S.No	Primitive Symbols	Description
	Frames / Affiliation	
1.		frame_friendly_rect
2.		frame_hostile_rhombus
	Echelon (top Markers)	
3.	Ø	echelon_crew
4.	●	echelon_squad
5.	●●	echelon_section

6.	**I**	echelon_company_battery_squadron
7.	**II**	echelon_regiment_battalion
8.	**X**	**echelon_brigade**
9.	**XX**	**echelon_division**

10.	**XXX**	**echelon_corps**
11.	**XXXX**	**echelon_command_army**

Status (at frame's top-right)

12.	**(+)**	**status_reinforced**
13.	**(−)**	**status_reduced**
14.	**(±)**	**status_reinforced_and_reduced**

15.		Round dot inside the rectangle represents **an artillery unit(friendly)**

Core Role Glyphs (center icon)
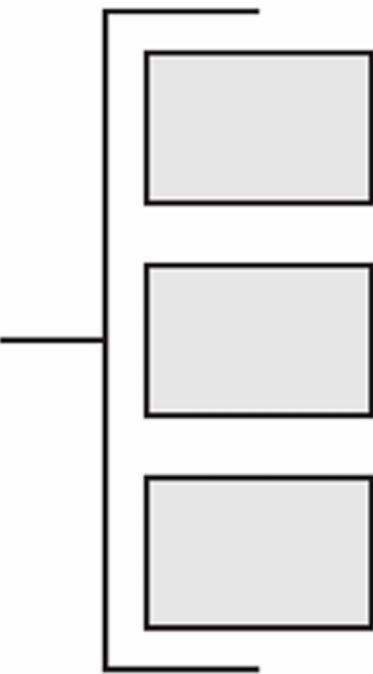
18.		**role_signals_bolt**
19.		**role_armour**
20.		**role_infantry**
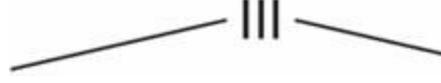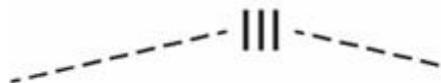
21.		**role_mortar**
22.		**role_engineer**
23.		role_eme
24.		**role_parachute**
25.		**role_medical**
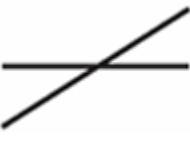
26.		**role_amm_ordnance**
27.		**role_uav**
28		**role_anti_tank**
29		**role_combined_arms**
30	ASLT Current usage construct	**role_assault_lift_helicopter**
31	ASLT 	**role_air_assault_infantry**
32		**role_airborne_infantry**
Mobility Symbols		

28.		Wheeled(limited mobility)
29.		Wheeled(high mobility)
30.		Tracked
31.		Towed

Amplifiers / Brackets / Text
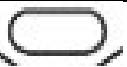
32		group_bracket_right Grouping brackets are left, right and top
33		text_unit_name
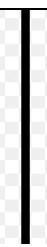
34		**text_number**
		text_time

Control measures

35. **Boundaries**	Boundary _regiment_present	
	Boundary_regiment_planned	

Areas/ Points 36	Cm_airfield_basic	
37	Cm_airfield_advanced	
38	Cm_Named_area_of_intrest	**NAI**
39	Cm_objective_area	**OBJ**

40	Cm_Target_area_of_intrest	**TAI**
41		**FARP**
42	**CSA**	**Cm_corps_support_area**
43	**DZ**	**Cm_drop_zone**

44	**LZ**	**Cm_landing_zone**
45	**RP**	**Cm_release_point**
46	**SP**	**Cm_start_point**
47		**Cm_mine_field_area**

48		**Cm_anti_tank_ditch**

Role-composite atomic primitives
(used to build infantry/combined arms)

49		**Capsule_center** **# pill (rounded rectangle) centered**
50		**capsule_small_top # small pill above center (Stryker)**

| 51 | | **g_mountain_peak # triangular peak with flat base** |

Composites (assembly grammar)

- **Combined Arms** = capsule_center + inner_cross_X
  X endpoints remain inside capsule; centers coincide.
- **Mechanized Infantry** = cross_X_large + capsule_center
  X passes through capsule and extends outside; centers coincide; X angle ≈ 90°±15°.
- **Mobile Infantry (Stryker)** = cross_X_large + capsule_small_top + g_wheel_dot×N (N≥3)
  Small capsule above X center; 3–5 wheels on a straight line below center.
- **Mountain Infantry** = cross_X_large + g_mountain_peak
  Peak centered below X center; base horizontal.

9. Weapons & missiles — built from atomic parts

9.1. Shared atomic parts

| 52 | | g_stem_v # vertical line |

53	▬▬▬▬	g_bar_h #short…horizontal..bar (repeatable)
54	⌒	g_arch_round #round semi-arch nose
55	⋀	g_tri_nose #traingular nose
56	⟰	g_chevron_up

57		g_chevron_down
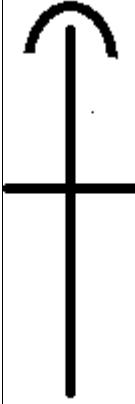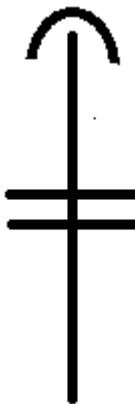
9.2 Family-specific atoms & grammars
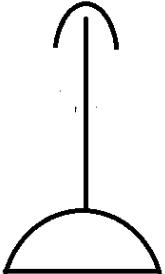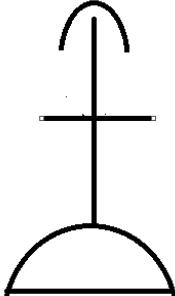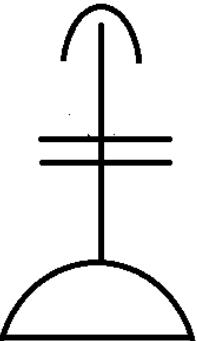
Howitzer (Light / Medium / Heavy)		
58		Base= how_stem+how_breech_circle (+ how_conn)

59		**Light** = Base + how_tick_left + how_tick_right
60		**Medium = base + how_bar X 1**
61		**Heavy : Base + how_bar X 2**

Machine Gun (Light / Medium / Heavy)

Atoms: mg_stem, mg_arrow_up, mg_bar

62	↑	**LMG = Base**
63	↑	**MMG = Base + mg_bar×1**
64	↑	**Base + mg_bar×2**

Missiles:

Atoms: msl_body, msl_bar, msl_nose_round

65		Base=msl_body+ msl_nose_round
66		Short range = Base + msl_bar X 1
67		Long range= Base + msl_bar X 2

Air-Defense Missile (Generic / short range / Long range)

Atoms: adm_base_dome, adm_body, adm_nose_round, adm_bar
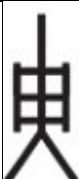
68		**adm_base_dome**
69		**Generic** = `adm_base_dome` + `adm_body` + `adm_nose_round`
70		**Short range = Generic + adm_bar×1**
71		**Long range = Generic + adm_bar×2**

Anti-Tank Rocket Launcher (Generic / Short / Medium / Long)
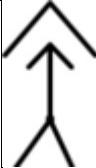
Atoms: atl_body, atl_nose_tri, atl_bar
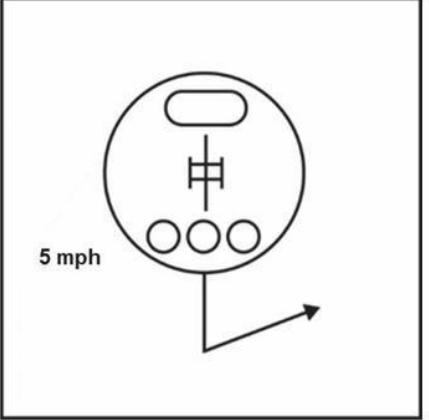
72		**Base = atl_body + atl_nose_tri**
73		**Short Range= Base + atl_bar×1**
74		**Medium = Base + atl_bar×2**
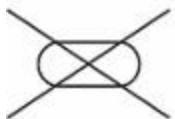
75		**Long Range = Base + atl_bar×3**

Anti-Tank Gun (Generic / Light / Medium / Heavy)

76		**Atg_stem**
77		**Atg_base**

78		Generic : Atg_base + stem
79		Light : Generic + atg_bar
80		Medium : Generic + atg_bar X 2
81		Heavy : Generic + atg_bar X 3

Other symbols

82		Anti-Tank Recoilless gun
83		Grenade Launcher (Generic)
84		Mortar

85		**An armored, wheeled high-mobility vehicle with a medium gun system**, currently moving at 5 mph in the indicated direction.
86		**Anti-tank**
87	ASLT Current usage construct	**Assault or lift helicopter**
88	Alternate usage construct	**Alternate usage construct**
89	A	**Attack helicopter**

90		Combined arms
91		Mechanized infantry
92		Mobile infantry (Stryker)
93		Mountain infantry