIZZLE - INTERMITTENT MODERATE   DRIZZLE - CONTINUOUS MODERATE</p> <p>Hierarchy: 3.1.6.4.2.1</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Green</p>	 WAS-WSD-MCP----
<p><b>METOC.AMPHC.WTH.DZ.INMHVY</b></p> <p>METOC ATMOSPHERIC WEATHER SYMBOLS DRIZZLE   DRIZZLE - INTERMITTENT HEAVY</p> <p>Hierarchy: 3.1.6.4.3</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Green</p>	 WAS-WSD-HIP----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2  
APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<b>METOC.AMPHC.WTH.DZ.INMHVY.CTSHVY</b>  METOC ATMOSPHERIC WEATHER SYMBOLS DRIZZLE DRIZZLE - INTERMITTENT HEAVY DRIZZLE - CONTINUOUS HEAVY  Hierarchy: 3.1.6.4.3.1  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.  Static/Dynamic: S  Color: Green	 WAS-WSD-HCP----
<b>METOC.AMPHC.WTH.FZDZ</b>  METOC ATMOSPHERIC WEATHER SYMBOLS FREEZING DRIZZLE  Hierarchy: 3.1.6.5  Static/Dynamic: N/A	N/A
<b>METOC.AMPHC.WTH.FZDZ.LIT</b>  METOC ATMOSPHERIC WEATHER SYMBOLS FREEZING DRIZZLE FREEZING DRIZZLE - LIGHT  Hierarchy: 3.1.6.5.1  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.  Static/Dynamic: S  Color: Red	 WAS-WSDFL-P----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<b>METOC.AMPHC.WTH.FZDZ.MODHVV</b>  METOC ATMOSPHERIC WEATHER SYMBOLS FREEZING DRIZZLE FREEZING DRIZZLE - MODERATE/HEAVY  Hierarchy: 3.1.6.5.2  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.  Static/Dynamic: S  Color: Red	  WAS-WSDFMHP----  N/A
<b>METOC.AMPHC.WTH.RASN</b>  METOC ATMOSPHERIC WEATHER SYMBOLS RAIN AND SNOW MIXED  Hierarchy: 3.1.6.6  Static/Dynamic: N/A	N/A
<b>METOC.AMPHC.WTH.RASN.RDSLIT</b>  METOC ATMOSPHERIC WEATHER SYMBOLS RAIN AND SNOW MIXED RAIN OR DRIZZLE AND SNOW - LIGHT  Hierarchy: 3.1.6.6.1  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.  Static/Dynamic: S  Color: Green	  WAS-WSM-L-P----  N/A

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.WTH.RASN.RDSMH</b></p> <p>METOC ATMOSPHERIC WEATHER SYMBOLS RAIN AND SNOW MIXED RAIN OR DRIZZLE AND SNOW - MODERATE/HEAVY</p> <p>Hierarchy: 3.1.6.6.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Green</p>	 WAS-WSM-MHP----
<p><b>METOC.AMPHC.WTH.RASN.SWRLIT</b></p> <p>METOC ATMOSPHERIC WEATHER SYMBOLS RAIN AND SNOW MIXED RAIN AND SNOW SHOWERS - LIGHT</p> <p>Hierarchy: 3.1.6.6.3</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Green</p>	 WAS-WSMSL-P----

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**APPENDIX C**

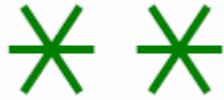
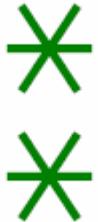
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<b>METOC.AMPHC.WTH.RASN.SWRMOD</b>  METOC ATMOSPHERIC WEATHER SYMBOLS RAIN AND SNOW MIXED RAIN AND SNOW SHOWERS - MODERATE/HEAVY  Hierarchy: 3.1.6.6.4  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.  Static/Dynamic: S  Color: Green	 WAS-WSMSMHP----  N/A
<b>METOC.AMPHC.WTH.SN</b>  METOC ATMOSPHERIC WEATHER SYMBOLS SNOW  Hierarchy: 3.1.6.7  Static/Dynamic: N/A	N/A
<b>METOC.AMPHC.WTH.SN.INMLIT</b>  METOC ATMOSPHERIC WEATHER SYMBOLS SNOW SNOW - INTERMITTENT LIGHT  Hierarchy: 3.1.6.7.1  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.  Static/Dynamic: S  Color: Green	 WAS-WSS-LIP----  N/A

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

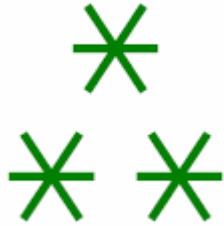
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.WTH.SN.INMLIT.CTSLIT</b></p> <p>METOC ATMOSPHERIC WEATHER SYMBOLS SNOW   SNOW - INTERMITTENT LIGHT   SNOW - CONTINUOUS LIGHT</p> <p>Hierarchy: 3.1.6.7.1.1</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Green</p>	 WAS-WSS-LCP----
<p><b>METOC.AMPHC.WTH.SN.INMMOD</b></p> <p>METOC ATMOSPHERIC WEATHER SYMBOLS SNOW   SNOW - INTERMITTENT MODERATE</p> <p>Hierarchy: 3.1.6.7.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Green</p>	 WAS-WSS-MIP----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**APPENDIX C**

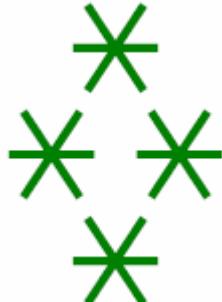
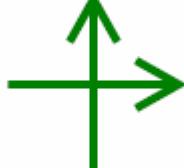
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.WTH.SN.INMMOD.CTSMOD</b></p> <p>METOC ATMOSPHERIC WEATHER SYMBOLS SNOW   SNOW - INTERMITTENT MODERATE   SNOW - CONTINUOUS MODERATE</p> <p>Hierarchy: 3.1.6.7.2.1</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Green</p>	    <p>WAS-WSS-MCP----</p>
<p><b>METOC.AMPHC.WTH.SN.INMHVY</b></p> <p>METOC ATMOSPHERIC WEATHER SYMBOLS SNOW   SNOW - INTERMITTENT HEAVY</p> <p>Hierarchy: 3.1.6.7.3</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Green</p>	    <p>WAS-WSS-HIP----</p>

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.WTH.SN.INMHVY.CTSHVY</b></p> <p>METOC ATMOSPHERIC WEATHER SYMBOLS SNOW   SNOW - INTERMITTENT HEAVY   SNOW - CONTINUOUS HEAVY</p> <p>Hierarchy: 3.1.6.7.3.1</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Green</p>	 WAS-WSS-HCP----
<p><b>METOC.AMPHC.WTH.SN.BLSNLM</b></p> <p>METOC ATMOSPHERIC WEATHER SYMBOLS SNOW   BLOWING SNOW - LIGHT/MODERATE</p> <p>Hierarchy: 3.1.6.7.4</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Green</p>	 WAS-WSSBLMP----

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APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<b>METOC.AMPHC.WTH.SN.BLSNHY</b>  METOC ATMOSPHERIC WEATHER SYMBOLS SNOW BLOWING SNOW - HEAVY  Hierarchy: 3.1.6.7.5  <u>Parameters:</u>  1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.  2. Size/Shape. Not applicable.  3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.  Static/Dynamic: S  Color: Green	  WAS-WSSBH-P----
<b>METOC.AMPHC.WTH.SG</b>  METOC ATMOSPHERIC WEATHER SYMBOLS SNOW GRAINS  Hierarchy: 3.1.6.8  <u>Parameters:</u>  1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.  2. Size/Shape. Not applicable.  3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.  Static/Dynamic: S  Color: Green	  WAS-WSSG--P----
<b>METOC.AMPHC.WTH.SSWR</b>  METOC ATMOSPHERIC WEATHER SYMBOLS SNOW SHOWERS  Hierarchy: 3.1.6.9  Static/Dynamic: N/A	N/A

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.WTH.SSWR.LIT</b></p> <p>METOC ATMOSPHERIC WEATHER SYMBOLS SNOW SHOWERS SNOW SHOWERS - LIGHT</p> <p>Hierarchy: 3.1.6.9.1</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Green</p>	 WAS-WSSL-P----
<p><b>METOC.AMPHC.WTH.SSWR.MODHVV</b></p> <p>METOC ATMOSPHERIC WEATHER SYMBOLS SNOW SHOWERS SNOW SHOWERS - MODERATE/HEAVY</p> <p>Hierarchy: 3.1.6.9.2</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Green</p>	 WAS-WSSMHP----
<p><b>METOC.AMPHC.WTH.HL</b></p> <p>METOC ATMOSPHERIC WEATHER SYMBOLS HAIL</p> <p>Hierarchy: 3.1.6.10</p> <p>Static/Dynamic: N/A</p>	N/A

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.WTH.HL.LIT</b></p> <p>METOC ATMOSPHERIC WEATHER SYMBOLS HAIL HAIL - LIGHT NOT ASSOCIATED WITH THUNDER</p> <p>Hierarchy: 3.1.6.10.1</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Red</p>	 WAS-WSGRL-P----
<p><b>METOC.AMPHC.WTH.HL.MODHVY</b></p> <p>METOC ATMOSPHERIC WEATHER SYMBOLS HAIL HAIL - MODERATE/HEAVY NOT ASSOCIATED WITH THUNDER</p> <p>Hierarchy: 3.1.6.10.2</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Red</p>	 WAS-WSGRMHP----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

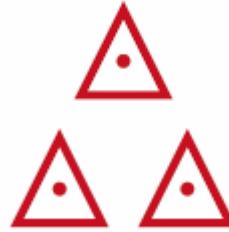
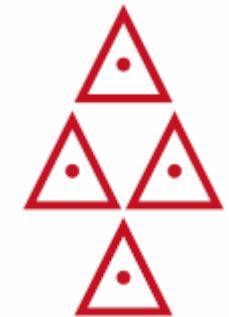
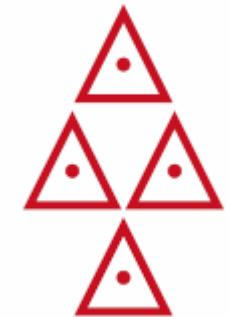
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<b>METOC.AMPHC.WTH.IC</b>  METOC ATMOSPHERIC WEATHER SYMBOLS ICE CRYSTALS (DIAMOND DUST)  Hierarchy: 3.1.6.11  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.  Static/Dynamic: S  Color: Red	  WAS-WSIC--P----  N/A
<b>METOC.AMPHC.WTH.PE</b>  METOC ATMOSPHERIC WEATHER SYMBOLS ICE PELLETS (SLEET)  Hierarchy: 3.1.6.12  Static/Dynamic: N/A	N/A
<b>METOC.AMPHC.WTH.PE.LIT</b>  METOC ATMOSPHERIC WEATHER SYMBOLS ICE PELLETS (SLEET) ICE PELLETS - LIGHT  Hierarchy: 3.1.6.12.1  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.  Static/Dynamic: S  Color: Red	  WAS-WSPLL-P----  N/A

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<b>METOC.AMPHC.WTH.PE.MOD</b>  METOC ATMOSPHERIC WEATHER SYMBOLS ICE PELLETS (SLEET) ICE PELLETS - MODERATE  Hierarchy: 3.1.6.12.2  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.  Static/Dynamic: S  Color: Red	  WAS-WSPLM-P----    WAS-WSPLH-P----  N/A
<b>METOC.AMPHC.WTH.PE.HVY</b>  METOC ATMOSPHERIC WEATHER SYMBOLS ICE PELLETS (SLEET) ICE PELLETS - HEAVY  Hierarchy: 3.1.6.12.3  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.  Static/Dynamic: S  Color: Red	  WAS-WSPLH-P----  N/A
<b>METOC.AMPHC.WTH.STMS</b>  METOC ATMOSPHERIC WEATHER SYMBOLS STORMS  Hierarchy: 3.1.6.13  Static/Dynamic: N/A	N/A

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.WTH.STMS.TS</b></p> <p>METOC ATMOSPHERIC WEATHER SYMBOLS STORMS THUNDERSTORM - NO PRECIPITATION</p> <p>Hierarchy: 3.1.6.13.1</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Red</p>	 WAS-WST-NPP----
<p><b>METOC.AMPHC.WTH.STMS.TSLMNH</b></p> <p>METOC ATMOSPHERIC WEATHER SYMBOLS STORMS THUNDERSTORM LIGHT TO MODERATE WITH RAIN/SNOW - NO HAIL</p> <p>Hierarchy: 3.1.6.13.2</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Red</p>	 WAS-WSTM-R-P----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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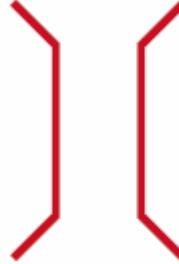
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.WTH.STMS.TSHVNH</b></p> <p>METOC ATMOSPHERIC WEATHER SYMBOLS STORMS THUNDERSTORM HEAVY WITH RAIN/SNOW - NO HAIL</p> <p>Hierarchy: 3.1.6.13.3</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Red</p>	 WAS-WSTHR-P----
<p><b>METOC.AMPHC.WTH.STMS.TSLMWH</b></p> <p>METOC ATMOSPHERIC WEATHER SYMBOLS STORMS THUNDERSTORM LIGHT TO MODERATE - WITH HAIL</p> <p>Hierarchy: 3.1.6.13.4</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Red</p>	 WAS-WSTMH-P----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

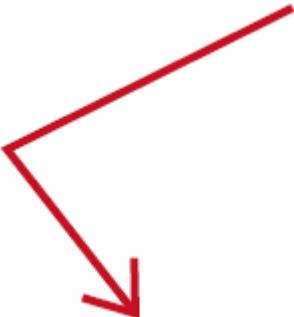
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.WTH.STMS.TSHVWH</b></p> <p>METOC ATMOSPHERIC WEATHER SYMBOLS STORMS THUNDERSTORM HEAVY - WITH HAIL</p> <p>Hierarchy: 3.1.6.13.5</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Red</p>	 WAS-WSTHH-P----
<p><b>METOC.AMPHC.WTH.STMS.FC</b></p> <p>METOC ATMOSPHERIC WEATHER SYMBOLS STORMS FUNNEL CLOUD (TORNADO/WATERSPOUT)</p> <p>Hierarchy: 3.1.6.13.6</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Red</p>	 WAS-WST-FCP----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

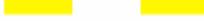
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<b>METOC.AMPHC.WTH.STMS.SQL</b>  METOC ATMOSPHERIC WEATHER SYMBOLS STORMS SQUALL  Hierarchy: 3.1.6.13.7  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.  Static/Dynamic: S  Color: Red	 <b>WAS-WST-SQ----</b>
<b>METOC.AMPHC.WTH.STMS.LTG</b>  METOC ATMOSPHERIC WEATHER SYMBOLS STORMS LIGHTNING  Hierarchy: 3.1.6.13.8  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.  Static/Dynamic: S  Color: Red	 <b>WAS-WST-LGP----</b>
<b>METOC.AMPHC.WTH.FG</b>  METOC ATMOSPHERIC WEATHER SYMBOLS FOG  Hierarchy: 3.1.6.14  Static/Dynamic: N/A	<b>N/A</b>

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.WTH.FG.SHWPTH</b></p> <p>METOC ATMOSPHERIC WEATHER SYMBOLS FOG FOG - SHALLOW PATCHES</p> <p>Hierarchy: 3.1.6.14.1</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Yellow</p>	   <p>WAS-WSFGPSP----</p>
<p><b>METOC.AMPHC.WTH.FG.SHWCTS</b></p> <p>METOC ATMOSPHERIC WEATHER SYMBOLS FOG FOG - SHALLOW CONTINUOUS</p> <p>Hierarchy: 3.1.6.14.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Yellow</p>	   <p>WAS-WSFGCSP----</p>

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.WTH.FG.PTHY</b></p> <p>METOC ATMOSPHERIC WEATHER SYMBOLS FOG FOG - PATCHY</p> <p>Hierarchy: 3.1.6.14.3</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Yellow</p>	   <p style="text-align: right;">WAS-WSFGP-P----</p>
<p><b>METOC.AMPHC.WTH.FG.SKYVSB</b></p> <p>METOC ATMOSPHERIC WEATHER SYMBOLS FOG FOG - SKY VISIBLE</p> <p>Hierarchy: 3.1.6.14.4</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Yellow</p>	   <p style="text-align: right;">WAS-WSFGSVP----</p>

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.WTH.FG.SKYOBD</b></p> <p>METOC ATMOSPHERIC WEATHER SYMBOLS FOG FOG - SKY OBSCURED</p> <p>Hierarchy: 3.1.6.14.5</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p>	    <p style="text-align: right;">WAS-WSFGSOP----</p>
<p><b>METOC.AMPHC.WTH.FG.FZSV</b></p> <p>METOC ATMOSPHERIC WEATHER SYMBOLS FOG FOG - FREEZING, SKY VISIBLE</p> <p>Hierarchy: 3.1.6.14.6</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Red</p>	    <p style="text-align: right;">WAS-WSFGFVP----</p>

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

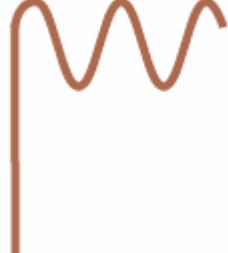
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.WTH.FG.FZSNV</b></p> <p>METOC ATMOSPHERIC WEATHER SYMBOLS FOG FOG - FREEZING, SKY NOT VISIBLE</p> <p>Hierarchy: 3.1.6.14.7</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Red</p>	 WAS-WSFGFOP----
<p><b>METOC.AMPHC.WTH.MIST</b></p> <p>METOC ATMOSPHERIC WEATHER SYMBOLS MIST</p> <p>Hierarchy: 3.1.6.15</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Yellow</p>	 WAS-WSBR--P----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<b>METOC.AMPHC.WTH.FU</b>  METOC ATMOSPHERIC WEATHER SYMBOLS SMOKE  Hierarchy: 3.1.6.16  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.  Static/Dynamic: S  Color: Brown	 <b>WAS-WSFU--P----</b>
<b>METOC.AMPHC.WTH.HZ</b>  METOC ATMOSPHERIC WEATHER SYMBOLS HAZE  Hierarchy: 3.1.6.17  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.  Static/Dynamic: S  Color: Brown	 <b>WAS-WHZ--P----</b>
<b>METOC.AMPHC.WTH.DT/SD</b>  METOC ATMOSPHERIC WEATHER SYMBOLS DUST OR SAND  Hierarchy: 3.1.6.18  Static/Dynamic:	<b>N/A</b>

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.WTH.DT/SD.LITMOD</b></p> <p>METOC  ATMOSPHERIC  WEATHER SYMBOLS  DUST OR SAND  DUST/SAND STORM - LIGHT TO MODERATE</p> <p>Hierarchy: 3.1.6.18.1</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Brown</p>	 WAS-WSDLMP----
<p><b>METOC.AMPHC.WTH.DT/SD.SVR</b></p> <p>METOC  ATMOSPHERIC  WEATHER SYMBOLS  DUST OR SAND  DUST/SAND STORM - SEVERE</p> <p>Hierarchy: 3.1.6.18.2</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Brown</p>	 WAS-WSDSS-P----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.WTH.DT/SD.DTDVL</b></p> <p>METOC ATMOSPHERIC WEATHER SYMBOLS DUST OR SAND DUST DEVIL</p> <p>Hierarchy: 3.1.6.18.3</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Brown</p>	 WAS-WSDD--P----
<p><b>METOC.AMPHC.WTH.DT/SD.BLDTS</b></p> <p>METOC ATMOSPHERIC WEATHER SYMBOLS DUST OR SAND BLOWING DUST OR SAND</p> <p>Hierarchy: 3.1.6.18.4</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Brown</p>	 WAS-WSDB--P----
<p><b>METOC.AMPHC.WTH.TPLSYS</b></p> <p>METOC ATMOSPHERIC WEATHER SYMBOLS TROPICAL STORM SYSTEMS</p> <p>Hierarchy: 3.1.6.19</p> <p>Static/Dynamic: N/A</p>	N/A

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.WTH.TPLSYS.TROPDN</b></p> <p>METOC ATMOSPHERIC WEATHER SYMBOLS TROPICAL STORM SYSTEMS TROPICAL DEPRESSION</p> <p>Hierarchy: 3.1.6.19.1</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Red, Purple or Black</p> <p>Red or Purple - Current and Forecast Position Black - Past Position</p> <p>Note: Although not part of the graphic symbol, past, current, and forecast storm positions can be connected with a line. Lines connecting past positions are black, and lines connecting current and forecast positions are red or purple. The connecting lines require a minimum of two anchor points to define the line.</p>	 WAS-WSTSD-P----
<p><b>METOC.AMPHC.WTH.TPLSYS.TROPSM</b></p> <p>METOC ATMOSPHERIC WEATHER SYMBOLS TROPICAL STORM SYSTEMS TROPICAL STORM</p> <p>Hierarchy: 3.1.6.19.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. Fins angle outward from the center towards the right in the Northern Hemisphere and towards the left in the Southern Hemisphere. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Red, Purple or Black</p> <p>Red or Purple - Current and Forecast Position Black - Past Position</p> <p>Note: Although not part of the graphic symbol, past, current, and forecast storm positions can be connected with a line. Lines connecting past positions are black, and lines connecting current and forecast positions are red or purple. The connecting lines require a minimum of two anchor points to define the line.</p>	 WAS-WSTSS-P----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
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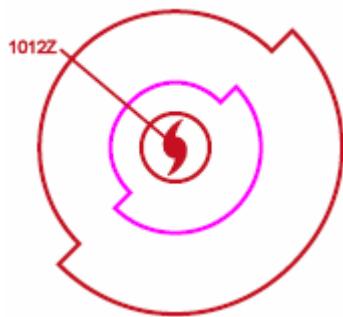
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.WTH.TPLSYS.HC</b></p> <p>METOC ATMOSPHERIC WEATHER SYMBOLS TROPICAL STORM SYSTEMS HURRICANE/TYphoon</p> <p>Hierarchy: 3.1.6.19.3</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. Fins angle outward from the center towards the right in the Northern Hemisphere and towards the left in the Southern Hemisphere. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Red, Purple or Black</p> <p>Red or Purple - Current and Forecast Position Black - Past Position</p> <p>Note: Although not part of the graphic symbol, past, current, and forecast storm positions can be connected with a line. Lines connecting past positions are black, and lines connecting current and forecast positions are red or purple. The connecting lines require a minimum of two anchor points to define the line.</p>	 WAS-WSTSH-P----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.WTH.TPLSYS.TSWADL</b></p> <p>METOC ATMOSPHERIC WEATHER SYMBOLS TROPICAL STORM SYSTEMS TROPICAL STORM WIND AREAS AND DATE/TIME LABELS</p> <p>Hierarchy: 3.1.6.19.4</p> <p><u>Parameters:</u></p> <p>1. Anchor Points. This graphic requires at least three anchor points to define the area of dangerous winds around the storm. Add as many points as necessary to accurately reflect the size and shape of the area. The date/time label requires one anchor point and the line connecting it to the storm requires a minimum of two anchor points to define the line. The first two digits define the day of the month and the second two digits define the hour of the day in UTC (e.g., 1012Z). Each past, current, and forecast storm position may have a date/time label.</p> <p>2. Size/Shape. The area of the dangerous winds is determined by the anchor points. The points are connected with a solid line.</p> <p>3. Orientation. The date/time label is operator oriented on either side of the storm as shown in the example. The label should be movable and scalable within the area.</p> <p>Static/Dynamic: D</p> <p>Color: Red/Purple/Black</p> <p>Red - Outermost area of winds = 34 knots      Purple - Second area of winds = 50 knots [=64 knots Atlantic only]      Red or Black - Innermost area of winds = 100 knots</p> <p>Note: US Navy ship avoidance areas can be depicted using 3.1.7.10.</p>	 WA-DWSTSWA--A--
<p><b>METOC.AMPHC.WTH.VOLERN</b></p> <p>METOC ATMOSPHERIC WEATHER SYMBOLS VOLCANIC ERUPTION</p> <p>Hierarchy: 3.1.6.20</p> <p><u>Parameters:</u></p> <p>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</p> <p>2. Size/Shape. Not applicable.</p> <p>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. When used, the following information should be included at the side of the chart: volcanic eruption symbol, name and international number of volcano (if known), latitude/longitude, date and time of the first eruption (if known), and "Check SIGMETs and NOTAM or ASHTAM for volcanic ash."</p> <p>Static/Dynamic: S</p> <p>Color: Black</p>	 WAS-WSVE--P----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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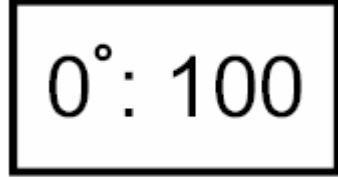
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.WTH.VOLERN.VOLASH</b></p> <p>METOC ATMOSPHERIC WEATHER SYMBOLS VOLCANIC ERUPTION VOLCANIC ASH</p> <p>Hierarchy: 3.1.6.20.1</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black or Brown</p>	 WAS-WSVA--P----
<p><b>METOC.AMPHC.WTH.TROPLV</b></p> <p>METOC ATMOSPHERIC WEATHER SYMBOLS TROPOPAUSE LEVEL</p> <p>Hierarchy: 3.1.6.21</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. The tropopause height above mean sea level is included within the graphic.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>	 WAS-WST-LVP----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

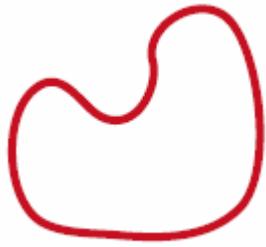
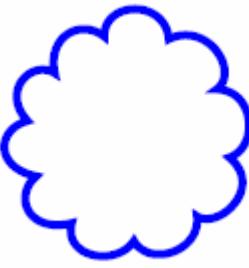
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.WTH.FZLVL</b></p> <p>METOC ATMOSPHERIC WEATHER SYMBOLS FREEZING LEVEL</p> <p>Hierarchy: 3.1.6.22</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location. The height of the freezing level above mean sea level is included within the graphic.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>	 WAS-WSF-LVP----
<p><b>METOC.AMPHC.WTH.POUTAI</b></p> <p>METOC ATMOSPHERIC WEATHER SYMBOLS PRECIPITATION OF UNKNOWN TYPE AND INTENSITY</p> <p>Hierarchy: 3.1.6.23</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Green</p>	 WAS-WSUKP-P----
<p><b>METOC.AMPHC.BDAWTH</b></p> <p>METOC ATMOSPHERIC BOUNDED AREAS OF WEATHER</p> <p>Hierarchy: 3.1.7</p> <p>Static/Dynamic: N/A</p> <p>(Note: Shapes are examples only)</p>	N/A

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

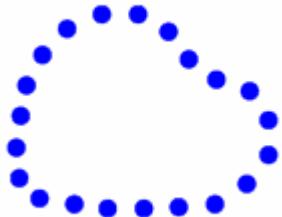
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.BDAWTH.IFR</b></p> <p>METOC ATMOSPHERIC BOUNDED AREAS OF WEATHER INSTRUMENT FLIGHT RULE (IFR)</p> <p>Hierarchy: 3.1.7.1</p> <p>(Ceiling/visibility values are operator-defined depending on the branch of military service and/or type of aircraft operations.)</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Red</p> <p>Note: Although weather symbols are not part of the graphic area, the weather symbol causing IFR conditions can be included within the area for presentation. Symbols should be movable and scalable within the area.</p>	 WA-DBAIF----A--
<p><b>METOC.AMPHC.BDAWTH.MVFR</b></p> <p>METOC ATMOSPHERIC BOUNDED AREAS OF WEATHER MARGINAL VISUAL FLIGHT RULE (MVFR)</p> <p>Hierarchy: 3.1.7.2</p> <p>(Ceiling/visibility values greater than IFR and less than VFR. Ceiling/visibility values are operator-defined depending on the branch of military service and/or type of aircraft operations.)</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a scalloped line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Blue</p> <p>Note: Although weather symbols are not part of the graphic area, the weather symbol causing MVFR conditions can be included within the area for presentation. Symbols should be movable and scalable within the area.</p>	 WA-DBAMV----A--

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

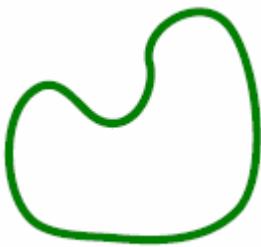
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.BDAWTH.TRB</b></p> <p>METOC ATMOSPHERIC BOUNDED AREAS OF WEATHER TURBULENCE</p> <p>Hierarchy: 3.1.7.3</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a dotted line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Blue</p> <p>Note: Although turbulence symbols and text are not part of the graphic area, the symbol indicating turbulence intensity along with the base and top in hundreds of feet above mean sea level can be included within the area for presentation. Symbols and text should be movable and scalable within the area.</p>	 WA-DBATB----A--
<p><b>METOC.AMPHC.BDAWTH.ICG</b></p> <p>METOC ATMOSPHERIC BOUNDED AREAS OF WEATHER ICING</p> <p>Hierarchy: 3.1.7.4</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a dashed line having a short line oriented perpendicular to each dash.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Brown</p> <p>Note: Although icing symbols and text are not part of the graphic area, the symbol indicating icing intensity along with the base and top in hundreds of feet above mean sea level can be included within the area for presentation. Symbols and text should be movable and scalable within the area.</p>	 WA-DBAI----A--

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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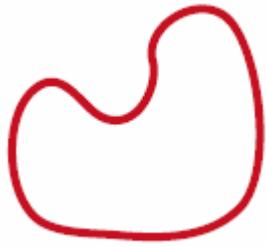
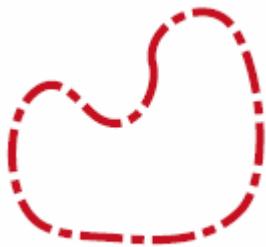
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.BDAWTH.LPNCI</b></p> <p>METOC ATMOSPHERIC BOUNDED AREAS OF WEATHER LIQUID PRECIPITATION - NON-CONVECTIVE CONTINUOUS OR INTERMITTENT</p> <p>Hierarchy: 3.1.7.5</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Green</p> <p>Note: Although weather symbols are not part of the graphic area, the symbol(s) indicating non-convective liquid precipitation type can be included within the area for presentation. Symbols should be movable and scalable within the area.</p>	 WA-DBALPNC--A--
<p><b>METOC.AMPHC.BDAWTH.LPNCI.LPC</b></p> <p>METOC ATMOSPHERIC BOUNDED AREAS OF WEATHER LIQUID PRECIPITATION - NON-CONVECTIVE CONTINUOUS OR INTERMITTENT LIQUID PRECIPITATION - CONVECTIVE</p> <p>Hierarchy: 3.1.7.5.1</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with an alternating long and short dashed line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Green</p> <p>Note: Although weather symbols are not part of the graphic area, the symbol(s) indicating convective liquid precipitation type can be included within the area for presentation. Symbols should be movable and scalable within the area.</p>	 WA-DBALPC---A--

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
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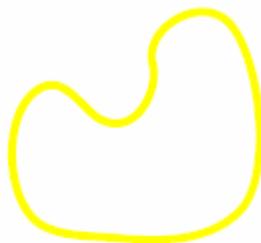
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.BDAWTH.FZPPN</b></p> <p>METOC ATMOSPHERIC BOUNDED AREAS OF WEATHER FREEZING/FROZEN PRECIPITATION</p> <p>Hierarchy: 3.1.7.6</p> <p>Areas of freezing/frozen precipitation should not be displayed with areas of IFR conditions.</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Red</p> <p>Note: Although weather symbols are not part of the graphic area, the symbol(s) indicating freezing/frozen precipitation type can be included within the area for presentation. Symbols should be movable and scalable within the area.</p>	 WA-DBAFP----A--
<p><b>METOC.AMPHC.BDAWTH.TS</b></p> <p>METOC ATMOSPHERIC BOUNDED AREAS OF WEATHER THUNDERSTORMS</p> <p>Hierarchy: 3.1.7.7</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with an alternating long and short dashed line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Red</p> <p>Note: Although weather symbols and text are not part of the graphic area, the symbol indicating thunderstorm type along with the maximum top in hundreds of feet above mean sea level can be included within the area for presentation. Symbols and text should be movable and scalable within the area.</p>	 WA-DBAT----A--

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.BDAWTH.FG</b></p> <p>METOC ATMOSPHERIC BOUNDED AREAS OF WEATHER FOG</p> <p>Hierarchy: 3.1.7.8</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Yellow</p> <p>Note: Although weather symbols are not part of the graphic area, the symbol indicating fog type can be included within the area for presentation. Symbols should be movable and scalable within the area.</p>	 WA-DBAFG----A--
<p><b>METOC.AMPHC.BDAWTH.DT/SD</b></p> <p>METOC ATMOSPHERIC BOUNDED AREAS OF WEATHER DUST OR SAND</p> <p>Hierarchy: 3.1.7.9</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Brown</p> <p>Note: Although weather symbols are not part of the graphic area, the symbol indicating dust or sand type can be included within the area for presentation. Symbols should be movable and scalable within the area.</p>	 WA-DBAD-----A--

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<b>METOC.AMPHC.BDAWTH.ODFF</b>  METOC ATMOSPHERIC BOUNDED AREAS OF WEATHER OPERATOR-DEFINED FREEFORM  Hierarchy: 3.1.7.10  (Used to designate areas of specific weather phenomenon as determined by the operator.)  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid or dashed line as determined by the operator. The operator may depict the area color filled with no outer boundary line. 3. Orientation. Not applicable.  Static/Dynamic: D  Color: Operator Defined  Note: Although weather symbols and text are not part of the graphic area, the symbol indicating the specific phenomenon and text modifiers can be included within the area for presentation. Symbols and text should be movable and scalable within the area.	 WA-DBAFF----A--   WA-DBAFF----A--  N/A
<b>METOC.AMPHC.ISP</b>  METOC ATMOSPHERIC ISOPLETHS  Hierarchy: 3.1.8  Static/Dynamic: N/A	

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.ISP.ISB</b></p> <p>METOC ATMOSPHERIC ISOPLETHS ISOBAR - SURFACE</p> <p>Hierarchy: 3.1.8.1</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. Size/Shape. The points are typically connected with a solid curved/wavy line. The curvature and amplitude of the waves of the line are operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Black</p> <p>Note: Used on surface analyses. Although not part of the graphic, numerical values of the isopleth can be placed along the line for presentation.</p>	 WA-DIPIB---L---
<p><b>METOC.AMPHC.ISP.CTUR</b></p> <p>METOC ATMOSPHERIC ISOPLETHS CONTOUR - UPPER AIR</p> <p>Hierarchy: 3.1.8.2</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a solid curved/wavy line. The curvature and amplitude of the waves of the line are operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Black</p> <p>Note: Used on upper air analyses. Although not part of the graphic, numerical values of the isopleth can be placed along the line for presentation.</p>	 WA-DIPCO---L---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

<b>GRAPHIC</b>	<b>METOC GRAPHIC</b>
<p><b>METOC.AMPHC.ISP.IST</b></p> <p>METOC ATMOSPHERIC ISOPLETHS ISOTHERM</p> <p>Hierarchy: 3.1.8.3</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a dashed curved/wavy line. The curvature and amplitude of the waves of the line are operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Red</p> <p>Note: Although not part of the graphic, numerical values of the isopleth can be placed along the line for presentation.</p>	 WA-DIPIS---L---
<p><b>METOC.AMPHC.ISP.ISH</b></p> <p>METOC ATMOSPHERIC ISOPLETHS ISOTACH</p> <p>Hierarchy: 3.1.8.4</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a dashed curved/wavy line. The curvature and amplitude of the waves of the line are operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Purple</p> <p>Note: Although not part of the graphic, numerical values of the isopleth can be placed along the line for presentation.</p>	 WA-DIPIT---L---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.ISP.ISD</b></p> <p>METOC ATMOSPHERIC ISOPLETHS ISODROSOTHERM</p> <p>Hierarchy: 3.1.8.5</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a solid curved/wavy line. The curvature and amplitude of the waves of the line are operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Green</p> <p>Note: Although not part of the graphic, numerical values of the isopleth can be placed along the line for presentation.</p>	 WA-DIPID---L---
<p><b>METOC.AMPHC.ISP.THK</b></p> <p>METOC ATMOSPHERIC ISOPLETHS THICKNESS</p> <p>Hierarchy: 3.1.8.6</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a dashed curved/wavy line. The curvature and amplitude of the waves of the line are operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Red</p> <p>Note: If used with isotherms, color can be changed to differentiate. Although not part of the graphic, numerical values of the isopleth can be placed along the line for presentation.</p>	 WA-DIPTH---L---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

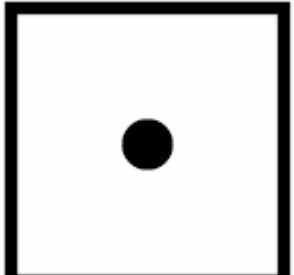
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<b>METOC.AMPHC.ISP.ODFF</b>  METOC ATMOSPHERIC ISOPLETHS OPERATOR-DEFINED FREEFORM  Hierarchy: 3.1.8.7  (Used to isopleth areas of specific weather parameters as determined by the operator.)  <u>Parameters:</u> 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a solid or dashed straight, curved, or wavy line. The curvature and amplitude of the waves of the line are operator defined. 3. Orientation. Orientation is determined by the anchor points.  Static/Dynamic: D  Color: Operator Defined  Note: Although not part of the graphic, numerical values of the isopleth and short text can be placed along the line for presentation.	  WA-DIPFF---L---
<b>METOC.AMPHC.STOG</b>  METOC ATMOSPHERIC STATE OF THE GROUND  Hierarchy: 3.1.9  Static/Dynamic: N/A	N/A
<b>METOC.AMPHC.STOG.WOSMIC</b>  METOC ATMOSPHERIC STATE OF THE GROUND WITHOUT SNOW OR MEASURABLE ICE COVER  Hierarchy: 3.1.9.1  Static/Dynamic: N/A	N/A

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.STOG.WOSMIC.SUFDRY</b></p> <p>METOC ATMOSPHERIC STATE OF THE GROUND WITHOUT SNOW OR MEASURABLE ICE COVER SURFACE DRY WITHOUT CRACKS OR APPRECIABLE DUST OR LOOSE SAND</p> <p>Hierarchy: 3.1.9.1.1</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>	 WAS-GND-NCP----
<p><b>METOC.AMPHC.STOG.WOSMIC.SUFMST</b></p> <p>METOC ATMOSPHERIC STATE OF THE GROUND WITHOUT SNOW OR MEASURABLE ICE COVER SURFACE MOIST</p> <p>Hierarchy: 3.1.9.1.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>	 WAS-GNM---P----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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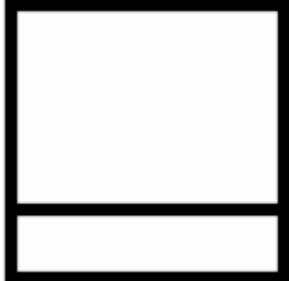
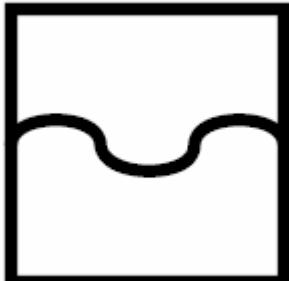
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.STOG.WOSMIC.SUFWET</b></p> <p>METOC ATMOSPHERIC STATE OF THE GROUND WITHOUT SNOW OR MEASURABLE ICE COVER SURFACE WET, STANDING WATER IN SMALL OR LARGE POOLS</p> <p>Hierarchy: 3.1.9.1.3</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>	 WAS-GNW-SWP----
<p><b>METOC.AMPHC.STOG.WOSMIC.SUFFLD</b></p> <p>METOC ATMOSPHERIC STATE OF THE GROUND WITHOUT SNOW OR MEASURABLE ICE COVER SURFACE FLOODED</p> <p>Hierarchy: 3.1.9.1.4</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>	 WAS-GNFL--P----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.STOG.WOSMIC.SUFFZN</b></p> <p>METOC ATMOSPHERIC STATE OF THE GROUND WITHOUT SNOW OR MEASURABLE ICE COVER SURFACE FROZEN</p> <p>Hierarchy: 3.1.9.1.5</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>	 <p style="text-align: center;">WAS-GNFZ--P----</p>
<p><b>METOC.AMPHC.STOG.WOSMIC.GLZGRD</b></p> <p>METOC ATMOSPHERIC STATE OF THE GROUND WITHOUT SNOW OR MEASURABLE ICE COVER GLAZE (THIN ICE) ON GROUND</p> <p>Hierarchy: 3.1.9.1.6</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>	 <p style="text-align: center;">WAS-GNG-TIP----</p>

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.STOG.WOSMIC.LDNGC</b></p> <p>METOC ATMOSPHERIC STATE OF THE GROUND WITHOUT SNOW OR MEASURABLE ICE COVER LOOSE DRY DUST OR SAND NOT COVERING GROUND COMPLETELY</p> <p>Hierarchy: 3.1.9.1.7</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>	 WAS-GNLDN-P----
<p><b>METOC.AMPHC.STOG.WOSMIC.TLDCGC</b></p> <p>METOC ATMOSPHERIC STATE OF THE GROUND WITHOUT SNOW OR MEASURABLE ICE COVER THIN LOOSE DRY DUST OR SAND COVERING GROUND COMPLETELY</p> <p>Hierarchy: 3.1.9.1.8</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>	 WAS-GNLDTCP----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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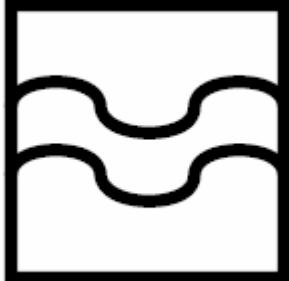
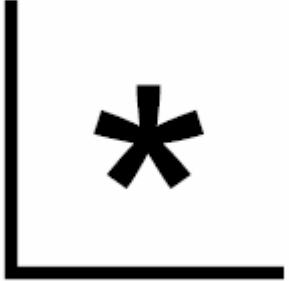
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.STOG.WOSMIC.MLDCGC</b></p> <p>METOC ATMOSPHERIC STATE OF THE GROUND WITHOUT SNOW OR MEASURABLE ICE COVER MODERATE/THICK LOOSE DRY DUST OR SAND COVERING GROUND COMPLETELY</p> <p>Hierarchy: 3.1.9.1.9</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>	 WAS-GNLDMCP----
<p><b>METOC.AMPHC.STOG.WOSMIC.EXTDWC</b></p> <p>METOC ATMOSPHERIC STATE OF THE GROUND WITHOUT SNOW OR MEASURABLE ICE COVER EXTREMELY DRY WITH CRACKS</p> <p>Hierarchy: 3.1.9.1.10</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>	 WAS-GNDEWCP----
<p><b>METOC.AMPHC.STOG.WSMIC</b></p> <p>METOC ATMOSPHERIC STATE OF THE GROUND WITH SNOW OR MEASURABLE ICE COVER</p> <p>Hierarchy: 3.1.9.2</p> <p>Static/Dynamic: N/A</p>	N/A

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**APPENDIX C**

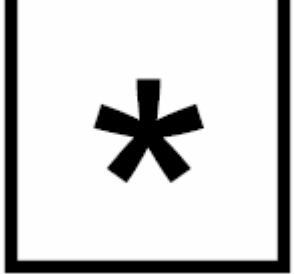
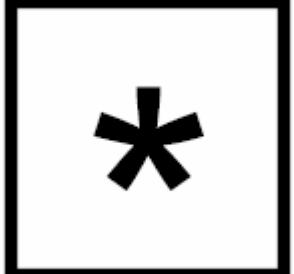
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.STOG.WSMIC.PDMIC</b></p> <p>METOC ATMOSPHERIC STATE OF THE GROUND WITH SNOW OR MEASURABLE ICE COVER PREDOMINATELY ICE COVERED</p> <p>Hierarchy: 3.1.9.2.1</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>	 <p>WAS-GSI--P----</p>
<p><b>METOC.AMPHC.STOG.WSMIC.CWSNLH</b></p> <p>METOC ATMOSPHERIC STATE OF THE GROUND WITH SNOW OR MEASURABLE ICE COVER COMPACT OR WET SNOW (WITH OR WITHOUT ICE) COVERING LESS THAN ONE-HALF OF GROUND</p> <p>Hierarchy: 3.1.9.2.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>	 <p>WAS-GSSCL-P----</p>

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**APPENDIX C**

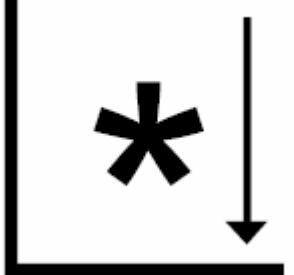
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.STOG.WSMIC.CSNALH</b></p> <p>METOC ATMOSPHERIC STATE OF THE GROUND WITH SNOW OR MEASURABLE ICE COVER COMPACT OR WET SNOW (WITH OR WITHOUT ICE) COVERING AT LEAST ONE-HALF GROUND, BUT GROUND NOT COMPLETELY COVERED</p> <p>Hierarchy: 3.1.9.2.3</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>	 WAS-GSSCH-P----
<p><b>METOC.AMPHC.STOG.WSMIC.ELCSCG</b></p> <p>METOC ATMOSPHERIC STATE OF THE GROUND WITH SNOW OR MEASURABLE ICE COVER EVEN LAYER OF COMPACT OR WET SNOW COVERING GROUND COMPLETELY</p> <p>Hierarchy: 3.1.9.2.4</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>	 WAS-GSSCCEP----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

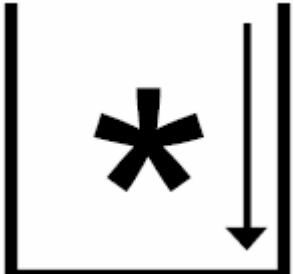
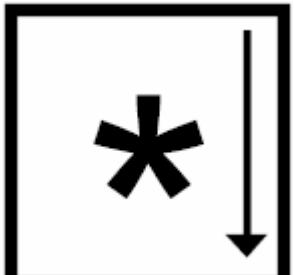
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.STOG.WSMIC.ULCSCG</b></p> <p>METOC ATMOSPHERIC STATE OF THE GROUND WITH SNOW OR MEASURABLE ICE COVER UNEVEN LAYER OF COMPACT OR WET SNOW COVERING GROUND COMPLETELY</p> <p>Hierarchy: 3.1.9.2.5</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>	 <p>WAS-GSSCCUP----</p>
<p><b>METOC.AMPHC.STOG.WSMIC.LDSNLH</b></p> <p>METOC ATMOSPHERIC STATE OF THE GROUND WITH SNOW OR MEASURABLE ICE COVER LOOSE DRY SNOW COVERING LESS THAN ONE-HALF OF GROUND</p> <p>Hierarchy: 3.1.9.2.6</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>	 <p>WAS-GSSLL-P----</p>

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
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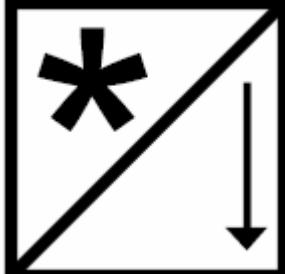
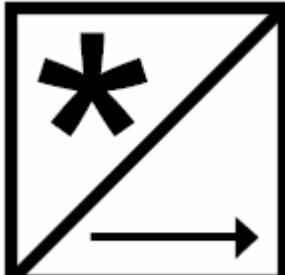
**TABLE C-III. METOC symbols - Continued.**

<b>GRAPHIC</b>	<b>METOC GRAPHIC</b>
<p><b>METOC.AMPHC.STOG.WSMIC.LDSALH</b></p> <p>METOC ATMOSPHERIC STATE OF THE GROUND WITH SNOW OR MEASURABLE ICE COVER LOOSE DRY SNOW COVERING AT LEAST ONE-HALF GROUND, BUT GROUND NOT COMPLETELY COVERED</p> <p>Hierarchy: 3.1.9.2.7</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>	 <p>WAS-GSSLH-P----</p>
<p><b>METOC.AMPHC.STOG.WSMIC.ELDSCG</b></p> <p>METOC ATMOSPHERIC STATE OF THE GROUND WITH SNOW OR MEASURABLE ICE COVER EVEN LAYER OF LOOSE DRY SNOW COVERING GROUND COMPLETELY</p> <p>Hierarchy: 3.1.9.2.8</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>	 <p>WAS-GSSLCEP----</p>

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.AMPHC.STOG.WSMIC.ULDSCG</b></p> <p>METOC ATMOSPHERIC STATE OF THE GROUND WITH SNOW OR MEASURABLE ICE COVER UNEVEN LAYER OF LOOSE DRY SNOW COVERING GROUND COMPLETELY</p> <p>Hierarchy: 3.1.9.2.9</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>	 <p>WAS-GSSLCUP----</p>
<p><b>METOC.AMPHC.STOG.WSMIC.SCGC</b></p> <p>METOC ATMOSPHERIC STATE OF THE GROUND WITH SNOW OR MEASURABLE ICE COVER SNOW COVERING GROUND COMPLETELY; DEEP DRIFTS</p> <p>Hierarchy: 3.1.9.2.10</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented on the display as shown in the example and is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>	 <p>WAS-GSSDC-P----</p>
<p><b>METOC.OCA</b></p> <p>METOC OCEANIC</p> <p>Hierarchy: 3.2</p> <p>Static/Dynamic: N/A</p>	<p>N/A</p>

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<b>METOC.OCA.ISYS</b>  METOC OCEANIC ICE SYSTEMS  Hierarchy: 3.2.1  Static/Dynamic: N/A	N/A
<b>METOC.OCA.ISYS.IB</b>  METOC OCEANIC ICE SYSTEMS ICEBERGS  Hierarchy: 3.2.1.1  <u>Parameters:</u>  1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.  2. Size/Shape. Not applicable.  3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location.  Static/Dynamic: S  Color: Black	  WOS-IB---P---
<b>METOC.OCA.ISYS.IB.MNY</b>  METOC OCEANIC ICE SYSTEMS ICEBERGS MANY ICEBERGS  Hierarchy: 3.2.1.1.1  <u>Parameters:</u>  1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.  2. Size/Shape. Not applicable.  3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.  Static/Dynamic: S  Color: Black	  WOS-IBM---P---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.ISYS.IB.BAS</b></p> <p>METOC OCEANIC ICE SYSTEMS ICEBERGS BELTS AND STRIPS</p> <p>Hierarchy: 3.2.1.1.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>	 WOS-IBBS--P---
<p><b>METOC.OCA.ISYS.IB.GNL</b></p> <p>METOC OCEANIC ICE SYSTEMS ICEBERGS ICEBERG - GENERAL</p> <p>Hierarchy: 3.2.1.1.3</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>	 WOS-IBG---P---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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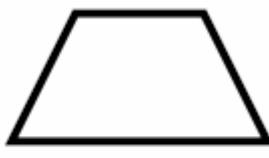
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.ISYS.IB.MNYGNL</b></p> <p>METOC OCEANIC ICE SYSTEMS ICEBERGS MANY ICEBERGS - GENERAL</p> <p>Hierarchy: 3.2.1.1.4</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>	 WOS-IBMG--P----
<p><b>METOC.OCA.ISYS.IB.BB</b></p> <p>METOC OCEANIC ICE SYSTEMS ICEBERGS BERGY BIT</p> <p>Hierarchy: 3.2.1.1.5</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>	 WOS-IBBB--P----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.ISYS.IB.MNYBB</b></p> <p>METOC OCEANIC ICE SYSTEMS ICEBERGS MANY BERGY BITS</p> <p>Hierarchy: 3.2.1.1.6</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>	 WOS-IBBBM-P----
<p><b>METOC.OCA.ISYS.IB.GWL</b></p> <p>METOC OCEANIC ICE SYSTEMS ICEBERGS GROWLER</p> <p>Hierarchy: 3.2.1.1.7</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>	 WOS-IBGL--P----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
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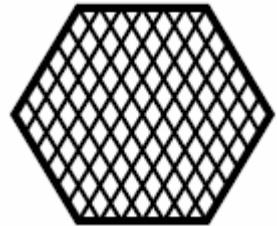
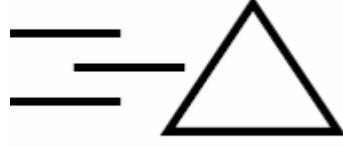
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.ISYS.IB.MNYGWL</b></p> <p>METOC OCEANIC ICE SYSTEMS ICEBERGS MANY GROWLERS</p> <p>Hierarchy: 3.2.1.1.8</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>	 WOS-IBGLM-P----
<p><b>METOC.OCA.ISYS.IB.FBG</b></p> <p>METOC OCEANIC ICE SYSTEMS ICEBERGS FLOEBERG</p> <p>Hierarchy: 3.2.1.1.9</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black Top with White Bottom</p>	 WOS-IBF---P----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

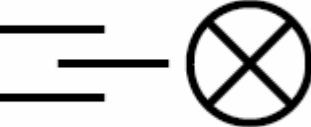
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<b>METOC.OCA.ISYS.IB.II</b>  METOC OCEANIC ICE SYSTEMS ICEBERGS ICE ISLAND  Hierarchy: 3.2.1.1.10  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.  Static/Dynamic: S  Color: White Hexagon/Black Hatchs	  WOS-IBII--P----  N/A
<b>METOC.OCA.ISYS.ICN</b>  METOC OCEANIC ICE SYSTEMS ICE CONCENTRATION  Hierarchy: 3.2.1.2  Static/Dynamic: N/A	N/A
<b>METOC.OCA.ISYS.ICN.BW</b>  METOC OCEANIC ICE SYSTEMS ICE CONCENTRATION BERGY WATER  Hierarchy: 3.2.1.2.1  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.  Static/Dynamic: S  Color: Black	  WOS-ICWB--P----  N/A

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<b>METOC.OCA.ISYS.ICN.WWRT</b>  METOC OCEANIC ICE SYSTEMS ICE CONCENTRATION WATER WITH RADAR TARGETS  Hierarchy: 3.2.1.2.2  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.  Static/Dynamic: S  Color: Black	 <b>WOS-ICWR--P----</b>
<b>METOC.OCA.ISYS.ICN.IF</b>  METOC OCEANIC ICE SYSTEMS ICE CONCENTRATION ICE FREE  Hierarchy: 3.2.1.2.3  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.  Static/Dynamic: S  Color: Black	 <b>WOS-ICIF--P----</b>
<b>METOC.OCA.ISYS.DYNPRO</b>  METOC OCEANIC ICE SYSTEMS DYNAMIC PROCESSES  Hierarchy: 3.2.1.3  Static/Dynamic: N/A	N/A

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.ISYS.DYNPRO.CNG</b></p> <p>METOC OCEANIC ICE SYSTEMS DYNAMIC PROCESSES CONVERGENCE</p> <p>Hierarchy: 3.2.1.3.1</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>	     <p>WOS-IDC---P---</p>
<p><b>METOC.OCA.ISYS.DYNPRO.DVG</b></p> <p>METOC OCEANIC ICE SYSTEMS DYNAMIC PROCESSES DIVERGENCE</p> <p>Hierarchy: 3.2.1.3.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>	     <p>WOS-IDD---P---</p>

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.ISYS.DYNPRO.SHAZ</b></p> <p>METOC OCEANIC ICE SYSTEMS DYNAMIC PROCESSES SHEARING OR SHEAR ZONE</p> <p>Hierarchy: 3.2.1.3.3</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>	 WOS-IDS---P---
<p><b>METOC.OCA.ISYS.DYNPRO.ID</b></p> <p>METOC OCEANIC ICE SYSTEMS DYNAMIC PROCESSES ICE DRIFT (DIRECTION)</p> <p>Hierarchy: 3.2.1.3.4</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a straight line with an arrow</li> <li>3. Orientation. The orientation of the graphic points in the direction of the ice drift.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>	 WO-DIDID---L---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.ISYS.SI</b></p> <p>METOC OCEANIC ICE SYSTEMS SEA ICE</p> <p>Hierarchy: 3.2.1.4</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>	 WOS-II----P----
<p><b>METOC.OCA.ISYS.SLITOBS</b></p> <p>METOC OCEANIC ICE SYSTEMS SEA ICE ICE THICKNESS (OBSERVED)</p> <p>Hierarchy: 3.2.1.4.1</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Box with Black Outline</p>	 WOS-IITM--P----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<b>METOC.OCA.ISYS.SI.LITEST</b>  METOC OCEANIC ICE SYSTEMS SEA ICE ICE THICKNESS (ESTIMATED)  Hierarchy: 3.2.1.4.2  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.  Static/Dynamic: S  Color: Box with Black Dashed Line	 <b>WOS-IITE--P---</b>
<b>METOC.OCA.ISYS.SI.MPOFI</b>  METOC OCEANIC ICE SYSTEMS SEA ICE MELT PUDDLES OR FLOODED ICE  Hierarchy: 3.2.1.4.3  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.  Static/Dynamic: S  Color: Black	 <b>WOS-IIP---P---</b>
<b>METOC.OCA.ISYS.LMT</b>  METOC OCEANIC ICE SYSTEMS LIMITS  Hierarchy: 3.2.1.5  Static/Dynamic: N/A	N/A

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.ISYS.LMT.LOVO</b></p> <p>METOC OCEANIC ICE SYSTEMS LIMITS LIMIT OF VISUAL OBSERVATION</p> <p>Hierarchy: 3.2.1.5.1</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a series of ovals.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Black</p>	 WO-DILOV---L---
<p><b>METOC.OCA.ISYS.LMT.LOU</b></p> <p>METOC OCEANIC ICE SYSTEMS LIMITS LIMIT OF UNDERCAST</p> <p>Hierarchy: 3.2.1.5.2</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a series of wave-like shapes.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Black</p>	 WO-DILUC---L---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.ISYS.LMT.LORO</b></p> <p>METOC OCEANIC ICE SYSTEMS LIMITS LIMIT OF RADAR OBSERVATION</p> <p>Hierarchy: 3.2.1.5.3</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a series of a oval followed by an X.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Black</p>	 WO-DILOR--L---
<p><b>METOC.OCA.ISYS.LMT.OIEOB</b></p> <p>METOC OCEANIC ICE SYSTEMS LIMITS OBSERVED ICE EDGE OR BOUNDARY</p> <p>Hierarchy: 3.2.1.5.4</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a solid curved line. The curvature of the line is operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Black</p>	 WO-DILIEO--L---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<b>METOC.OCA.ISYS.LMT.EIEOB</b>  METOC OCEANIC ICE SYSTEMS LIMITS ESTIMATED ICE EDGE OR BOUNDARY  Hierarchy: 3.2.1.5.5  <u>Parameters:</u> 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a dashed curved line. The curvature of the line is operator defined. 3. Orientation. Orientation is determined by the anchor points.  Static/Dynamic: D  Color: Black	 WO-DILIEE--L---
<b>METOC.OCA.ISYS.LMT.IEOBFR</b>  METOC OCEANIC ICE SYSTEMS LIMITS ICE EDGE OR BOUNDARY FROM RADAR  Hierarchy: 3.2.1.5.6  <u>Parameters:</u> 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a curved line with Xs spaced evenly along the line. The curvature of the line is operator defined. 3. Orientation. Orientation is determined by the anchor points.  Static/Dynamic: S  Color: Black	 WO-DILIER--L---
<b>METOC.OCA.ISYS.OITI</b>  METOC OCEANIC ICE SYSTEMS OPENINGS IN THE ICE  Hierarchy: 3.2.1.6  Static/Dynamic: N/A	N/A

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

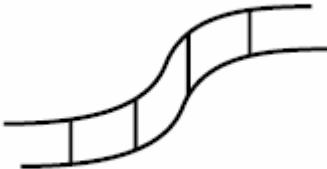
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.ISYS.OITI.CRK</b></p> <p>METOC OCEANIC ICE SYSTEMS OPENINGS IN THE ICE CRACKS</p> <p>Hierarchy: 3.2.1.6.1</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a curved line. The curvature of the line is operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Black</p>	 WO-DIOC---L---
<p><b>METOC.OCA.ISYS.OITI.CRKASL</b></p> <p>METOC OCEANIC ICE SYSTEMS OPENINGS IN THE ICE CRACKS AT A SPECIFIC LOCATION</p> <p>Hierarchy: 3.2.1.6.2</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a curved line with perpendicular lines spaced evenly along the line. The curvature of the line is operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Black</p>	 WO-DIOCS---L---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

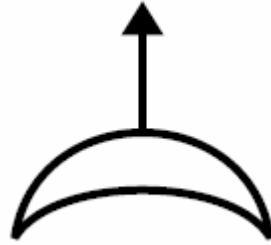
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.ISYS.OITI.LED</b></p> <p>METOC OCEANIC ICE SYSTEMS OPENINGS IN THE ICE LEAD</p> <p>Hierarchy: 3.2.1.6.3</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with parallel curved lines. The curvature of the line is operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Black</p>	 WO-DIOL---L---
<p><b>METOC.OCA.ISYS.OITI.FZLED</b></p> <p>METOC OCEANIC ICE SYSTEMS OPENINGS IN THE ICE FROZEN LEAD</p> <p>Hierarchy: 3.2.1.6.4</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with parallel curved lines connected by vertical lines spaced evenly along the line. The curvature of the line is operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Black</p>	 WO-DIOLF---L---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.ISYS.SC</b></p> <p>METOC OCEANIC ICE SYSTEMS SNOW COVER</p> <p>Hierarchy: 3.2.1.7</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Black</p>	 WOS-ISC---P----
<p><b>METOC.OCA.ISYS.SC.SWO</b></p> <p>METOC OCEANIC ICE SYSTEMS SNOW COVER SASTRUGI (WITH ORIENTATION)</p> <p>Hierarchy: 3.2.1.7.1</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Black</p>	 WOS-ISS---P----
<p><b>METOC.OCA.ISYS.TOPFTR</b></p> <p>METOC OCEANIC ICE SYSTEMS TOPOGRAPHICAL FEATURES</p> <p>Hierarchy: 3.2.1.8</p> <p>Static/Dynamic: N/A</p>	N/A

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.ISYS.TOPFTR.HUM</b></p> <p>METOC OCEANIC ICE SYSTEMS TOPOGRAPHICAL FEATURES RIDGES OR HUMMOCKS</p> <p>Hierarchy: 3.2.1.8.1</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>	 WOS-ITRH--P---
<p><b>METOC.OCA.ISYS.TOPFTR.RFTG</b></p> <p>METOC OCEANIC ICE SYSTEMS TOPOGRAPHICAL FEATURES RAFTING</p> <p>Hierarchy: 3.2.1.8.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>	 WOS-ITR---P---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<b>METOC.OCA.ISYS.TOPFTR.JBB</b>  METOC OCEANIC ICE SYSTEMS TOPOGRAPHICAL FEATURES JAMMED BRASH BARRIER  Hierarchy: 3.2.1.8.3  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.  Static/Dynamic: D  Color: Black	  WOS-ITBB--P---  N/A
<b>METOC.OCA.HYDGRY</b>  METOC OCEANIC HYDROGRAPHY  Hierarchy: 3.2.2  Static/Dynamic: N/A	N/A
<b>METOC.OCA.HYDGRY.DPH</b>  METOC OCEANIC HYDROGRAPHY DEPTH  Hierarchy: 3.2.2.1  Static/Dynamic: N/A	N/A

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.HYDGRY.DPH.SNDG</b></p> <p>METOC OCEANIC HYDROGRAPHY DEPTH SOUNDINGS</p> <p>Hierarchy: 3.2.2.1.1</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Grey</p>	 WOS-HDS---P---
<p><b>METOC.OCA.HYDGRY.DPH.CRV</b></p> <p>METOC OCEANIC HYDROGRAPHY DEPTH DEPTH CURVE</p> <p>Hierarchy: 3.2.2.1.2</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a solid curved line. The curvature of the line is operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Grey Thin Solid Line</p>	 WO-DHDDL---L---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

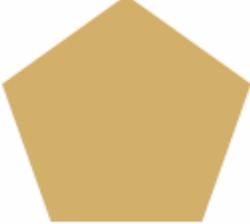
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<b>METOC.OCA.HYDGRY.DPH.CTUR</b>  METOC OCEANIC HYDROGRAPHY DEPTH DEPTH CONTOUR  Hierarchy: 3.2.2.1.3  <u>Parameters:</u> 1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line. 2. Size/Shape. The points are typically connected with a solid curved line. The curvature of the line is operator defined. 3. Orientation. Orientation is determined by the anchor points.  Static/Dynamic: D  Color: Grey Thin Solid Line	  WO-DHDDC---L---
<b>METOC.OCA.HYDGRY.DPH.ARA</b>  METOC OCEANIC HYDROGRAPHY DEPTH DEPTH AREA  Hierarchy: 3.2.2.1.4  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable.  Static/Dynamic: D  Color: Blue/Pale Blue/White	  WO-DHDDA----A--
<b>METOC.OCA.HYDGRY.CSTHYD</b>  METOC OCEANIC HYDROGRAPHY COASTAL HYDROGRAPHY  Hierarchy: 3.2.2.2  Static/Dynamic: N/A	N/A

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

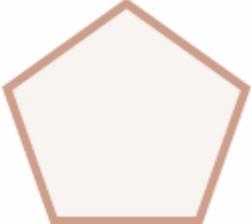
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.HYDGRY.CSTHYD.CSTLN</b></p> <p>METOC OCEANIC HYDROGRAPHY COASTAL HYDROGRAPHY COASTLINE</p> <p>Hierarchy: 3.2.2.2.1</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a solid curved line. The curvature of the line is operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Gray thin solid line</p>	 WO-DHCC---L---
<p><b>METOC.OCA.HYDGRY.CSTHYD.ISND</b></p> <p>METOC OCEANIC HYDROGRAPHY COASTAL HYDROGRAPHY ISLAND</p> <p>Hierarchy: 3.2.2.2.2</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Brown solid fill</p>	 WO-DHCI----A--

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

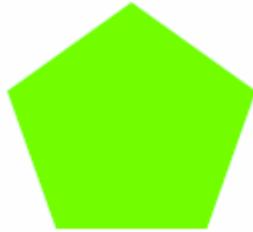
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<b>METOC.OCA.HYDGRY.CSTHYD.BEH</b>  METOC OCEANIC HYDROGRAPHY COASTAL HYDROGRAPHY BEACH  Hierarchy: 3.2.2.2.3  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable.  Static/Dynamic: D  Color: Beige outline and stipple fill	 WO-DHCB-----A--
<b>METOC.OCA.HYDGRY.CSTHYD.H2O</b>  METOC OCEANIC HYDROGRAPHY COASTAL HYDROGRAPHY WATER  Hierarchy: 3.2.2.2.4  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable.  Static/Dynamic: D  Color: White fill  Gray dashed line shown for representation purpose only.	 WO-DHCW-----A--
<b>METOC.OCA.HYDGRY.CSTHYD.FSH1</b>  METOC OCEANIC HYDROGRAPHY COASTAL HYDROGRAPHY FORESHORE  Hierarchy: 3.2.2.2.5  Static/Dynamic: N/A	N/A

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

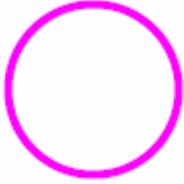
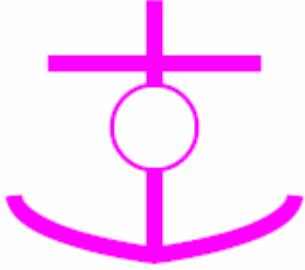
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.HYDGRY.CSTHYD.FSH1.FSH2</b></p> <p>METOC OCEANIC HYDROGRAPHY COASTAL HYDROGRAPHY FORESHORE FORESHORE</p> <p>Hierarchy: 3.2.2.2.5.1</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Yellow-green solid line</p>	 <p>WO-DHCF---L---</p>
<p><b>METOC.OCA.HYDGRY.CSTHYD.FSH1.FSH3</b></p> <p>METOC OCEANIC HYDROGRAPHY COASTAL HYDROGRAPHY FORESHORE FORESHORE</p> <p>Hierarchy: 3.2.2.2.5.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Yellow-green solid fill</p>	 <p>WO-DHCF----A--</p>
<p><b>METOC.OCA.HYDGRY.PRTHBR</b></p> <p>METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS</p> <p>Hierarchy: 3.2.2.3</p> <p>Static/Dynamic: N/A</p>	N/A

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<b>METOC.OCA.HYDGRY.PRTHBR.PRT</b>  METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS PORTS  Hierarchy: 3.2.2.3.1  Static/Dynamic: N/A	N/A
<b>METOC.OCA.HYDGRY.PRTHBR.PRT.BRHSO</b>  METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS PORTS BERTHS (ONSHORE)  Hierarchy: 3.2.2.3.1.1  <u>Parameters:</u>  1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.  2. Size/Shape. Not applicable.  3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.  Static/Dynamic: S  Color: Magenta small circle	  WOS-HPB-O-P----
<b>METOC.OCA.HYDGRY.PRTHBR.PRT.BRHSA</b>  METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS PORTS BERTHS (ANCHOR)  Hierarchy: 3.2.2.3.1.2  <u>Parameters:</u>  1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.  2. Size/Shape. Not applicable.  3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.  Static/Dynamic: S  Color: Magenta anchor w/ small circle	  WOS-HPB-A-P----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

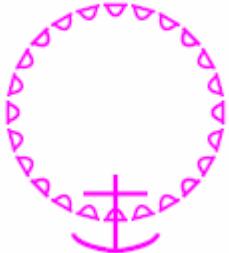
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.HYDGRY.PRTHBR.PRT.ANCRG1</b></p> <p>METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS PORTS ANCHORAGE</p> <p>Hierarchy: 3.2.2.3.1.3</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Magenta anchor</p>	 WOS-HPBA--P----
<p><b>METOC.OCA.HYDGRY.PRTHBR.PRT.ANCRG2</b></p> <p>METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS PORTS ANCHORAGE</p> <p>Hierarchy: 3.2.2.3.1.4</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a chevron line and anchor symbol. The curvature of the line is operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Magenta</p> <p>Magenta dash/chevron line w/ anchor symbol</p>	 WO-DHPBA---L---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

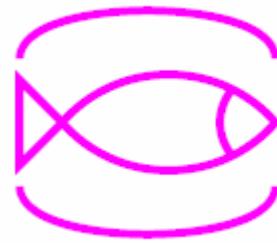
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.HYDGRY.PRTHBR.PRT.ANCRG3</b></p> <p>METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS PORTS ANCHORAGE</p> <p>Hierarchy: 3.2.2.3.1.5</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a chevron line and anchor symbol.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Magenta</p> <p>Magenta dash/chevron outline w/ anchor</p>	 WO-DHPBA----A--
<p><b>METOC.OCA.HYDGRY.PRTHBR.PRT.CIP</b></p> <p>METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS PORTS CALL IN POINT</p> <p>Hierarchy: 3.2.2.3.1.6</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Magenta circle w/ two cones</p>	 WOS-HPCP--P----

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**APPENDIX C**

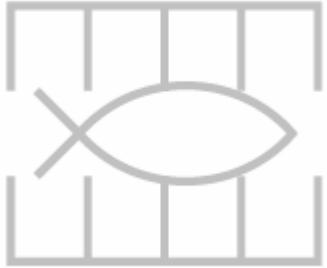
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.HYDGRY.PRTHBR.PRT.PWQ</b></p> <p>METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS PORTS PIER/WHARF/QUAY</p> <p>Hierarchy: 3.2.2.3.1.7</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a solid curved line. The curvature of the line is operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Gray thin solid line</p>	 <p>WO-DHPBP--L---</p>
<p><b>METOC.OCA.HYDGRY.PRTHBR.FSG</b></p> <p>METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS FISHING</p> <p>Hierarchy: 3.2.2.3.2</p> <p>Static/Dynamic: N/A</p>	<p>N/A</p>
<p><b>METOC.OCA.HYDGRY.PRTHBR.FSG.FSGHBR</b></p> <p>METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS FISHING FISHING HARBOR</p> <p>Hierarchy: 3.2.2.3.2.1</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Magenta</p> <p>Magenta fish w/ arcs above and below</p>	 <p>WOS-HPFH--P----</p>

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.HYDGRY.PRTHBR.FSG.FSTK1</b></p> <p>METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS FISHING FISH STAKES/TRAPS/WEIRS</p> <p>Hierarchy: 3.2.2.3.2.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Gray fish inside net</p>	 <p>WOS-HPFS--P----</p>
<p><b>METOC.OCA.HYDGRY.PRTHBR.FSG.FSTK2</b></p> <p>METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS FISHING FISH STAKES</p> <p>Hierarchy: 3.2.2.3.2.3</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Gray L compound line style</p>	 <p>WOS-HPFS---L---</p>

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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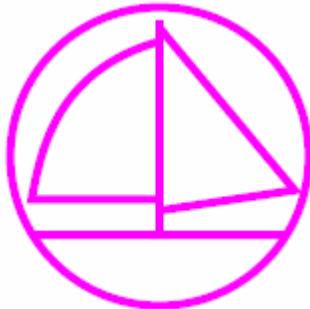
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.HYDGRY.PRTHBR.FSG.FSTK3</b></p> <p>METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS FISHING FISH STAKES/TRAPS/WEIRS</p> <p>Hierarchy: 3.2.2.3.2.4</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a dashed line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Gray</p> <p>Gray rectangle below angle line pattern fill dashed outline</p>	 WOS-HPFF---A--
<p><b>METOC.OCA.HYDGRY.PRTHBR.FAC</b></p> <p>METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS FACILITIES</p> <p>Hierarchy: 3.2.2.3.3</p> <p>Static/Dynamic: N/A</p>	N/A

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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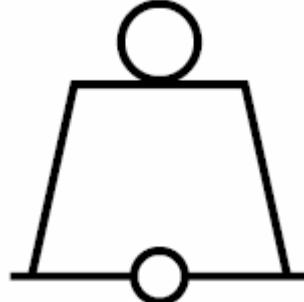
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.HYDGRY.PRTHBR.FAC.DDCK</b></p> <p>METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS FACILITIES DRYDOCK</p> <p>Hierarchy: 3.2.2.3.3.1</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a dashed line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Brown/Black</p> <p>Brown solid area w/ black thin outline</p>	 WO-DHPMD----A--
<p><b>METOC.OCA.HYDGRY.PRTHBR.FAC.LNDPLC</b></p> <p>METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS FACILITIES LANDING PLACE</p> <p>Hierarchy: 3.2.2.3.3.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Magenta yacht inside circle</p>	 WOS-HPML--P----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.HYDGRY.PRTHBR.FAC.OSLF1</b></p> <p>METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS FACILITIES OFFSHORE LOADING FACILITY</p> <p>Hierarchy: 3.2.2.3.3.3</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Black installation buoy</p>	 WO-DHPMO--P----
<p><b>METOC.OCA.HYDGRY.PRTHBR.FAC.OSLF2</b></p> <p>METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS FACILITIES OFFSHORE LOADING FACILITY</p> <p>Hierarchy: 3.2.2.3.3.4</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Grey thick solid line</p>	 WO-DHPMO---L---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.HYDGRY.PRTHBR.FAC.OSLF3</b></p> <p>METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS FACILITIES OFFSHORE LOADING FACILITY</p> <p>Hierarchy: 3.2.2.3.3.5</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Brown solid fill</p>	 WO-DHPMO----A--
<p><b>METOC.OCA.HYDGRY.PRTHBR.FAC.RAMPAW</b></p> <p>METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS FACILITIES RAMP (ABOVE WATER)</p> <p>Hierarchy: 3.2.2.3.3.6</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a solid curved line. The curvature of the line is operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Black solid line</p>	 WO-DHPMRA--L---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.HYDGRY.PRTHBR.FAC.RAMPBW</b></p> <p>METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS FACILITIES RAMP (BELOW WATER)</p> <p>Hierarchy: 3.2.2.3.3.7</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a solid curved line. The curvature of the line is operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Black dashed line</p>	 WO-DHPMRB--L---
<p><b>METOC.OCA.HYDGRY.PRTHBR.FAC.LNDRNG</b></p> <p>METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS FACILITIES LANDING RING</p> <p>Hierarchy: 3.2.2.3.3.8</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Dark Brown/Black</p> <p>Dark Brown filled square w/ black outline</p>	 WOS-HPM-R-P---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.HYDGRY.PRTHBR.FAC.FRYCSG</b></p> <p>METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS FACILITIES FERRY CROSSING</p> <p>Hierarchy: 3.2.2.3.3.9</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Magenta</p> <p>Magenta dashed line w/ boat symbol</p>	 WOS-HPM-FC-L---
<p><b>METOC.OCA.HYDGRY.PRTHBR.FAC.CFCSG</b></p> <p>METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS FACILITIES CABLE FERRY CROSSING</p> <p>Hierarchy: 3.2.2.3.3.10</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p> <p>Black dashed line w/ boat symbol</p>	 WOS-HPM-CC-L---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.HYDGRY.PRTHBR.FAC.DOPN</b></p> <p>METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS FACILITIES DOLPHIN</p> <p>Hierarchy: 3.2.2.3.3.11</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Dark Brown/Black</p> <p>Dark Brown filled square w/ black outline</p>	 WOS-HPD---P----
<p><b>METOC.OCA.HYDGRY.PRTHBR.SHRLNE</b></p> <p>METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS SHORELINE PROTECTION</p> <p>Hierarchy: 3.2.2.3.4</p> <p>Static/Dynamic: N/A</p>	N/A
<p><b>METOC.OCA.HYDGRY.PRTHBR.SHRLNE.BWGJAW</b></p> <p>METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS SHORELINE PROTECTION BREAKWATER/GROIN/JETTY (ABOVE WATER)</p> <p>Hierarchy: 3.2.2.3.4.1</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a solid curved line. The curvature of the line is operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Grey solid line</p>	 WO-DHPSPA--L---

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**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

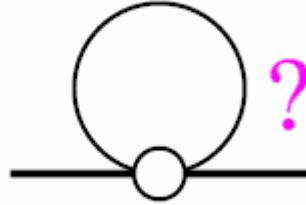
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.HYDGRY.PRTHBR.SHRLNE.BWGJBW</b></p> <p>METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS SHORELINE PROTECTION BREAKWATER/GROIN/JETTY (BELOW WATER)</p> <p>Hierarchy: 3.2.2.3.4.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a solid curved line. The curvature of the line is operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Grey dashed line</p>	  WO-DHPSPB--L---
<p><b>METOC.OCA.HYDGRY.PRTHBR.SHRLNE.SW</b></p> <p>METOC OCEANIC HYDROGRAPHY PORTS AND HARBORS SHORELINE PROTECTION SEAWALL</p> <p>Hierarchy: 3.2.2.3.4.3</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a solid curved line. The curvature of the line is operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Grey solid line</p>	  WO-DHPSPS--L---
<p><b>METOC.OCA.HYDGRY.ATN</b></p> <p>METOC OCEANIC HYDROGRAPHY AIDS TO NAVIGATION</p> <p>Hierarchy: 3.2.2.4</p> <p>Static/Dynamic: N/A</p>	N/A

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**APPENDIX C**

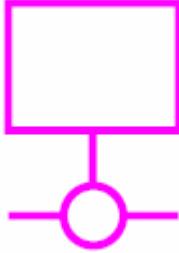
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.HYDGRY.ATN.BCN</b></p> <p>METOC OCEANIC HYDROGRAPHY AIDS TO NAVIGATION BEACON</p> <p>Hierarchy: 3.2.2.4.1</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location, at the intersection of the upright line and the bottom line.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black beacon/buoy base</p>	 WOS-HABA--P----
<p><b>METOC.OCA.HYDGRY.ATN.BUOY</b></p> <p>METOC OCEANIC HYDROGRAPHY AIDS TO NAVIGATION BUOY DEFAULT</p> <p>Hierarchy: 3.2.2.4.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location, at the center of the circle.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black/Magenta</p> <p>Black default buoy beside magenta question mark</p>	 WOS-HABB--P----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

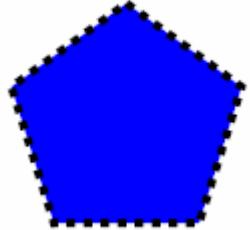
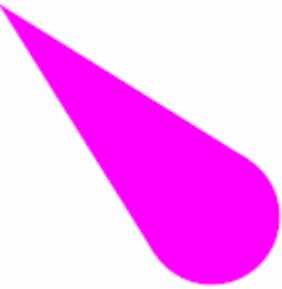
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.HYDGRY.ATN.MRK</b></p> <p>METOC OCEANIC HYDROGRAPHY AIDS TO NAVIGATION MARKER</p> <p>Hierarchy: 3.2.2.4.3</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location, at the center of the circle.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Magenta</p> <p>Magenta Inverted T with Open Circle at Bottom Below Box</p>	 <p>WOS-HABM--P----</p>
<p><b>METOC.OCA.HYDGRY.ATN.PRH1</b></p> <p>METOC OCEANIC HYDROGRAPHY AIDS TO NAVIGATION PERCHES/STAKES</p> <p>Hierarchy: 3.2.2.4.4</p> <p>Static/Dynamic: N/A</p>	<p>N/A</p>
<p><b>METOC.OCA.HYDGRY.ATN.PRH1.PRH2</b></p> <p>METOC OCEANIC HYDROGRAPHY AIDS TO NAVIGATION PERCHES/STAKES PERCHES/STAKES</p> <p>Hierarchy: 3.2.2.4.4.1</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black Small Circle</p>	 <p>WOS-HABP--P----</p>

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**APPENDIX C**

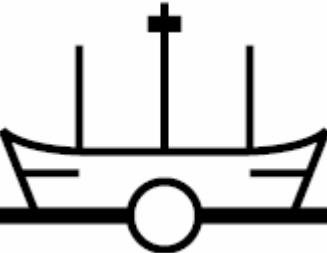
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.HYDGRY.ATN.PRH1.PRH3</b></p> <p>METOC OCEANIC HYDROGRAPHY AIDS TO NAVIGATION PERCHES/STAKES PERCHES/STAKES</p> <p>Hierarchy: 3.2.2.4.4.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a dotted line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Blue/Black</p> <p>Blue Fill with Black Dot Outline</p>	 WO-DHABP---A--
<p><b>METOC.OCA.HYDGRY.ATN.LIT</b></p> <p>METOC OCEANIC HYDROGRAPHY AIDS TO NAVIGATION LIGHT</p> <p>Hierarchy: 3.2.2.4.5</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Magenta flare</p>	 WOS-HAL---P---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

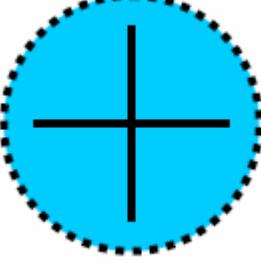
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.HYDGRY.ATN.LDGLNE</b></p> <p>METOC OCEANIC HYDROGRAPHY AIDS TO NAVIGATION LEADING LINE</p> <p>Hierarchy: 3.2.2.4.6</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a curved line. The curvature of the line is operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Black solid to dashed line</p>	 WO-DHALLA--L---
<p><b>METOC.OCA.HYDGRY.ATN.LITVES</b></p> <p>METOC OCEANIC HYDROGRAPHY AIDS TO NAVIGATION LIGHT VESSEL/LIGHTSHIP</p> <p>Hierarchy: 3.2.2.4.7</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black Light Vessel</p>	 WOS-HALV--P----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

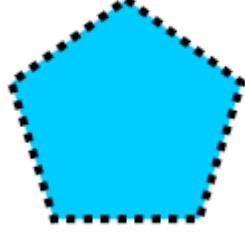
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<b>METOC.OCA.HYDGRY.ATN.LITHSE</b>  METOC OCEANIC HYDROGRAPHY AIDS TO NAVIGATION LIGHTHOUSE  Hierarchy: 3.2.2.4.8  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.  Static/Dynamic: S  Color: Black Lighthouse Symbol	 <b>WOS-HALH--P----</b>
<b>METOC.OCA.HYDGRY.DANHAZ</b>  METOC OCEANIC HYDROGRAPHY DANGERS/HAZARDS  Hierarchy: 3.2.2.5  Static/Dynamic: N/A	<b>N/A</b>
<b>METOC.OCA.HYDGRY.DANHAZ.RCKSBM</b>  METOC OCEANIC HYDROGRAPHY DANGERS/HAZARDS ROCK SUBMERGED  Hierarchy: 3.2.2.5.1  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is operator-centered over the desired location.  Static/Dynamic: S  Color: Blue/Black  Black cross in blue solid circle w/ black dotted outline	 <b>WOS-HHRS--P----</b>

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.HYDGRY.DANHAZ.RCKAWD</b></p> <p>METOC OCEANIC HYDROGRAPHY DANGERS/HAZARDS ROCK AWASHED</p> <p>Hierarchy: 3.2.2.5.2</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black 6 point asterisk</p>	 WOS-HHRA--P----
<p><b>METOC.OCA.HYDGRY.DANHAZ.UH2DAN</b></p> <p>METOC OCEANIC HYDROGRAPHY DANGERS/HAZARDS UNDERWATER DANGER/HAZARD</p> <p>Hierarchy: 3.2.2.5.3</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a dotted line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Blue/Black</p> <p>Blue fill w/ black dot outline</p>	 WO-DHHD-----A--
<p><b>METOC.OCA.HYDGRY.DANHAZ.FLGRD1</b></p> <p>METOC OCEANIC HYDROGRAPHY DANGERS/HAZARDS FOUL GROUND</p> <p>Hierarchy: 3.2.2.5.4</p> <p>Static/Dynamic: N/A</p>	N/A

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.HYDGRY.DANHAZ.FLGRD1.FLGRD2</b></p> <p>METOC OCEANIC HYDROGRAPHY DANGERS/HAZARDS FOUL GROUND FOUL GROUND</p> <p>Hierarchy: 3.2.2.5.4.1</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Gray</p> <p>Gray pound (#) symbol</p>	 WOS-HHDF--P----
<p><b>METOC.OCA.HYDGRY.DANHAZ.FLGRD1.FLGRD3</b></p> <p>METOC OCEANIC HYDROGRAPHY DANGERS/HAZARDS FOUL GROUND FOUL GROUND</p> <p>Hierarchy: 3.2.2.5.4.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are pattern filled with no outside border.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Gray</p> <p>Gray # offset pattern fill</p>	 WO-DHHDF---A--

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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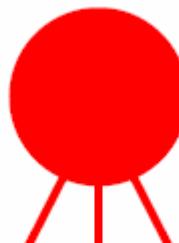
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<b>METOC.OCA.HYDGRY.DANHAZ.KLP1</b>  METOC OCEANIC HYDROGRAPHY DANGERS/HAZARDS KELP/SEAWEED  Hierarchy: 3.2.2.5.  Static/Dynamic: N/A	N/A
<b>METOC.OCA.HYDGRY.DANHAZ.KLP1.KLP2</b>  METOC OCEANIC HYDROGRAPHY DANGERS/HAZARDS KELP/SEAWEED KELP/SEAWEED  Hierarchy: 3.2.2.5.1  <u>Parameters:</u>  1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.  2. Size/Shape. Determined by the anchor points. The points are pattern filled with no outside boarder.  3. Orientation. Not applicable.  Static/Dynamic: D  Color: Gray kelp symbol	  WO-DHHDK--P----
<b>METOC.OCA.HYDGRY.DANHAZ.KLP1.KLP3</b>  METOC OCEANIC HYDROGRAPHY DANGERS/HAZARDS KELP/SEAWEED KELP/SEAWEED  Hierarchy: 3.2.2.5.2  <u>Parameters:</u>  1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.  2. Size/Shape. Determined by the anchor points. The points are pattern filled with no outside boarder.  3. Orientation. Not applicable.  Static/Dynamic: D  Color: Gray kelp symbol pattern fill	  WO-DHHDK----A--

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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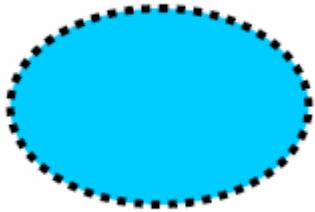
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.HYDGRY.DANHAZ.MNENAV</b></p> <p>METOC OCEANIC HYDROGRAPHY DANGERS/HAZARDS MINE-NAVAL</p> <p>Hierarchy: 3.2.2.5.6</p> <p>Static/Dynamic: N/A</p>	N/A
<p><b>METOC.OCA.HYDGRY.DANHAZ.MNENAV.DBT</b></p> <p>METOC OCEANIC HYDROGRAPHY DANGERS/HAZARDS MINE-NAVAL MINE-NAVAL (DOUBTFUL)</p> <p>Hierarchy: 3.2.2.5.6.1</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Red</p> <p>Red circle w/ 3 outside tics</p>	 WOS-HHDMDBP----
<p><b>METOC.OCA.HYDGRY.DANHAZ.MNENAV.DEFN</b></p> <p>METOC OCEANIC HYDROGRAPHY DANGERS/HAZARDS MINE-NAVAL MINE-NAVAL (DEFINITE)</p> <p>Hierarchy: 3.2.2.5.6.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Red</p> <p>Red filled circle w/ 3 outside tics</p>	 WOS-HHDMDFP----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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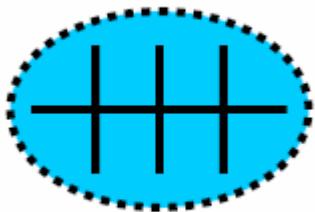
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<b>METOC.OCA.HYDGRY.DANHAZ.SNAG</b>  METOC OCEANIC HYDROGRAPHY DANGERS/HAZARDS SNAGS/STUMPS  Hierarchy: 3.2.2.5.7  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is operator-centered over the desired location.  Static/Dynamic: S  Color: Blue/Black  Blue oval w/ black dotted outline	 WOS-HHDS--P----  N/A
<b>METOC.OCA.HYDGRY.DANHAZ.WRK</b>  METOC OCEANIC HYDROGRAPHY DANGERS/HAZARDS WRECK  Hierarchy: 3.2.2.5.8  Static/Dynamic: N/A	N/A
<b>METOC.OCA.HYDGRY.DANHAZ.WRK.UCOV</b>  METOC OCEANIC HYDROGRAPHY DANGERS/HAZARDS WRECK WRECK (UNCOVERS)  Hierarchy: 3.2.2.5.8.1  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location, at the center of the circle in the middle of the straight line below the ship.  Static/Dynamic: S  Color: Grey wreck symbol	 WOS-HHDWA-P----  N/A

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.HYDGRY.DANHAZ.WRK.SBM</b></p> <p>METOC OCEANIC HYDROGRAPHY DANGERS/HAZARDS WRECK WRECK (SUBMERGED)</p> <p>Hierarchy: 3.2.2.5.8.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Blue/Black</p> <p>Black horizontal bar w/ 3 ticks in blue solid oval w/ black dotted outline</p>	 WOS-HHDWB-P----
<p><b>METOC.OCA.HYDGRY.DANHAZ.BRKS</b></p> <p>METOC OCEANIC HYDROGRAPHY DANGERS/HAZARDS BREAKERS</p> <p>Hierarchy: 3.2.2.5.9</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a dashed line. The curvature of the line is operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Gray thin dashed line</p>	 WO-DHHDB---L---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

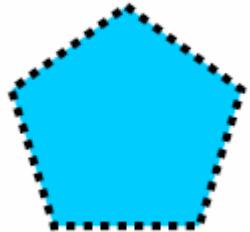
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.HYDGRY.DANHAZ.REEF</b></p> <p>METOC OCEANIC HYDROGRAPHY DANGERS/HAZARDS REEF</p> <p>Hierarchy: 3.2.2.5.10</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a dashed line. The curvature of the line is operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black jagged line</p>	 WOS-HHDR--L---
<p><b>METOC.OCA.HYDGRY.DANHAZ.EOTR</b></p> <p>METOC OCEANIC HYDROGRAPHY DANGERS/HAZARDS EDDIES/OVERFALLS/TIDE RIPS</p> <p>Hierarchy: 3.2.2.5.11</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Gray wavy line</p>	 WOS-HHDE--P---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<b>METOC.OCA.HYDGRY.DANHAZ.DCDH2O</b>  METOC OCEANIC HYDROGRAPHY DANGERS/HAZARDS DISCOLORED WATER  Hierarchy: 3.2.2.5.12  <u>Parameters:</u>  1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.  2. Size/Shape. Determined by the anchor points. The points are connected with a dotted line.  3. Orientation. Not applicable.  Static/Dynamic: D  Color: Blue/Black  Blue filled w/ black dot outline	  WO-DHHDD----A--
<b>METOC.OCA.HYDGRY.BTMFAT</b>  METOC OCEANIC HYDROGRAPHY BOTTOM FEATURES  Hierarchy: 3.2.2.6  Static/Dynamic: N/A	N/A
<b>METOC.OCA.HYDGRY.BTMFAT.BTMCHR</b>  METOC OCEANIC HYDROGRAPHY BOTTOM FEATURES BOTTOM CHARACTERISTICS  Hierarchy: 3.2.2.6.1  Static/Dynamic: N/A	N/A

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.HYDGRY.BTMFAT.BTMCHR.SD</b></p> <p>METOC OCEANIC HYDROGRAPHY BOTTOM FEATURES   BOTTOM CHARACTERISTICS     SAND</p> <p>Hierarchy: 3.2.2.6.1.1</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>	 WOS-BFC-S-P----
<p><b>METOC.OCA.HYDGRY.BTMFAT.BTMCHR.MUD</b></p> <p>METOC OCEANIC HYDROGRAPHY BOTTOM FEATURES   BOTTOM CHARACTERISTICS     MUD</p> <p>Hierarchy: 3.2.2.6.1.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>	 WOS-BFC-M-P----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.HYDGRY.BTMFAT.BTMCHR.CLAY</b></p> <p>METOC OCEANIC HYDROGRAPHY BOTTOM FEATURES   BOTTOM CHARACTERISTICS     CLAY</p> <p>Hierarchy: 3.2.2.6.1.3</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>	 WOS-BFC-CLP----
<p><b>METOC.OCA.HYDGRY.BTMFAT.BTMCHR.SLT</b></p> <p>METOC OCEANIC HYDROGRAPHY BOTTOM FEATURES   BOTTOM CHARACTERISTICS     SILT</p> <p>Hierarchy: 3.2.2.6.1.4</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>	 WOS-BFC-SIP----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.HYDGRY.BTMFAT.BTMCHR.STNE</b></p> <p>METOC OCEANIC HYDROGRAPHY BOTTOM FEATURES   BOTTOM CHARACTERISTICS     STONES</p> <p>Hierarchy: 3.2.2.6.1.5</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>	 WOS-BFC-STP----
<p><b>METOC.OCA.HYDGRY.BTMFAT.BTMCHR.GVL</b></p> <p>METOC OCEANIC HYDROGRAPHY BOTTOM FEATURES   BOTTOM CHARACTERISTICS     GRAVEL</p> <p>Hierarchy: 3.2.2.6.1.6</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>	 WOS-BFC-G-P----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

<b>GRAPHIC</b>	<b>METOC GRAPHIC</b>
<p><b>METOC.OCA.HYDGRY.BTMFAT.BTMCHR.PBL</b></p> <p>METOC OCEANIC HYDROGRAPHY BOTTOM FEATURES   BOTTOM CHARACTERISTICS     PEBBLES</p> <p>Hierarchy: 3.2.2.6.1.7</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>	 WOS-BFC-P-P----
<p><b>METOC.OCA.HYDGRY.BTMFAT.BTMCHR.COBL</b></p> <p>METOC OCEANIC HYDROGRAPHY BOTTOM FEATURES   BOTTOM CHARACTERISTICS     COBBLES</p> <p>Hierarchy: 3.2.2.6.1.8</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>	 WOS-BFC-CBP----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.HYDGRY.BTMFAT.BTMCHR.RCK</b></p> <p>METOC OCEANIC HYDROGRAPHY BOTTOM FEATURES   BOTTOM CHARACTERISTICS     ROCK</p> <p>Hierarchy: 3.2.2.6.1.9</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>	 WOS-BFC-R-P----
<p><b>METOC.OCA.HYDGRY.BTMFAT.BTMCHR.CRL</b></p> <p>METOC OCEANIC HYDROGRAPHY BOTTOM FEATURES   BOTTOM CHARACTERISTICS     CORAL</p> <p>Hierarchy: 3.2.2.6.1.10</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black</p>	 WOS-BFC-COP----

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

TABLE C-III. METOC symbols - Continued.

GRAPHIC	METOC GRAPHIC
<b>METOC.OCA.HYDGRY.BTMFAT.BTMCHR.SHE</b>  METOC OCEANIC HYDROGRAPHY BOTTOM FEATURES BOTTOM CHARACTERISTICS SHELL  Hierarchy: 3.2.2.6.1.11  <u>Parameters:</u>  1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.  Static/Dynamic: S  Color: Black	<b>METOC GRAPHIC</b>   WOS-BFC-SHP----  N/A
<b>METOC.OCA.HYDGRY.BTMFAT.QLFYTM</b>  METOC OCEANIC HYDROGRAPHY BOTTOM FEATURES QUALIFYING TERMS  Hierarchy: 3.2.2.6.2  Static/Dynamic: N/A	N/A
<b>METOC.OCA.HYDGRY.BTMFAT.QLFYTM.FNE</b>  METOC OCEANIC HYDROGRAPHY BOTTOM FEATURES QUALIFYING TERMS FINE  Hierarchy: 3.2.2.6.2.1  <u>Parameters:</u>  1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.  Static/Dynamic: S  Color: Black	 WOS-BFQ-F-P----  N/A

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<b>METOC.OCA.HYDGRY.BTMFAT.QLFYTM.MDM</b>  METOC OCEANIC HYDROGRAPHY BOTTOM FEATURES QUALIFYING TERMS MEDIUM  Hierarchy: 3.2.2.6.2.2  <u>Parameters:</u>  1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.  2. Size/Shape. Not applicable.  3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.  Static/Dynamic: S  Color: Black	  WOS-BFQ-M-P----
<b>METOC.OCA.HYDGRY.BTMFAT.QLFYTM.CSE</b>  METOC OCEANIC HYDROGRAPHY BOTTOM FEATURES QUALIFYING TERMS COARSE  Hierarchy: 3.2.2.6.2.3  <u>Parameters:</u>  1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.  2. Size/Shape. Not applicable.  3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.  Static/Dynamic: S  Color: Black	  WOS-BFQ-C-P----
<b>METOC.OCA.HYDGRY.TDECUR</b>  METOC OCEANIC HYDROGRAPHY TIDE AND CURRENT  Hierarchy: 3.2.2.7  Static/Dynamic: N/A	N/A

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.HYDGRY.TDECUR.H2OTRB</b></p> <p>METOC OCEANIC HYDROGRAPHY TIDE AND CURRENT WATER TURBULENCE</p> <p>Hierarchy: 3.2.2.7.1</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Gray wavy line</p>	 WOS-TCCW--P----
<p><b>METOC.OCA.HYDGRY.TDECUR.EBB</b></p> <p>METOC OCEANIC HYDROGRAPHY TIDE AND CURRENT CURRENT FLOW - EBB</p> <p>Hierarchy: 3.2.2.7.2</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a curved line. The curvature of the line is operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Grey arrow w/ no feather</p>	 WO-DTCCCFE-L---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.HYDGRY.TDECUR.FLOOD</b></p> <p>METOC OCEANIC HYDROGRAPHY TIDE AND CURRENT CURRENT FLOW - FLOOD</p> <p>Hierarchy: 3.2.2.7.3</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a curved line. The curvature of the line is operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Grey arrow w/ one feather</p>	 WO-DTCCCFF-L---
<p><b>METOC.OCA.HYDGRY.TDECUR.TDEDP</b></p> <p>METOC OCEANIC HYDROGRAPHY TIDE AND CURRENT TIDE DATA POINT</p> <p>Hierarchy: 3.2.2.7.4</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Gray diamond</p>	 WOS-TCCTD-P---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<b>METOC.OCA.HYDGRY.TDECUR.TDEG</b>  METOC OCEANIC HYDROGRAPHY TIDE AND CURRENT TIDE GAUGE  Hierarchy: 3.2.2.7.5  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.  Static/Dynamic: S  Color: Brown with Magenta	 WOS-TCCTG-P----  N/A
<b>METOC.OCA.OCNGRY</b>  METOC OCEANIC OCEANOGRAPHY  Hierarchy: 3.2.3  Static/Dynamic: N/A	N/A
<b>METOC.OCA.OCNGRY.BIOLUM</b>  METOC OCEANIC OCEANOGRAPHY BIOLUMINESCENCE  Hierarchy: 3.2.3.1  Static/Dynamic: N/A	N/A

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.OCNGRY.BIOLUM.VDR1-2</b></p> <p>METOC OCEANIC OCEANOGRAPHY BIOLUMINESCENCE VDR LEVEL 1-2</p> <p>Hierarchy: 3.2.3.1.1</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Dark Green RGB 26:153:77</p>	 WO-DOBVA----A--
<p><b>METOC.OCA.OCNGRY.BIOLUM.VDR2-3</b></p> <p>METOC OCEANIC OCEANOGRAPHY BIOLUMINESCENCE VDR LEVEL 2-3</p> <p>Hierarchy: 3.2.3.1.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many point as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Light Green RGB 26:204:77</p>	 WO-DOBVB----A--

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

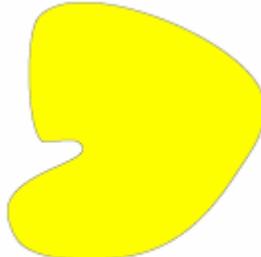
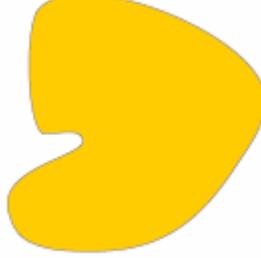
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.OCNGRY.BIOLUM.VDR3-4</b></p> <p>METOC OCEANIC OCEANOGRAPHY BIOLUMINESCENCE VDR LEVEL 3-4</p> <p>Hierarchy: 3.2.3.1.3</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Lime Green RGB 128:255:51</p>	 <p>WO-DOBVC----A--</p>
<p><b>METOC.OCA.OCNGRY.BIOLUM.VDR4-5</b></p> <p>METOC OCEANIC OCEANOGRAPHY BIOLUMINESCENCE VDR LEVEL 4-5</p> <p>Hierarchy: 3.2.3.1.4</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Yellow-Green RGB 204:255:26</p>	 <p>WO-DOBVD----A--</p>

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.OCNGRY.BIOLUM.VDR5-6</b></p> <p>METOC OCEANIC OCEANOGRAPHY BIOLUMINESCENCE VDR LEVEL 5-6</p> <p>Hierarchy: 3.2.3.1.5</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Yellow RGB 255:255:0</p>	 WO-DOBVE----A--
<p><b>METOC.OCA.OCNGRY.BIOLUM.VDR6-7</b></p> <p>METOC OCEANIC OCEANOGRAPHY BIOLUMINESCENCE VDR LEVEL 6-7</p> <p>Hierarchy: 3.2.3.1.6</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Gold RGB 255:204:0</p>	 WO-DOBVF----A--

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.OCNGRY.BIOLUM.VDR7-8</b></p> <p>METOC OCEANIC OCEANOGRAPHY BIOLUMINESCENCE VDR LEVEL 7-8</p> <p>Hierarchy: 3.2.3.1.7</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Light Orange RGB 255:128:0</p>	 WO-DOBVG----A--
<p><b>METOC.OCA.OCNGRY.BIOLUM.VDR8-9</b></p> <p>METOC OCEANIC OCEANOGRAPHY BIOLUMINESCENCE VDR LEVEL 8-9</p> <p>Hierarchy: 3.2.3.1.8</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Dark Orange RGB 255:77:0</p>	 WO-DOBVK----A--

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

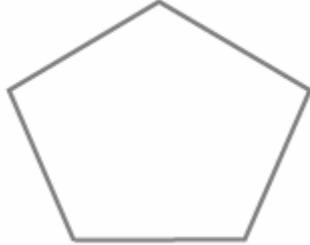
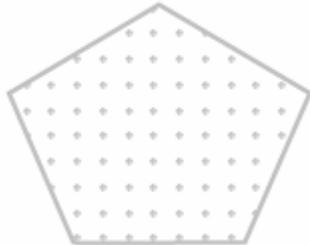
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<b>METOC.OCA.OCNGRY.BIOLUM.VDR9-0</b>  METOC OCEANIC OCEANOGRAPHY BIOLUMINESCENCE VDR LEVEL 9-10  Hierarchy: 3.2.3.1.9  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable.  Static/Dynamic: D  Color: Red RGB 255:0:0	 WO-DOBVI----A--
<b>METOC.OCA.OCNGRY.BEHSPE</b>  METOC OCEANIC OCEANOGRAPHY BEACH SLOPE  Hierarchy: 3.2.3.2  Static/Dynamic: N/A	N/A
<b>METOC.OCA.OCNGRY.BEHSPE.FLT</b>  METOC OCEANIC OCEANOGRAPHY BEACH SLOPE FLAT  Hierarchy: 3.2.3.2.1  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable.  Static/Dynamic: D  Color: Light Gray	 WO-DBSF----A--

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

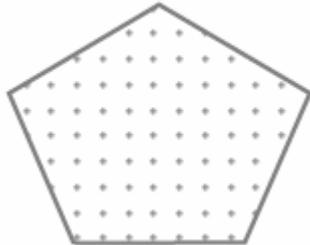
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.OCNGRY.BEHSP.E.GTL</b></p> <p>METOC OCEANIC OCEANOGRAPHY BEACH SLOPE GENTLE</p> <p>Hierarchy: 3.2.3.2.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Dark Grey</p>	 WO-DBSG----A--
<p><b>METOC.OCA.OCNGRY.BEHSP.E.MOD</b></p> <p>METOC OCEANIC OCEANOGRAPHY BEACH SLOPE MODERATE</p> <p>Hierarchy: 3.2.3.2.3</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Light Gray</p> <p>Light Gray Dot Fill with Gray Outline</p>	 WO-DBSM----A--

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<b>METOC.OCA.OCNGRY.BEHSP.E.STP</b>  METOC OCEANIC OCEANOGRAPHY BEACH SLOPE STEEP  Hierarchy: 3.2.3.2.4  <u>Parameters:</u>  1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.  2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.  3. Orientation. Not applicable.  <u>Static/Dynamic:</u> D  <u>Color:</u> Dark Gray  <u>Dark Gray Dot Fill w/ Gray Outline</u>	  WO-DBST----A--
<b>METOC.OCA.GPHY</b>  METOC OCEANIC GEOPHYSICS/Acoustics  Hierarchy: 3.2.4  <u>Static/Dynamic:</u> N/A	N/A
<b>METOC.OCA.GPHY.MNEWBD</b>  METOC OCEANIC GEOPHYSICS/Acoustics MINE WARFARE BOTTOM DESCRIPTORS  Hierarchy: 3.2.4.1  <u>Static/Dynamic:</u> N/A	N/A
<b>METOC.OCA.GPHY.MNEWBD.MIWBS</b>  METOC OCEANIC GEOPHYSICS/Acoustics MINE WARFARE BOTTOM DESCRIPTORS MIW-BOTTOM SEDIMENTS  Hierarchy: 3.2.4.1.1  <u>Static/Dynamic:</u> N/A	N/A

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

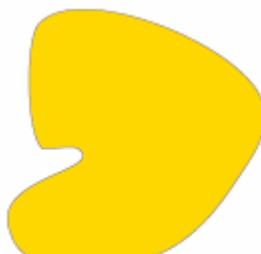
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.GPHY.MNEWBD.MIWBS.SLDRCK</b></p> <p>METOC OCEANIC GEOPHYSICS/AcouSTICS MINE WARFARE BOTTOM DESCRIPTORS   MIW-BOTTOM SEDIMENTS     SOLID ROCK</p> <p>Hierarchy: 3.2.4.1.1.1</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Purple</p>	 WO-DGMSR----A--
<p><b>METOC.OCA.GPHY.MNEWBD.MIWBS.CLAY</b></p> <p>METOC OCEANIC GEOPHYSICS/AcouSTICS MINE WARFARE BOTTOM DESCRIPTORS   MIW-BOTTOM SEDIMENTS     CLAY</p> <p>Hierarchy: 3.2.4.1.1.2</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Periwinkle RGB 100:130:255</p>	 WO-DGMSC----A--

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**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

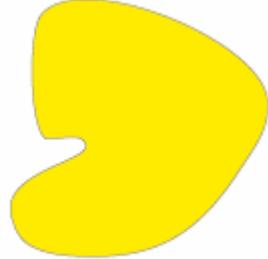
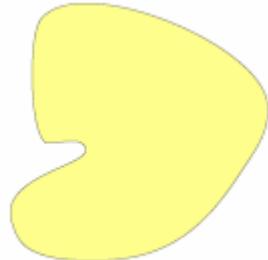
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.GPHY.MNEWBD.MIWBS.VCSESD</b></p> <p>METOC OCEANIC GEOPHYSICS/AcouSTICS MINE WARFARE BOTTOM DESCRIPTORS   MIW-BOTTOM SEDIMENTS     VERY COARSE SAND</p> <p>Hierarchy: 3.2.4.1.1.3</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Gold RGB 255:180:0</p>	 WO-DGMSSVS--A--
<p><b>METOC.OCA.GPHY.MNEWBD.MIWBS.CSESD</b></p> <p>METOC OCEANIC GEOPHYSICS/AcouSTICS MINE WARFARE BOTTOM DESCRIPTORS   MIW-BOTTOM SEDIMENTS     COARSE SAND</p> <p>Hierarchy: 3.2.4.1.1.4</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Light Gold RGB 255:215:0</p>	 WO-DGMSSC---A--

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

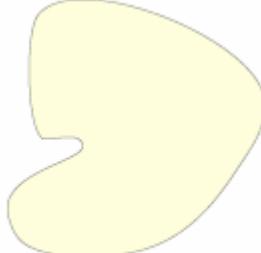
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.GPHY.MNEWBD.MIWBS.MDMSD</b></p> <p>METOC OCEANIC GEOPHYSICS/AcouSTICS MINE WARFARE BOTTOM DESCRIPTORS     MIW-BOTTOM SEDIMENTS         MEDIUM SAND</p> <p>Hierarchy: 3.2.4.1.1.5</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Yellow RGB 255:235:0</p>	 WO-DGMSSM---A--
<p><b>METOC.OCA.GPHY.MNEWBD.MIWBS.FNESD</b></p> <p>METOC OCEANIC GEOPHYSICS/AcouSTICS MINE WARFARE BOTTOM DESCRIPTORS     MIW-BOTTOM SEDIMENTS         FINE SAND</p> <p>Hierarchy: 3.2.4.1.1.6</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Light Yellow RGB 255:255:140</p>	 WO-DGMSSF---A--

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.GPHY.MNEWBD.MIWBS.VFNESD</b></p> <p>METOC OCEANIC GEOPHYSICS/AcouSTICS MINE WARFARE BOTTOM DESCRIPTORS     MIW-BOTTOM SEDIMENTS         VERY FINE SAND</p> <p>Hierarchy: 3.2.4.1.1.7</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Pale Yellow RGB 255:255:220</p>	 WO-DGMSSVF--A--
<p><b>METOC.OCA.GPHY.MNEWBD.MIWBS.VFNSLT</b></p> <p>METOC OCEANIC GEOPHYSICS/AcouSTICS MINE WARFARE BOTTOM DESCRIPTORS     MIW-BOTTOM SEDIMENTS         VERY FINE SILT</p> <p>Hierarchy: 3.2.4.1.1.8</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Turquoise RGB 0:215:255</p>	 WO-DGMSIVF--A--

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.GPHY.MNEWBD.MIWBS.FNESLT</b></p> <p>METOC OCEANIC GEOPHYSICS/AcouSTICS MINE WARFARE BOTTOM DESCRIPTORS   MIW-BOTTOM SEDIMENTS     FINE SILT</p> <p>Hierarchy: 3.2.4.1.1.9</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Aquamarine RGB 25:255:230</p>	 WO-DGMSIF---A--
<p><b>METOC.OCA.GPHY.MNEWBD.MIWBS.MDMSLT</b></p> <p>METOC OCEANIC GEOPHYSICS/AcouSTICS MINE WARFARE BOTTOM DESCRIPTORS   MIW-BOTTOM SEDIMENTS     MEDIUM SILT</p> <p>Hierarchy: 3.2.4.1.1.10</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Green RGB 0:255:0</p>	 WO-DGMSIM---A--

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

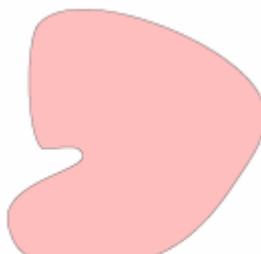
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.GPHY.MNEWBD.MIWBS.CSESLT</b></p> <p>METOC OCEANIC GEOPHYSICS/AcouSTICS MINE WARFARE BOTTOM DESCRIPTORS   MIW-BOTTOM SEDIMENTS     COARSE SILT</p> <p>Hierarchy: 3.2.4.1.1.11</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Lime Green RGB 200:255:105</p>	 WO-DGMSIC---A--
<p><b>METOC.OCA.GPHY.MNEWBD.MIWBS.BLDS</b></p> <p>METOC OCEANIC GEOPHYSICS/AcouSTICS MINE WARFARE BOTTOM DESCRIPTORS   MIW-BOTTOM SEDIMENTS     BOULDERS</p> <p>Hierarchy: 3.2.4.1.1.12</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Red RGB 255:0:0</p>	 WO-DGMSB----A--

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

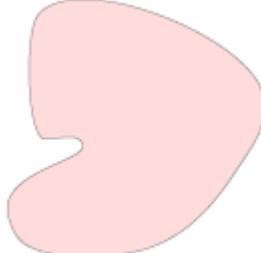
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.GPHY.MNEWBD.MIWBS.COBL0S</b></p> <p>METOC OCEANIC GEOPHYSICS/AcouSTICS MINE WARFARE BOTTOM DESCRIPTORS     MIW-BOTTOM SEDIMENTS         COBBLES, OYSTER SHELLS</p> <p>Hierarchy: 3.2.4.1.1.13</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Dark Peach RGB 255:150:150</p>	 WO-DGMS-CO--A--
<p><b>METOC.OCA.GPHY.MNEWBD.MIWBS.PBLSHE</b></p> <p>METOC OCEANIC GEOPHYSICS/AcouSTICS MINE WARFARE BOTTOM DESCRIPTORS     MIW-BOTTOM SEDIMENTS         PEBBLES, SHELLS</p> <p>Hierarchy: 3.2.4.1.1.14</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Peach RGB 255:190:190</p>	 WO-DGMS-PH--A--

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

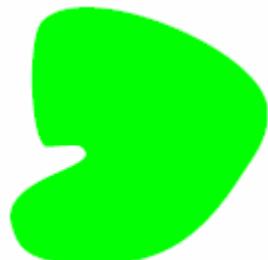
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.GPHY.MNEWBD.MIWBS.SD&amp;SHE</b></p> <p>METOC OCEANIC GEOPHYSICS/AcouSTICS MINE WARFARE BOTTOM DESCRIPTORS   MIW-BOTTOM SEDIMENTS     SAND AND SHELLS</p> <p>Hierarchy: 3.2.4.1.1.15</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Light Peach RGB 255:220:220</p>	 WO-DGMS-SH--A--
<p><b>METOC.OCA.GPHY.MNEWBD.MIWBS.LND</b></p> <p>METOC OCEANIC GEOPHYSICS/AcouSTICS MINE WARFARE BOTTOM DESCRIPTORS   MIW-BOTTOM SEDIMENTS     LAND</p> <p>Hierarchy: 3.2.4.1.1.16</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Grey RGB 220:220:220</p>	 WO-DGML-----A--

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

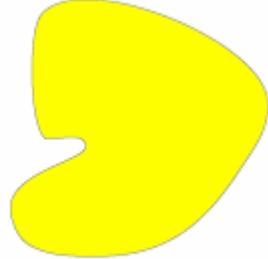
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.GPHY.MNEWBD.MIWBS.NODAT</b></p> <p>METOC OCEANIC GEOPHYSICS/AcouSTICS MINE WARFARE BOTTOM DESCRIPTORS     MIW-BOTTOM SEDIMENTS         NO DATA</p> <p>Hierarchy: 3.2.4.1.1.17</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Light Grey RGB 230:230:230</p>	 WO-DGMN----A--
<p><b>METOC.OCA.GPHY.MNEWBD.BTMRGN</b></p> <p>METOC OCEANIC GEOPHYSICS/AcouSTICS MINE WARFARE BOTTOM DESCRIPTORS     BOTTOM ROUGHNESS</p> <p>Hierarchy: 3.2.4.1.2</p> <p>Static/Dynamic: N/A</p>	N/A
<p><b>METOC.OCA.GPHY.MNEWBD.BTMRGN.SMH</b></p> <p>METOC OCEANIC GEOPHYSICS/AcouSTICS MINE WARFARE BOTTOM DESCRIPTORS     BOTTOM ROUGHNESS         SMOOTH</p> <p>Hierarchy: 3.2.4.1.2.1</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Green</p>	 WO-DGMRS----A--

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**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

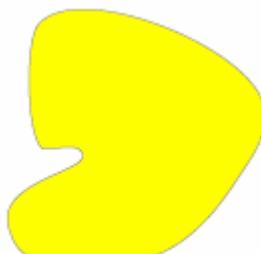
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.GPHY.MNEWBD.BTMRGN.MOD</b></p> <p>METOC OCEANIC GEOPHYSICS/AcouSTICS MINE WARFARE BOTTOM DESCRIPTORS     BOTTOM ROUGHNESS         MODERATE</p> <p>Hierarchy: 3.2.4.1.2.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Yellow</p>	 WO-DGMRM----A--
<p><b>METOC.OCA.GPHY.MNEWBD.BTMRGN.RGH</b></p> <p>METOC OCEANIC GEOPHYSICS/AcouSTICS MINE WARFARE BOTTOM DESCRIPTORS     BOTTOM ROUGHNESS         ROUGH</p> <p>Hierarchy: 3.2.4.1.2.3</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Red</p>	 WO-DGMRR----A--
<p><b>METOC.OCA.GPHY.MNEWBD.CTRB</b></p> <p>METOC OCEANIC GEOPHYSICS/AcouSTICS MINE WARFARE BOTTOM DESCRIPTORS     CLUTTER (BOTTOM)</p> <p>Hierarchy: 3.2.4.1.3</p> <p>Static/Dynamic: N/A</p>	N/A

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

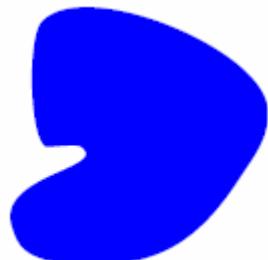
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.GPHY.MNEWBD.CTRB.LW</b></p> <p>METOC OCEANIC GEOPHYSICS/AcouSTICS MINE WARFARE BOTTOM DESCRIPTORS CLUTTER (BOTTOM) LOW</p> <p>Hierarchy: 3.2.4.1.3.1</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Green</p>	 WO-DGMCL----A--
<p><b>METOC.OCA.GPHY.MNEWBD.CTRB.MDM</b></p> <p>METOC OCEANIC GEOPHYSICS/AcouSTICS MINE WARFARE BOTTOM DESCRIPTORS CLUTTER (BOTTOM) MEDIUM</p> <p>Hierarchy: 3.2.4.1.3.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Yellow</p>	 WO-DGMCM----A--

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

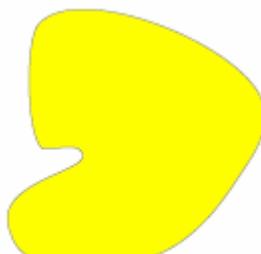
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<b>METOC.OCA.GPHY.MNEWBD.CTRB.HGH</b>  METOC OCEANIC GEOPHYSICS/AcouSTICS MINE WARFARE BOTTOM DESCRIPTORS CLUTTER (BOTTOM) HIGH  Hierarchy: 3.2.4.1.3.3  <u>Parameters:</u>  1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.  2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.  3. Orientation. Not applicable.  Static/Dynamic: D  Color: Red	  WO-DGMCH----A--
<b>METOC.OCA.GPHY.MNEWBD.IMPBUR</b>  METOC OCEANIC GEOPHYSICS/AcouSTICS MINE WARFARE BOTTOM DESCRIPTORS IMPACT BURIAL  Hierarchy: 3.2.4.1.4  Static/Dynamic: N/A	N/A
<b>METOC.OCA.GPHY.MNEWBD.IMPBUR.0%</b>  METOC OCEANIC GEOPHYSICS/AcouSTICS MINE WARFARE BOTTOM DESCRIPTORS IMPACT BURIAL 0%  Hierarchy: 3.2.4.1.4.1  <u>Parameters:</u>  1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.  2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.  3. Orientation. Not applicable.  Static/Dynamic: D  Color: Blue RGB 0:0:255	  WO-DGMIBA----A--

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.GPHY.MNEWBD.IMPBUR.0-10%</b></p> <p>METOC OCEANIC GEOPHYSICS/AcouSTICS MINE WARFARE BOTTOM DESCRIPTORS IMPACT BURIAL 0-10%</p> <p>Hierarchy: 3.2.4.1.4.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Green RGB 0:255:0</p>	 WO-DGMIBB---A--
<p><b>METOC.OCA.GPHY.MNEWBD.IMPBUR.10-20%</b></p> <p>METOC OCEANIC GEOPHYSICS/AcouSTICS MINE WARFARE BOTTOM DESCRIPTORS IMPACT BURIAL 10-20%</p> <p>Hierarchy: 3.2.4.1.4.3</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Yellow RGB 255:255:0</p>	 WO-DGMIBC---A--

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

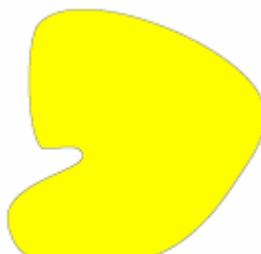
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.GPHY.MNEWBD.IMPBUR.20-75%</b></p> <p>METOC OCEANIC GEOPHYSICS/AcouSTICS MINE WARFARE BOTTOM DESCRIPTORS IMPACT BURIAL 20-75%</p> <p>Hierarchy: 3.2.4.1.4.4</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Orange RGB 255:127:0</p>	 WO-DGMIBD---A--
<p><b>METOC.OCA.GPHY.MNEWBD.IMPBUR.&gt;75%</b></p> <p>METOC OCEANIC GEOPHYSICS/AcouSTICS MINE WARFARE BOTTOM DESCRIPTORS IMPACT BURIAL &gt;75%</p> <p>Hierarchy: 3.2.4.1.4.5</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Red RGB 255:0:0</p>	 WO-DGMIBE---A--
<p><b>METOC.OCA.GPHY.MNEWBD.MIWBC</b></p> <p>METOC OCEANIC GEOPHYSICS/AcouSTICS MINE WARFARE BOTTOM DESCRIPTORS MIW BOTTOM CATEGORY</p> <p>Hierarchy: 3.2.4.1.5</p> <p>Static/Dynamic: N/A</p>	N/A

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.GPHY.MNEWBD.MIWBC.A</b></p> <p>METOC OCEANIC GEOPHYSICS/AcouSTICS MINE WARFARE BOTTOM DESCRIPTORS MIW BOTTOM CATEGORY A</p> <p>Hierarchy: 3.2.4.1.5.1</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Green</p>	 WO-DGMBCA---A--
<p><b>METOC.OCA.GPHY.MNEWBD.MIWBC.B</b></p> <p>METOC OCEANIC GEOPHYSICS/AcouSTICS MINE WARFARE BOTTOM DESCRIPTORS MIW BOTTOM CATEGORY B</p> <p>Hierarchy: 3.2.4.1.5.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Yellow</p>	 WO-DGMBCB---A--

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**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX C**

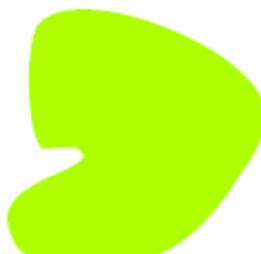
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<b>METOC.OCA.GPHY.MNEWBD.MIWBC.C</b>  METOC OCEANIC GEOPHYSICS/AcouSTICS MINE WARFARE BOTTOM DESCRIPTORS MIW BOTTOM CATEGORY C  Hierarchy: 3.2.4.1.5.3  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable.  Static/Dynamic: D  Color: Red	 WO-DGMBCC---A--
<b>METOC.OCA.GPHY.MNEWBD.MIWBT</b>  METOC OCEANIC GEOPHYSICS/AcouSTICS MINE WARFARE BOTTOM DESCRIPTORS MIW BOTTOM TYPE N/A  Hierarchy: 3.2.4.1.6  Static/Dynamic: N/A	N/A
<b>METOC.OCA.GPHY.MNEWBD.MIWBT.A1</b>  METOC OCEANIC GEOPHYSICS/AcouSTICS MINE WARFARE BOTTOM DESCRIPTORS MIW BOTTOM TYPE A1  Hierarchy: 3.2.4.1.6.1  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable.  Static/Dynamic: D  Color: Green RGB 048:255:0	 WO-DGMBTA---A--

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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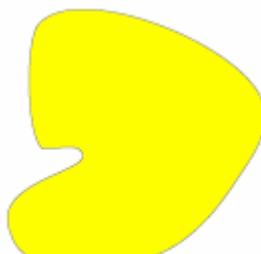
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.GPHY.MNEWBD.MIWBT.A2</b></p> <p>METOC OCEANIC GEOPHYSICS/AcouSTICS MINE WARFARE BOTTOM DESCRIPTORS MIW BOTTOM TYPE A2</p> <p>Hierarchy: 3.2.4.1.6.2</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Light Green RGB 127:255:0</p>	 WO-DGMBTB---A--
<p><b>METOC.OCA.GPHY.MNEWBD.MIWBT.A3</b></p> <p>METOC OCEANIC GEOPHYSICS/AcouSTICS MINE WARFARE BOTTOM DESCRIPTORS MIW BOTTOM TYPE A3</p> <p>Hierarchy: 3.2.4.1.6.3</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Lime Green RGB 175:255:0</p>	 WO-DGMBTC---A--

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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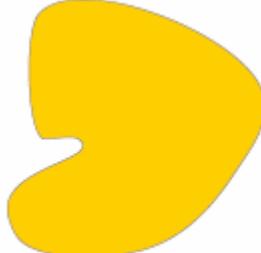
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.GPHY.MNEWBD.MIWBT.B1</b></p> <p>METOC OCEANIC GEOPHYSICS/AcouSTICS MINE WARFARE BOTTOM DESCRIPTORS MIW BOTTOM TYPE B1</p> <p>Hierarchy: 3.2.4.1.6.4</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Yellow-Green RGB 207:255:0</p>	 WO-DGMBTD---A--
<p><b>METOC.OCA.GPHY.MNEWBD.MIWBT.B2</b></p> <p>METOC OCEANIC GEOPHYSICS/AcouSTICS MINE WARFARE BOTTOM DESCRIPTORS MIW BOTTOM TYPE B2</p> <p>Hierarchy: 3.2.4.1.6.5</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Yellow RGB 255:255:0</p>	 WO-DGMBTE---A--

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.GPHY.MNEWBD.MIWBT.B3</b></p> <p>METOC OCEANIC GEOPHYSICS/AcouSTICS MINE WARFARE BOTTOM DESCRIPTORS MIW BOTTOM TYPE B3</p> <p>Hierarchy: 3.2.4.1.6.6</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Gold RGB 255:207:0</p>	 WO-DGMBTF---A--
<p><b>METOC.OCA.GPHY.MNEWBD.MIWBT.C1</b></p> <p>METOC OCEANIC GEOPHYSICS/AcouSTICS MINE WARFARE BOTTOM DESCRIPTORS MIW BOTTOM TYPE C1</p> <p>Hierarchy: 3.2.4.1.6.7</p> <p><u>Parameters:</u></p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a solid line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Orange RGB 255:127:0</p>	 WO-DGMBTG---A--

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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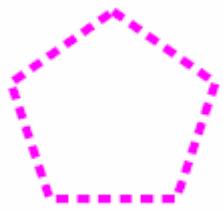
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<b>METOC.OCA.GPHY.MNEWBD.MIWBT.C2</b>  METOC OCEANIC GEOPHYSICS/AcouSTICS MINE WARFARE BOTTOM DESCRIPTORS MIW BOTTOM TYPE C2  Hierarchy: 3.2.4.1.6.8  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable.  Static/Dynamic: D  Color: Dark Orange RGB 255:080:0	 WO-DGMBTH---A--
<b>METOC.OCA.GPHY.MNEWBD.MIWBT.C3</b>  METOC OCEANIC GEOPHYSICS/AcouSTICS MINE WARFARE BOTTOM DESCRIPTORS MIW BOTTOM TYPE C3  Hierarchy: 3.2.4.1.6.9  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable.  Static/Dynamic: D  Color: Orange-Red RGB 255:048:0	 WO-DGMBTI---A--
<b>METOC.OCA.LMT</b>  METOC OCEANIC LIMITS  Hierarchy: 3.2.5  Static/Dynamic: N/A	N/A

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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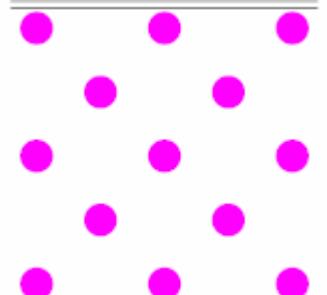
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.LMT.MARTLB</b></p> <p>METOC OCEANIC LIMITS MARITIME LIMIT BOUNDARY</p> <p>Hierarchy: 3.2.5.1</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a dashed line. The curvature of the line is operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Magenta thin short dash line</p>	 WO-DL-ML---L---
<p><b>METOC.OCA.LMT.MARTAR</b></p> <p>METOC OCEANIC LIMITS MARITIME AREA</p> <p>Hierarchy: 3.2.5.2</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a dashed line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Magenta</p>	 WO-DL-MA----A--

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.LMT.RSDARA</b></p> <p>METOC OCEANIC LIMITS RESTRICTED AREA</p> <p>Hierarchy: 3.2.5.3</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a dashed line. The curvature of the line is operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Magenta dashed T line</p>	 WO-DL-RA---L---
<p><b>METOC.OCA.LMT.SWPARA</b></p> <p>METOC OCEANIC LIMITS SWEPT AREA</p> <p>Hierarchy: 3.2.5.4</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are pattern filled with no outside border.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Pink dots</p>	 WO-DL-SA----A--

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**APPENDIX C**

**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<b>METOC.OCA.LMT.TRGARA</b>  METOC OCEANIC LIMITS TRAINING AREA  Hierarchy: 3.2.5.5  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a dashed line. 3. Orientation. Not applicable.  Static/Dynamic: D  Color: Magenta  Magenta ! in circle w/ dashed outline	  WO-DL-TA----A--
<b>METOC.OCA.LMT.OD</b>  METOC OCEANIC LIMITS OPERATOR-DEFINED  Hierarchy: 3.2.5.6  <u>Parameters:</u> 1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area. 2. Size/Shape. Determined by the anchor points. The points are connected with a solid line. 3. Orientation. Not applicable.  Static/Dynamic: D  Color: Orange solid outline	  WO-DL-O----A--
<b>METOC.OCA.MMD</b>  METOC OCEANIC MAN-MADE STRUCTURES  Hierarchy: 3.2.6  Static/Dynamic: N/A	N/A

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.MMD.SUBCBL</b></p> <p>METOC OCEANIC MAN-MADE STRUCTURES SUBMARINE CABLE</p> <p>Hierarchy: 3.2.6.1</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a solid curved line. The curvature of the line is operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Magenta wavy line</p>	 WO-DMCA----L---
<p><b>METOC.OCA.MMD.SBMCRB</b></p> <p>METOC OCEANIC MAN-MADE STRUCTURES SUBMERGED CRIB</p> <p>Hierarchy: 3.2.6.2</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are connected with a dotted line.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Blue/Black</p> <p>Blue fill w/ black dotted outline</p>	 WO-DMCC----A--

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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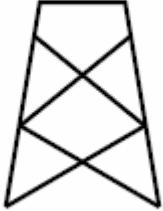
**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.MMD.CNL</b></p> <p>METOC OCEANIC MAN-MADE STRUCTURES CANAL</p> <p>Hierarchy: 3.2.6.3</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected with a solid line. The curvature of the line is operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Black solid thick line</p>	 WO-DMCD----L---
<p><b>METOC.OCA.MMD.FRD</b></p> <p>METOC OCEANIC MAN-MADE STRUCTURES FORD</p> <p>Hierarchy: 3.2.6.4</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black symbol</p>	 WOS-MF----P---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.MMD.LCK</b></p> <p>METOC OCEANIC MAN-MADE STRUCTURES LOCK</p> <p>Hierarchy: 3.2.6.5</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black symbol</p>	 WOS-ML---P---
<p><b>METOC.OCA.MMD.OLRG</b></p> <p>METOC OCEANIC MAN-MADE STRUCTURES OIL/GAS RIG</p> <p>Hierarchy: 3.2.6.6</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic.</li> <li>2. Size/Shape. Not applicable.</li> <li>3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.</li> </ol> <p>Static/Dynamic: S</p> <p>Color: Black symbol</p>	 WOS-MOA---P---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<p><b>METOC.OCA.MMD.OLRGFD</b></p> <p>METOC OCEANIC MAN-MADE STRUCTURES OIL/GAS RIG FIELD</p> <p>Hierarchy: 3.2.6.7</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires at least three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the size and shape of the area.</li> <li>2. Size/Shape. Determined by the anchor points. The points are pattern filled with no outside border.</li> <li>3. Orientation. Not applicable.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Gray dot pattern fill</p>	 WO-DMOA----A--
<p><b>METOC.OCA.MMD.PPELINE</b></p> <p>METOC OCEANIC MAN-MADE STRUCTURES PIPELINES/PIPE</p> <p>Hierarchy: 3.2.6.8</p> <p>Parameters:</p> <ol style="list-style-type: none"> <li>1. Anchor Points. This graphic requires a minimum of two anchor points to define the line. Additional points can be defined to extend the line.</li> <li>2. Size/Shape. The points are typically connected by dashed lines with connected circle separated by a short series of dashes. The curvature of the line is operator defined.</li> <li>3. Orientation. Orientation is determined by the anchor points.</li> </ol> <p>Static/Dynamic: D</p> <p>Color: Gray dash line with circle</p>	 WO-DMPA---L---

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**TABLE C-III. METOC symbols - Continued.**

GRAPHIC	METOC GRAPHIC
<b>METOC.OCA.MMD.PLE</b>  METOC OCEANIC MAN-MADE STRUCTURES PILE/PILING/POST  Hierarchy: 3.2.6.9  <u>Parameters:</u> 1. Anchor Points. This graphic requires one anchor point. The point defines the geometric center of the graphic. 2. Size/Shape. Not applicable. 3. Orientation. The graphic is oriented upright on the display as shown in the example and operator-centered over the desired location.  Static/Dynamic: S  Color: Black dot	  WOS-MPA---P----_
<b>METOC.SPC</b>  METOC SPACE  Hierarchy: 3.3  Static/Dynamic: N/A	N/A

Notes: White-filled portions of point symbols are normally depicted as white opaque. Interior space within area graphics is normally transparent, unless otherwise depicted in the example graphic.

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**APPENDIX D**

**SIGNALS INTELLIGENCE SYMOLOGY**

#### D.1 SCOPE

**D.1.1 Scope.** This appendix addresses tactical symbols in the Signals Intelligence domain. The tables in this appendix present the icons for space, air, ground, sea surface, and sea subsurface. This appendix is a mandatory part of the standard. The information contained herein is intended for compliance.

#### D.2 APPLICABLE DOCUMENTS

Specific documents in 2.2.2 of this standard apply to this appendix.

#### D.3 DEFINITIONS

The definitions in section 3 of this standard apply to this appendix.

#### D.4 GENERAL REQUIREMENTS

**D.4.1 Organization.** The purpose of warfighting symbology is to convey information about objects in the warfighter battlespace. This appendix contains the technical specifications, symbol coding scheme, symbology hierarchy, and the tactical symbols for the Signals Intelligence symbology set.

#### D.5 DETAILED REQUIREMENTS

**D.5.1 Technical specifications.** Composition, construction, display, and transmission of tactical symbols are explained in the Detailed Requirements section of the standard.

**D.5.2 Symbology identification coding scheme.** A symbology identification code (SIDC) is a 15-character alphanumeric identifier that provides the information necessary to display or transmit a tactical symbol between MIL-STD-2525B compliant systems.

**D.5.2.1 Code positions.** The positions of the SIDC are described below. Since many symbols do not have an entry in every code position, a dash (-) is used to fill each unused position. An asterisk (\*) indicates positions that are user defined based on specific symbol circumstances, such as affiliation or echelon/mobility. Table D-1 identifies the fields of information included in a SIDC and the position each occupies in the 15-character identifier. The values in each field are filled from left to right unless otherwise specified.

- a. Position 1, coding scheme, indicates to which overall symbology set a symbol belongs.
- b. Position 2, affiliation, indicates the symbol's affiliation.
- c. Position 3, battle dimension, indicates the symbol's battle dimension.

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- d. Position 4, status, indicates the symbol's planned or present status.
- e. Positions 5 through 10, function ID, identifies a symbol's function. Each position indicates an increasing level of detail and specialization.
- f. Positions 11 and 12 are not used in the Signals Intelligence symbology set.
- g. Positions 13 and 14, country code, identifies the country with which a symbol is associated. Country code identifiers are listed in the FIPS Pub 10 series.
- h. Position 15, order of battle, provides additional information about the role of a symbol in the battlespace.

**TABLE D-I. SIDC positions and categories.**

CODING SCHEME (1) (POSITION 1)	AFFILIATION / EXERCISE AMPLIFYING DESCRIPTOR (1) (POSITION 2)	BATTLE DIMENSION (1) (POSITION 3)	STATUS (1) (POSITION 4)
I - INTELLIGENCE	P - PENDING U - UNKNOWN A - ASSUMED FRIEND F - FRIEND N - NEUTRAL S - SUSPECT H - HOSTILE G - EXERCISE PENDING W - EXERCISE UNKNOWN M - EXERCISE ASSUMED FRIEND D - EXERCISE FRIEND L - EXERCISE NEUTRAL J - JOKER K - FAKER	P - SPACE A - AIR G - GROUND S - SEA SURFACE U - SEA SUBSURFACE X - OTHER (No frame) Z - UNKNOWN	A - ANTICIPATED/PLANNED P - PRESENT
FUNCTION ID (6) (POSITION 5-10)	(POSITIONS 11, 12)	COUNTRY CODE (2) (POSITION 13, 14)	ORDER OF BATTLE (1) (POSITION 15)
See table D-III for specific values.	Not Used	See FIPS Pub series 10	A - AIR OB E - ELECTRONIC OB C - CIVILIAN OB G - GROUND OB N - MARITIME OB S - STRATEGIC FORCE RELATED

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D.5.2.2 SIDC table. The following table lists the codes for space, air, ground, and sea surface. As stated in D.5.2.1, a dash (-) indicates that no information is provided in the position. An asterisk (\*) indicates a position that is defined by the user based on specific symbol circumstances.

TABLE D-II. SIDC table.

HIERARCHY	C O D E S C H E M E	A F I L I A T I O N E N S I O N N	B A T T U L L E S D T D I M E N S I O N N	S T A T U S U S O N D I D	F U N C T I O N D	N O T U S E D	C O N T R Y E D	O R D E R Y O F C O B D A T T L E	DESCRIPTION	
SIGINT	I	-	-	-	--	--	--	--	-	SIGNALS INTELLIGENCE
SIGINT.SPC	I	*	P	*	--	--	--	**	*	SPACE TRACK
SIGINT.SPC.SIGINC	I	*	P	*	S-	--	--	**	*	SIGNAL INTERCEPT
SIGINT.SPC.SIGINC.COMM	I	*	P	*	SC	--	--	**	*	COMMUNICATIONS
SIGINT.SPC.SIGINC.COMM.SATDL	I	*	P	*	SC	D-	--	**	*	SATELLITE DOWN-LINK
SIGINT.SPC.SIGINC.RAD	I	*	P	*	SR	--	--	**	*	RADAR
SIGINT.SPC.SIGINC.RAD.DATTMN	I	*	P	*	SR	D-	--	**	*	DATA TRANSMISSION
SIGINT.SPC.SIGINC.RAD.ERHSQL	I	*	P	*	SR	E-	--	**	*	EARTH SURVEILLANCE
SIGINT.SPC.SIGINC.RAD.IFF	I	*	P	*	SR	I-	--	**	*	IFF (TRANSPONDER)
SIGINT.SPC.SIGINC.RAD.MFN	I	*	P	*	SR	M-	--	**	*	MULTI-FUNCTION
SIGINT.SPC.SIGINC.RAD.TGTAQ	I	*	P	*	SR	T-	--	**	*	TARGET ACQUISITION
SIGINT.SPC.SIGINC.RAD.SPC	I	*	P	*	SR	S-	--	**	*	SPACE
SIGINT.SPC.SIGINC.RAD.UNK	I	*	P	*	SR	U-	--	**	*	UNKNOWN
SIGINT.AIRTRK	I	*	A	*	--	--	--	**	*	AIR TRACK
SIGINT.AIRTRK.SIGINC	I	*	A	*	S-	--	--	**	*	SIGNAL INTERCEPT
SIGINT.AIRTRK.SIGINC.COMM	I	*	A	*	SC	--	--	**	*	COMMUNICATIONS
SIGINT.AIRTRK.SIGINC.COMM.CELL	I	*	A	*	SC	C-	--	**	*	CELLULAR/MOBILE
SIGINT.AIRTRK.SIGINC.COMM.OLOS	I	*	A	*	SC	O-	--	**	*	OMNI-LINE-OF-SIGHT (LOS)

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APPENDIX D

TABLE D-II. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	A F I L I T I M N	B A T T U E D I M E N S I O N	S T A T U S O N I D	F U N C T I O N	N O T U S E D	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
SIGINT.AIRTRK.SIGINC.COMM.PTPLOS	I	*	A	*	SC P- --	--	**	*	POINT-TO-POINT LINE-OF-SIGHT (LOS)
SIGINT.AIRTRK.SIGINC.COMM.SATUL	I	*	A	*	SC S- --	--	**	*	SATELLITE UP-LINK
SIGINT.AIRTRK.SIGINC.RAD	I	*	A	*	SR -- --	--	**	*	RADAR
SIGINT.AIRTRK.SIGINC.RAD.ABNINC	I	*	A	*	SR AI --	--	**	*	AIRBORNE INTERCEPT
SIGINT.AIRTRK.SIGINC.RAD.ABNSB	I	*	A	*	SR AS --	--	**	*	AIRBORNE SEARCH & BOMBING
SIGINT.AIRTRK.SIGINC.RAD.CTDINC	I	*	A	*	SR C- --	--	**	*	CONTROLLED INTERCEPT
SIGINT.AIRTRK.SIGINC.RAD.DATTMN	I	*	A	*	SR D- --	--	**	*	DATA TRANSMISSION
SIGINT.AIRTRK.SIGINC.RAD.EW	I	*	A	*	SR E- --	--	**	*	EARLY WARNING
SIGINT.AIRTRK.SIGINC.RAD.FIRCTL	I	*	A	*	SR F- --	--	**	*	FIRE CONTROL
SIGINT.AIRTRK.SIGINC.RAD.IFF	I	*	A	*	SR I- --	--	**	*	IFF (TRANSPONDER)
SIGINT.AIRTRK.SIGINC.RAD.MSLAQ	I	*	A	*	SR MA --	--	**	*	MISSILE ACQUISITION
SIGINT.AIRTRK.SIGINC.RAD.MSLDL	I	*	A	*	SR MD --	--	**	*	MISSILE DOWNLINK
SIGINT.AIRTRK.SIGINC.RAD.MSLGDN	I	*	A	*	SR MG --	--	**	*	MISSILE GUIDANCE
SIGINT.AIRTRK.SIGINC.RAD.MSLTRK	I	*	A	*	SR MT --	--	**	*	MISSILE TRACKING
SIGINT.AIRTRK.SIGINC.RAD.MFN	I	*	A	*	SR MF --	--	**	*	MULTI-FUNCTION
SIGINT.AIRTRK.SIGINC.RAD.TGTILL	I	*	A	*	SR TI --	--	**	*	TARGET ILLUMINATOR
SIGINT.AIRTRK.SIGINC.RAD.TGTAQ	I	*	A	*	SR TA --	--	**	*	TARGET ACQUISITION
SIGINT.AIRTRK.SIGINC.RAD.TGTRRK	I	*	A	*	SR TT --	--	**	*	TARGET TRACKING
SIGINT.AIRTRK.SIGINC.RAD.UNK	I	*	A	*	SR U- --	--	**	*	UNKNOWN
SIGINT.GRDTRK	I	*	G	*	-- -- --	--	**	*	GROUND TRACK
SIGINT.GRDTRK.SIGINC	I	*	G	*	S- -- --	--	**	*	SIGNAL INTERCEPT
SIGINT.GRDTRK.SIGINC.COMM	I	*	G	*	SC -- --	--	**	*	COMMUNICATIONS

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APPENDIX D

TABLE D-II. SIDC table - Continued.

HIERARCHY	C	A	B	S	F	N	C	O	R	DESCRIPTION
	O	F	A	T	U	O	O	U	D	
	D	F	T	A	N	T	N	E	E	
	E	I	T	T	C	U	T	R	R	
	S	L	L	U	T	S	R	O	F	
	C	I	E	S	I	E	Y	O	O	
	H	T	D		N	D	C	B	B	
	E	I	I				O	A	A	
	M	O	M				D	T	T	
	E	N	E				E	L	L	
SIGINT.GRDTRK.SIGINC.COMM.CELL	I	*	G	*	SC C-	--	--	**	*	CELLULAR/MOBILE
SIGINT.GRDTRK.SIGINC.COMM.OLOS	I	*	G	*	SC O-	--	--	**	*	OMNI-LINE-OF-SIGHT (LOS)
SIGINT.GRDTRK.SIGINC.COMM.PTPLOS	I	*	G	*	SC P-	--	--	**	*	POINT-TO-POINT LINE-OF-SIGHT (LOS)
SIGINT.GRDTRK.SIGINC.COMM.SATUL	I	*	G	*	SC S-	--	--	**	*	SATELLITE UP-LINK
SIGINT.GRDTRK.SIGINC.COMM.TPSSCT	I	*	G	*	SC T-	--	--	**	*	TROPOSPHERIC SCATTER
SIGINT.GRDTRK.SIGINC.RAD	I	*	G	*	SR --	--	--	**	*	RADAR
SIGINT.GRDTRK.SIGINC.RAD.ATCTL	I	*	G	*	SR AT	--	--	**	*	AIR TRAFFIC CONTROL
SIGINT.GRDTRK.SIGINC.RAD.AA/C	I	*	G	*	SR AA	--	--	**	*	ANTI-AIRCRAFT
SIGINT.GRDTRK.SIGINC.RAD.BTFSVL	I	*	G	*	SR B-	--	--	**	*	BATTLEFIELD SURVEILLANCE
SIGINT.GRDTRK.SIGINC.RAD.CSTSVL	I	*	G	*	SR CS	--	--	**	*	COASTAL SURVEILLANCE
SIGINT.GRDTRK.SIGINC.RAD.CTDAPP	I	*	G	*	SR CA	--	--	**	*	CONTROLLED APPROACH
SIGINT.GRDTRK.SIGINC.RAD.DATTMN	I	*	G	*	SR D-	--	--	**	*	DATA TRANSMISSION
SIGINT.GRDTRK.SIGINC.RAD.EW	I	*	G	*	SR E-	--	--	**	*	EARLY WARNING
SIGINT.GRDTRK.SIGINC.RAD.FIRCTL	I	*	G	*	SR F-	--	--	**	*	FIRE CONTROL
SIGINT.GRDTRK.SIGINC.RAD.HGTFDG	I	*	G	*	SR H-	--	--	**	*	HEIGHT FINDING
SIGINT.GRDTRK.SIGINC.RAD.IDFF	I	*	G	*	SR I-	--	--	**	*	IDENTIFICATION FRIEND/FOE (INTERROGATOR)
SIGINT.GRDTRK.SIGINC.RAD.METO	I	*	G	*	SR MM	--	--	**	*	METEOROLOGICAL (MILITARY)
SIGINT.GRDTRK.SIGINC.RAD.MSLAQ	I	*	G	*	SR MA	--	--	**	*	MISSILE ACQUISITION
SIGINT.GRDTRK.SIGINC.RAD.MSLGDN	I	*	G	*	SR MG	--	--	**	*	MISSILE GUIDANCE
SIGINT.GRDTRK.SIGINC.RAD.MSLTRK	I	*	G	*	SR MT	--	--	**	*	MISSILE TRACKING
SIGINT.GRDTRK.SIGINC.RAD.MFN	I	*	G	*	SR MF	--	--	**	*	MULTI-FUNCTION
SIGINT.GRDTRK.SIGINC.RAD.SHETKG	I	*	G	*	SR S-	--	--	**	*	SHELL TRACKING

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APPENDIX D

TABLE D-II. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	A F I L I T I M N	B A T T E L I I N S	S T U T I O N E N	F U N C I O N D	N O T U S E D	C O U N T R Y O F C O D E	O R D E R O F B A T T L E	DESCRIPTION
SIGINT.GRDTRK.SIGINC.RAD.TGTAQ	I	*	G	*	SR TA --	--	**	*	TARGET ACQUISITION
SIGINT.GRDTRK.SIGINC.RAD.TGTILL	I	*	G	*	SR TI --	--	**	*	TARGET ILLUMINATOR
SIGINT.GRDTRK.SIGINC.RAD.TGTRRK	I	*	G	*	SR TT --	--	**	*	TARGET TRACKING
SIGINT.GRDTRK.SIGINC.RAD.UNK	I	*	G	*	SR U- --	--	**	*	UNKNOWN
SIGINT.SSUF	I	*	S	*	-- -- --	--	**	*	SEA SURFACE TRACK
SIGINT.SSUF.SIGINC	I	*	S	*	S- -- --	--	**	*	SIGNAL INTERCEPT
SIGINT.SSUF.SIGINC.COMM	I	*	S	*	SC -- --	--	**	*	COMMUNICATIONS
SIGINT.SSUF.SIGINC.COMM.CELL	I	*	S	*	SC C- --	--	**	*	CELLULAR/MOBILE
SIGINT.SSUF.SIGINC.COMM.OLOS	I	*	S	*	SC O- --	--	**	*	OMNI-LINE-OF-SIGHT (LOS)
SIGINT.SSUF.SIGINC.COMM.PTPLOS	I	*	S	*	SC P- --	--	**	*	POINT-TO-POINT LINE-OF-SIGHT (LOS)
SIGINT.SSUF.SIGINC.COMM.SATUL	I	*	S	*	SC S- --	--	**	*	SATELLITE UP-LINK
SIGINT.SSUF.SIGINC.RAD	I	*	S	*	SR -- --	--	**	*	RADAR
SIGINT.SSUF.SIGINC.RAD.ATCTL	I	*	S	*	SR AT --	--	**	*	AIR TRAFFIC CONTROL
SIGINT.SSUF.SIGINC.RAD.AA/C	I	*	S	*	SR AA --	--	**	*	ANTI-AIRCRAFT
SIGINT.SSUF.SIGINC.RAD.CTDAPP	I	*	S	*	SR CA --	--	**	*	CONTROLLED APPROACH
SIGINT.SSUF.SIGINC.RAD.CTDINC	I	*	S	*	SR CI --	--	**	*	CONTROLLED INTERCEPT
SIGINT.SSUF.SIGINC.RAD.DATTMN	I	*	S	*	SR D- --	--	**	*	DATA TRANSMISSION
SIGINT.SSUF.SIGINC.RAD.EW	I	*	S	*	SR E- --	--	**	*	EARLY WARNING
SIGINT.SSUF.SIGINC.RAD.FIRCTL	I	*	S	*	SR F- --	--	**	*	FIRE CONTROL
SIGINT.SSUF.SIGINC.RAD.HGTFDG	I	*	S	*	SR H- --	--	**	*	HEIGHT FINDING
SIGINT.SSUF.SIGINC.RAD.IDFF	I	*	S	*	SR I- --	--	**	*	IDENTIFICATION FRIEND/FOE (INTERROGATOR)
SIGINT.SSUF.SIGINC.RAD.METO	I	*	S	*	SR MM --	--	**	*	METEOROLOGICAL (MILITARY)

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APPENDIX D

TABLE D-II. SIDC table - Continued.

HIERARCHY	C	A	B	S	F	N	C	O	R	DESCRIPTION
	O	F	A	T	U	O	O	U	D	
	D	F	T	A	N	T	N	E	E	
	E	I	T	T	C	U	T	R	R	
	S	L	L	U	T	S	R	O	F	
	C	I	E	S	I	E	Y	O	O	
	H	T	D		N	D	C	B	B	
	E	I	I		M		O	D	A	
	M	O	M		E		D	A	T	
	E	N	E		N		E	T	L	
SIGINT.SSUF.SIGINC.RAD.MSLAQ	I	*	S	*	SR MA	--	--	**	*	MISSILE ACQUISITION
SIGINT.SSUF.SIGINC.RAD.MSLGDN	I	*	S	*	SR MG	--	--	**	*	MISSILE GUIDANCE
SIGINT.SSUF.SIGINC.RAD.MSLTRK	I	*	S	*	SR MT	--	--	**	*	MISSILE TRACKING
SIGINT.SSUF.SIGINC.RAD.MFN	I	*	S	*	SR MF	--	--	**	*	MULTI-FUNCTION
SIGINT.SSUF.SIGINC.RAD.SUFSRH	I	*	S	*	SR S-	--	--	**	*	SURFACE SEARCH
SIGINT.SSUF.SIGINC.RAD.TGTAQ	I	*	S	*	SR TA	--	--	**	*	TARGET ACQUISITION
SIGINT.SSUF.SIGINC.RAD.TGTILL	I	*	S	*	SR TI	--	--	**	*	TARGET ILLUMINATOR
SIGINT.SSUF.SIGINC.RAD.TGTTRK	I	*	S	*	SR TT	--	--	**	*	TARGET TRACKING
SIGINT.SSUF.SIGINC.RAD.UNK	I	*	S	*	SR U-	--	--	**	*	UNKNOWN
SIGINT.SBSUF	I	*	U	*	--	--	--	**	*	SUBSURFACE TRACK
SIGINT.SBSUF.SIGINC	I	*	U	*	S-	--	--	**	*	SIGNAL INTERCEPT
SIGINT.SBSUF.SIGINC.COMM	I	*	U	*	SC	--	--	**	*	COMMUNICATIONS
SIGINT.SBSUF.SIGINC.COMM.OLOS	I	*	U	*	SC O-	--	--	**	*	OMNI-LINE-OF-SIGHT (LOS)
SIGINT.SBSUF.SIGINC.COMM.PTPIOS	I	*	U	*	SC P-	--	--	**	*	POINT-TO-POINT LINE-OF-SIGHT (LOS)
SIGINT.SBSUF.SIGINC.COMM.SATUL	I	*	U	*	SC S-	--	--	**	*	SATELLITE UP-LINK
SIGINT.SBSUF.SIGINC.RAD	I	*	U	*	SR	--	--	**	*	RADAR
SIGINT.SBSUF.SIGINC.RAD.DATTMN	I	*	U	*	SR D-	--	--	**	*	DATA TRANSMISSION
SIGINT.SBSUF.SIGINC.RAD.EW	I	*	U	*	SR E-	--	--	**	*	EARLY WARNING
SIGINT.SBSUF.SIGINC.RAD.MFN	I	*	U	*	SR M-	--	--	**	*	MULTI-FUNCTION
SIGINT.SBSUF.SIGINC.RAD.SUFSRH	I	*	U	*	SR S-	--	--	**	*	SURFACE SEARCH
SIGINT.SBSUF.SIGINC.RAD.TGTAQ	I	*	U	*	SR T-	--	--	**	*	TARGET ACQUISITION
SIGINT.SBSUF.SIGINC.RAD.UNK	I	*	U	*	SR U-	--	--	**	*	UNKNOWN

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**APPENDIX D**

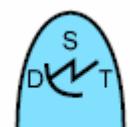
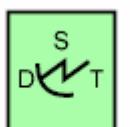
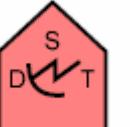
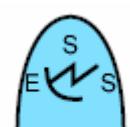
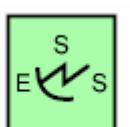
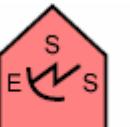
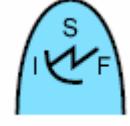
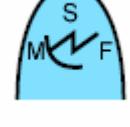
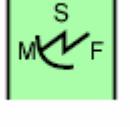
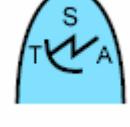
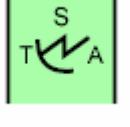
**D.5.3 Symbology set.** The following table provides a graphic representation of each approved tactical symbol in the Signals Intelligence symbology set. In the following tables, the Symbol column provides a concise description of each tactical symbol using operational terminology including its unique identifier code and an indication of whether the icon is framed (F), unframed (U), or frame optional (FO). All Signals Intelligence symbols shall be framed. The SIDC under each Affiliation column (Unknown, Friend, Neutral, Hostile) is the 15-character alphanumeric identifier necessary for automated systems to create each specific icon. As indicated previously, an asterisk (\*) indicates a position that is defined by the user based on specific symbol circumstances, while a dash (-) indicates that no information is provided in the position.

**TABLE D-III. Signals intelligence symbols.**

<b>SYMBOL</b>	<b>UNKNOWN</b>	<b>FRIEND</b>	<b>NEUTRAL</b>	<b>HOSTILE</b>
<b>SIGINT</b>				
SIGNALS INTELLIGENCE	N/A	N/A	N/A	N/A
Hierarchy: 4.X				
<b>SIGINT.SPC</b>				
SIGNALS INTELLIGENCE SPACE TRACK	N/A	N/A	N/A	N/A
Hierarchy: 4.X.1				
<b>SIGINT.SPC.SIGINC</b>				
SIGNALS INTELLIGENCE SPACE TRACK SIGNAL INTERCEPT	N/A	N/A	N/A	N/A
Hierarchy: 4.X.1.1				
<b>SIGINT.SPC.SIGINC.COMM</b>				
SIGNALS INTELLIGENCE SPACE TRACK SIGNAL INTERCEPT COMMUNICATIONS	N/A	N/A	N/A	N/A
Hierarchy: 4.X.1.1.1				
<b>SIGINT.SPC.SIGINC.COMM.SATDL</b>				
SIGNALS INTELLIGENCE SPACE TRACK SIGNAL INTERCEPT COMMUNICATIONS SATELLITE DOWN-LINK				
Hierarchy: 4.X.1.1.1.1	IUPPSCD---*****	IFPPSCD---*****	INPPSCD---*****	IHPPSCD---*****
Framed: F				
<b>SIGINT.SPC.SIGINC.RAD</b>				
SIGNALS INTELLIGENCE SPACE TRACK SIGNAL INTERCEPT RADAR	N/A	N/A	N/A	N/A
Hierarchy: 4.X.1.1.2				

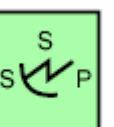
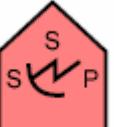
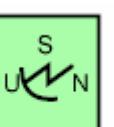
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**APPENDIX D**

TABLE D-III. Signals intelligence symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>SIGINT.SPC.SIGINC.RAD.DATTMN</b>  SIGNALS INTELLIGENCE SPACE TRACK SIGNAL INTERCEPT RADAR DATA TRANSMISSION  Hierarchy: 4.X.1.1.2.1  Framed: F				
<b>SIGINT.SPC.SIGINC.RAD.ERHSQL</b>  SIGNALS INTELLIGENCE SPACE TRACK SIGNAL INTERCEPT RADAR EARTH SURVEILLANCE  Hierarchy: 4.X.1.1.2.2  Framed: F				
<b>SIGINT.SPC.SIGINC.RAD.IFF</b>  SIGNALS INTELLIGENCE SPACE TRACK SIGNAL INTERCEPT RADAR IFF (TRANSPOUNDER)  Hierarchy: 4.X.1.1.2.3  Framed: F				
<b>SIGINT.SPC.SIGINC.RAD.MFN</b>  SIGNALS INTELLIGENCE SPACE TRACK SIGNAL INTERCEPT RADAR MULTI-FUNCTION  Hierarchy: 4.X.1.1.2.4  Framed: F				
<b>SIGINT.SPC.SIGINC.RAD.TGTAQ</b>  SIGNALS INTELLIGENCE SPACE TRACK SIGNAL INTERCEPT RADAR TARGET ACQUISITION  Hierarchy: 4.X.1.1.2.5  Framed: F				

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX D**

**TABLE D-III. Signals intelligence symbols - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>SIGINT.SPC.SIGINC.RAD.SPC</b>  SIGNALS INTELLIGENCE SPACE TRACK SIGNAL INTERCEPT RADAR SPACE  Hierarchy: 4.X.1.1.2.6  Framed: F				
<b>SIGINT.SPC.SIGINC.RAD.UNK</b>  SIGNALS INTELLIGENCE SPACE TRACK SIGNAL INTERCEPT RADAR UNKNOWN  Hierarchy: 4.X.1.1.2.7  Framed: F				
<b>SIGINT.AIRTRK</b>  SIGNALS INTELLIGENCE AIR TRACK  Hierarchy: 4.X.2	N/A	N/A	N/A	N/A
<b>SIGINT.AIRTRK.SIGINC</b>  SIGNALS INTELLIGENCE AIR TRACK SIGNAL INTERCEPT  Hierarchy: 4.X.2.1	N/A	N/A	N/A	N/A
<b>SIGINT.AIRTRK.SIGINC.COMM</b>  SIGNALS INTELLIGENCE AIR TRACK SIGNAL INTERCEPT COMMUNICATIONS  Hierarchy: 4.X.2.1.1	N/A	N/A	N/A	N/A
<b>SIGINT.AIRTRK.SIGINC.COMM.CELL</b>  SIGNALS INTELLIGENCE AIR TRACK SIGNAL INTERCEPT COMMUNICATIONS CELLULAR/MOBILE  Hierarchy: 4.X.2.1.1.1  Framed: F				

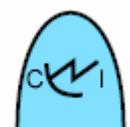
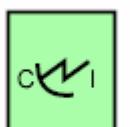
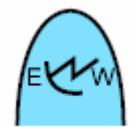
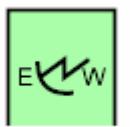
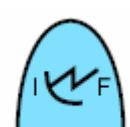
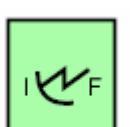
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX D**

**TABLE D-III. Signals intelligence symbols - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>SIGINT.AIRTRK.SIGINC.COMM.OLOS</b>  SIGNALS INTELLIGENCE AIR TRACK SIGNAL INTERCEPT COMMUNICATIONS OMNI-LINE-OF-SIGHT (LOS)				
Hierarchy: 4.X.2.1.1.2  Framed: F	IUAPSCO---*****	IFAPSCO---*****	INAPSCO---*****	IHAPSCO---*****
<b>SIGINT.AIRTRK.SIGINC.COMM.PTPLOS</b>  SIGNALS INTELLIGENCE AIR TRACK SIGNAL INTERCEPT COMMUNICATIONS POINT-TO-POINT LINE-OF-SIGHT (LOS)				
Hierarchy: 4.X.2.1.1.3  Framed: F	IUAPSCP---*****	IFAPSCP---*****	INAPSCP---*****	IHAPSCP---*****
<b>SIGINT.AIRTRK.SIGINC.COMM.SATUL</b>  SIGNALS INTELLIGENCE AIR TRACK SIGNAL INTERCEPT COMMUNICATIONS SATELLITE UP-LINK				
Hierarchy: 4.X.2.1.1.4  Framed: F	IUAPSCS---*****	IFAPSCS---*****	INAPSCS---*****	IHAPSCS---*****
<b>SIGINT.AIRTRK.SIGINC.RAD</b>  SIGNALS INTELLIGENCE AIR TRACK SIGNAL INTERCEPT RADAR	N/A	N/A	N/A	N/A
Hierarchy: 4.X.2.1.2				
<b>SIGINT.AIRTRK.SIGINC.RAD.ABNINC</b>  SIGNALS INTELLIGENCE AIR TRACK SIGNAL INTERCEPT RADAR AIRBORNE INTERCEPT				
Hierarchy: 4.X.2.1.2.1  Framed: F	IUAPSRAI---*****	IFAPSRAI---*****	INAPSRAI---*****	IHAPSRAI---*****
<b>SIGINT.AIRTRK.SIGINC.RAD.ABNSB</b>  SIGNALS INTELLIGENCE AIR TRACK SIGNAL INTERCEPT RADAR AIRBORNE SEARCH & BOMBING				
Hierarchy: 4.X.2.1.2.2  Framed: F	IUAPSRAS--*****	IFAPSRAS--*****	INAPSRAS--*****	IHAPSRAS--*****

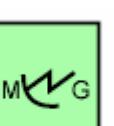
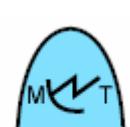
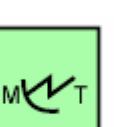
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX D**

TABLE D-III. Signals intelligence symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>SIGINT.AIRTRK.SIGINC.RAD.CTDINC</b>  SIGNALS INTELLIGENCE AIR TRACK SIGNAL INTERCEPT RADAR CONTROLLED INTERCEPT  Hierarchy: 4.X.2.1.2.3  Framed: F				
<b>SIGINT.AIRTRK.SIGINC.RAD.DATTMN</b>  SIGNALS INTELLIGENCE AIR TRACK SIGNAL INTERCEPT RADAR DATA TRANSMISSION  Hierarchy: 4.X.2.1.2.4  Framed: F				
<b>SIGINT.AIRTRK.SIGINC.RAD.EW</b>  SIGNALS INTELLIGENCE AIR TRACK SIGNAL INTERCEPT RADAR EARLY WARNING  Hierarchy: 4.X.2.1.2.5  Framed: F				
<b>SIGINT.AIRTRK.SIGINC.RAD.FIRCTL</b>  SIGNALS INTELLIGENCE AIR TRACK SIGNAL INTERCEPT RADAR FIRE CONTROL  Hierarchy: 4.X.2.1.2.6  Framed: F				
<b>SIGINT.AIRTRK.SIGINC.RAD.IFF</b>  SIGNALS INTELLIGENCE AIR TRACK SIGNAL INTERCEPT RADAR IFF (TRANSPOUNDER)  Hierarchy: 4.X.2.1.2.7  Framed: F				

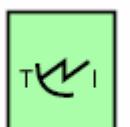
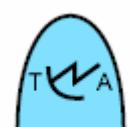
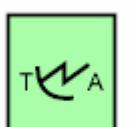
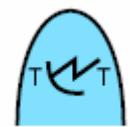
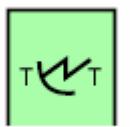
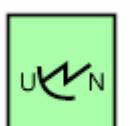
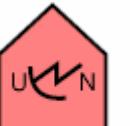
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX D**

**TABLE D-III. Signals intelligence symbols - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>SIGINT.AIRTRK.SIGINC.RAD.MSLAQ</b>  SIGNALS INTELLIGENCE AIR TRACK SIGNAL INTERCEPT RADAR MISSILE ACQUISITION  Hierarchy: 4.X.2.1.2.8  Framed: F				
IUAPSRMA-- *****	IFAPSRMA-- *****	INAPSRMA-- *****	IHAPSRMA-- *****	
<b>SIGINT.AIRTRK.SIGINC.RAD.MSLDL</b>  SIGNALS INTELLIGENCE AIR TRACK SIGNAL INTERCEPT RADAR MISSILE DOWNLINK  Hierarchy: 4.X.2.1.2.9  Framed: F				
IUAPSRMD-- *****	IFAPSRMD-- *****	INAPSRMD-- *****	IHAPSRMD-- *****	
<b>SIGINT.AIRTRK.SIGINC.RAD.MSLGDN</b>  SIGNALS INTELLIGENCE AIR TRACK SIGNAL INTERCEPT RADAR MISSILE GUIDANCE  Hierarchy: 4.X.2.1.2.10  Framed: F				
IUAPSRMG-- *****	IFAPSRMG-- *****	INAPSRMG-- *****	IHAPSRMG-- *****	
<b>SIGINT.AIRTRK.SIGINC.RAD.MSLTRK</b>  SIGNALS INTELLIGENCE AIR TRACK SIGNAL INTERCEPT RADAR MISSILE TRACKING  Hierarchy: 4.X.2.1.2.11  Framed: F				
IUAPSRMT-- *****	IFAPSRMT-- *****	INAPSRMT-- *****	IHAPSRMT-- *****	
<b>SIGINT.AIRTRK.SIGINC.RAD.MFN</b>  SIGNALS INTELLIGENCE AIR TRACK SIGNAL INTERCEPT RADAR MULTI-FUNCTION  Hierarchy: 4.X.2.1.2.12  Framed: F				
IUAPSRMF-- *****	IFAPSRMF-- *****	INAPSRMF-- *****	IHAPSRMF-- *****	

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX D**

TABLE D-III. Signals intelligence symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>SIGINT.AIRTRK.SIGINC.RAD.TGTILL</b>  SIGNALS INTELLIGENCE AIR TRACK SIGNAL INTERCEPT RADAR TARGET ILLUMINATOR  Hierarchy: 4.X.2.1.2.13  Framed: F				
<b>SIGINT.AIRTRK.SIGINC.RAD.TGTAQ</b>  SIGNALS INTELLIGENCE AIR TRACK SIGNAL INTERCEPT RADAR TARGET ACQUISITION  Hierarchy: 4.X.2.1.2.14  Framed: F				
<b>SIGINT.AIRTRK.SIGINC.RAD.TGTTRK</b>  SIGNALS INTELLIGENCE AIR TRACK SIGNAL INTERCEPT RADAR TARGET TRACKING  Hierarchy: 4.X.2.1.2.15  Framed: F				
<b>SIGINT.AIRTRK.SIGINC.RAD.UNK</b>  SIGNALS INTELLIGENCE AIR TRACK SIGNAL INTERCEPT RADAR UNKNOWN  Hierarchy: 4.X.2.1.2.16  Framed: F				
<b>SIGINT.GRDTRK</b>  SIGNALS INTELLIGENCE GROUND TRACK  Hierarchy: 4.X.3	N/A	N/A	N/A	N/A
<b>SIGINT.GRDTRK.SIGINC</b>  SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT  Hierarchy: 4.X.3.1	N/A	N/A	N/A	N/A

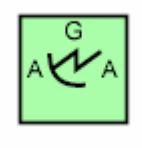
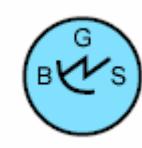
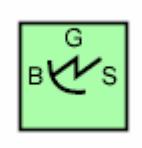
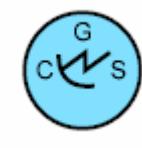
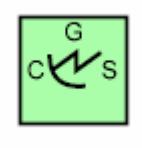
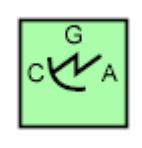
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX D**

TABLE D-III. Signals intelligence symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>SIGINT.GRDTRK.SIGINC.COMM</b>  SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT COMMUNICATIONS	N/A	N/A	N/A	N/A
Hierarchy: 4.X.3.1.1				
<b>SIGINT.GRDTRK.SIGINC.COMM.CELL</b>  SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT COMMUNICATIONS CELLULAR/MOBILE				
Hierarchy: 4.X.3.1.1.1	IUGPSCC---*****	IFGPSCC---*****	INGPSCC---*****	IHGPSCC---*****
Framed: F				
<b>SIGINT.GRDTRK.SIGINC.COMM.OLOS</b>  SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT COMMUNICATIONS OMNI-LINE-OF-SIGHT (LOS)				
Hierarchy: 4.X.3.1.1.2	IUGPSCO---*****	IFGPSCO---*****	INGPSO---*****	IHGPSCO---*****
Framed: F				
<b>SIGINT.GRDTRK.SIGINC.COMM.PTPLOS</b>  SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT COMMUNICATIONS POINT-TO-POINT LINE-OF-SIGHT (LOS)				
Hierarchy: 4.X.3.1.1.3	IUGPSCP---*****	IFGPSCP---*****	INGPSCP---*****	IHGPSCP---*****
Framed: F				
<b>SIGINT.GRDTRK.SIGINC.COMM.SATUL</b>  SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT COMMUNICATIONS SATELLITE UP-LINK				
Hierarchy: 4.X.3.1.1.4	IUGPSCS---*****	IFGPSCS---*****	INGPSCS---*****	IHGPSCS---*****
Framed: F				
<b>SIGINT.GRDTRK.SIGINC.COMM.TPSSCT</b>  SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT COMMUNICATIONS TROPOSPHERIC SCATTER				
Hierarchy: 4.X.3.1.1.5	IUGPSCT---*****	IFGPSCT---*****	INGPSCT---*****	IHGPSCT---*****
Framed: F				

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX D**

TABLE D-III. Signals intelligence symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>SIGINT.GRDTRK.SIGINC.RAD</b>  SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT RADAR  Hierarchy: 4.X.3.1.2	N/A	N/A	N/A	N/A
<b>SIGINT.GRDTRK.SIGINC.RAD.ATCTL</b>  SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT RADAR AIR TRAFFIC CONTROL  Hierarchy: 4.X.3.1.2.1  Framed: F				
<b>SIGINT.GRDTRK.SIGINC.RAD.AA/C</b>  SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT RADAR ANTI-AIRCRAFT  Hierarchy: 4.X.3.1.2.2  Framed: F				
<b>SIGINT.GRDTRK.SIGINC.RAD.BTFSVL</b>  SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT RADAR BATTLEFIELD SURVEILLANCE  Hierarchy: 4.X.3.1.2.3  Framed: F				
<b>SIGINT.GRDTRK.SIGINC.RAD.CSTSVL</b>  SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT RADAR COASTAL SURVEILLANCE  Hierarchy: 4.X.3.1.2.4  Framed: F				
<b>SIGINT.GRDTRK.SIGINC.RAD.CTDAPP</b>  SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT RADAR CONTROLLED APPROACH  Hierarchy: 4.X.3.1.2.5  Framed: F				

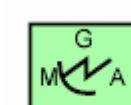
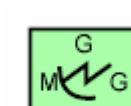
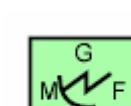
**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX D**

**TABLE D-III. Signals intelligence symbols - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>SIGINT.GRDTRK.SIGINC.RAD.DATTMN</b>  SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT RADAR DATA TRANSMISSION  Hierarchy: 4.X.3.1.2.6  Framed: F				
<b>SIGINT.GRDTRK.SIGINC.RAD.EW</b>  SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT RADAR EARLY WARNING  Hierarchy: 4.X.3.1.2.7  Framed: F				
<b>SIGINT.GRDTRK.SIGINC.RAD.FIRCTL</b>  SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT RADAR FIRE CONTROL  Hierarchy: 4.X.3.1.2.8  Framed: F				
<b>SIGINT.GRDTRK.SIGINC.RAD.HGTFDG</b>  SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT RADAR HEIGHT FINDING  Hierarchy: 4.X.3.1.2.9  Framed: F				
<b>SIGINT.GRDTRK.SIGINC.RAD.IDFF</b>  SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT RADAR IDENTIFICATION FRIEND/FOE (INTERROGATOR)  Hierarchy: 4.X.3.1.2.10  Framed: F				

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**APPENDIX D**

**TABLE D-III. Signals intelligence symbols - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>SIGINT.GRDTRK.SIGINC.RAD.METO</b>  SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT RADAR METEOROLOGICAL (MILITARY)  Hierarchy: 4.X.3.1.2.11  Framed: F				
<b>SIGINT.GRDTRK.SIGINC.RAD.MSLAQ</b>  SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT RADAR MISSILE ACQUISITION  Hierarchy: 4.X.3.1.2.12  Framed: F				
<b>SIGINT.GRDTRK.SIGINC.RAD.MSLGDN</b>  SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT RADAR MISSILE GUIDANCE  Hierarchy: 4.X.3.1.2.13  Framed: F				
<b>SIGINT.GRDTRK.SIGINC.RAD.MSLTRK</b>  SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT RADAR MISSILE TRACKING  Hierarchy: 4.X.3.1.2.14  Framed: F				
<b>SIGINT.GRDTRK.SIGINC.RAD.MFN</b>  SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT RADAR MULTI-FUNCTION  Hierarchy: 4.X.3.1.2.15  Framed: F				

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX D**

TABLE D-III. Signals intelligence symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>SIGINT.GRDTRK.SIGINC.RAD.SHETKG</b>  SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT RADAR SHELL TRACKING  Hierarchy: 4.X.3.1.2.16  Framed: F				
<b>SIGINT.GRDTRK.SIGINC.RAD.TGTAQ</b>  SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT RADAR TARGET ACQUISITION  Hierarchy: 4.X.3.1.2.17  Framed: F				
<b>SIGINT.GRDTRK.SIGINC.RAD.TGTILL</b>  SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT RADAR TARGET ILLUMINATOR  Hierarchy: 4.X.3.1.2.18  Framed: F				
<b>SIGINT.GRDTRK.SIGINC.RAD.TGTTRK</b>  SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT RADAR TARGET TRACKING  Hierarchy: 4.X.3.1.2.19  Framed: F				
<b>SIGINT.GRDTRK.SIGINC.RAD.UNK</b>  SIGNALS INTELLIGENCE GROUND TRACK SIGNAL INTERCEPT RADAR UNKNOWN  Hierarchy: 4.X.3.1.2.20  Framed: F				
<b>SIGINT.SSUF</b>  SIGNALS INTELLIGENCE SEA SURFACE TRACK  Hierarchy: 4.X.4	N/A	N/A	N/A	N/A

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**APPENDIX D**

**TABLE D-III. Signals intelligence symbols - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>SIGINT.SSUF.SIGINC</b>  SIGNALS INTELLIGENCE SEA SURFACE TRACK SIGNAL INTERCEPT	N/A	N/A	N/A	N/A
Hierarchy: 4.X.4.1				
<b>SIGINT.SSUF.SIGINC.COMM</b>  SIGNALS INTELLIGENCE SEA SURFACE TRACK SIGNAL INTERCEPT COMMUNICATIONS	N/A	N/A	N/A	N/A
Hierarchy: 4.X.4.1.1				
<b>SIGINT.SSUF.SIGINC.COMM.CELL</b>  SIGNALS INTELLIGENCE SEA SURFACE TRACK SIGNAL INTERCEPT COMMUNICATIONS CELLULAR/MOBILE				
Hierarchy: 4.X.4.1.1.1	IUSPSCC---*****	IFSPSCC---*****	INSPSCC---*****	IHSPSCC---*****
Framed: F				
<b>SIGINT.SSUF.SIGINC.COMM.OLOS</b>  SIGNALS INTELLIGENCE SEA SURFACE TRACK SIGNAL INTERCEPT COMMUNICATIONS OMNI-LINE-OF-SIGHT (LOS)				
Hierarchy: 4.X.4.1.1.2	IUSPSCO---*****	IFSPSCO---*****	INSPSCO---*****	IHSPSCO---*****
Framed: F				
<b>SIGINT.SSUF.SIGINC.COMM.PTPLOS</b>  SIGNALS INTELLIGENCE SEA SURFACE TRACK SIGNAL INTERCEPT COMMUNICATIONS POINT-TO-POINT LINE-OF-SIGHT (LOS)				
Hierarchy: 4.X.4.1.1.3	IUSPSCP---*****	IFSPSCP---*****	INSPSCP---*****	IHSPSCP---*****
Framed: F				
<b>SIGINT.SSUF.SIGINC.COMM.SATUL</b>  SIGNALS INTELLIGENCE SEA SURFACE TRACK SIGNAL INTERCEPT COMMUNICATIONS SATELLITE UP-LINK				
Hierarchy: 4.X.4.1.1.4	IUSPSCS---*****	IFSPSCS---*****	INSPSCS---*****	IHSPSCS---*****
Framed: F				

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**APPENDIX D**

TABLE D-III. Signals intelligence symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>SIGINT.SSUF.SIGINC.RAD</b>  SIGNALS INTELLIGENCE SEA SURFACE TRACK SIGNAL INTERCEPT RADAR  Hierarchy: 4.X.4.1.2	N/A	N/A	N/A	N/A
<b>SIGINT.SSUF.SIGINC.RAD.ATCTL</b>  SIGNALS INTELLIGENCE SEA SURFACE TRACK SIGNAL INTERCEPT RADAR AIR TRAFFIC CONTROL  Hierarchy: 4.X.4.1.2.1  Framed: F				
<b>SIGINT.SSUF.SIGINC.RAD.AA/C</b>  SIGNALS INTELLIGENCE SEA SURFACE TRACK SIGNAL INTERCEPT RADAR ANTI-AIRCRAFT  Hierarchy: 4.X.4.1.2.2  Framed: F				
<b>SIGINT.SSUF.SIGINC.RAD.CTDAPP</b>  SIGNALS INTELLIGENCE SEA SURFACE TRACK SIGNAL INTERCEPT RADAR CONTROLLED APPROACH  Hierarchy: 4.X.4.1.2.3  Framed: F				
<b>SIGINT.SSUF.SIGINC.RAD.CTDINC</b>  SIGNALS INTELLIGENCE SEA SURFACE TRACK SIGNAL INTERCEPT RADAR CONTROLLED INTERCEPT  Hierarchy: 4.X.4.1.2.4  Framed: F				
<b>SIGINT.SSUF.SIGINC.RAD.DATTMN</b>  SIGNALS INTELLIGENCE SEA SURFACE TRACK SIGNAL INTERCEPT RADAR DATA TRANSMISSION  Hierarchy: 4.X.4.1.2.5  Framed: F				

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**APPENDIX D**

**TABLE D-III. Signals intelligence symbols - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>SIGINT.SSUF.SIGINC.RAD.EW</b>  SIGNALS INTELLIGENCE SEA SURFACE TRACK SIGNAL INTERCEPT RADAR EARLY WARNING  Hierarchy: 4.X.4.1.2.6  Framed: F				
IUSPSRE---*****	IUSPSRE---*****	IFSPSRE---*****	INSPSRE---*****	IHSPSRE---*****
<b>SIGINT.SSUF.SIGINC.RAD.FIRCTL</b>  SIGNALS INTELLIGENCE SEA SURFACE TRACK SIGNAL INTERCEPT RADAR FIRE CONTROL  Hierarchy: 4.X.4.1.2.7  Framed: F				
IUSPSRF---*****	IUSPSRF---*****	IFSPSRF---*****	INSPSRF---*****	IHSPSRF---*****
<b>SIGINT.SSUF.SIGINC.RAD.HGTFDG</b>  SIGNALS INTELLIGENCE SEA SURFACE TRACK SIGNAL INTERCEPT RADAR HEIGHT FINDING  Hierarchy: 4.X.4.1.2.8  Framed: F				
IUSPSRH---*****	IUSPSRH---*****	IFSPSRH---*****	INSPSRH---*****	IHSPSRH---*****
<b>SIGINT.SSUF.SIGINC.RAD.IDFF</b>  SIGNALS INTELLIGENCE SEA SURFACE TRACK SIGNAL INTERCEPT RADAR IDENTIFICATION FRIEND/FOE (INTERROGATOR)  Hierarchy: 4.X.4.1.2.9  Framed: F				
IUSPSRI---*****	IUSPSRI---*****	IFSPSRI---*****	INSPSRI---*****	IHSPSRI---*****
<b>SIGINT.SSUF.SIGINC.RAD.METO</b>  SIGNALS INTELLIGENCE SEA SURFACE TRACK SIGNAL INTERCEPT RADAR METEOROLOGICAL (MILITARY)  Hierarchy: 4.X.4.1.2.10  Framed: F				
IUSPSRMM--*****	IUSPSRMM--*****	IFSPSRMM--*****	INSPSRMM--*****	IHSPSRMM--*****

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**APPENDIX D**

**TABLE D-III. Signals intelligence symbols - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>SIGINT.SSUF.SIGINC.RAD.MSLAQ</b>  SIGNALS INTELLIGENCE SEA SURFACE TRACK SIGNAL INTERCEPT RADAR MISSILE ACQUISITION  Hierarchy: 4.X.4.1.2.11  Framed: F				
IUSPSRMA--*****	IUSPSRMA--*****	IFSPSRMA--*****	INSPSRMA--*****	IHSPSRMA--*****
<b>SIGINT.SSUF.SIGINC.RAD.MSLGDN</b>  SIGNALS INTELLIGENCE SEA SURFACE TRACK SIGNAL INTERCEPT RADAR MISSILE GUIDANCE  Hierarchy: 4.X.4.1.2.12  Framed: F				
IUSPSRMG--*****	IUSPSRMG--*****	IFSPSRMG--*****	INSPSRMG--*****	IHSPSRMG--*****
<b>SIGINT.SSUF.SIGINC.RAD.MSLTRK</b>  SIGNALS INTELLIGENCE SEA SURFACE TRACK SIGNAL INTERCEPT RADAR MISSILE TRACKING  Hierarchy: 4.X.4.1.2.13  Framed: F				
IUSPSRMT--*****	IUSPSRMT--*****	IFSPSRMT--*****	INSPSRMT--*****	IHSPSRMT--*****
<b>SIGINT.SSUF.SIGINC.RAD.MFN</b>  SIGNALS INTELLIGENCE SEA SURFACE TRACK SIGNAL INTERCEPT RADAR MULTI-FUNCTION  Hierarchy: 4.X.4.1.2.14  Framed: F				
IUSPSRMF--*****	IUSPSRMF--*****	IFSPSRMF--*****	INSPSRMF--*****	IHSPSRMF--*****
<b>SIGINT.SSUF.SIGINC.RAD.SUFSRH</b>  SIGNALS INTELLIGENCE SEA SURFACE TRACK SIGNAL INTERCEPT RADAR SURFACE SEARCH  Hierarchy: 4.X.4.1.2.15  Framed: F				
IUSPSRS---*****	IUSPSRS---*****	IFSPSRS---*****	INSPSRS---*****	IHSPSRS---*****

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**TABLE D-III. Signals intelligence symbols - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>SIGINT.SSUF.SIGINC.RAD.TGTAQ</b>  SIGNALS INTELLIGENCE SEA SURFACE TRACK SIGNAL INTERCEPT RADAR TARGET ACQUISITION  Hierarchy: 4.X.4.1.2.16  Framed: F				
<b>SIGINT.SSUF.SIGINC.RAD.TGTILL</b>  SIGNALS INTELLIGENCE SEA SURFACE TRACK SIGNAL INTERCEPT RADAR TARGET ILLUMINATOR  Hierarchy: 4.X.4.1.2.17  Framed: F				
<b>SIGINT.SSUF.SIGINC.RAD.TGTRK</b>  SIGNALS INTELLIGENCE SEA SURFACE TRACK SIGNAL INTERCEPT RADAR TARGET TRACKING  Hierarchy: 4.X.4.1.2.18  Framed: F				
<b>SIGINT.SSUF.SIGINC.RAD.UNK</b>  SIGNALS INTELLIGENCE SEA SURFACE TRACK SIGNAL INTERCEPT RADAR UNKNOWN  Hierarchy: 4.X.4.1.2.19  Framed: F				
<b>SIGINT.SBSUF</b>  SIGNALS INTELLIGENCE SUBSURFACE TRACK  Hierarchy: 4.X.5	N/A	N/A	N/A	N/A
<b>SIGINT.SBSUF.SIGINC</b>  SIGNALS INTELLIGENCE SUBSURFACE TRACK SIGNAL INTERCEPT  Hierarchy: 4.X.5.1	N/A	N/A	N/A	N/A

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**TABLE D-III. Signals intelligence symbols - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>SIGINT.SBSUF.SIGINC.COMM</b>  SIGNALS INTELLIGENCE SUBSURFACE TRACK SIGNAL INTERCEPT COMMUNICATIONS	N/A	N/A	N/A	N/A
Hierarchy: 4.X.5.1.1				
<b>SIGINT.SBSUF.SIGINC.COMM.OLOS</b>  SIGNALS INTELLIGENCE SUBSURFACE TRACK SIGNAL INTERCEPT COMMUNICATIONS OMNI-LINE-OF-SIGHT (LOS)				
Hierarchy: 4.X.5.1.1.1	IUUPSCO---*****	IFUPSCO---*****	INUPSCO---*****	IHUPSCO---*****
Framed: F				
<b>SIGINT.SBSUF.SIGINC.COMM.PTPLOS</b>  SIGNALS INTELLIGENCE SUBSURFACE TRACK SIGNAL INTERCEPT COMMUNICATIONS POINT-TO-POINT LINE-OF-SIGHT (LOS)				
Hierarchy: 4.X.5.1.1.2	IUUPSCP---*****	IFUPSCP---*****	INUPSCP---*****	IHUPSCP---*****
Framed: F				
<b>SIGINT.SBSUF.SIGINC.COMM.SATUL</b>  SIGNALS INTELLIGENCE SUBSURFACE TRACK SIGNAL INTERCEPT COMMUNICATIONS SATELLITE UP-LINK				
Hierarchy: 4.X.5.1.1.3	IUUPSCS---*****	IFUPSCS---*****	INUPSCS---*****	IHUPSCS---*****
Framed: F				
<b>SIGINT.SBSUF.SIGINC.RAD</b>  SIGNALS INTELLIGENCE SUBSURFACE TRACK SIGNAL INTERCEPT RADAR	N/A	N/A	N/A	N/A
Hierarchy: 4.X.5.1.2				
<b>SIGINT.SBSUF.SIGINC.RAD.DATTMN</b>  SIGNALS INTELLIGENCE SUBSURFACE TRACK SIGNAL INTERCEPT RADAR DATA TRANSMISSION				
Hierarchy: 4.X.5.1.2.1	IUUPSRD---*****	IFUPSRD---*****	INUPSRD---*****	IHUPSRD---*****
Framed: F				

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TABLE D-III. Signals intelligence symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>SIGINT.SBSUF.SIGINC.RAD.EW</b>  SIGNALS INTELLIGENCE SUBSURFACE TRACK SIGNAL INTERCEPT RADAR EARLY WARNING  Hierarchy: 4.X.5.1.2.2  Framed: F				
<b>SIGINT.SBSUF.SIGINC.RAD.MFN</b>  SIGNALS INTELLIGENCE SUBSURFACE TRACK SIGNAL INTERCEPT RADAR MULTI-FUNCTION  Hierarchy: 4.X.5.1.2.3  Framed: F				
<b>SIGINT.SBSUF.SIGINC.RAD.SUFSRH</b>  SIGNALS INTELLIGENCE SUBSURFACE TRACK SIGNAL INTERCEPT RADAR SURFACE SEARCH  Hierarchy: 4.X.5.1.2.4  Framed: F				
<b>SIGINT.SBSUF.SIGINC.RAD.TGTAQ</b>  SIGNALS INTELLIGENCE SUBSURFACE TRACK SIGNAL INTERCEPT RADAR TARGET ACQUISITION  Hierarchy: 4.X.5.1.2.5  Framed: F				
<b>SIGINT.SBSUF.SIGINC.RAD.UNK</b>  SIGNALS INTELLIGENCE SUBSURFACE TRACK SIGNAL INTERCEPT RADAR UNKNOWN  Hierarchy: 4.X.5.1.2.6  Framed: F				

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**MILITARY OPERATIONS OTHER THAN WAR (MOOTW) SYMBOLOGY**

### **E.1 SCOPE**

**E.1.1 Scope.** This appendix addresses tactical symbols in the MOOTW domain. The tables in this appendix present the icons for violent activities, locations, operations, and items. This appendix is a mandatory part of the standard. The information contained herein is intended for compliance.

### **E.2 APPLICABLE DOCUMENTS**

This section is not applicable to this appendix.

### **E.3 DEFINITIONS**

The definitions in section 3 of this standard apply to this appendix.

### **E.4 GENERAL REQUIREMENTS**

**E.4.1 Organization.** The purpose of warfighting symbology is to convey information about objects in the warfighting battlespace. This appendix contains the technical specifications, symbol coding scheme, symbology hierarchy, and the tactical symbols for the MOOTW symbology set.

### **E.5 DETAILED REQUIREMENTS**

**E.5.1 Technical specifications.** Composition, construction, display, and transmission of tactical symbols are explained in the Detailed Requirements section of the standard. Framing of MOOTW tactical symbols differs slightly from C2 Symbology: UEI tactical symbols in that there is only one battle dimension: ground.

**E.5.2 Symbol identification coding scheme.** A symbol identification code (SIDC) is a 15-character alphanumeric identifier that provides the information necessary to display or transmit a tactical symbol between MIL-STD-2525 compliant systems.

**E.5.2.1 Code positions.** The positions of the SIDC are described below. Since many symbols do not have an entry in every code position, a dash (-) is used to fill each unused position. An asterisk (\*) indicates positions that are user defined based on specific symbol circumstances, such as echelon/mobility. Table E-I identifies the fields of information included in a SIDC and the position each occupies in the 15-character identifier. The values in each field are filled from left to right unless otherwise specified.

- a. Position 1, coding scheme, indicates to which overall symbology set a symbol belongs.
- b. Position 2, affiliation, indicates the symbol's affiliation.
- c. Position 3, category, indicates the symbol's primary category (violent activities, locations, operations, or items).

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- d. Position 4, status, indicates the symbol's planned or present status.
- e. Positions 5 through 10, function ID, identify a symbol's function. Each position indicates an increasing level of detail and specialization.
- f. Positions 11 and 12, symbol modifier indicator, identify indicators present on the symbol such as echelon, feint/dummy, installation, task force, headquarters staff, and equipment mobility. Table E-II contains the specific values used in this field.
- g. Positions 13 and 14, country code, identify the country with which a symbol is associated. Country code identifiers are listed in the FIPS Pub 10 series.
- h. Position 15, order of battle, provides additional information about the role of a symbol in the battlespace. For example, a bomber that has nuclear weapons on board may be designated as strategic force related.

**TABLE E-I. SIDC positions and categories.**

CODING SCHEME (1) (POSITION 1)	AFFILIATION / EXERCISE AMPLIFYING DESCRIPTOR (1) (POSITION 2)	CATEGORY (1) (POSITION 3)	STATUS (1) (POSITION 4)
O - MILITARY OPERATIONS OTHER THAN WAR (MOOTW)	P - PENDING U - UNKNOWN A - ASSUMED FRIEND F - FRIEND N - NEUTRAL S - SUSPECT H - HOSTILE G - EXERCISE PENDING W - EXERCISE UNKNOWN M - EXERCISE ASSUMED FRIEND D - EXERCISE FRIEND L - EXERCISE NEUTRAL J - JOKER K - FAKER	V - VIOLENT ACTIVITIES L - LOCATIONS O - OPERATIONS I - ITEMS	A - ANTICIPATED/PLANNED P - PRESENT
FUNCTION ID (6) (POSITION 5-10)	SYMBOL MODIFIER (2) (POSITION 11, 12)	COUNTRY CODE (2) (POSITION 13, 14)	ORDER OF BATTLE (1) (POSITION 15)
See table E-III for specific values.	See table E-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

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**TABLE E-II. Symbol modifier codes.**

CODE	DESCRIPTION	CODE	DESCRIPTION
--	NULL	- A	TEAM/CREW
- B	SQUAD	- C	SECTION
- D	PLATOON/DETACHMENT	- E	COMPANY/BATTERY/TROOP
- F	BATTALION/SQUADRON	- G	REGIMENT/GROUP
- H	BRIGADE	- I	DIVISION
- J	CORPS/MEF	- K	ARMY
- L	ARMY GROUP/FRONT	- M	REGION
A -	HEADQUARTERS (HQ)	AA	HQ TEAM/CREW
AB	HQ SQUAD	AC	HQ SECTION
AD	HQ PLATOON/DETACHMENT	AE	HQ COMPANY/BATTERY/TROOP
AF	HQ BATTALION/SQUADRON	AG	HQ REGIMENT/GROUP
AH	HQ BRIGADE	AI	HQ DIVISION
AJ	HQ CORPS/MEF	AK	HQ ARMY
AL	HQ ARMY GROUP/FRONT	AM	HQ REGION
B -	TASK FORCE (TF) HQ	BA	TF HQ TEAM/CREW
BB	TF HQ SQUAD	BC	TF HQ SECTION
BD	TF HQ PLATOON/DETACHMENT	BE	TF HQ COMPANY/BATTERY/TROOP
BF	TF HQ BATTALION/SQUADRON	BG	TF HQ REGIMENT/GROUP
BH	TF HQ BRIGADE	BI	TF HQ DIVISION
BJ	TF HQ CORPS/MEF	BK	TF HQ ARMY
BL	TF HQ ARMY GROUP/FRONT	BM	TF HQ REGION
C -	FEINT DUMMY (FD) HQ	CA	FD HQ TEAM/CREW
CB	FD HQ SQUAD	CC	FD HQ SECTION
CD	FD HQ PLATOON/DETACHMENT	CE	FD HQ COMPANY/BATTERY/TROOP
CF	FD HQ BATTALION/SQUADRON	CG	FD HQ REGIMENT/GROUP
CH	FD HQ BRIGADE	CI	FD HQ DIVISION
CJ	FD HQ CORPS/MEF	CK	FD HQ ARMY
CL	FD HQ ARMY GROUP/FRONT	CM	FD HQ REGION
D -	FEINT DUMMY/TASK FORCE (FD/TF) HQ	DA	FD/TF HQ TEAM/CREW

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**TABLE E-II. Symbol modifier codes - Continued.**

CODE	DESCRIPTION	CODE	DESCRIPTION
DB	FD/TF HQ SQUAD	DC	FD/TF HQ SECTION
DD	FD/TF HQ PLATOON/DETACHMENT	DE	FD/TF HQ COMPANY/BATTERY/TROOP
DF	FD/TF HQ BATTALION/SQUADRON	DG	FD/TF HQ REGIMENT/GROUP
DH	FD/TF HQ BRIGADE	DI	FD/TF HQ DIVISION
DJ	FD/TF HQ CORPS/MEF	DK	FD/TF HQ ARMY
DL	FD/TF HQ ARMY GROUP/FRONT	DM	FD/TF HQ REGION
E -	TASK FORCE (TF)	EA	TF TEAM/CREW
EB	TF SQUAD	EC	TF SECTION
ED	TF PLATOON/DETACHMENT	EE	TF COMPANY/BATTERY/TROOP
EF	TF BATTALION/SQUADRON	EG	TF REGIMENT/GROUP
EH	TF BRIGADE	EI	TF DIVISION
EJ	TF CORPS/MEF	EK	TF ARMY
EL	TF ARMY GROUP/FRONT	EM	TF REGION
F -	FEINT DUMMY (FD)	FA	FD TEAM/CREW
FB	FD SQUAD	FC	FD SECTION
FD	FD PLATOON/DETACHMENT	FE	FD COMPANY/BATTERY/TROOP
FF	FD BATTALION/SQUADRON	FG	FD REGIMENT/GROUP
FH	FD BRIGADE	FI	FD DIVISION
FJ	FD CORPS/MEF	FK	FD ARMY
FL	FD ARMY GROUP/FRONT	FM	FD REGION
G -	FEINT DUMMY/TASK FORCE (FD/TF)	GA	FD/TF TEAM/CREW
GB	FD/TF SQUAD	GC	FD/TF SECTION
GD	FD/TF PLATOON/DETACHMENT	GE	FD/TF COMPANY/BATTERY/TROOP
GF	FD/TF BATTALION/SQUADRON	GG	FD/TF REGIMENT/GROUP
GH	FD/TF BRIGADE	GI	FD/TF DIVISION
GJ	FD/TF CORPS/MEF	GK	FD/TF ARMY
GL	FD/TF ARMY GROUP/FRONT	GM	FD/TF REGION
H -	INSTALLATION	HB	FEINT DUMMY INSTALLATION
M-	MOBILITY EQUIPMENT	MO	MOBILITY WHEELED/LIMITED CROSS COUNTRY

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**TABLE E-II. Symbol modifier codes - Continued.**

CODE	DESCRIPTION	CODE	DESCRIPTION
MP	MOBILITY CROSS COUNTRY	MQ	MOBILITY TRACKED
MR	MOBILITY WHEELED AND TRACKED COMBINATION	MS	MOBILITY TOWED
MT	MOBILITY RAIL	MU	MOBILITY OVER THE SNOW
MV	MOBILITY SLED	MW	MOBILITY PACK ANIMALS
MX	MOBILITY BARGE	MY	MOBILITY AMPHIBIOUS

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E.5.2.2 SIDC table. The following table lists the codes for MOOTW symbology. Since many symbols may not have an entry in all code positions, a dash (-) is used to fill each unused position. As stated in E.5.2.1, an asterisk (\*) indicates positions that are user defined based on specific symbol circumstances, such as affiliation or echelon/mobility.

TABLE E-III. SIDC table.

HIERARCHY	C O D E S C H E M	A F I L I A T I O	C A T E G O R T Y	S T U S	F U N C T I O N	S I Z E / M O B I L I T Y	C O U N T R O Y C O D E	O R D E R O F B A T T L E	DESCRIPTION
MOOTW	O	*	-	-	-- -- --	** **	** *	MILITARY OPERATIONS OTHER THAN WAR (MOOTW)	
MOOTW.VIOATY	O	*	V	*	-- -- --	** **	** *	VIOLENT ACTIVITIES (DEATH CAUSING)	
MOOTW.VIOATY.ASN	O	*	V	*	A- -- --	** **	** *	ARSON/FIRE	
MOOTW.VIOATY.KILL	O	*	V	*	M- -- --	** **	** *	KILLING (GENERAL)	
MOOTW.VIOATY.KILL.MDR	O	*	V	*	MA -- --	** **	** *	MURDER	
MOOTW.VIOATY.KILL.EX	O	*	V	*	MB -- --	** **	** *	EXECUTION	
MOOTW.VIOATY.KILL.ASS	O	*	V	*	MC -- --	** **	** *	ASSASSINATION	
MOOTW.VIOATY.BM	O	*	V	*	B- -- --	** **	** *	BOMB/BOMBING	
MOOTW.VIOATY.BBY	O	*	V	*	Y- -- --	** **	** *	BOOBY TRAP	
MOOTW.VIOATY.DBS	O	*	V	*	D- -- --	** **	** *	DRIVE-BY SHOOTING	
MOOTW.VIOATY.SPG	O	*	V	*	S- -- --	** **	** *	SNIPING	
MOOTW.VIOATY.PSNG	O	*	V	*	P- -- --	** **	** *	POISONING	
MOOTW.LOCAT	O	*	L	*	-- -- --	** **	** *	LOCATIONS	
MOOTW.LOCAT.BLST	O	*	L	*	B- -- --	** **	** *	BLACK LIST LOCATION	
MOOTW.LOCAT.GLST	O	*	L	*	G- -- --	** **	** *	GRAY LIST LOCATION	
MOOTW.LOCAT.WLST	O	*	L	*	W- -- --	** **	** *	WHITE LIST LOCATION	
MOOTW.LOCAT.MASS	O	*	L	*	M- -- --	** **	** *	MASS GRAVE LOCATION	
MOOTW.OPN	O	*	O	*	-- -- --	** **	** *	OPERATIONS	

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TABLE E-III. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	A F I L I A T I O R Y	C A T E G O R T U S	S T U N C I O N I D	F U N C T I O N I D	S I Z E / M O B I L I T Y	C O R D E T R Y O F C O B A T T L E	O R D E R T R Y O F C O B A T T L E	DESCRIPTION
MOOTW.OPN.PATG	O	*	O	*	P- -- --	**	**	*	PATROLLING
MOOTW.OPN.RCMT	O	*	O	*	R- -- --	**	**	*	RECRUITMENT
MOOTW.OPN.RCMT.WLG	O	*	O	*	RW -- --	**	**	*	RECRUITMENT (WILLING)
MOOTW.OPN.RCMT.CRCRD	O	*	O	*	RC -- --	**	**	*	RECRUITMENT (COERCED/IMPRESSED)
MOOTW.OPN.DEMO	O	*	O	*	D- -- --	**	**	*	DEMONSTRATION
MOOTW.OPN.ML	O	*	O	*	M- -- --	**	**	*	MINE LAYING
MOOTW.OPN.PSYOP	O	*	O	*	Y- -- --	**	**	*	PSYCHOLOGICAL OPERATIONS (PSYOP)
MOOTW.OPN.PSYOP.TARP	O	*	O	*	YT -- --	**	**	*	PSYOP (TV AND RADIO PROPAGANDA)
MOOTW.OPN.PSYOP.WP	O	*	O	*	YW -- --	**	**	*	PSYOP (WRITTEN PROPAGANDA)
MOOTW.OPN.PSYOP.HTHP	O	*	O	*	YH -- --	**	**	*	HOUSE-TO-HOUSE PROPAGANDA
MOOTW.OPN.FRGSRH	O	*	O	*	F- -- --	**	**	*	FORAGING/SEARCHING
MOOTW.OPN.SPY	O	*	O	*	S- -- --	**	**	*	SPY
MOOTW.OPN.FDDIST	O	*	O	*	O- -- --	**	**	*	FOOD DISTRIBUTION
MOOTW.OPN.EXTN	O	*	O	*	E- -- --	**	**	*	EXTORTION
MOOTW.OPN.HJKG	O	*	O	*	H- -- --	**	**	*	HIJACKING
MOOTW.OPN.HJKG.VEH	O	*	O	*	HT -- --	**	**	*	HIJACKING (VEHICLE)
MOOTW.OPN.HJKG.APL	O	*	O	*	HA -- --	**	**	*	HIJACKING (AIRPLANE)
MOOTW.OPN.HJKG.BOAT	O	*	O	*	HV -- --	**	**	*	HIJACKING (BOAT)
MOOTW.OPN.KDNG	O	*	O	*	K- -- --	**	**	*	KIDNAPPING
MOOTW.OPN.ARR	O	*	O	*	A- -- --	**	**	*	ARREST
MOOTW.OPN.DGOPN	O	*	O	*	U- -- --	**	**	*	DRUG OPERATION
MOOTW.ITM	O	*	I	*	-- -- --	**	**	*	ITEMS
MOOTW.ITM.RFG	O	*	I	*	R- -- --	**	**	*	REFUGEES

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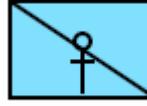
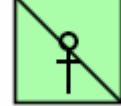
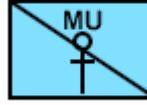
TABLE E-III. SIDC table - Continued.

HIERARCHY	C O D E S C H E M E	A F I L I A T I O R T Y	C A T E G O R I O R S	S T U T I O N N I D	F U N C I O N I D	S I Z E / M O B I L I T Y	C O R D E N T R Y O F C O B A T T L E	O R D E R T R O F B A T T L E	DESCRIPTION
MOOTW.ITY.SAFHSE	O	*	I	*	S- -- --	**	**	*	SAFE HOUSE
MOOTW.ITY.GRF	O	*	I	*	G- -- --	**	**	*	GRAFFITI
MOOTW.ITY.VRLRPS	O	*	I	*	V- -- --	**	**	*	VANDALISM/RAPE/LOOT/RANSACK/PLUNDER/SACK
MOOTW.ITY.KNIVEH	O	*	I	*	I- -- --	**	**	*	KNOWN INSURGENT VEHICLE
MOOTW.ITY.DGVEH	O	*	I	*	D- -- --	**	**	*	DRUG VEHICLE
MOOTW.ITY.ISF	O	*	I	*	F- -- --	**	**	*	INTERNAL SECURITY FORCE

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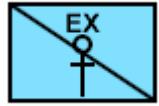
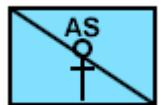
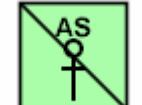
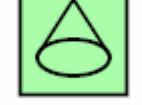
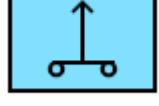
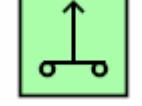
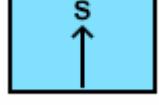
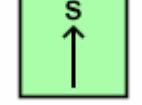
**E.5.3 Symbology set.** The following table provides a graphic representation of each approved tactical symbol in the MOOTW set. In the following tables, the Symbol column provides a concise description of each tactical symbol using operational terminology including its unique identifier code and an indication of whether the icon is framed (F), unframed (U), or frame optional (FO). The SIDC portion of each Affiliation column (Unknown, Friend, Neutral, Hostile) presents the 15-character alphanumeric identifier necessary for automated systems to create each specific icon. As indicated previously, an asterisk (\*) indicates a position that is defined by the user based on specific symbol circumstances, while a dash (-) indicates that no information is provided in the position.

**TABLE E-IV. MOOTW symbols.**

<b>SYMBOL</b>	<b>UNKNOWN</b>	<b>FRIEND</b>	<b>NEUTRAL</b>	<b>HOSTILE</b>
<b>MOOTW</b>  MILITARY OPERATIONS OTHER THAN WAR (MOOTW)  Hierarchy: 5.X	N/A	N/A	N/A	N/A
<b>MOOTW.VIOATY</b>  MILITARY OPERATIONS OTHER THAN WAR (MOOTW) VIOLENT ACTIVITIES (DEATH CAUSING)  Hierarchy: 5.X.1	N/A	N/A	N/A	N/A
<b>MOOTW.VIOATY.ASN</b>  MILITARY OPERATIONS OTHER THAN WAR (MOOTW) VIOLENT ACTIVITIES (DEATH CAUSING) ARSON/FIRE  Hierarchy: 5.X.1.1  Framed: F				
<b>MOOTW.VIOATY.KILL</b>  MILITARY OPERATIONS OTHER THAN WAR (MOOTW) VIOLENT ACTIVITIES (DEATH CAUSING) KILLING (GENERAL)  Hierarchy: 5.X.1.2  Framed: F				
<b>MOOTW.VIOATY.KILL.MDR</b>  MILITARY OPERATIONS OTHER THAN WAR (MOOTW) VIOLENT ACTIVITIES (DEATH CAUSING) KILLING (GENERAL) MURDER  Hierarchy: N/A  Framed: F				

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX E**

**TABLE E-IV. MOOTW symbols - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>MOOTW.VIOATY.KILL.EX</b>  MILITARY OPERATIONS OTHER THAN WAR (MOOTW) VIOLENT ACTIVITIES (DEATH CAUSING) KILLING (GENERAL) EXECUTION  Hierarchy: N/A Framed: F	 <small>OUVPMB---- *****</small>	 <small>OFVPMB---- *****</small>	 <small>ONVPMB---- *****</small>	 <small>OHVPMB---- *****</small>
<b>MOOTW.VIOATY.KILL.ASS</b>  MILITARY OPERATIONS OTHER THAN WAR (MOOTW) VIOLENT ACTIVITIES (DEATH CAUSING) KILLING (GENERAL) ASSASSINATION  Hierarchy: N/A Framed: F	 <small>OUVPMC---- *****</small>	 <small>OFVPMC---- *****</small>	 <small>ONVPMC---- *****</small>	 <small>OHVPMC---- *****</small>
<b>MOOTW.VIOATY.BM</b>  MILITARY OPERATIONS OTHER THAN WAR (MOOTW) VIOLENT ACTIVITIES (DEATH CAUSING) BOMB/BOMBING  Hierarchy: 5.X.1.3 Framed: F	 <small>OUVPB---- *****</small>	 <small>OFVPB---- *****</small>	 <small>ONVPB---- *****</small>	 <small>OHVPB---- *****</small>
<b>MOOTW.VIOATY.BBY</b>  MILITARY OPERATIONS OTHER THAN WAR (MOOTW) VIOLENT ACTIVITIES (DEATH CAUSING) BOOBY TRAP  Hierarchy: 5.X.1.4 Framed: F	 <small>OUVPY---- *****</small>	 <small>OFVPY---- *****</small>	 <small>ONVPY---- *****</small>	 <small>OHVPY---- *****</small>
<b>MOOTW.VIOATY.DBS</b>  MILITARY OPERATIONS OTHER THAN WAR (MOOTW) VIOLENT ACTIVITIES (DEATH CAUSING) DRIVE-BY SHOOTING  Hierarchy: 5.X.1.5 Framed: F	 <small>OUVPD---- *****</small>	 <small>OFVPD---- *****</small>	 <small>ONVPD---- *****</small>	 <small>OHVPD---- *****</small>
<b>MOOTW.VIOATY.SPG</b>  MILITARY OPERATIONS OTHER THAN WAR (MOOTW) VIOLENT ACTIVITIES (DEATH CAUSING) SNIPING  Hierarchy: 5.X.1.6 Framed: F	 <small>OUVPS---- *****</small>	 <small>OFVPS---- *****</small>	 <small>ONVPS---- *****</small>	 <small>OHVPS---- *****</small>

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX E**

**TABLE E-IV. MOOTW symbols - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>MOOTW.VIOATY.PSNG</b>  MILITARY OPERATIONS OTHER THAN WAR (MOOTW) VIOLENT ACTIVITIES (DEATH CAUSING) POISONING  Hierarchy: 5.X.1.7  Framed: F				
<b>MOOTW.LOCAT</b>  MILITARY OPERATIONS OTHER THAN WAR (MOOTW) LOCATIONS  Hierarchy: 5.X.2	N/A	N/A	N/A	N/A
<b>MOOTW.LOCAT.BLST</b>  MILITARY OPERATIONS OTHER THAN WAR (MOOTW) LOCATIONS BLACK LIST LOCATION  Hierarchy: 5.X.2.1  Framed: F				
<b>MOOTW.LOCAT.GLST</b>  MILITARY OPERATIONS OTHER THAN WAR (MOOTW) LOCATIONS GRAY LIST LOCATION  Hierarchy: 5.X.2.2  Framed: F				
<b>MOOTW.LOCAT.WLST</b>  MILITARY OPERATIONS OTHER THAN WAR (MOOTW) LOCATIONS WHITE LIST LOCATION  Hierarchy: 5.X.2.3  Framed: F				
<b>MOOTW.LOCAT.MASS</b>  MILITARY OPERATIONS OTHER THAN WAR (MOOTW) LOCATIONS MASS GRAVE LOCATION  Hierarchy: N/A  Framed: F				

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX E**

**TABLE E-IV. MOOTW symbols - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>MOOTW.OPN</b>  MILITARY OPERATIONS OTHER THAN WAR (MOOTW) OPERATIONS  Hierarchy: 5.X.3	N/A	N/A	N/A	N/A
<b>MOOTW.OPN.PATG</b>  MILITARY OPERATIONS OTHER THAN WAR (MOOTW) OPERATIONS PATROLLING  Hierarchy: 5.X.3.1  Framed: F				
<b>MOOTW.OPN.RCMT</b>  MILITARY OPERATIONS OTHER THAN WAR (MOOTW) OPERATIONS RECRUITMENT  Hierarchy: 5.X.3.2	N/A	N/A	N/A	N/A
<b>MOOTW.OPN.RCMT.WLG</b>  MILITARY OPERATIONS OTHER THAN WAR (MOOTW) OPERATIONS RECRUITMENT RECRUITMENT (WILLING)  Hierarchy: 5.X.3.2.1  Framed: F				
<b>MOOTW.OPN.RCMT.CRCRD</b>  MILITARY OPERATIONS OTHER THAN WAR (MOOTW) OPERATIONS RECRUITMENT RECRUITMENT (COERCED/IMPRESSED)  Hierarchy: 5.X.3.2.2  Framed: F				
<b>MOOTW.OPN.DEMO</b>  MILITARY OPERATIONS OTHER THAN WAR (MOOTW) OPERATIONS DEMONSTRATION  Hierarchy: 5.X.3.3  Framed: F				

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX E**

TABLE E-IV. MOOTW symbols - Continued.

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>MOOTW.OPN.ML</b>  MILITARY OPERATIONS OTHER THAN WAR (MOOTW) OPERATIONS MINE LAYING  Hierarchy: 5.X.3.4  Framed: F				
<b>MOOTW.OPN.PSYOP</b>  MILITARY OPERATIONS OTHER THAN WAR (MOOTW) OPERATIONS PSYCHOLOGICAL OPERATIONS (PSYOP)  Hierarchy: 5.X.3.5  Framed: F				
<b>MOOTW.OPN.PSYOP.TARP</b>  MILITARY OPERATIONS OTHER THAN WAR (MOOTW) OPERATIONS PSYCHOLOGICAL OPERATIONS (PSYOP) PSYOP (TV AND RADIO PROPAGANDA)  Hierarchy: 5.X.3.5.1  Framed: F				
<b>MOOTW.OPN.PSYOP.WP</b>  MILITARY OPERATIONS OTHER THAN WAR (MOOTW) OPERATIONS PSYCHOLOGICAL OPERATIONS (PSYOP) PSYOP (WRITTEN PROPAGANDA)  Hierarchy: 5.X.3.5.2  Framed: F				
<b>MOOTW.OPN.PSYOP.HTHP</b>  MILITARY OPERATIONS OTHER THAN WAR (MOOTW) OPERATIONS PSYCHOLOGICAL OPERATIONS (PSYOP) HOUSE-TO-HOUSE PROPAGANDA  Hierarchy: 5.X.3.5.3  Framed: F				
<b>MOOTW.OPN.FRGSRH</b>  MILITARY OPERATIONS OTHER THAN WAR (MOOTW) OPERATIONS FORAGING/SEARCHING  Hierarchy: 5.X.3.6  Framed: F				

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX E**

**TABLE E-IV. MOOTW symbols - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>MOOTW.OPN.SPY</b>  MILITARY OPERATIONS OTHER THAN WAR (MOOTW) OPERATIONS SPY  Hierarchy: 5.X.3.7  Framed: F				
OUOPS-----*****	OFOPS-----*****	ONOPS-----*****	OHOPS-----*****	
<b>MOOTW.OPN.FDDIST</b>  MILITARY OPERATIONS OTHER THAN WAR (MOOTW) OPERATIONS FOOD DISTRIBUTION  Hierarchy: 5.X.3.8  Framed: F				
OUOPO-----*****	OFOPO-----*****	ONOPO-----*****	OHOPO-----*****	
<b>MOOTW.OPN.EXTN</b>  MILITARY OPERATIONS OTHER THAN WAR (MOOTW) OPERATIONS EXTORTION  Hierarchy: 5.X.3.9  Framed: F				
OUOPE-----*****	OFOPE-----*****	ONOPE-----*****	OHOPE-----*****	
<b>MOOTW.OPN.HJKG</b>  MILITARY OPERATIONS OTHER THAN WAR (MOOTW) OPERATIONS HIJACKING  Hierarchy: 5.X.3.10	N/A	N/A	N/A	N/A
<b>MOOTW.OPN.HJKG.VEH</b>  MILITARY OPERATIONS OTHER THAN WAR (MOOTW) OPERATIONS HIJACKING HIJACKING (VEHICLE)  Hierarchy: 5.X.3.10.1  Framed: F				
OUOPHT----*****	OFOPHT----*****	ONOPHT----*****	OHOPHT----*****	
<b>MOOTW.OPN.HJKG.APL</b>  MILITARY OPERATIONS OTHER THAN WAR (MOOTW) OPERATIONS HIJACKING HIJACKING (AIRPLANE)  Hierarchy: 5.X.3.10.2  Framed: F				
OUOPHA----*****	OFOPHA----*****	ONOPHA----*****	OHOPHA----*****	

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX E**

**TABLE E-IV. MOOTW symbols - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>MOOTW.OPN.HJKG.BOAT</b>  MILITARY OPERATIONS OTHER THAN WAR (MOOTW) OPERATIONS HIJACKING HIJACKING (BOAT)  Hierarchy: 5.X.3.10.3  Framed: F				
OUOPHV----*****	OFOPHV----*****	ONOPHV----*****	OHOPHV----*****	
<b>MOOTW.OPN.KDNG</b>  MILITARY OPERATIONS OTHER THAN WAR (MOOTW) OPERATIONS KIDNAPPING  Hierarchy: 5.X.3.11  Framed: F				
OUOPK----*****	OFOPK----*****	ONOPK----*****	OHOPK----*****	
<b>MOOTW.OPN.ARR</b>  MILITARY OPERATIONS OTHER THAN WAR (MOOTW) OPERATIONS ARREST  Hierarchy: 5.X.3.12  Framed: F				
OUOPA----*****	OFOPA----*****	ONOPA----*****	OHOPA----*****	
<b>MOOTW.OPN.DGOPN</b>  MILITARY OPERATIONS OTHER THAN WAR (MOOTW) OPERATIONS DRUG OPERATION  Hierarchy: 5.X.3.13  Framed: F				
OUOPU----*****	OFOPU----*****	ONOPU----*****	OHOPU----*****	
<b>MOOTW.ITS</b>  MILITARY OPERATIONS OTHER THAN WAR (MOOTW) ITEMS  Hierarchy: 5.X.4	N/A	N/A	N/A	N/A
<b>MOOTW.ITS.RFG</b>  MILITARY OPERATIONS OTHER THAN WAR (MOOTW) ITEMS REFUGEES  Hierarchy: 5.X.4.1  Framed: F				
OUIPR----*****	OFIPR----*****	ONIPR----*****	OHIPR----*****	

**MIL-STD-2525B w/CHANGE 2**  
**APPENDIX E**

**TABLE E-IV. MOOTW symbols - Continued.**

SYMBOL	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
<b>MOOTW.ITM.SAFHSE</b>  MILITARY OPERATIONS OTHER THAN WAR (MOOTW) ITEMS SAFE HOUSE  Hierarchy: 5.X.4.2  Framed: F				
OUIPS-----*****  OUIPG-----*****  OUIPV-----*****  OUIPI-----*****  OUIPD-----*****  OUIPF-----*****	OFIPS-----*****  OFIPG-----*****  OFIPV-----*****  OFIPI-----*****  OFIPD-----*****  OFIPF-----*****	ONIPS-----*****  ONIPG-----*****  ONIPV-----*****  ONIPI-----*****  ONIPD-----*****  ONIPF-----*****	OHIPS-----*****  OHIPG-----*****  OHIPV-----*****  OHIPI-----*****  OHIPD-----*****  OHIPF-----*****	
<b>MOOTW.ITM.GRF</b>  MILITARY OPERATIONS OTHER THAN WAR (MOOTW) ITEMS GRAFFITI  Hierarchy: 5.X.4.3  Framed: F				
OUIPG-----*****  OHIPG-----*****	OFIPG-----*****	ONIPG-----*****	OHIPG-----*****	
<b>MOOTW.ITM.VRLRPS</b>  MILITARY OPERATIONS OTHER THAN WAR (MOOTW) ITEMS VANDALISM/RAPE/LOOT/RANSACK/PLUNDER/SACK  Hierarchy: 5.X.4.4  Framed: F				
OUIPV-----*****  OHIPV-----*****	OFIPV-----*****	ONIPV-----*****	OHIPV-----*****	
<b>MOOTW.ITM.KNIVEH</b>  MILITARY OPERATIONS OTHER THAN WAR (MOOTW) ITEMS KNOWN INSURGENT VEHICLE  Hierarchy: 5.X.4.5  Framed: F				
OUIPI-----*****  OHIPI-----*****	OFIPI-----*****	ONIPI-----*****	OHIPI-----*****	
<b>MOOTW.ITM.DGVEH</b>  MILITARY OPERATIONS OTHER THAN WAR (MOOTW) ITEMS DRUG VEHICLE  Hierarchy: 5.X.4.6  Framed: F				
OUIPD-----*****  OHIPD-----*****	OFIPD-----*****	ONIPD-----*****	OHIPD-----*****	
<b>MOOTW.ITM.ISF</b>  MILITARY OPERATIONS OTHER THAN WAR (MOOTW) ITEMS INTERNAL SECURITY FORCE  Hierarchy: 5.X.4.7  Framed: F				
OUIPF-----*****  OHIPF-----*****	OFIPF-----*****	ONIPF-----*****	OHIPF-----*****	

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CONCLUDING MATERIAL

Custodians:

Army – AC  
Navy – OM  
Air Force – 02  
NGA – MP

Preparing activity:

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