LAND COMPONENT HANDBOOK

(APP-6A MAP SYMBOLOGY)

This publication replaces and updates the
information available in AC 71038
Staff Officers' Handbook (Issue 1:1: July 2000)

April 2001

SECTION 1 – SIZE AND TYPE INDICATORS ON ICONS

SIZE SYMBOLS

Group	Symbol	National Designation	Remarks
1	●	Section	(1)
2	● ●	-	(2)
3	● ● ●	Platoon Troop Flight	(1) marines, armour, artillery, engineers, signals, special air service, transport, army air, RAF Regiment
4	I	Company Squadron Battery Company Group Squadron Group	(1) armour, engineers, signals, special air service, army air, transport, RAF Regiment, artillery composite unit based on infantry company (3) composite unit based on armoured squadron (3)
5	II	Battalion Regiment Field Ambulance Armoured or Field Workshop Wing Battle group Commando	(1) armour, artillery, engineers, signals, special air service, army air, medical, repair and recovery RAF Regiment composite unit of mixed arms (3) "marines"
6	III	-	(2)
7	✖	Brigade	(1)
8	✖✖	Division	(1)
9	✖✖✖	Corps	(1)
10	✖✖✖✖	Army	(1)
11	✖✖✖✖✖	Army Group	(1)

(1) basic national designation.
(2) non existent in the British Army.
(3) requires Task Force indicator.

Explanatory Notes

These group numbers should not be used outside the context of these Notes. They are not intended as definitions in themselves.

Group 1.   The smallest basic unit, part of a group 2 and/or group 3 unit.   Requires administrative and logistical support.

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

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

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

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

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

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

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

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

Group 10.   The largest tactical and administrative formation of a land force made up of a number of group 9 and group 8 formations.

Group 11.   Several group 10 or group 9 formations under a designated commander.

Examples of hand-drawn and computer-generated symbols are shown below:

TYPE SYMBOLS

Indicator	Description
▬	INSTALLATION
⌐	TASK FORCE
⌃	FEINT/DUMMY
│	HQ STAFF
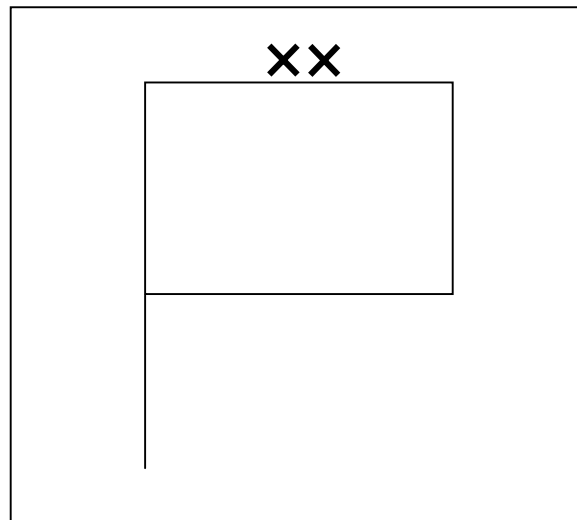
Note: The bottom of the staff indicates the precise location of the Headquarters.

UNIT TITLES

The titles of units are shown against symbols as follows:

Unit   Higher Formation

eg   B   QDG

B Squadron QDG
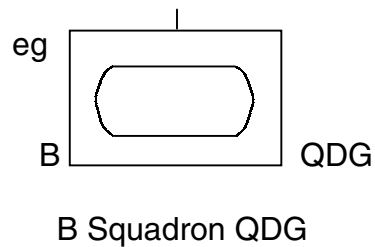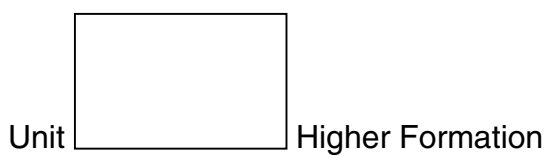
SECTION 2 - UNITS AND FUNCTION ICONS

Note: All symbols in this Section identify Combat Units.

DESCRIPTION	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
LAND UNIT				
AIR DEFENCE (AD)				
AD – MISSILE (MSL)				
ARMOUR (ARMD)				
ARMD – TRACKED – RECOVERY (REC)				
ARMD - WHEELED (WH)				
ARMD WH - REC				
ANTI TANK (ATK)				
ATK - ARMD - WH				
ATK – MOTORISED				
AVIATION (AVN) ROTARY WING				
AVN - ATTACK				
AVN – RECONNAISSANCE (RECCE)				
AVN – UTILITY (UTY)				
AVN - UTY - LIGHT (LT)				

DESCRIPTION	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
AVN - UTY - MEDIUM (MED)				
AVN - UTY - HEAVY (HY)				
AVN - C2				
AVN - MEDEVAC				
AVN - SEARCH & RESCUE (SAR)				
AVN - UNMANNED AERIAL VEHICLE (UAV)				
AVN - UAV - FIXED WING				
AVN - UAV - ROTARY WING				
INFANTRY (INF)				
INF - LT				
INF - MOTORISED				
INF - AIRBORNE				
INF – MECHANIZED (MECH)				
INF - FIGHTING VEHICLE				
ENGINEER (ENGR)				
COMBAT (CBT) ENGINEER				
ENGR - LT				
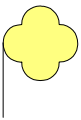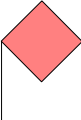
DESCRIPTION	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
ENG - ARMD				
ENGR - MOTORISED				
ENGR - CONSTRUCTION (CONST)				
FIELD ARTILLERY (FD ARTY)				
ARTY - FD SELF-PROPELLED (SP)				
ARTY - FD LT				
ARTY - TARGET ACQUISITION (TA)				
ARTY - TA - RADAR				
ARTY - TA – SOUND RANGING				
ARTY SURVEY (SVY)				
ARTY METEOROLOGICAL (MET)				
RECONNAISSANCE (RECCE)				
RECCE - ARMD				
RECCE - MOTORISED				
RECCE - AIRBORNE				
RECCE - LT				
INTERNAL SECURITY FORCES				

DESCRIPTION	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
COMBAT SUPPORT (CS)	CS	CS	CS	CS
NBC				
NBC - CHEMICAL	C	C	C	C
NBC - CHEM - SMOKE (SMK)/ DECONTAMINATION (DECON)	SD	SD	SD	SD
NBC - NUCLEAR (NUC)	N	N	N	N
NBC - BIOLOGICAL	B	B	B	B
NBC - DECON	D	D	D	D
MILITARY INTELLIGENCE (INT)	MI	MI	MI	MI
INT - SIGNALS INTELLIGENCE (SIGINT)	MI	MI	MI	MI
INT ELECTRONIC WARFARE (EW)	EW	EW	EW	EW
INT - EW DIRECTION FINDING (DF)	E W	E W	E W	E W
INT - EW INTERCEPT	E W	E W	E W	E W
INT - EW JAMMING	EW	EW	EW	EW
INT - COUNTER INTELLIGENCE (CI)	CI	CI	CI	CI
INT - OPERATIONS	OPS MI	OPS MI	OPS MI	OPS MI

DESCRIPTION	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
INT INTERROGATION (INTG)	IPW	IPW	IPW	IPW
INT - JOINT INT CENTRE (JIC)	JIC	JIC	JIC	JIC
LAW - ENFORCEMENT UNIT MILITARY POLICE (MP)	MP	MP	MP	MP
CIVILIAN LAW ENFORCEMENT				
SIGNALS (SIG)				
AREA SIG UNIT	AREA	AREA	AREA	AREA
SIG UNIT - OPERATIONS (OPS)	OPS	OPS	OPS	OPS
SIG UNIT - FORWARD COMMUNICATIONS (FWD COMMS)	FWD	FWD	FWD	FWD
SIG UNIT - RADIO				
SIG UNIT - RADIO TACTICAL (TAC) SATELLITE				
EXPLOSIVE ORDNANCE DISPOSAL (EOD)	EOD	EOD	EOD	EOD
COMBAT SERVICE SUPPORT (CSS)	CSS	CSS	CSS	CSS
ADMINISTRATIVE (ADMIN)	ADM	ADM	ADM	ADM
JUDGE ADVOCATE GENERAL (JAG)	JAG	JAG	JAG	JAG
POSTAL				
FINANCE (FIN)				

DESCRIPTION	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
PERSONNEL SERVICES (PERS SVCS)	PS	PS	PS	PS
MORTUARY/GRAVES REGISTRY				
RELIGIOUS/ CHAPLAIN (CHAP)	REL	REL	REL	REL
PUBLIC AFFAIRS (PA)	PA	PA	PA	PA
PA JOINT INFORMATION BUREAU (JIB)	JIB	JIB	JIB	JIB
REPLACEMENT HOLDING UNIT (RHU)	RHU	RHU	RHU	RHU
LABOUR				
MORALE, WELFARE, RECREATION	MWR	MWR	MWR	MWR
MEDICAL (MED)				
MED - TREATMENT FACILITY				
MED - DENTAL	D	D	D	D
MED - PSYCHOLOGICAL	P	P	P	P
SUPPLY (SUP)				
COMBAT SUPPLIES (C SUPS) - RATIONS				
TECHNICAL STORES				
C SUPS - POL				

DESCRIPTION	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
ENGR STORES				
C SUPS - AMMO				
CANTEEN SUPPLIES				
NBC SUPPLIES				
MED STORES				
ORDNANCE MATERIAL				
LAUNDRY/BATH				
C SUPS - WATER				
WATER PURIFICATION				
TRANSPORT (TPT)				
MOVEMENT CONTROL CENTRE (MCC)				
RAILHEAD				
SEA POINT OF DEPARTURE/ ENTRY (SPOD/SPOE)				
AIR POINT OF DEPARTURE/ ENTRY (APOD/APOE)				

DESCRIPTION	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
MAINTENANCE (MAINT)				
MAINT - RECOVERY (REC)				
MAINT - ORDNANCE				
MAINT - ELECTRO-OPTICAL	EO	EO	EO	EO
HEADQUARTERS (HQ)				

SECTION 3 – EQUIPMENT AND WEAPONS ICONS

Note: The use of a frame for equipment and weapons icons is optional. In this Section, the first row for each equipment/weapon shows framed icons and the second unframed.

DESCRIPTION	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
MISSILE (MSL) LAUNCHERS				
AIR DEFENCE (AD) - MSL LAUNCHER				
AD - MSL LAUNCHER - SHORT RANGE (SR)				
AD - MSL LAUNCHER - MEDIUM RANGE (MR)				
AD - MSL LAUNCHER - LONG RANGE (LR)				
AD - MSL LAUNCHER - THEATRE				
MSL LAUNCHERS - ANTI-TANK (ATK)				

DESCRIPTION	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
MSL LAUNCHERS – AT - LT				
MSL LAUNCHERS – AT - MED				
MISSILE LAUNCHERS – AT - HY				
SINGLE ROCKET LAUNCHER (RL)				
SINGLE RL - LT				
SINGLE RL - MED				
SINGLE RL - HY				
MULTIPLE RL (MRL)				

DESCRIPTION	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
MRL - LT				
MRL - MED				
MRL - HY				
ATK RL				
ATK RL - LT				
ATK RL - MED				
ATK RL - HY				
RIFLE/AUTOMATIC WEAPON (WPN)				

DESCRIPTION	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
RIFLE				
LIGHT MACHINE GUN (LMG)				
HEAVY MACHINE GUN (HMG)				
GRENADE LAUNCHER				
GRENADE LAUNCHER - LT				
GRENADE LAUNCHER - MED				
GRENADE LAUNCHER - HY				
MORTAR (MOR)				

DESCRIPTION	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
MOR - LT				
MOR - MED				
MOR - HY				
HOWITZER (HOW)				
HOW - LT				
HOW – LT – SELF-PROPELLED (SP)				
HOW - MED				
HOW - MED - SP				

DESCRIPTION	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
HOW - HY				
HOW - HY - SP				
ATK - GUN				
ATK GUN - LT				
ATK GUN - MED				
ATK GUN - HY				
DIRECT (DIR) FIRE GUN				

DESCRIPTION	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
DIR FIRE GUN - LT				
DIR FIRE GUN - LT - SP				
DIR FIRE GUN - MED				
DIR FIRE GUN - MED - SP				
DIR FIRE GUN - HY				
DIR FIRE GUN - HY - SP				
AD GUN				
AD GUN - LT				

DESCRIPTION	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
AD GUN - MED				
AD GUN - HY				
GROUND VEHICLE				
ARMD VEH				
TANK				
TANK - LT				
TANK – LT - REC				
TANK - MED				

DESCRIPTION	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
TANK - MED - REC				
TANK - HEAVY				
TANK – HY - REC				
ARMOURED PERSONNEL CARRIER (APC)				
APC - REC				
ARMD INF VEH				
ARMD COMD VEH				
ARMD CSS VEH				

DESCRIPTION	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
LT ARMD VEH (WHEELED)				
UTY VEH				
BUS	B	B	B	B
UTY VEH - LIMITED CROSS-COUNTRY				
UTY VEH - CROSS-COUNTRY				
UTY VEH - AMPHIBIOUS				
ENGR VEH				
ENGR VEH – BRIDGING (BR)				
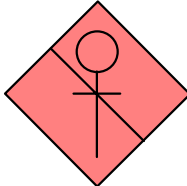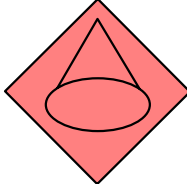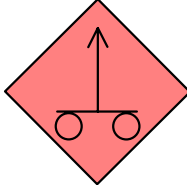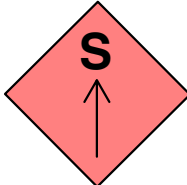
DESCRIPTION	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
ENGR - EARTHMOVER				
ENGR - CONST VEH				
MINE LAYING VEH				
MINE LAYING VEH (ARMD)				
MINE LAYING VEH - TRAILER (TLR) MTD				
MINE LAYING ARMD VEH WITH VOLCANO (SHIELDER)				
ENGR VEH – MINE LAYING WITH VOLCANO WHEELED VEH				
ENGR - DOZER				

DESCRIPTION	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
TRAIN LOCOMOTIVE				
CIVILIAN (CIV) VEH	CIV	CIV	CIV	CIV
	CIV	CIV	CIV	CIV
SENSOR				
RADAR				
EMPLACED SENSOR				
LASER				
NBC EQPT				
FLAME THROWER				

DESCRIPTION	UNKNOWN	FRIEND	NEUTRAL	HOSTILE
LAND MINES				
LAND MINES - CLAYMORE				
LAND MINES - LESS THAN LETHAL				

VIOLENT ACTIVITIES (DEATH CAUSING)
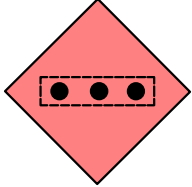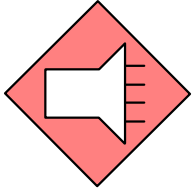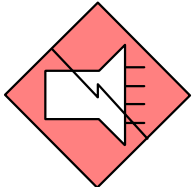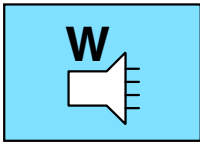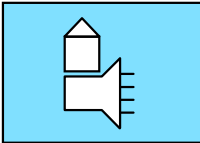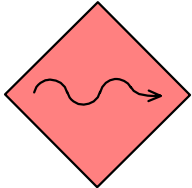
Arson/Fire	FIRE
Assassination/Murder/Execution	
Bomb/Bombing	BOMB
Booby Trap	
Drive-by Shooting	
Sniping	S
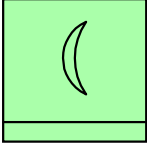
LOCATIONS

Black List Location The location of the official counter-intelligence listing of actual or potential enemy collaborators, sympathisers, intelligence suspects, and other persons whose presence menaces the security of friendly forces.	**BLK**
Grey List Location The location that identifies and locates those personalities whose inclinations and attitudes toward the political and military objectives of the force are obscure. May be listed on grey lists when they are known to possess information or particular skills required by deployed forces.	**GRAY**
White List Location The location that identifies and locates individuals who have been identified as being of intelligence or CI interest and are expected to be able to provide information or assistance in an existing or new intelligence area of interest. Usually in accordance with, or favourably inclined toward, force policies. Contributions are based on a voluntary and co-operative attitude.	**WHT**
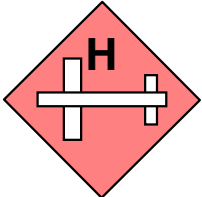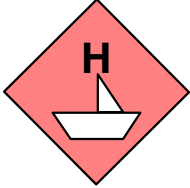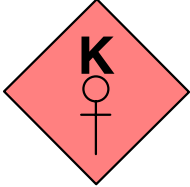
OPERATIONS

Patrolling	←⌐ P
Recruitment (willing)	W ♀
Recruitment (coerced/impressed)	C ♀

Demonstration	
Mine Laying	
Psychological Operations (PSYOP)	
PSYOP (TV and Radio Propaganda)	
Written Propaganda	
House-to-house Propaganda	
Foraging/Searching	
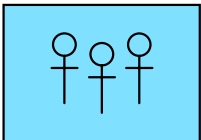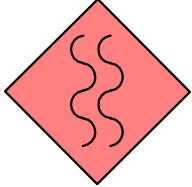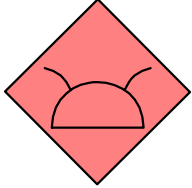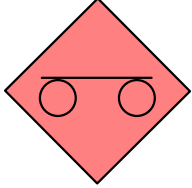
Spy	
Food Distribution	
Extortion	

HIJACKING

Hijacking (Vehicle)	
Hijacking (airplanes)	
Hijacking (Boat)	
Kidnapping	

Arrest	
Drug Operation	DRUG

OTHER ITEMS - GENERAL

Refugees	
Safe House	SAFE
Graffiti	
Vandalism/Rape/Loot/Ransack/Plunder/Sack	
Known Insurgent Vehicle	

Drug Vehicle	
Internal Security Force	

SECTION 5 - GRAPHIC CONTROL MEASURES

Purpose

1.   This Chapter sets out the standard system for the use of graphic control measures. It applies to both automated and hand-drawn graphic displays or overlays. The control measures portrayed are for use on situation maps, overlays and annotated aerial photographs. They are also the standard for all military symbology which includes those used in live and virtual environments.

Graphic Overlays

2.   Overlays are graphics drawn on top of a map, sketch or photograph. To ensure accurate alignment, the overlay needs to have at least two reference marks at two opposite locations. On automated displays, overlays are graphical information that is displayed electronically so that it can be 'turned on or off' over or in front of the primary digital display, such as a map, sketch or photograph.

Use of Graphics

3.   *General*. This section describes how to label various graphic control measures. Some boundary labelling can be abbreviated when the abbreviation will not cause confusion. All text labelling should be drawn so that it can be read when the bottom of the overlay is closest to the reader. Labelling written on an angle should be readable when the overlay is turned a quarter of a turn (90 degrees) clockwise (to the left).

4*.   Boundaries*. For boundaries, size markings should be perpendicular to the boundary line. For a corps boundary, use Roman numerals to show the number of the corps. The national abbreviation should be used if the boundary is between forces from different countries[1].

Field	Field Title	Description	Application
B	Size Indicator	A symbol that denotes the size of a unit or installation (see Section 1)	Units and installations
N	Enemy (Hostile)	Indicate enemy by letters 'ENY'	Enemy equipment, lines, areas and boundaries
T	Unique Designation	An alphanumeric title that uniquely identifies a particular symbol; track number. Nuclear: friendly delivery unit (missile, satellite, aircraft, etc)	All

5.   *Fire Support Control Measures*. These should be labelled with the effective times, the controlling headquarters and the abbreviation of the control measure. This labelling should be on both ends of the line and repeated as often as necessary for clarity along any line that passes through many boundaries.
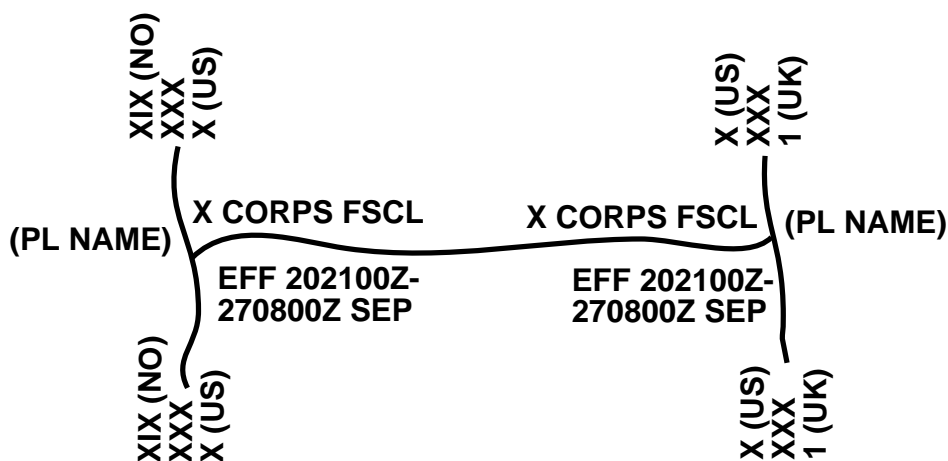
Most lines should be named as a phase line for easy reference during orders and radio transmissions. A phase line should be labelled as 'PL NAME' and placed in brackets.
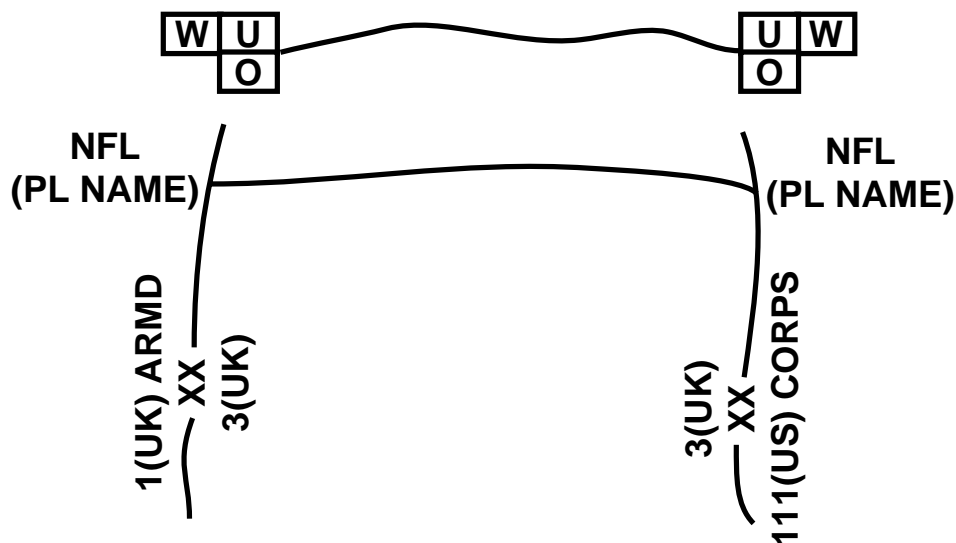
Field	Field Title	Description	Application
O	Control Measure Code Name	A name given to a phase line and other control measures for easy reference and security when using in orders and in electromagnetic transmissions. It is placed with brackets below the abbreviation of a control measure	Control measures
U	Control Measure Abbreviation	An abbreviation of a fire support or other control measure, such as LOA for limit of advance	As necessary
W	Date-Time Group	Alphanumeric field for date/time (DDHHMMSSZMONYY)[2] or 'o/o' for on order	All

6.   *Areas*. Areas will normally be marked with the abbreviation for the type of area followed by a name. This labelling should be in the centre of the area unless the area is too small or the labelling would interfere with the locating of units.
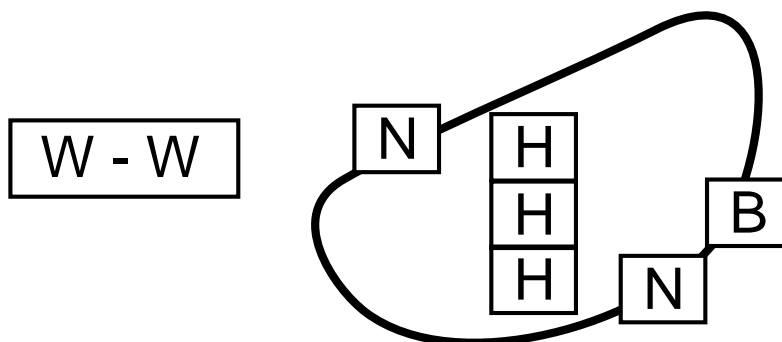
Field	Field Title	Description	Application
B	Size Indicator	A symbol that denotes the size of a unit or installation (see Section 1)	Units and installations
H	Additional Information	Free text	All
N	Enemy (Hostile)	Indicate enemy by letters 'ENY'	Enemy equipment, lines, areas and boundaries
W	Date-Time Group	Alphanumeric field for date/time (DDHHMMSSZMONYY) or 'o/o' for on order	All

7.   *Points*. Points can be numbered, lettered or combination. An abbreviation for the point may be inside the point as in a release point, or on the upper right hand corner of the point symbol. Way points and targets are marked uniquely as shown later in this Chapter.

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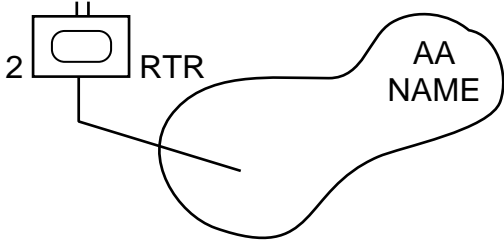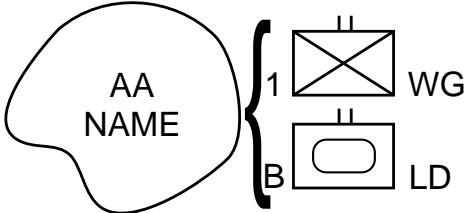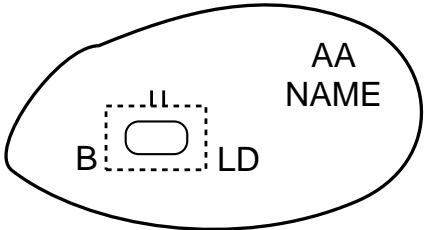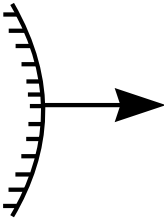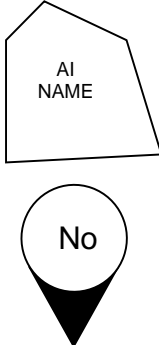
[2] Day, Hours, Minutes, Seconds, Time Zone, Month, Year eg 012359ZJAN01.

(actual location)
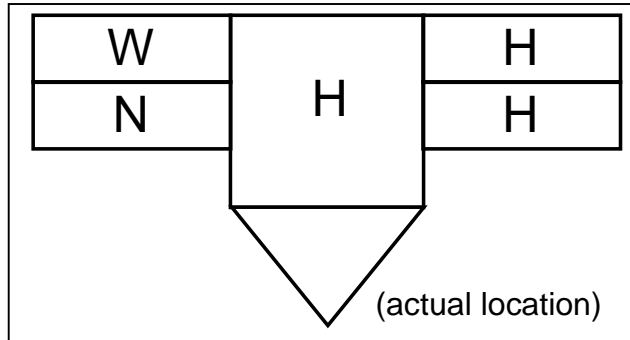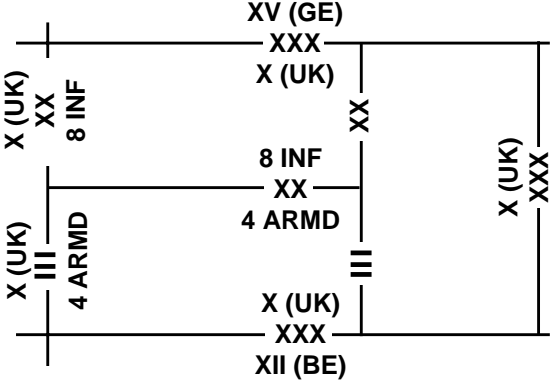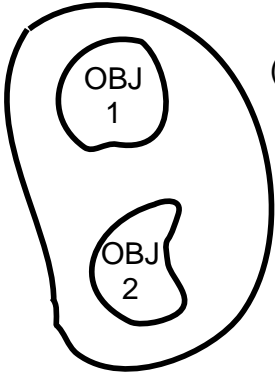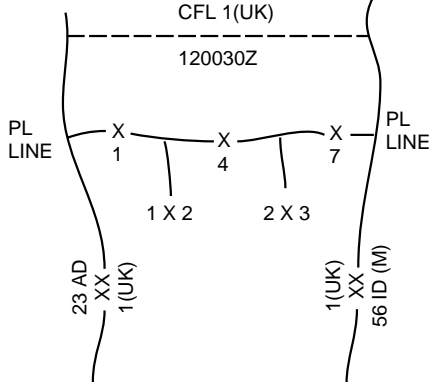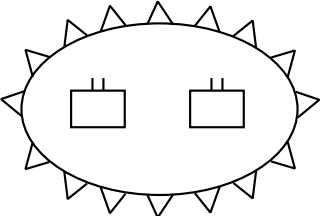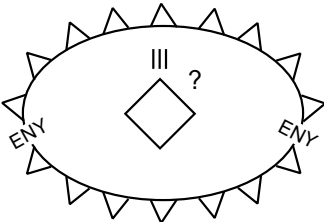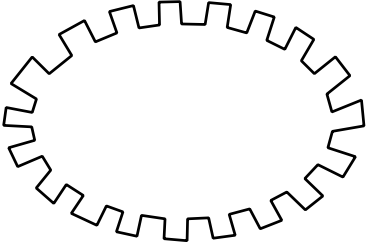
Field	Field Title	Description	Application
H	Additional Information	Abbreviations for types of area followed by other information, if appropriate and name in free text	All
N	Enemy (Hostile)	Indicated enemy by letters 'ENY'	Enemy equipment, lines, areas and boundaries
W	Date-Time Group	Alphanumeric field for date/time (DDHHMMSSZMONYY) or 'o/o' for on order	All
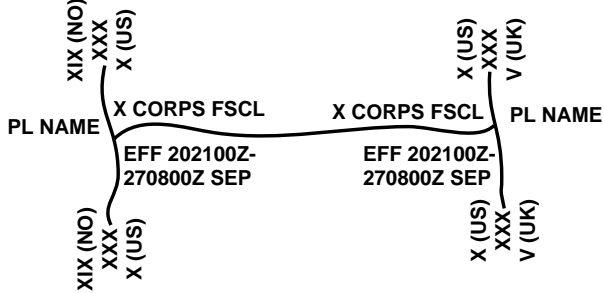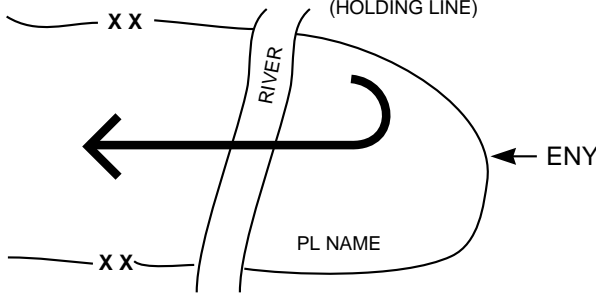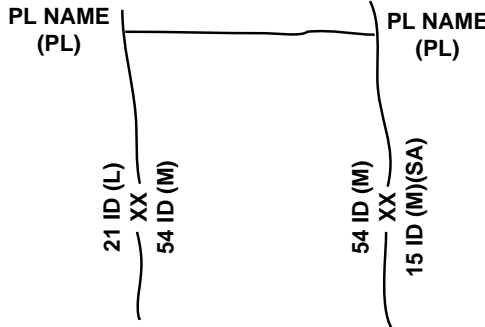
8.   *Major Battlefield Control Measures*.

Areas (General) Friendly	
Friendly Planned/On Order	
Enemy Known/Confirmed	
Enemy Suspected/Anticipated	
Assembly Areas Occupied	
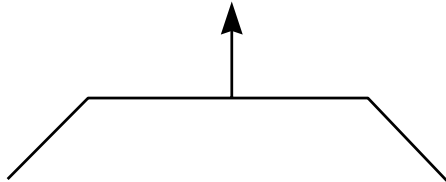
Occupied	
Occupied by Mulitple Units	
Proposed/On Order	
Ambush (The base of the arrow shaft is the center of mass of the ambush unit's position, the arrow points in the direction of fire from the ambush unit).	
Area of Interest (AI) Point of Interest	
Boundaries (General) Friendly Present (Size marking are always perpendicular or at a 90 degree angle to the boundry)	
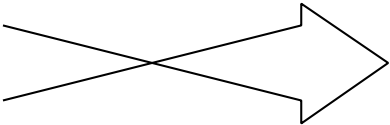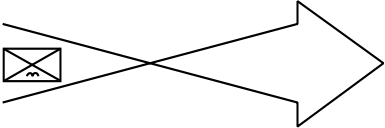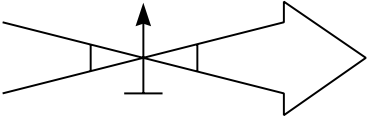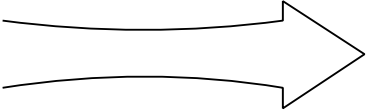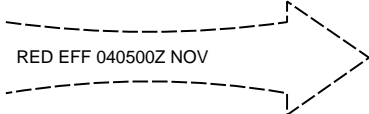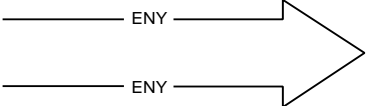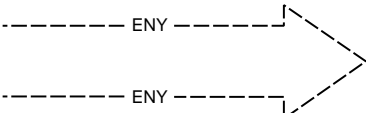
Friendly Planned or On Order	
Enemy Known	
Enemy Suspected or Anticipated	
Boundaries (Corps are designed by Roman numerals.) (All text should be oriented as shown so that it is readable with the bottom nearest the reader or by turning the overlay one quarter turn clockwise).	
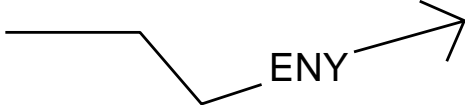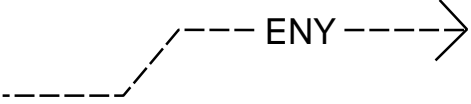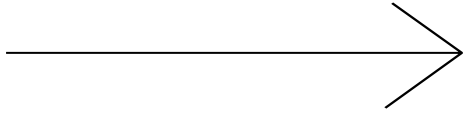
Bridgehead (The bridgehead is bounded by a phase line called the bridgehead line).	 PL NAME (BRIDGEHEAD LINE)
Coordinated Fire Line (CFL)	
Encirclement Friendly	
Enemy	
Fortified Area	
Forward Line of Own Troops (FLOT) (Enemy on topside of symbol) Friendly Present	
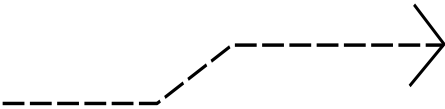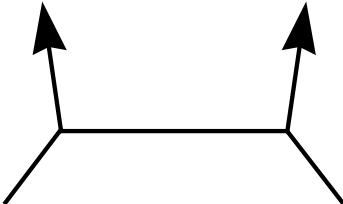
Friendly Planned or On Order	
Enemy Known or Confirmed	ENY ENY
Fire Support Coordination Line (FSCL)	
Holding Line	
Phase Line (PL)	

9.   *Offensive Activity*.
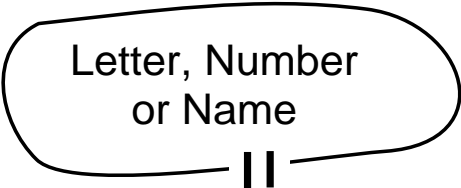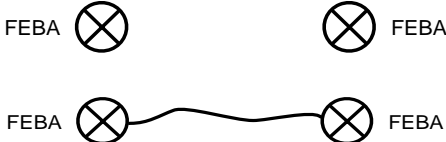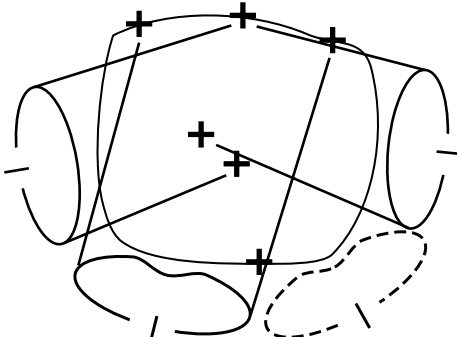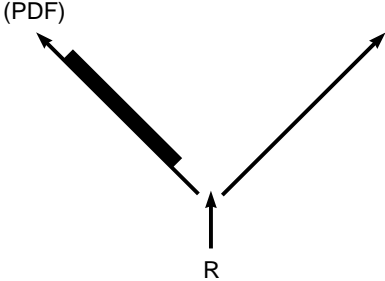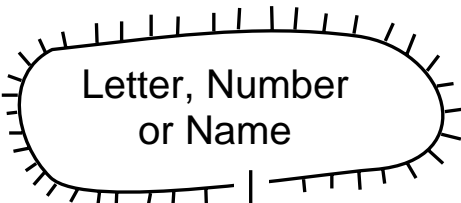
Attack by Fire Position	
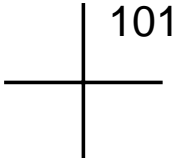
Axis of Advance (The tip of the arrow should touch the objective or limit of the movement). Friendly Aviation	
Friendly Airborne	
Friendly Attack Helicopter	
Friendly Ground Axis of Supporting Attack	
Friendly Ground Axis of Main Attack	
Friendly Ground Axis On Order with Date and Time (if known) Effective	RED EFF 040500Z NOV
Enemy Confirmed	ENY ENY
Enemy Anticipated	ENY ENY
Direction of Attack (The tip of the arrow should touch the objecive or limit of the movement). Friendly Aviation	

Friendly Aviation Planned or On Order	
Enemy Known/Confirmed Aviation	
Templated Enemy Aviation	
Enemy Confirmed/Known Ground	
Anticipated Enemy Ground	
Friendly Direction of Supporting Attack	
Friendly Direction of Main Attack	
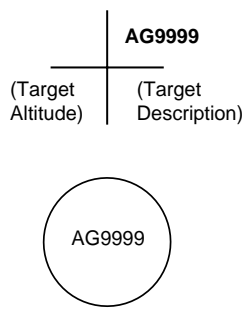
Friendly Planned or On Order	
Objective	OBJ NAME
Point of Departure (PD)	(PL NAME) LD / PD / LD (PL NAME)
Support by Fire Position	

10. *Defence Activity*.
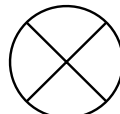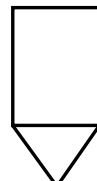
Battle Position (BP)	
Occupied (Battalion sized unit)	Letter, Number or Name (oval with ▌▐ marking)
End Points	FEBA ⊗　　　　⊗ FEBA
Actual Locations	FEBA ⊗～～⊗ FEBA
Engagement Area	(engagement area diagram)
Principal Direction of Fire (PDF) (This shows an automatic rifle with the sector of fire between the two lines and with the arrows indicating the maximum effecive range of the weapon or maximum range based on the terrain. The PDF is along the left side of the sector).	(PDF) R
Strong Point	Letter, Number or Name (strong point symbol)
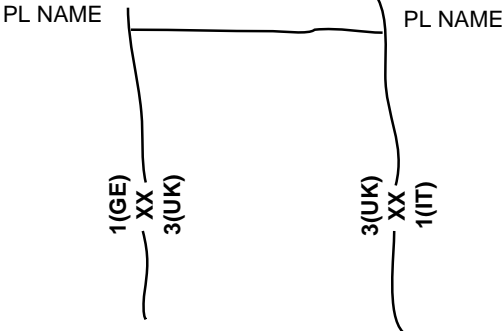
Target Reference Point (TRP)	101

11. *Fire Support Activity*.

Target Target, Circular	**AG9999** (Target (Target Altitude) Description) AG9999
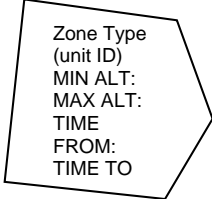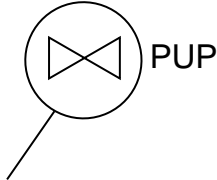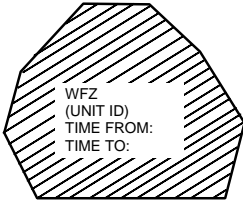
12. *Points and Lines*.

Contact Point (Bottom of pointer is exact location)	3
Coordinating Point (Centre is exact location)	⊗
Decision Point (Centre is exact location)	☆3
Point (Bottom of staff is exact location)	

Phase Line (PL)	PL NAME ——————— PL NAME 1(GE) XX 3(UK) 3(UK) XX 1(IT)
Way Point	✕ 8
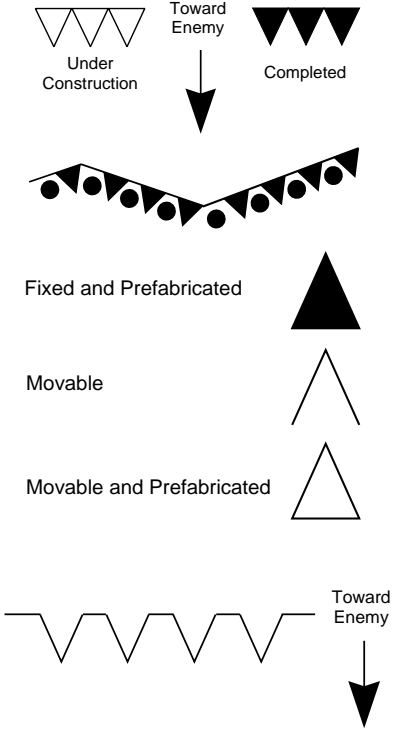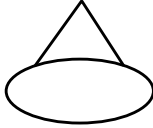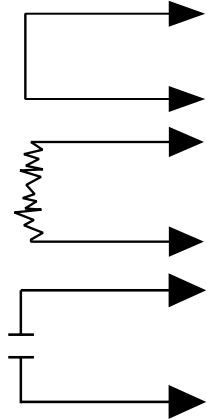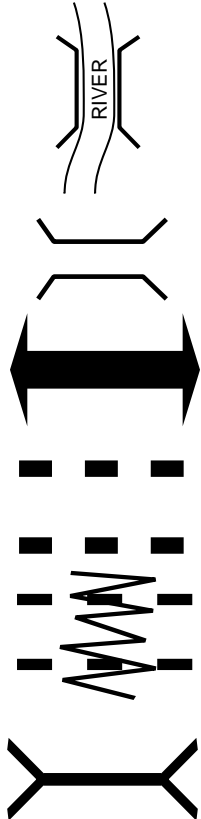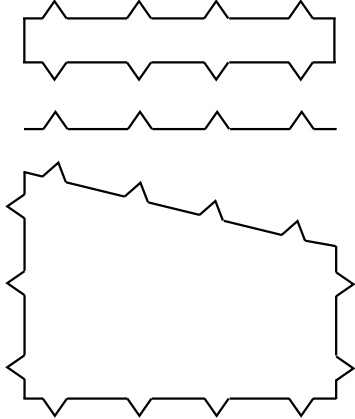
13. *Air Defence Activity*.

Air Defence Zones	Zone Type (unit ID) MIN ALT: MAX ALT: TIME FROM: TIME TO
Pop-up Point	⊠ PUP
Weapons Free Zone (WFZ)	WFZ (UNIT ID) TIME FROM: TIME TO:

14. *Engineer Activity*.

Abatis	

Antitank Obstacles
 	
    Antitank Ditch
 	
    Antitank Ditch Reinforced with
    Antitank Mines
 	
    Antitank Obstacles, Tetrahedrons,
    Dragon's Teeth and other similar
    obstacles
 	
    Antitank Wall
	Toward Enemy
	Under Construction Completed
	
	Fixed and Prefabricated
	
	Movable
	
	Movable and Prefabricated
	
	Toward Enemy

Booby Trap	

Bypass
 	
    Bypass Easy
 	
    Bypass Difficult
 	
    Bypass Impossible	

Crossing Sites/Water Crossings	
Assault Crossing Area	
Bridge or Gap	
Ferry	
Ford/Ford Easy	
Ford Difficult	
Lane/Raft Site	
General Osbstacle	
Obstacle Belt	
Obstacle Line	
Obstacle Zone	

Mines	
Antipersonnel (AP) Mine	
Antitank (AT) Mine	
Antitank Mine with Antihandling Device	
Directional Mine (Arrow Shows Effects) "Claymore Type Mine"	
Unspecified Mine	
Mine Cluster	
Wide Area Mine	

Minefields	
Planned Minefield (Unspecified Mines)	
Completed Minefield (Unspecified mines)	
Antipersonnel (AP) Minefield	
Antitank (AT) Minefield with Gap (Show effective time and name of gap).	 272100Z SEP - 300400Z SEP
Antitank (AT) Minefield (Line points to enter of mass of minefield)	
Scatterable Minefield (Unspecified mines) with Self-Destuct Date-Time Group	S DTG
Antipersonnel (AP) Minefield Reinforced with Scatterable and with Self-Destruct Date-Time Group	+S DTG
Mined Area	
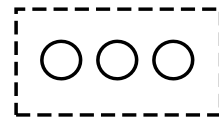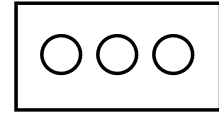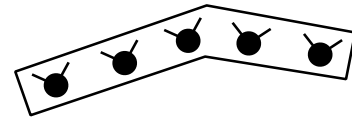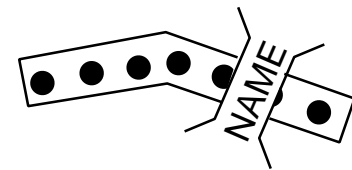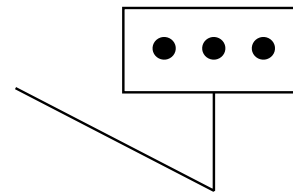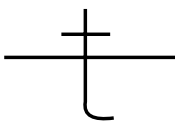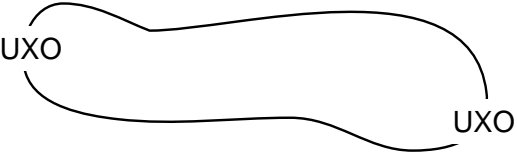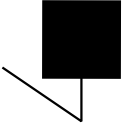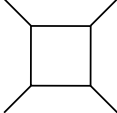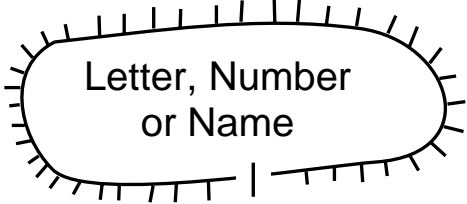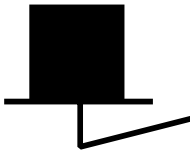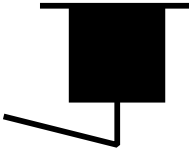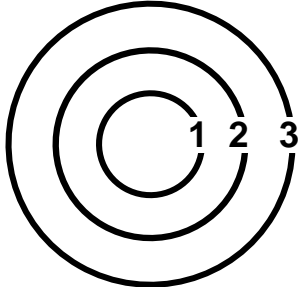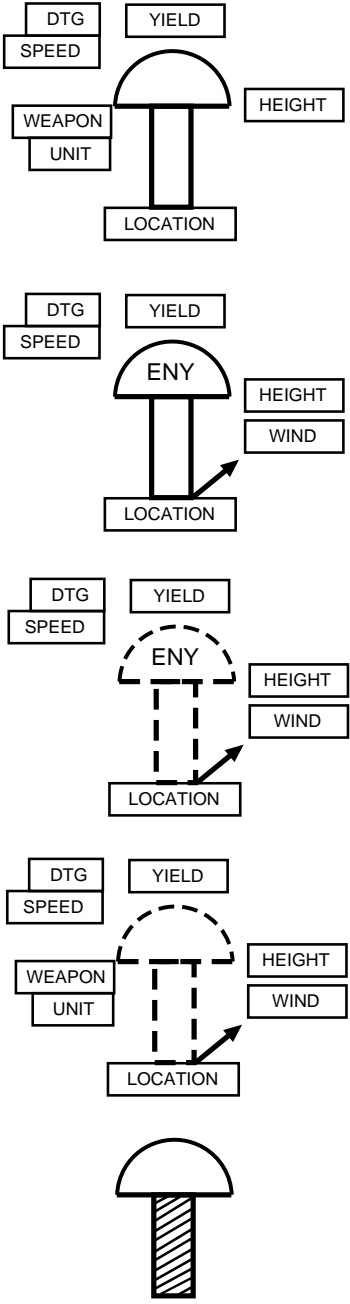
Obstacle Effect	
Block	
Fix	
Turn	
Disrupt	

Roadblocks, Craters and Blown Bridges	
Planned (Usually used to close a lane through an antitank ditch or other obstacle).	
Explosive, State of Readiness 1 (Safe)	
Explosives, State of Readiness 2 (Armed but passable)	
Roadblock Complete (Executed)	

Wire Obstacles	
Unspecified	X X X X X X X X X X
Single Fence	X———————X———————X
Double Fence	XX————XX————XX
Double Apron Fence	X X X X X X X X X X
Low Wire Fence	X X X X X X X X X
High Wire Fence	X X X X X X X X X X
Single Concertina	0 0 0 0 0 0 0 0 0 0
Double Strand Concertina	0 0 0 0 0 0 0 0 0 0
Triple Strand Concertina	0 0 0 0 0 0 0 0 0 0
Trip Wire	
Unexploded Ordnance (UXO) Area	UXO UXO

15.   *Defended Locations and Areas*.

Earthwork, Small Trench or Fortification (Line points to exact location).	
Fort	
Fortified Line	
Foxhole, Emplacement or Weapon Slit	
Strong Point	Letter, Number or Name
Surface Shelter (Line points to exact location).	
Underground Shelter (Line points to exact location).	

16.   *NBC Activity*.

Minimum Safe Distance Zones (Shows minimum safe distance (MSD) from ground zero of a friendly nuclear explosion as zones 1, 2 and 3).	![Minimum safe distance zones diagram: concentric circles labelled 1 2 3]

Nuclear Detonations, Releases or Events
 	
    Friendly Ground Zero
    Note: Height stated in meters or as high, low, surface or subsurface
 	
Enemy known, Ground Zero
 	
Enemy Anticipated
 	
Friendly Planned or On order
 	
Fallout Producing
	![Symbols for Friendly Ground Zero (DTG, SPEED, YIELD, WEAPON, UNIT, HEIGHT, LOCATION), Enemy known Ground Zero (ENY, WIND), Enemy Anticipated (dashed), Friendly Planned or On order (dashed), Fallout Producing (hatched stem)]

Biological and Chemical Attack Release Events	DTG □ FREE TEXT □ DTG □ FREE TEXT □
Contaminated Areas Radioactive Area (Used to show the limits of the nuclear contamination. A dose rate contour line overlay should be used if entering the area).	N Shown in Yellow (if available)
Biologically Contaminated Area	B Shown in Yellow (if available)
Chemically Contaminated Area	C Shown in Yellow (if available)

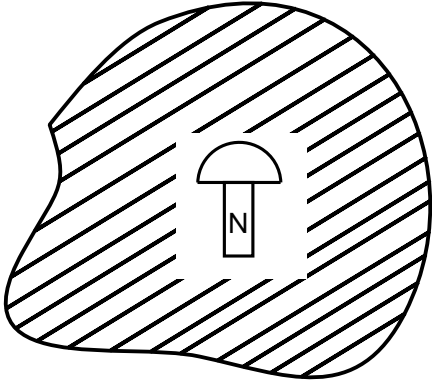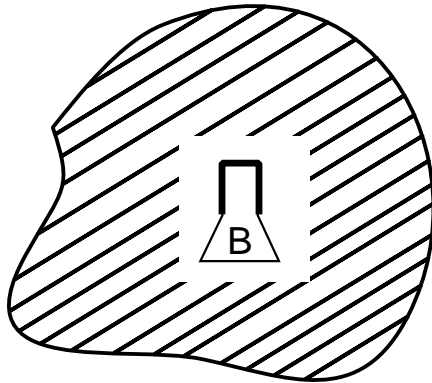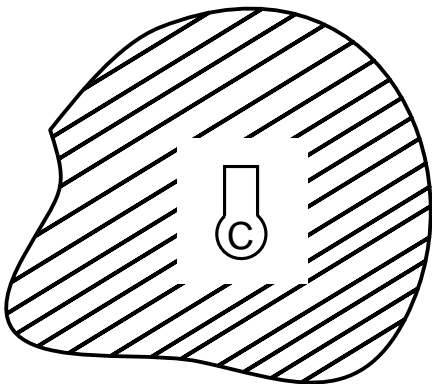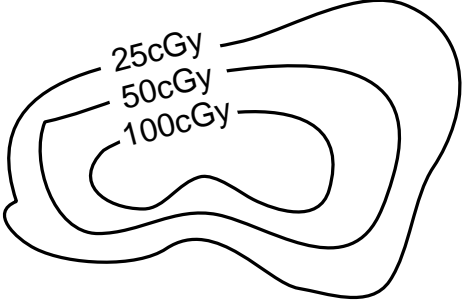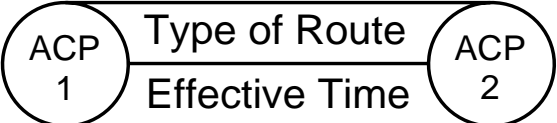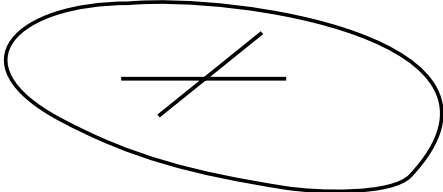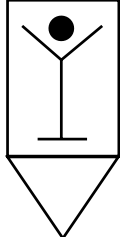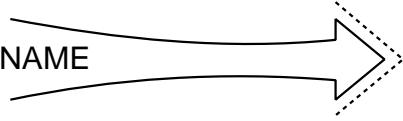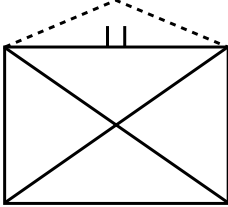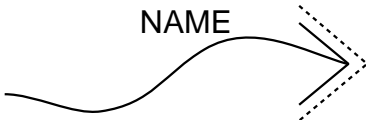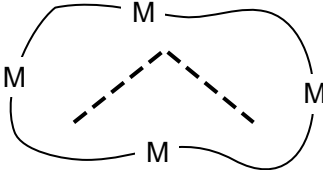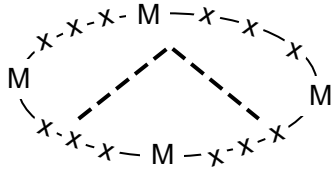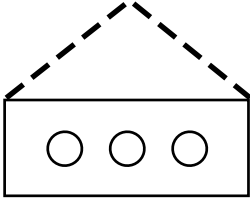|	
Dose Rate Contour Lines Levels of radioactivity are represented in centigrays per hour. The overlay is drawn to the scale of the map and from survey (reconnaissance) data.	25cGy 50cGy 100cGy
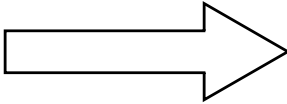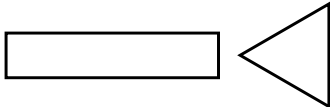
17.   *Air Activity*.

Air Control Point (ACP)	ACP 4
Air Route	ACP 1 — Type of Route / Effective Time — ACP 2
Airfield Zone	
Downed Aircrew Pickup Point (Bottom of staff is exact location)	

18.   *Deception Activity*.

Dummy (Deception) (Decoy)	
Axis of Advance for Feint	
Decoy Infantry Battalion	
Direction of Attack for Feint	
Decoy Mined Area	
Decoy Mined Area, Fenced	
Dummy Minefield	

19. *Combat Service Support Activity*.

Convoys
 	
    Moving Convoy
 	
    Halted Convoy	

Supply Routes
 	
    Main Supply Route
 	
    Alternative Supply Route
 	
    One-way Traffic
 	
    Alternating Traffic
 	
    Two-way Traffic
	MSR NAME
	
	ASR NAME
	
	MSR NAME
	
	MSR NAME ALT
	
	MSR NAME