
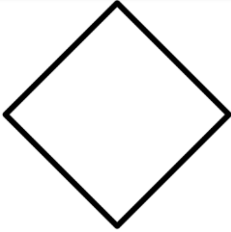




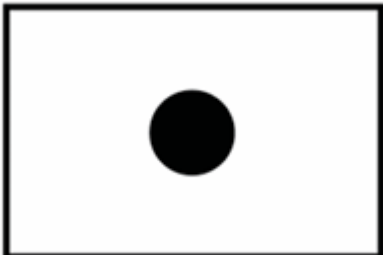
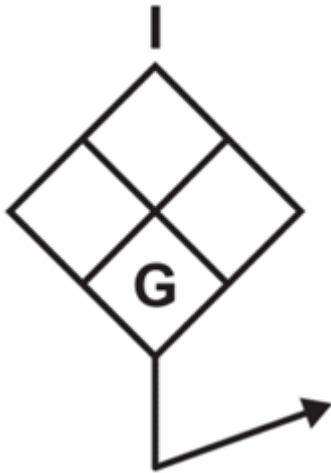
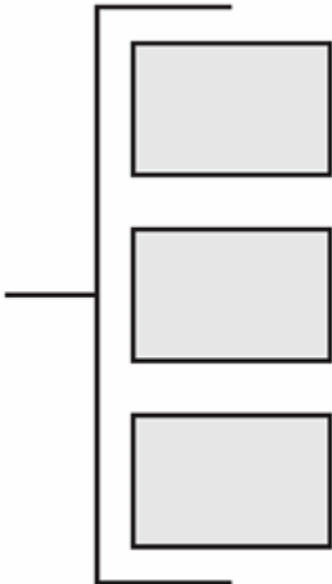


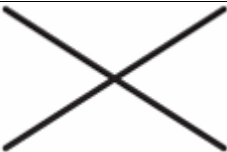












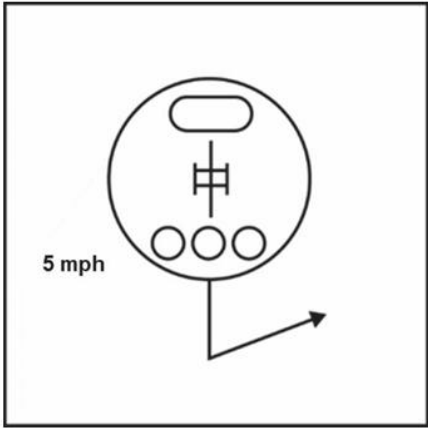



S.No	Primitive Symbols	Description
Basic Symbols		
1.		Friendly Unit
2.		Hostile Unit
3.		Crew (placed on the top of box)
4.		Squad (Placed on top of the box)
5.		Section (placed on top of the box) : 10 people in a section 3 section in a platoon
6.		company —A unit consisting of two or more platoons, usually of the same type, with a headquarters and a limited capacity for self-support. (120-200 people) (ADP 3-90) battery —A company-size unit in a field artillery(6 artillery guns) or air defense artillery









		<p>battalion. (ADP 3-90) : 5 companies</p> <p>squadron—A company-size unit in a infantry(sub-unit of a battalion). (ADP 3-90) : 4 troops</p>
7.	II	<p>Regiment—A unit consisting of two or more troop-size units and a headquarters.(</p> <p>battalion—A unit consisting of two or more company-, battery-, or troop size units and a headquarters. (ADP 3-90)</p>
8.	X	<p>brigade—A unit consisting of two or more battalions and a headquarters company or detachment. 3 battalions of infantry</p>
9.	XX	<p>division—An echelon of command and tactical formation that employs brigade combat teams, multi functional brigades, and functional brigades to achieve objectives on land.</p>
10.	XXX	<p>corps—An echelon of command and tactical formation that employs divisions, multi-functional brigades, and functional brigades to achieve objectives on land.</p>





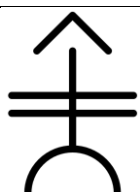
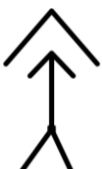

11.	XXXX	Command army —An echelon of command designated as the Army Service component command responsible for recommendations of allocation and employment of Army forces to a combatant commander with an assigned area of responsibility.
12.	(+)	Reinforced (Attached)
13.	(-)	Reduced (Detached)
14.	(±)	Reinforced and Reduced
15.		Round dot inside the rectangle represents an artillery unit(friendly)




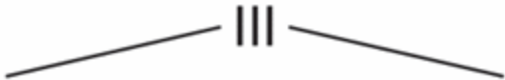
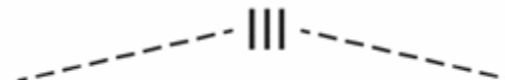


16.		Direction of Movement Amplifier
17.		Grouping Brackets to represent three or more Grouped units together
18.		Signals
19.		Tank
20.		Infantry - Provides Soldiers trained, armed, and equipped to fight dismounted by means of fire and movement to destroy, defeat, capture, or repel an enemy assault.









21.		Mortar -
22.		engineer —Provides Soldiers with technical skills and equipment to provide freedom of action or land power by mitigating the effects of terrain.
23.		EME - Electronics and Mechanical Engineers (EME) is a crucial logistics arm responsible for the maintenance, repair, and upkeep of all technical equipment used by the Indian Army.
24.		Parachute
25.		Medical Services
26.		Ammunition/Ordnance
27.	UAV	Unmanned Aircraft




Mobility Symbols		
28.		Wheeled(limited mobility)
29.		Wheeled(high mobility)
30.		Tracked
31.		Towed
Weapons		
32.		An armored, wheeled high-mobility vehicle with a medium gun system, currently moving at 5 mph in the indicated direction.
33.		Generic Grenade Launcher
34.		Generic Anti-Tank Gun
35.		Light Anti-Tank Gun

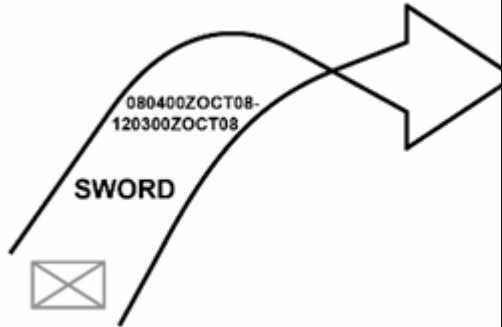
36.		Medium Anti-Tank Gun
37.		Heavy Anti-Tank Gun
38.		Light Howitzer
39.		Medium Howitzer
40.		Heavy Howitzer
41.		Light Machine Gun
42.		Medium Machine Gun
43.		Heavy Machine Gun

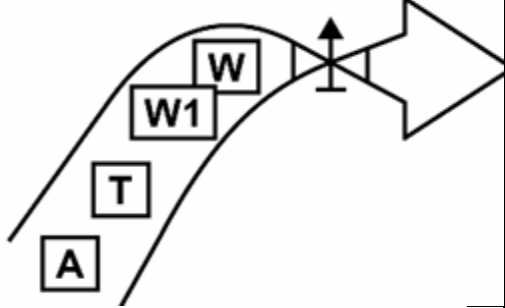
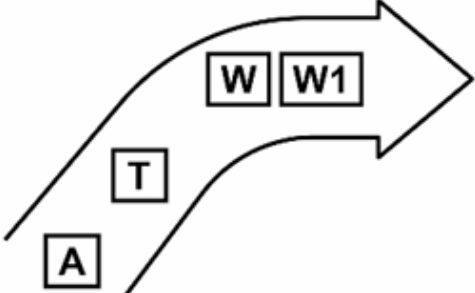

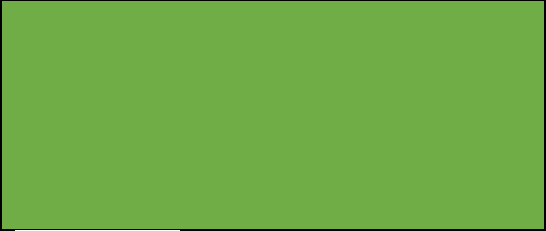

Missiles		
44.		Short Range Missile
45.		Long-range Missile
46.		Generic Air defense Missile
47.		Short-range Air defense Missile
48.		Long-range Air defense Missile
49.		Anti Tank Recoil-less gun
50.		Generic anti-tank rocket launcher

51.		Short-range anti tank rocket launcher
52.		Medium-range anti-tank rocket launcher
53.		Long-range anti-tank rocket launcher
Boundary Line Graphics		
54.		Regiment Boundary(Present)
55.		Regiment Boundary(Planned/suspected)
56.		Air assault infantry
57.		Airborne infantry

58.		Anti-tank
59.	ASLT  Current usage construct	Assault or lift helicopter
60.	 Alternate usage construct	Alternate usage construct
61.	A 	Attack helicopter
62.		Combined arms
63.		Mechanized infantry
64.		Mobile infantry (Stryker)
65.		Mountain infantry

Area Control Measures		
66.		Airfield (basic)
67.		Airfield(Advanced)
68.	NAI	Named Area of Intrest
69.	OBJ	Objective Area Like  Objective area FIVE
70.	TAI	Target Area of intrest

71.	FARP	Temporary helicopter area
72.	CSA	Corps Support area
73.	DZ	Drop Zone
74.	LZ	Landing Zone
75.	RP	Release Point
76.	SP	Start point
77.		airborne or aviation axis of advance : Airborne infantry unit moving on airborne axis of advance SWORD from 0400 Zulu hour 8 October 2008 to 0300 Zulu hour 12 October 2008

78.		attack helicopter axis of advance
79.		supporting axis of advance
80.		<p>main axis of advance— The principal attack or effort into which the commander throws the full weight of the offensive power at his disposal.</p> <p>Mechanized infantry unit moving on main axis of advance WHITE from 0400 Zulu hour 8 October 2008 to 0300 Zulu hour 12 October 2008</p>
81.		Mine Filed Area : Mark areas in Green to indicate
82.		Anti Tank Ditch

- Will include the headquarter and non-headquarter unit part later

Wargaming happens in ops room

And in brigade level only and 5-6 thousand people are involved in it

Looking for offensive or defensive operation,

Offensive strategy is terrain specific,

Strength ratio of 1-9, if I have to attack ; mountains

Ratio of 1-3 : plains

